

## Close Combat Actions

### **Aim (Half or Full Action)**

If you spend a Half Action to aim, your next attack gains a +10 bonus to your Weapon Skill. If you spend a Full Action aiming, the bonus is +20. An attack must immediately follow this action or the benefit is lost.

### **All Out Attack (Full Action)**

You gain a +20 bonus on your Weapon Skill test, but you may not Parry or Dodge until your next turn.

### **Called Shot (Full Action)**

You declare the location of the target you wish to hit (Head, Body, Right Arm, etc.) and make a (-20) Weapon Skill test. If successful you hit the desired location.

### **Charge (Full Action)**

The opponent must be at least 4 metres away from you, but within your Charge Move, and the last 4 metres must be in a straight line. You gain a +10 bonus to your Weapon Skill test made at the end of the charge.

### **Defensive Stance (Full Action)**

Until your next turn, all opponents suffer -20 penalty to Weapon Skill tests made to attack you.

### **Feint (Half Action)**

This is resolved by an Opposed Weapon Skill test. If you win, your next attack cannot be Dodged or Parried. If your next action is anything other than a Standard Attack, you lose this advantage.

### **Grapple (Full Action)**

Whether you are Grappling or being Grappled, you may only take the Grapple Action. You may make an Opposed Strength test to injure your opponent. If you succeed, you deal unarmed damaged 1d5-3 plus SB, with Armour Points counting double, and one level of fatigue. If your opponent wins, you deal no damage but you are still Grappled.

If you are being Grappled, you may make an Opposed Strength test to break free. If you win the test, you escape. See Grappling on **p.197** for information on starting a Grapple.

### **Guarded Attack (Full Action)**

You make a melee attack with a -10 penalty to your Weapon Skill test. Until your next action, you gain a +10 bonus on Dodge or Parry tests.

### **Knock-Down (Full Action)**

You and your opponent make Opposed Strength tests. If you succeed, you Knock-Down your opponent who falls down and must use a Stand action to get back to their feet. If you succeed by two or more degrees you opponent also take SB-4 damage and one level of Fatigue. If your opponent wins, he keeps his footing, but if he wins by two or more degrees of success, you are Knocked-Down instead. If you spent a Half Action to move first, you gain a +10 bonus to your test.

### **Manoeuvre (Half Action)**

By succeeding at an Opposed Weapon Skill test, you can move an opponent 1 metre in any direction. You can also advance 1 metre as well, if desired. Your opponent cannot be forced into another character or some other obstacle (such as a wall).

### **Multiple Attacks (Full Action)**

If you have the Swift Attack or Lightning Attack talents, you may spend a full action to make multiple attacks determined by the talent you have. Or, you have a secondary weapon you may make an extra attack with this weapon. See Two-Weapon Fighting on **p.197**.

### **Parry (Reaction)**

To Parry, test Weapon Skill. If you succeed, you beat back the attack. If you fail, the attack connects and damaged is rolled as normal.

### **Standard Attack (Half Action)**

You can make a standard melee attack by testing Weapon Skill. Certain weapons require talents to use them effectively, any attacks made without the required talent incurs a penalty of -20 to your Weapon Skill.

### **Stun (Full Action)**

Whilst any character may attempt this action, only those with the Takedown talent stand a good chance of succeeding. To strike to stun, test your Weapon Skill, with a penalty of -20 if you do not have the Takedown talent. On a success, your opponent rolls 1d10 and add his Toughness Bonus +1 per Armour Point protecting his head. If your roll is equal or higher, your opponent is stunned for a number of rounds equal to the difference between the rolls and gains one level of fatigue.