

Maneuver (B363+)	Description	Active Defense	Movement
Aim (Ranged)	Aim a ranged weapon to get its Acc bonus (+1 for bracing, +1 for 2 turns, +2 for 3+ turns) <i>The combined bonus from all targeting systems cannot exceed the weapon's base Accuracy</i>	Any*	Step (None with braced two-handed weapon)
All-Out Attack (Melee)			
Determined	+4 to hit	None	Half Move (forward)
Double	2 attacks on same foe with ready hand/weapon (weapon attacks -4 to off-hand)	None	Half Move (forward)
Feint	Make one feint and one attack on same foe (ranged as well as melee)	None	Half Move (forward)
Long	Increase reach by 1 yard (Swing attacks at -2 dmg. or -1 per die), may end in crouch (MA87)	None	Half Move (forward)
Strong	+2 to damage (or +1 per damage die)	None	Half Move (forward)
All-Out Attack (Ranged) <i>For optional ranged feints, see MA121</i>			
Determined	+1 to hit	None	Half Move (forward)
Suppression Fire	Weapon must have RoF 5+ (B409)	None	Half Move (forward)
All-Out Defense			
Increased	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move)	Any	Step (or Half Move)
Double	Two <i>different</i> Defenses against one attack	Any	Step
Attack	Attack unarmed or with a ready weapon (melee weapon attacks -4 to off-hand)	Any	Step (before or after attack)
Change Posture	Standing, sitting, kneeling, crawling, prone, lying face up (see B364 and MA98)	Any	None
Concentrate	Focus on a mental task	Any†	Step
Committed Attack (Melee) <i>MA100</i>			
Determined	+2 to hit	Special‡	Step (or 2 Steps, at -2 to hit)
Strong	+1 to damage (or +1 per two <i>full</i> damage die), ST-based attacks only	Special‡	Step (or 2 Steps, at -2 to hit)
Defensive Attack (Melee)	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon or Parry with the same weapon, Kick: +2 to avoid Leg Grapple and DX rolls to avoid falling. -2 to damage (or -1 per die if worse), foe gets +1 to defend against a grab or grapple	Any	Step (before or after attack)
Do Nothing	Take no action (Active Defenses at -4 if taking Do Nothing due to Stun; roll vs. HT/IQ)	Any	None
Evaluate (Melee)	Study a foe prior to a melee attack (+1 per turn to subsequent attacks or feints, max. +3); may also use the Evaluate bonus to cancel out penalties from Deceptive Attacks or feints	Any	Step
Feint (Melee) <i>May use the highest Melee Weapon or unarmed combat skill to resist a feint - for optional ranged feints, see MA121</i>			
Beat	Contest of ST-based combat skill vs. foe's ST- or DX-based skill (MA100)	Any	Step
Defensive Feint	Apply the penalty from a successful Beat, Feint, or Ruse to foe's attack roll instead of defense	Any	Step
Feint	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield, or DX	Any	Step
Ruse	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill, or Tactics (MA101)	Any	Step
Move and Attack	Move and attack at a penalty (Ranged: -2 or weapon's Bulk; non-slam Melee: -4, max. skill 9). <i>For thrusting attacks, may use slam damage (HP x velocity/100). Not compatible with Flurry of Blows, Mighty Blow, Giant Step, Combos, Rapid Strike, or Deceptive Attack (except slams, etc.)</i>	Special§	Full Move (-2 to avoid falling)
Move	Do nothing but move (see <i>Sprinting</i> , B354, and <i>Acrobatic Movement</i> , MA105-MA107)	Any	Full Move
Ready	Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)	Any	Step
Wait	Hold your action, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready. Can also attempt a Stop Hit (MA108)	Any	Varies

* Taking an active defense spoils your Aim; if you are injured, make a Will roll or lose your Aim.

† Taking an active defense or being knocked down, injured, distracted etc. requires a Will-3 roll to maintain.

‡ The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat.

§ If you attacked using an arm, you cannot use that arm to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any other body part to attack, you cannot dodge. You can use any other defense, but you cannot retreat.

Deceptive Attack (B369): Target suffers a -1 to active defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of 10).

Dual-Weapon Attack (B417): Use both hands to make two attacks (including pistols), both at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for melee). Foe defends at -1 if he is the target of both attacks.

Rapid Strike (B370, HT85): Make two attacks (with a ready hand/weapon), both at -6, to replace one normal attack. Can target separate foes (within a 30° angle for Ranged). Ranged attacks require a weapon with RoF of 2+. Divide the RoF evenly into two separate attacks, and use each to determine the rapid-fire bonus.

Telegraphic Attack (MA113): +4 to hit (melee), +2 to defend against. Incompatible with Deceptive Attack, Evaluate, Riposte, or Feint. Does *not* affect crit chance.

Tip Slash (MA113): Swing a thrusting impaling weapon to do cutting damage equal to the weapon's impaling damage -2.

Cross Parry (MA121): Commit two ready melee weapons to a single parry, using the better Parry score +2 and combining their weights (for purposes of breaking). Neither hand can parry again this turn.

Riposte (MA124): Take a penalty to your Parry (min. of 8), not including modifiers. If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (hand or weapon), Block (shield), or Dodge (non-hand unarmed strike), or half that penalty to all other defenses.

Supported Parry (MA121): Use a ready (empty) hand to support a parrying weapon for +1 as if it were a two-handed weapon. Neither hand can parry again.

Extra Effort: A critical failure on these rolls causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). May use no more than one offensive option (Flurry of Blows, Giant Step, Great Lunge, Heroic Charge, Mighty Blows) and one defensive option (Feverish Defense or Rapid Recovery).

Flurry of Blows: Spend 1 FP *per attack* to halve the penalty for a melee Rapid Strike (B370, usually -6).

Giant Step: Spend 1 FP for one extra step (before or after your attack) during an Attack or Defensive Attack.

Great Lunge: Spend 1 FP to get the effects of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip).

Heroic Charge: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).

Mighty Blow: Spend 1 FP *per attack* to get the All-Out Attack (Strong) damage bonus to a melee Attack without losing defenses.

Feverish Defense: Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack).

Rapid Recovery: Spend 1 FP to parry with an unbalanced weapon during an Attack, or any weapon during a Move and Attack

Posture (B367, B551)	Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal (may <i>Sprint</i> , B354)
Crouching	-2	Normal	-2	2/3 (or +1/2 MP per hex)
Kneeling	-2	-2	-2	1/3 (or +2 MP per hex)
Crawling	-4 (reach "C")	-3	-2*	1/3 (or +2 MP per hex)
Sitting	-2	-2	-2	None
Lying Down	-4	-3	-2*	1 yard/second

Attack is the modifier when making a melee attack from this posture (no effect on ranged attacks).

Target is the modifier to hit your torso, groin, or legs with a ranged attack - no penalty for other hit locations if visible.

* If attacker is at the same or lower elevation and farther away than his own height, he attacks your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at all. If you also have your head down, he cannot attack your neck, eyes, or face.

Humanoid Hit Locations

Roll	Location (Penalty)
-	Eye (-9)
-	Ear (-7)
3-4	Skull (-7, -5 from behind)
5	Face (-5, -7 from behind)
-	Jaw (-6)
6-7	Right Leg (-2)
8	Right Arm (-2)
9-10	Torso (0)
11	Groin (-3)
12	Left Arm (-2)
13-14	Left Leg (-2)
-	Joints, Limb (-5)
-	Veins/Arteries, Limb (-5)
15	Hand (-4)
16	Foot (-4)
-	Joints, Extremity (-7)
17-18	Neck (-5)
-	Veins/Arteries, Neck (-8)
-	Vitals (-3)
-	Chinks in Armor (-8, -10)

Veins/Arteries: A fighter with a *cutting*, *impaling*, *piercing*, or *tight-beam burning* weapon can target a major blood vessel in the neck (jugular vein or carotid artery), arm (brachial artery), or leg (femoral artery). The attack has an extra -3: -5 for a limb, -8 for the neck. Increase the wounding modifier for that hit location by 0.5; e.g., a *cutting* attack gets x2 instead of x1.5 against a limb, or x2.5 instead of x2 for the neck. Ignore crippling effects and damage limits for limbs. The GM may rule that Mortal Wounds (B423) doesn't apply and that any failed HT roll to avoid death means the victim collapses and bleeds out messily. A miss by 1 hits the neck, arm, or leg, as appropriate.

Hands and Feet: Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost. If holding a shield, *double* the penalty to hit: -4 for shield arm, -8 for shield hand. On a hit with a *crushing*, *cutting*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, the attack hits a joint. If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.

Neck: Increase the wounding multiplier of *crushing* and *corrosion* attacks to x1.5, and that of *cutting* damage to x2. At the GM's option, anyone killed by a *cutting* blow to the neck is decapitated! On a hit with a *cutting*, *impaling*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, it hits a vein/artery. Also roll 1d for *crushing* attacks from behind; a 1 indicates a spine hit. Crippling the spine this far up – a "broken neck" – causes Quadriplegic (B150), not merely Lame (Paraplegic). This occurs automatically if Neck Snap (MA77) or a throw from a Head Lock (MA74) inflicts injury over HP to the neck! A miss by 1 hits the torso.

Vitals: Heart, lungs, kidneys, solar plexus, etc. Increase the wounding modifier for an *impaling* or any *piercing* attack to x3, and that of a *tight-beam burning* attack to x2. The wounding modifier for a *crushing* attack is only x1, but shock requires a HT roll to avoid knockdown, at -5 if a major wound. A miss by 1 hits the torso.

Chinks in Armor: A *piercing*, *impaling*, or *tight-beam burning* attack can target joints or weak points in a suit of armor, vehicle, etc. Roll at -8 to hit a chink in the foe's torso armor, or at -10 for any other location (face, eyes, vitals, arm, etc.). If you hit, halve DR. This is cumulative with any armor divisors.

Posture and Hit Locations (MA99)

Standing

Hit Location Effects: Remove -1 from the penalty for the neck, face, eye, or skull of a *kneeling* or *sitting* man, or to kick the leg or foot of a *standing* man.

Prohibited Attacks: None.

Modified Attacks: Attacks of reach C against enemies who are lying down give -2 to hit. Elbow Strike and Knee Strike can't reach those lying down (but Elbow Drop and Knee Drop can). Head Butt can't reach those lying down either, and has -2 to hit even against kneeling, sitting, or crawling foes. Using Scissors Hold or the grappling techniques in *Using Your Legs* (MA79) forces the attacker to fall down.

Kneeling

Hit Location Effects: Remove -1 from the penalty for the feet, legs, or groin of a *standing* man, but add -1 to hit the neck, face, eye, or skull.

Prohibited Attacks: All kicks, Backbreaker, Knee Drop, Knee Strike, Piledriver, Scissors Hold, and any Sweep using a leg.

Modified Attacks: Elbow Drop is at -1 damage and can only target a foe crawling or lying down. Head Butt is at -2 to hit a foe who is crawling or lying down – and against a standing opponent can only target the legs or groin. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.

Crawling

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a *standing* man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, Scissors Hold, Two-Handed Punch, any Sweep using a leg, all kicks except Back Kick, and weapon strikes at reach 1+.

Modified Attacks: Elbow Strike has an extra -1 to hit, and cannot reach the neck, face, eye, or skull of a standing man. Against a standing foe, Head Butt can only attack the groin, legs, or feet. Knee Strike can only target an opponent who is lying down, the legs or feet of a sitting man, or the feet of a standing man. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.

Sitting (see *Fighting While Seated*, MA83, if sitting on something other than the ground)

Hit Location Effects: Remove -1 from the penalty for the feet, legs, or groin of a *standing* man, but add -1 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (Drop Kick, Flying Jump Kick, Jump Kick, Pole-Vault Kick, etc.), Back Kick, Backbreaker, Knee Drop, Piledriver, and any kind of slam.

Modified Attacks: Same as Kneeling. In addition, Elbow Strike cannot hit the neck, face, eye, or skull of a standing man. Knee Strike, any Sweep using a leg, and all permitted kicks have an extra -1 to attack and damage. Downward kicks (Axe Kick, Stamp Kick, etc.) can only hit opponents who are crawling or lying down, or the feet of a standing foe, and do -1 damage.

Lying Face-Up

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a *standing* man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (as for Sitting), Back Kick, Backbreaker, Elbow Drop, Knee Drop, and Piledriver.

Modified Attacks: Elbow Strike and Head Butt cannot reach any part of a standing man but his feet or legs, and cannot attack the neck, face, eye, or skull of anyone who isn't crawling or lying down. Stability removes -2 from the penalty for permitted kicks and Sweeps with legs, but lack of leverage gives -1 damage. Knee Strike, punches, and close-combat weapon attacks (reach C) cannot reach above the groin of a standing man.

Lying Face-Down (prone)

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a standing man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, and all kicks except Back Kick.

Modified Attacks: Elbow Strike, Head Butt, and Knee Strike cannot reach any part of a standing man but his feet, and cannot attack the neck, face, eye, or skull of anyone who isn't crawling or lying down. Punches and close-combat weapons cannot target anything above the groin on a standing man. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.