

## Fighting Moves (Skill: Fighting, Marksmanship or Hurl'd Weapons, Base Difficulty: Target's Total Defence)

Manoeuvre	Difficulty	Effect
Bash/Slash/Lunge/Throw/Shoot	+0	Normal attack.
Blow Torch	+3	Breathe fire. Flame and flammable liquid required. Damage 5, +2 each round if target is ignited. Botch: you suffer the damage yourself. (Skill: <i>Marksmanship</i> )
Called Shot	+2	Strike at a weak or unarmoured spot.
Charge	+2	Attack from <i>Short Range</i> or further. -2d to defence.
Chest Run	+2	Multiple kicks to unbalance the enemy. Half damage, -2d to next <i>Reflexes</i> action.
Disarm	+2	Disarm the target. Half damage.
Double Attack ‡	+2	Attack with two weapons (or fists, or arrows). Damage for each weapon.
Double Kick	+2	Simultaneously kick at an enemy on each side.
Grapple	+0	No damage, but opponent may not act for the remainder of the exchange. Opposed <i>Strength</i> rolls are required to hold grip or break free.
Finishing Move	+4	Decapitate or strike a vital organ. Instant death. Only usable against "extras".
Flip Kick	+2	Flip and kick at an enemy directly behind. -2d to defence from surprise.
Head Bash	+2	Bash your head on the opponent's. Base damage 3. If damage is 5 or more the opponent is knocked out. Botch: you knock yourself out.
Knock Down	+2	Attacker is knocked down. Half damage, action required to get up.
Pin	+2	Pin the opponent to a nearby object with a sharp weapon.
Pressure Points †	+2 / +3	"The Pinch". Disable a limb (+2) or the whole body (+3). (Neck pinch is lethal if blood flow is not restored in 30 seconds.)
Quick Draw	+2	Draw weapon and attack in one action.
Trick Shot ‡	+2 / Bounce	Attack by bouncing a projectile off one or more objects. If objects are out of sight a <i>Remember</i> roll of same difficulty must first be made.
Spin Kick	+2 / Target	Kick multiple enemies around you.
Where it hurts the most...	+2	Effective only against males. No damage, but target is disabled until he makes a <i>Willpower</i> roll of 2 + attack's <i>Effect Value</i> .
Whirling Attack ‡	+2	Whirl your weapon around you. Everyone within point-blank range is knocked down, receiving damage equal to the <i>Effect Value</i> .

† - Requires training. ‡ - A separate specialty is required for each type of weapon.

## Defence Moves (Skill: As noted, Base Difficulty: Enemy's Attack Roll)

Manoeuvre	Difficulty	Effect
Back Flip	+2	Avoid an attack and move out of point-blank range. (Skill: <i>Dodge</i> )
Block	+0	Basic defence. (Skill: <i>Fighting</i> or <i>Hurl'd Weapons</i> )
Dodge and Trip	+2	Trip the attacker while dodging. (Skill: <i>Dodge</i> )
Missile Catch	+4	Catch a missile before it hits you (or someone near you). (Skill: <i>Fighting</i> )
Swat	+2	Strike a thrown object back towards the enemy. (Skill: <i>Fighting</i> )

## Other Moves (Skill: As noted)

Manoeuvre	Difficulty	Effect
Back Stab	Special	Sneak up behind the enemy. Difficulty: target's <i>Perception</i> roll. Gain bonus dice equal to the <i>Effect Value</i> for your next attack. (Skill: <i>Sneak</i> )
Wall Run	4	Run up and jump off a wall to a new position. (Skill: <i>Acrobatics</i> )