

## COMBAT MODIFIERS

Modifier	Notes	OM	DM
Aimed Body Shot	See Hit Location Table	NA	NA
Aiming	+1 per Phase, up to +3 max	+1 to +3	NA
Area Effect Attack	Hit hex; roll AV vs. DV based on range Melee = 4; Close = 8; Medium = 12; Long = 16, Extreme = 16+2/+100m	NA	NA
Attacker Prone	May have concealment	NA	-5
Attacking Over a Friendly Character	Must be a long weapon	-2	NA
Autofire	More than one shot against a single target	-1/10 shots	NA
Blinded	Light, dust, fog, darkness, etc.	-4	NA
Blocked	By Hit Location Table or:		
	Half body	-2	NA
	Head & shoulder only	-3	NA
	Head only	-4	NA
	Behind someone else	-4	NA
	Target crouched or kneeling	-1	NA
Braced	Only effects range; can combine with Aim	+2	-5
Clutter	Per piece of significant clutter in attacker's hex	-1	NA
Coordinated Attacks	Combine damage for purpose of Stunning		
Encumbrance	Modifies DEX		
	Carrying 0-3.2 kg.	NA	0
	Carrying 3.3-6.4	NA	-1
	Carrying 6.5-12.5	NA	-2
	Carrying 12.6-25.0	NA	-3
	Carrying 25.1-50.0	NA	-4
	Carrying 50.0-100.0	NA	-5
Explosion	Hit hex; roll AV vs. DV based on range	NA	NA
	Melee = 4; Close = 8; Medium = 12; Long = 16, Extreme = 16+2/+100m		
Improvised Weapon	Rock, bottle, stool, etc.	-2	NA
Moving Target	Modifier based on speed	-1/10m	NA
Multiple Attackers	+1 AV per attacker after the first; must coordinate	+1/attacker	NA
Obscured	On successful Perception Roll	-2	-2
	On unsuccessful Perception Roll	-4	-4
Off Hand	Using off hand	-3	NA
Prone Target	May have concealment	-2	NA
Surprise Move	GM decides	+1 to +3	NA
Surprised	Target unaware or distracted	+5	NA
Target Size	Tiny Target (bullseye, eye, vital area)	-6	NA
	Small Target (less than 1m, head, limb)	-4	NA
	Large Target (trees, cars, large animals)	+2	NA
	Very Large Target (trucks, planes, walls, side of barn)	+4	NA
Throw	See Throw Modifier Table		
	Aerodynamic	+1	NA
	Balanced	+1	NA
Target a Hex	Hit hex; roll AV vs. DV based on range	NA	NA
	Melee = 4; Close = 8; Medium = 12; Long = 16, Extreme = 16+2/+100m		
Unfamiliar Weapon		-3	NA
Weapon Length	Penalties are reversed when the wielder of the shorter weapon is inside an opponent's longer weapon		
	Short vs. Medium	-1	NA
	Medium vs. Long	-1	NA
	Short vs. Long	-2	NA

## COMBAT ACTIONS

### STANDARD ACTIONS

Action	OM	DM	Effects
Attack	NA	NA	Strike, shoot, kick (at -1 penalty, +1 damage)
Block	NA	NA	Abort; Stop any 1 attack w/successful roll; auto initiative next phase
Dodge	NA	+3	Abort; Makes you harder to hit but you can't attack
Get Up	NA	NA	Get up from being knocked down; Full Action
Grab	-2	-3	Grab something. Both are at -3 Defense
Run	NA	NA	Move up to full Combat Move; Full Action
Sprint	NA	NA	Move up to full NCM at 1/2 DEF, 0 REF; Full Action
Other Action	NA	NA	Reloading, changing weapons, mounting up
Throw	NA	NA	-4 for unbalanced objects

### ADVANCED ACTIONS

Abort	NA	NA	Interrupt opponant's turn to use DEF action
Aim	+1	NA	Add +1 per phase to ranged attack, up to +3 total
Choke Hold	-4	NA	2D6 killing attack. Must follow a Grab
Disarm	NA	NA	Knock weapon from opponant's hand
Dive for Cover	NA	NA	Abort; Dodge Area Attack at +2 Diff per each m/yd
Draw & Attack	-3	NA	Draw and attack in one action at penalty
Entangle	NA	NA	Immobilize opponant, forcing him to Escape
Escape	NA	NA	Escape Entangles/Grabs in STR+Athletics Roll
Haymaker	-3	NA	Go all out! +3 damage to regular
Move	NA	NA	Move 1/2 MOVE and perform other non-Full Action action
Move Thru	-2	NA	Full combat move and HTH attack; Full Action
Move By	-2	NA	Full combat move and HTH attack; Full Action
Recover	NA	-5	Get Stun back equal to REC score; Full Action
Sweep/Trip	NA	NA	Opponant falls, at -2 REF next phase
Wait	NA	NA	Wait for chance to act or act later

### OPTIONAL ACTIONS

Attack Weapon	-2	NA	Does damage to opponant's weapon
Block for Another Character	-2	NA	Abort; Protects other character
Club Weapon	NA	NA	Does STUN damage instead of HITS
Covered	-2	NA	Target held at weapon point
Flail Maneuver	-1	NA	Opponant gets no shield bonus to DV
Pulling Punch	-1/3D6	NA	Strike, normal STUN damage, 1/2 HITS
Set vs. Charge	NA	NA	STR + V/3 of target; Full Action
Shield Wall	NA	+1	Shielded friend to one flank
	NA	+2	Shielded friend to both flanks
Sweep	-2/target	-5	Hits multiple targets in melee; Full Action
Unhorse	-1	NA	STR + V/5 of target
	-5	NA	STR + V/5 of target; target is expecting attack
Weapons Bind	NA	NA	Can bind target's weapon with STR vs. STR

### ARCHERY ACTIONS

Load Bow/Sling	NA	NA	
Load Crossbow	NA	NA	Full Action
Load Arbalest	NA	NA	2 Full Actions
Fire Bow/Sling	NA	-5	
Fire Crossbow/Arbalest	NA	NA	

### OPTIONAL ARCHERY ACTIONS

Load Prepared Bow Fire	NA	NA	Prepares 2 arrows; not with rapid fire; Full Action
Fire Prepared Bow Fire	NA	NA	Fires 2 arrows; not with rapid fire; Full Action
Rapid Arrow Fire	-2	NA	Load & fire bow, STR ≥ STR Min + 2
Rapid Sling Fire	-2	NA	Load & fire, DEX + Athletics skill roll vs. 17 or lose phase
Rapid Crossbow Loading	NA	NA	STR ≥ STR Min + 5, DEX + Athletics skill roll vs. 17 or lose phase

### EXPLANATION OF TERMS

OM: Offensive Modifier. The modification to the attacker's AV for performing the Action.

DM: Defensive Modifier. The modification to the attacker's DV for performing the Action.

NA: Not Applicable.

Abort: A character can forfeit his next Action Phase to do this Action out of phase.

Full Action: This Action cannot be combined with a Move Action.

## MELEE WEAPONS LIST

WEAPON	AV MOD	RANGE	DC	STR MIN	LENGTH	NOTES
<b>Axes &amp; Maces</b>						
Great Axe	0	–	6	6	M	2H
Battle Axe	-1	–	5	4	M	1.5H
Large Axe	0	–	5	5	M	
Francisca	0	3m/STR; Max 10m	4	4	M	Throw
Hand Axe	0	3m/STR; Max 10m	3	3	M	Throw
Small Axe	0	–	2	2	M	
Maul	0	–	5	6	M	2H, +STUN
War Hammer	-1	–	4	4	M	1.5H, +STUN
Large Hammer	0	–	4	5	M	+STUN
Hammer	0	–	3	4	M	+STUN
Small Hammer	0	–	2	3	M	+STUN
Great Mace	0	–	5	5	M	2H
Mornigstar	-1	–	4	3	M	1.5H
Large Mace	0	–	4	4	M	
Mace	0	–	3	3	M	
Small Mace	0	–	2	2	M	
Great Pick	0	–	4	6	M	2H, AP
Military Pick	-1	–	3	4	M	1.5H, AP
Large Pick	0	–	3	5	M	AP
Pick	0	–	2	4	M	AP
Small Pick	0	–	1	3	M	AP
<b>Clubs</b>						
Great Club	0	–	7	5	M	2H, STUN
War Club	-1	–	6	3	M	1.5H, STUN
Large Club	0	–	6	4	M	STUN
Club	0	–	5	3	M	STUN
Small Club	0	–	4	2	M	STUN
<b>Swords &amp; Knives</b>						
Great Sword	+1	–	5	6	M	2H
Bastard Sword	0	–	4	4	M	1.5H
Falchion	+1	–	4	5	M	
Broad Sword	+1	–	3	4	M	
Scimitar	0	–	3	3	M	
Rapier	+2	–	1	3	M	AP
Short Sword/Saber	+1	–	2	3	M	
Dirk	0	–	2	2	S	
Dagger/Knife	+1	3m/STR; Max 10m	1	1	S	Throw
Stiletto	+1	3m/STR; Max 10m	1	2	S	Throw, AP
<b>Pole Arms</b>						
Halbard	0	–	6	6	L	2H, Set, Unhorse
Glaive	0	–	6	6	L	2H, Set
Voulge	-1	–	6	5	L	2H, Set, Unhorse
Bardiche	-1	–	6	5	L	2H
Pike	-1	–	6	5	XL	2H, Set
Fauchard	0	–	5	5	L	2H, Set
Bill	-1	–	5	4	L	2H, Unhorse
Trident	-1	4m/STR; Max 20m	5	4	L	Throw, Red. Pen.
Long Spear	-1	–	5	4	XL	2H, Set
Pole Axe	-1	–	5	4	L	2H
Ranseur	-1	–	5	4	L	2H, Set
Lucern Hammer	-1	–	4	5	XL	2H, Set, AP
Sythe	0	–	4	4	L	2H
Harpoon	0	–	4	4	L	Throw
Military Fork	0	–	4	4	L	2H, Set, Red. Pen.
Medium Spear	-1	–	4	3	L	1.5H, Set
Bec do Corbin	-1	–	4	3	L	2H
Awl Pike	-1	–	3	4	XL	2H, Set, AP
Javelin	0	5m/STR; Max 30m	3	3	L	Throw
Small Spear	-1	–	3	2	L	1.5H, Set
Partisan	-1	–	2	2	L	2H, Set, AP

## MELEE WEAPONS LIST

WEAPON	AV MOD	RANGE	DC	STR MIN	LENGTH	NOTES
<b>Flails</b>						
Battle Flail	0	–	5	6	M	2H, Flail
Military Flail	-1	–	4	4	M	1.5H, Flail
Large Flail	0	–	4	5	M	Flail
Bladed Flail	0	–	3	4	M	Flail
Flail	0	–	2	3	M	Flail
War Flail	0	–	2	4	M	Flail, + STUN
Large War Flail	0	–	3	5	M	Flail, + STUN
<b>Unusual Melee Weapons</b>						
Quarterstaff	+1	–	5	4	M	2H, STUN
Darts	0	3m/STR; Max 10m	1	0	S	Throw
Whip	0	–	2	2	XL	Grab, Red. Pen., Flail
Heavy Lance	0	–	5	5	XL	
Medium Lance	0	–	4	4	XL	
Light Lance	0	–	3	3	L	

## MISSILE WEAPONS LIST

WEAPON	RANGE MOD	RANGE	DC	STR MIN	NOTES
<b>Bows</b>					
Very Small Bow	0	20m/STR; Max 100	1	1	2H
Small Bow	0	20m/STR; Max 150	2	2	2H
Medium Bow	0	20m/STR; Max 200	3	3	2H
Heavy Bow	0	20m/STR; Max 250	4	4	2H
Very Heavy Bow	0	20m/STR; Max 300	5	5	2H
Very Small Long Bow	+1	20m/STR; Max 150	2	2	2H, No Horse
Small Long Bow	+1	20m/STR; Max 200	3	3	2H, No Horse
Medium Long Bow	+1	20m/STR; Max 250	4	4	2H, No Horse
Heavy Long Bow	+1	20m/STR; Max 300	5	5	2H, No Horse
Very Heavy Long Bow	+1	20m/STR; Max 350	6	6	2H, No Horse
<b>Crossbows</b>					
Light Crossbow	+1	200	3	4	2H, 1 Phase Reload
Heavy Crossbow	+1	200	4	5	2H, 1 Phase Reload
Arbalest	+2	200	5	6	2H, 2 Phase Reload
<b>Slings</b>					
Small Sling	-1	10m/STR; Max 100	2	2	2H, + STUN
Sling	-1	10m/STR; Max 150	3	3	2H, + STUN
Staff Sling	0	10m/STR; Max 200	4	4	2H, + STUN
<b>Siege Weapons</b>					
Ballista (bolts)	+3	450	9	–	1 Man, 3 Phases Reload
Ballista (stones)	+1	300	6	–	1 Man, 3 Phases Reload
Heavy Ballista (stones)	+4	450	9	–	2 Men, 2 Turns Reload
Catapult	0	450	9	–	4 Men, 5 Turns Reload
Trebuchets	0	450	9	–	4 Men, 5 Turns Reload
Heavy Trebuchets	0	600	12	–	8 Men, 5 Minutes Reload

AV Mod: Bonus or penalty to all attacks made with the weapon.

Range Mod: Modifier to ranged attacks made with the weapon. If the number is positive, the bonus can only be used to offset range penalties.

Range: The weapons maximum range.

DC: Dice of killing (unless otherwise noted) damage that the target will take from a successful attack.

Str Min: Strength Minimum. DC is +1/1 STR over minimum up to 2x DC. -1 REF & -1 DC/1 STR under minimum.

Length: The Length of the weapon. S = Short, M = Medium, L = Long, XL = Extra Long weapon that can be used from the second rank.

Notes: A catch-all category that includes any statistics that aren't listed elsewhere:

2H	Two-handed	+ STUN	+1 STUN/DC applied against KD (not SD)
1.5H	One-and-a-half handed. Use as listed with one hand, use with -1 STR Min in two hands.	STUN	Weapon does STUN damage only
Throw	Can be thrown	Red. Pen.	Reduced Penetration. Target's KD is doubled.
AP	Armor Piercing attack	Set, Unhorse, Flail, Grab	Weapon is capable of performing these maneuvers

### SHIELD TABLE

NAME	DV MOD	STR	WEIGHT
Main Gauche	+1	2	2
Buckler	+1	2	2
Small Shield	+1	2	2
Medium Shield	+2	4	4
Large (Kite) Shield	+3	6	7

### ENCUMBERANCE TABLE

WEIGHT	DEX MOD	END/TURN
0-3.2	0	0
3.3-6.4	-1	4-STR, Min 0
6.5-12.5	-2	6-STR, Min 0
12.6-25.0	-3	8-STR, Min 0
25.1-50.0, etc.	-4	10-STR, Min 0

### ARMOR TABLE

NAME	KD	WEIGHT OF A FULL SUIT
Heavy Cloth, Soft Leather	2	3.5
Heavy Leather, Padded Cloth, Woolen Cord	4	5
Boiled Leather, Cuir-Bouilli, Heavy Animal Hide, Studded Leather	6	7
Brigandine, Ring Mail	8	10
Scale Mail, Bezainted, Splint Mail	9	14
Chain Mail, Laminated, Banded Mail	10	20
Double Mail, Plate and Chain, Plate Mail, Field Plate	11	28
Full Plate	12	40

### SECTIONAL ARMOR DEFENSE TABLE (IN KILOGRAMS)

HIT LOCATION	ARMOR BASE DEFENSE							
	2	4	6	8	9	10	11	12
Name (Roll)								
Full Helmet (3-5)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
Coif (4-5, 9)	0.55	0.79	1.10	1.57	2.20	3.15	4.41	6.30
Helm (4-5)	0.15	0.21	0.29	0.42	0.58	0.83	1.17	1.67
Cap (5)	0.10	0.14	0.19	0.28	0.39	0.56	0.78	1.11
Gauntlets (6-7)	0.41	0.58	0.81	1.16	1.62	2.31	3.24	4.63
Gloves (6)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
Brassards (7-8)	0.58	0.83	1.17	1.67	2.33	3.33	4.67	6.67
Vambraces (7)	0.24	0.35	0.49	0.69	0.97	1.39	1.94	2.78
Rerebraces (8)	0.34	0.49	0.68	0.97	1.36	1.94	2.72	3.89
Pauldrons (9)	0.41	0.58	0.81	1.16	1.62	2.32	3.24	4.63
Hauberk (7-14)	2.85	4.07	5.70	8.15	11.40	16.30	22.80	32.60
Corselet (9-15)	2.43	3.47	4.86	6.94	9.72	13.90	19.40	27.80
Byrmie (9-14)	2.27	3.24	4.54	6.48	9.07	13.00	18.20	25.90
Cuirass (9-13)	2.03	2.89	4.05	5.79	8.10	11.60	16.20	23.20
Vest (10-13)	1.62	2.31	3.24	4.63	6.48	9.26	13.00	18.50
Breastplate (9-11)	1.28	1.83	2.56	3.66	5.12	7.32	10.20	14.60
Skirtplate (12-13)	0.75	1.06	1.49	2.13	2.98	4.26	5.96	8.52
Chausses (14-18)	0.57	0.81	1.13	1.62	2.27	3.24	4.54	6.48
Leggings (14-17)	0.55	0.79	1.10	1.57	2.20	3.15	4.41	6.30
Skirt (14)	0.24	0.35	0.49	0.69	0.97	1.39	1.94	2.78
Greaves (16-17)	0.15	0.21	0.29	0.42	0.58	0.83	1.17	1.67
Boots (17-18)	0.06	0.09	0.13	0.19	0.26	0.37	0.52	0.74
Knee Cops (15)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
DemiGreaves (16)	0.10	0.14	0.19	0.28	0.39	0.56	0.78	1.11
Anklets (17)	0.05	0.07	0.10	0.14	0.19	0.28	0.39	0.56

### SECTIONAL ARMOR WEIGHT TABLE (IN KILOGRAMS)

HIT LOCATION	ARMOR BASE DEFENSE							
	2	4	6	8	9	10	11	12
Name (Roll)								
Head (3)	0.02	0.02	0.03	0.05	0.06	0.09	0.13	0.18
Head (4)	0.05	0.07	0.10	0.14	0.19	0.28	0.39	0.56
Head (5)	0.10	0.14	0.19	0.28	0.39	0.56	0.78	1.11
Hands (6)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
Arms (7)	0.24	0.35	0.49	0.69	0.97	1.39	1.94	2.78
Arms (8)	0.34	0.49	0.68	0.97	1.36	1.94	2.72	3.89
Shoulders (9)	0.41	0.58	0.81	1.16	1.62	2.32	3.24	4.63
Chest (10)	0.44	0.63	0.88	1.25	1.75	2.50	3.50	5.00
Chest (11)	0.44	0.63	0.88	1.25	1.75	2.50	3.50	5.00
Stomach (12)	0.41	0.58	0.81	1.16	1.62	2.32	3.24	4.63
Vitals (13)	0.34	0.49	0.68	0.97	1.36	1.94	2.72	3.89
Thighs (14)	0.24	0.35	0.49	0.69	0.97	1.39	1.94	2.78
Legs (15)	0.16	0.23	0.32	0.46	0.65	0.93	1.30	1.85
Legs (16)	0.10	0.14	0.19	0.28	0.39	0.56	0.78	1.11
Feet (17)	0.05	0.07	0.10	0.14	0.19	0.28	0.39	0.56
Feet (18)	0.02	0.02	0.03	0.05	0.06	0.09	0.13	0.18

## RACE SUMMARY

OPs	Race	Characteristic Maxima and Abilities																				
		INT	WILL	PRE	TECH	REF	DEX	CON	STR	BODY	MOVE	SD	ED	SPD	REC	END	STUN	HITS	RES	RUN	SWIM*	Other
0	Human	7	7	7	7	7	7	7	7	7	7	14	14	4	14	70	35	35	21	14	(7)	None
10	Hill Dwarf	6	7	7	7	7	7	8	7	8	6	16	16	4	15	80	40	40	21	12	(6)	None Dis. Features: Dwarf
15	Mountain Dwarf	6	7	7	8	7	6	8	8	8	6	16	16	4	16	80	40	40	21	12	(6)	Direction Sense Dis. Features: Dwarf
5	Halfling	7	7	7	8	6	7	8	5	5	6	16	16	4	13	80	25	25	21	12	(6)	None Dis. Features: Halfling
5	Wood Elf	8	7	7	7	7	7	7	6	6	9	14	14	4	13	70	30	30	21	18	(9)	Night Vision Lightsleep Dis. Features: Elf
13	High Elf	8	8	8	7	7	7	7	6	6	8	14	14	4	13	70	30	30	24	16	(8)	Night Vision Lightsleep Dis. Features: Elf
2	Lizardman	6	6	8	5	6	8	7	8	8	7	14	14	4	15	70	40	40	18	14	8	2D6 KA – Claws Dis. Features: Lizardman
14	Half-Giant	6	7	8	4	5	6	7	10	8	10	14	14	3	17	70	40	40	21	20	(10)	None Dis. Features: Giant
6	Gargoyles	4	4	7	5	5	5	7	8	8	7	14	14	3	15	70	40	40	12	14	(7)	10m Flight 3D6 KA – Claws 4 KD/EKD Armor Dis. Features: Gargoyle
11	Felines	7	5	7	6	9	9	7	5	5	9	14	14	5	12	70	25	25	15	18	(9)	1D6 KA – Claws Lightsleep Dis. Features: Feline
0	Half Elf	7	7	7	7	7	7	7	7	7	7	14	14	4	14	70	35	35	21	14	(7)	None
3	Half Orc	6	6	7	7	7	7	8	8	8	7	16	16	4	16	80	40	40	18	14	(7)	None Dis. Features: Half Orc
4	Merman	7	7	7	7	7	7	8	7	7	7	16	16	4	15	80	35	35	21	14	10	Life Support Dis. Features: Merman Must reach water once per day or die x2 HITS from fire

\* Swimming listed in parentheses is potential swimming; it is only appropriate if the character is able to swim.







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## REALITY SETTINGS

Switches		Dials	
Complications:	On	Characteristics:	Herioc, 50 CPs
Trading OP for CP:	On, 5 to 1	Option Points:	Heroic, 50 OPs
Trading CP for OP:	On, 1 to 5	Perks:	High Impact, x3
Wealth:	On	Powers:	Yes, no PPs, only from OPs, use Hero 4th Ed. 1-1
Rule of X:	On, 18 (Herioc)	Martial Arts:	Common, w/GM approval only
Speed:	Off, 3 Phase Turns, Initiative = SPD + 1D6	Strength:	Competant, -2
Impairing Wounds:	On	Autofire:	No
Hit Locations:	On, for PCs and important NPCs only	Knockback:	Competant, x1/2

## HOUSE RULES SUMMARY

CHARACTER CREATION	
Rule	Notes
Characteristic Max:	7, may go up to 10 w/GM approval, each point over 7 costs 2 CPs
Magic Users:	All Magic Users must be approved by the GM
Melee Skill:	Requires specializations – Axes & Maces, Clubs, Swords & Knives, Pole Arms, Flails, (each) Unusual Weapon All non-specialized weapon groups may be used with other Melee specializations at -3 AV
Spells:	Choice of spells is restricted, power is limited to 30 active points per spell, 10 active points for defenses
Races:	No non-human races
Martial Arts:	Must be approved by GM
Fencing:	New Martial Art. Must be approved by GM. Usable with swords DC ≤ 3
Toughness:	2 points of KD may be purchased for 5 OPs
COMBAT	
Turns	3 Phases per turn, recovery after phase 3
Initiative:	SPD + 1D6 to determine 1st Action
Critical Success:	If final result is 10 more than needed, +2 DC
Critical Block:	If Block roll = critical success, then blocker gets free attack (riposte)
Evade:	One Evade skill for all combat types
To Hit PCs, Important NPCs:	Attacker's AV (REF + skill + 3D6) vs. defender's DV (DEX + Evade + 3D6)
To Hit Dime-a-Dozens:	Attacker's AV (REF + skill + 3D6) vs. defender's DV (DEX + Evade + 10)
Hit Locations:	Used for PCs and important NPCs only; To Hit Modifiers are x1/2 if target is surprised, in OR out of combat
Healing:	After combat, PCs heal 1 HIF/wounding hit automatically, plus 1/Paramedic roll Success Margin

### FENCING – 12 OPs

Name	Action	Notes
Thrust	Defensive Strike	Strike, +1 REF, +3 DEX
Lunge	Basic Strike	Strike, +1 DC, +2 DEX
Slash	Offensive Strike	Strike, +2 DC, -2 REF, +1 DEX
Parry	Martial Block	Abort, +2 REF, +2 DEX
Disarm	Martial Disarm	Disarm, +2 STR
Dodge	Martial Dodge	Abort, +5 DEX

Note: Only usable with swords DC ≤ 3