

## MELEE

Roll	Dodge	Block	Grapple	CountS	Ignore
01-05	DTA	Fumble	DHd	D3	Fumble
06-10	DTA	AF4	DHd	D3	AF4
11-20	AF4	AF3	DHd	D2	AF3
21-30	DODGE	AF3	DHd	D2	MISS
31-40	DODGE	BLOCK	DHd	D1	MISS
41-50	DODGE	BLOCK	DHd	AF4	MISS
51-60	DODGE	BLOCK	DHd	AF3	A½
61-70	DODGE	BLOCK	BS4	BF3	A1
71-80	DODGE	BLOCK	BS3	B2	A1
81-90	A½	BLOCK	MISS	B2	A1
91-100	A1	A1	A1	B1	A2
101-110	A1	A1	A1	A1	A2
111-120	A1	A1	A1	A2	A2
121-130	A2	A2	A2	A2	A3
131-140	A2	A2	A2	A3	A3
141-150	A3	A3	A3	A3	A4
151-160	A3	A3	A3	A4	A4

## MISSILE

Roll	Block	Dodge	Ignore
01-05	Fumble	Fumble	Fumble
06-10	WILD	WILD	WILD
11-20	WILD	WILD	WILD
21-30	WILD	WILD	WILD
31-40	MISS	MISS	MISS
41-50	MISS	MISS	MISS
51-60	BLOCK	MISS	A½
61-70	BLOCK	MISS	A1
71-80	BLOCK	MISS	A1
81-90	A1	A1	A1
91-100	A1	A1	A2
101-110	A1	A1	A2
111-120	A2	A2	A2
121-130	A2	A2	A3
131-140	A2	A2	A3
141-150	A3	A3	A4
151-160	A3	A3	A4

## GRAPPLE

Roll	CountS	Dodge	Grapple	Ignore
01-05	D3	DTA	DHd	DTA
06-10	D3	DTA	DHd	DTA
11-20	D2	DTA	DHd	DTA
21-30	D2	DTA	DHd	DTA
31-40	D1	AS4	AS4	AHd
41-50	D1	BS4	BS4	AHd
51-60	D1	DS4	DS4	AHd
61-70	MISS	MISS	BHd	AHd
71-80	MISS	MISS	BHd	AHd
81-90	MISS	AHd	AHd	AHd
91-100	AHd	AHd	AHd	AHd
101-110	AHd	AHd	AHd	AHd
111-120	AHd	AHd	AHd	AHd
121-130	AHd	AHd	AHd	AHd
131-140	AHd	AHd	AHd	AHd
141-150	AHd	AHd	AHd	AHd
151-160	AHd	AHd	AHd	AHd

## WEAPON SIZE

D	A	A	B	C
A	-	-	+10	+20
B	-	-	-	+10
C	-	-	-	-

### Offensive melee

Swing / Thrust

Overhead / Lunge [-20 attack. +3 injury]

Double attack [2 weapons NO def.]

Body +0

Legs -10

Arms -15

Head -20

### Offensive Missile

Shot / Throw

Weave & Throw

Draw & Throw [Only "A" weapons]

Load & Shoot [Weapon load pen. applies]

Prolonged aiming [1-3 rnds. +AIMx1-x2,5]

Same aim as melee

### Offensive unarmed

Strike [Fist, kick, headbutt, knee etc]

Double attack [2 weapons NO def.]

Combo attack [melee & unarmed. Divide lowest]

Same aim as melee

Knockback [STR+inj v STR+size or stumble]

Trip [AGL v AGL or stumble]

Grapple & Throw [STRorAGL v STRorAGL]

Grapple & Strike [Only "A" weapons. ½ dodge]

Grapple & Pin [STR+2+inj v STR+size to break]

Grapple & Disarm [AGLorSTR v AGL or fumble]

Grapple & Squeeze [Spec. Suffocation or injury]

### Defensive [½ skill when CONx4 IP]

Dodge [v mult. attacks]

Weapon block [Not v missile, ½ v thrown.]

Shield block [½ v missile, full v thrown]

Arm/leg block [Risk for injury]

Grapple

Counterstrike

Unweave / Interfere [v multiple attacks]