Printing Instructions:

Print Page 1 color.
Print Page 2-6 on RED paper
Print Page 7-16 on BLUE paper
Print Page 17-31 on PURPLE paper
Print Page 32-35 on GREEN paper
Print Page 36-42 on YELLOW paper

CUT cards 5 INCHES from left side, 3 INCHES from top—final dimensions are 3" by 5"

AIM
(B103, B116)

Max. Move: ½ Move, or max. 2 hexes after first turn of aiming (archers may not move, most other ranged attackers can). Maximum aiming bonus while walking is +1 (cannot run while aiming)

Attack: Aiming for one turn negates the –4 Snap Shot penalty and adds the weapons Accuracy to the attack roll; also gain an additional +1 per turn of aiming after the first, to a max. of +3

Defense: Normal, but defending will forfeit Aiming benefits; if injured, roll vs. Will to maintain aim

Other: - attack with a ranged weapon is at –4 without aiming, unless your modified skill is at least equal to the weapon's Snap Shot number
- an additional +1 can be gained if the attacker is not moving *and* the weapon can be braced (ie, prone, sitting, behind a wall, etc.)
- cannot gain an Accuracy bonus greater than your skill with the weapon
- if you lose sight of the target, all Aiming bonuses are lost

ATTACK, MISSILE WEAPON
(B96, B104, B114 – B121)

Max. Move: 1 hex (either before or after the attack is made) at no penalty; -1 if walking,
-2 if running, x3 for crossbows, x6 for bows

Attack: -4 Snap Shot penalty applies if you have not previously Aimed for at least one
round; if you have aimed, you gain the weapon Accuracy bonus to the attack roll

Defense: Normal

Other: Many modifiers apply to ranged attacks, particularly Speed/Range of target and
Recoil

ATTACK, OPPORTUNITY FIRE
(B118)

Max. Move: 1 hex

Attack: You *must* fire upon the first target to enter the target hex(es) unless you make a Vision roll; this will incur a –2 penalty to the shot(s) if you choose to take the time. You may Aim while waiting *only* if you are covering a single hex

Defense: Normal, but defending will forfeit any Aiming benefits; if injured, roll vs. Will to maintain aim (aiming bonuses only apply if covering a single hex)

Other: The penalty to your shot will depend on the size of the area you are covering:

-2	One hex
-4	Two hexes
-5	Three or Four hexes
-6	Five or Six hexes
-7	Seven to Ten hexes
-8	More than Ten hexes
-5	A single straight line (firing at the first target to cross that line)

ATTACK, POP UP
(B116)

Max. Move: 1 hex

Attack: A pop up attack cannot be aimed and always has a –4 Snap Shot penalty; there is
an additional –2 penalty for the maneuver itself, bringing the total modifier to –6. Bows
cannot be used for pop up attacks (though crossbows can)

Defense: While you are out of cover you may be attacked by anyone targeting your hex
with opportunity fire; your only legal defense is a Dodge

Other: In a pop up attack you emerge from cover, move one hex or less, make your
attack, and return to your cover in the space of one turn. This includes ducking around a corner,
around a tree, out of a trench, and the like

RELOAD
(B96, B104)

Max. Move: 1 hex
Attack: None
Defense: You may only Dodge, and if you do so that round of reloading will not count.
Common Reloading Times

    Sling: 2 seconds to reload, fire every 3 seconds
    Bow: 2 seconds to reload, fire every 3 seconds
    Crossbow: 4 seconds to cock and reload, fire every 5 seconds
    Crossbow, if ST is up to 8 greater than yours: double above (8 seconds)
    Gun, integral magazine: 3 seconds plus one second per round
    Gun, detachable magazine: 3 seconds
    Gun, single ejecting revolver: one second to prepare, plus one second per
            round to unload, then 2 seconds per round to load and finally
            one second to prepare
    Gun, simultaneously ejecting revolver: 3 seconds of preparation plus one second per round to
    load

* See also the Speed Load skill (B52)

ALL OUT ATTACK
(B96, B105)

Max. Move: ½ Move, forward only, must move before attacking (cannot attack then move)

Attack: 1) Make two attacks against the same target, *if* you have two ready weapons or one weapon that does not need to be readied after use;
2) Make one feint and then one attack;
3) Make a single attack, at +4 bonus to skill;
4) Make a single attack, at normal skill, at +2 damage if successful

Defense: Passive only, no Active Defenses until your next turn

Other: none

ALL OUT CHARGE
(CII56)

Max. Move: Full Move, forward only, towards target, must move before attacking

Attack: 1) Make a single attack roll at −1 to skill

2) Make a single attack at −5 to skill, at +2 damage if successful

3) Make a single attack at −5 to skill, followed by a Slam (close combat)*

4) Make a feint at −5 to skill, followed by a Slam (close combat). If your feint is successful, the defense penalty is applied to the target's DX roll to avoid the Slam*

* If 3) or 4) are chosen, you must have enough Move left to enter the target's hex

Defense: Passive only, no Active Defenses until your next turn

Other: While moving, if you cross *any* bad footing along the way roll vs. DX. Success: usual −2 penalty to attack roll; Critical Success: no penalty; Failure: −4 penalty to attack roll; Critical Failure: trip and fall, taking 1d-2 damage to one foot (choose randomly)

ATTACK, MELEE WEAPON
(B96, B104)

Max. Move: 1 hex (either before or after the attack is made)

Attack: Weapon must be Ready (takes one turn to ready a weapon from its scabbard without the Fast Draw skill). Some weapons, such as axes, become unready after use and require a turn to ready again

Defense: Normal

Other:

ATTACK, SHIELD BASH
(B123) [must have a shield]

Max. Move: 1 hex

Attack: Roll vs. Shield skill to inflict thrust/crushing damage to a target in front of you. Target may Dodge or Block normally, or Parry at –2; weapons of 2 lbs. and under cannot parry at all. Spiked shields do an additional +1 damage (still crushing)

Defense: Normal

Other:

ATTACK, STRIKE TARGET'S WEAPON
(B110 – B111)

Max. Move: 1 hex
Attack: Normal (see below for modifiers)
Defense: Normal
Other: -5 to hit a knife, pistol, or other small weapon; -3 to hit a polearm, spear or rifle;
- 4 to hit any other weapon. To destroy a weapon with a wooden shaft you must inflict cutting damage (though the +50% bonus does *not* apply to inanimate objects); DR 3/HP 8 for a staff/axe, DR 4/HP 12 for a polearm. To break a sword or other blade weapon you must inflict cutting or crushing damage- it takes 4 hits *in a single blow* to break a dagger, rapier, or smallsword, 6 to break a knife, shortsword, or saber, 8 to break a broadsword, 10 to break a larger sword. If your weapon is of better quality, it takes only half as much damage; if the target's weapon is of better quality, it takes twice as much. The target may Dodge an attack on his weapon, or Parry if the weapon is ready. He may not Block, and his Passive Defense does not count

ATTACK, UNARMED
(B101)

Max. Move: 1 hex

Attack: Punch (using DX, Boxing, Brawling, or Karate), Kick (using DX-2, Brawling-2, or Karate-2; roll vs. DX if you miss to avoid falling down), Bite (using DX)

Defense: Normal

Other: Punch does thrust-2 crushing, Kick does thrust crushing damage, +1 with heavy boots, bite does 1d-4 crushing for humans. Those with the Karate skill add 1/5 of their skill, rounded down, to basic damage done with hands or feet; those with Brawling add 1/10 of skill. Those with Boxing add 1/5 of their skill, rounded down, to damage *for punches only*. If you hit a target with DR 3 or better with bare hands/feet, roll against your HT; a failed roll means you take 1d-2 damage to the hand or foot. Your target's Toughness does not count as DR for this, but your own Toughness (or boots, etc.) will protect you

DISARM
(B111)

Max. Move: 1 hex

Attack: Roll a Quick Contest of weapons skills; if you are striking at a hand-held missile weapon, target uses DX instead. You are -5 to hit a knife, pistol, or other small weapon; -3 to hit a polearm, spear or rifle; -4 to hit any other weapon. Weapons *other* than fencing weapons are at a further –2. The target rolls at +1 if his weapon is heavier than yours, +2 if it is twice as heavy, etc. If you win, the target drops his weapon in that hex; if you roll a critical failure, you are disarmed. Otherwise, there is no effect

Defense: Normal

Other:

FEINT
(B96, B105)

Max. Move: 1 hex

Attack: Roll a Contest of Skills vs. the target's shield skill, hand weapon skill, or unarmed skill (DX, Karate, Judo, or any other unarmed combat skill, whichever is higher). A feint does not make any weapon unready. Any bonus you gain *must* be used on the very next turn- if you All Out Attack with two attacks, the bonus applies to both. You cannot feint unless your target can see you. If you fail your roll, or if the target succeeds by more, the feint fails. If you make your roll and the target fails, the amount by which you made your roll is subtracted from the target's active defense if you attack on the next turn. If you both succeed but you make the roll by more, the difference between the two rolls is subtracted, as above

Defense: Normal

Other:

READY
(B96, B104)

Max. Move: 1 hex
Attack: None
Defense: Normal if readying a hand weapon (you can block with a ready shield or another ready weapon). The number of turns required to ready a shield from the ground or your back is equal to its PD
Other:

READY
(B96, B104)

Max. Move: 1 hex
Attack: None
Defense: Normal if readying a hand weapon (you can block with a ready shield or another ready weapon). The number of turns required to ready a shield from the ground or your back is equal to its PD
Other:

READY
(B96, B104)

Max. Move: 1 hex
Attack: None
Defense: Normal if readying a hand weapon (you can block with a ready shield or another ready weapon). The number of turns required to ready a shield from the ground or your back is equal to its PD
Other:

READY
(B96, B104)

Max. Move: 1 hex
Attack: None
Defense: Normal if readying a hand weapon (you can block with a ready shield or another ready weapon). The number of turns required to ready a shield from the ground or your back is equal to its PD
Other:

WAIT
(B97, B106) [melee only; ranged attacks use Opportunity Fire]

Max. Move: 1 hex

Attack: You may attack any foe which enters an adjacent hex before your next turn; if you have not yet moved, you may move one hex then attack. If the target is moving to attack you, roll a Contest of Weapon skills to determine who attacks first (if the weapons are not the same size, the longer weapon automatically attacks first)

Defense: Normal

Other:

WAIT
(B97, B106) [melee only; ranged attacks use Opportunity Fire]

Max. Move: 1 hex

Attack: You may attack any foe which enters an adjacent hex before your next turn; if you have not yet moved, you may move one hex then attack. If the target is moving to attack you, roll a Contest of Weapon skills to determine who attacks first (if the weapons are not the same size, the longer weapon automatically attacks first)

Defense: Normal

Other:

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Defense: Normal

Other:

ATTACK, UNARMED
(B101)

Max. Move: 1 hex

Attack: Punch (using DX, Boxing, Brawling, or Karate), Kick (using DX-2, Brawling-2, or Karate-2; roll vs. DX if you miss to avoid falling down), Bite (using DX)

Defense: Normal

Other: Punch does thrust-2 crushing, Kick does thrust crushing damage, +1 with heavy boots, bite does 1d-4 crushing for humans. Those with the Karate skill add 1/5 of their skill, rounded down, to basic damage done with hands or feet; those with Brawling add 1/10 of skill. Those with Boxing add 1/5 of their skill, rounded down, to damage *for punches only*. If you hit a target with DR 3 or better with bare hands/feet, roll against your HT; a failed roll means you take 1d-2 damage to the hand or foot. Your target's Toughness does not count as DR for this, but your own Toughness (or boots, etc.) will protect you

ATTACK, WEAPON
(B111) [legal weapons only]

Max. Move: Must remain in hex for Close Combat to occur
Attack: -2 to hit
Defense: Normal
Other: Most weapons can not be used in close combat. The exceptions are knives
and daggers, pistols, brass knuckles, and anything else small and easily managed.
Pistols may not be aimed.

BREAK FREE
(B112) [if being Grappled]

Max. Move: None (you are being Grappled)

Attack: You must win a Quick Contest of ST to be able to Move. Your foe is at +5 if he has you pinned but is only using one hand, or if you are not pinned but he is holding onto you with both hands. Your foe is at +10 if he has you pinned using both hands; in that case you may make only one Break Free attempt every 10 seconds

Defense: Normal

Other: If you successfully Break Free you may immediately move one hex in any direction; if your foe falls unconscious you are automatically free

CHANGE POSITION
(B112)

Max. Move: None
Attack: None
Defense: Normal
Other: You may change positions freely during Close Combat. *Exception*: If you are on the ground and pinned, you cannot Change Positions until you can Break Free.

CHOKE
(B112) [foe must be Grappled with both hands]

Max. Move: Must remain in hex for Close Combat to occur

Attack: You must already have grappled the foe by the neck (you cannot do anything else with your hands until next turn. Roll a Quick Contest of your ST vs. the foe's HT. If you win, the foe takes as many hits of damage as you win by, and you also inflict suffocation damage as per the sidebar on B122. If you fail, nothing happens.

Defense: Normal

Other:

CHOKE
(B112) [foe must be Grappled with both hands]

Max. Move: Must remain in hex for Close Combat to occur

Attack: You must already have grappled the foe by the neck (you cannot do anything else with your hands until next turn. Roll a Quick Contest of your ST vs. the foe's HT. If you win, the foe takes as many hits of damage as you win by, and you also inflict suffocation damage as per the sidebar on B122. If you fail, nothing happens.

Defense: Normal

Other:

CHOKE
(B112) [foe must be Grappled with both hands]

Max. Move: Must remain in hex for Close Combat to occur

Attack: You must already have grappled the foe by the neck (you cannot do anything else with your hands until next turn. Roll a Quick Contest of your ST vs. the foe's HT. If you win, the foe takes as many hits of damage as you win by, and you also inflict suffocation damage as per the sidebar on B122. If you fail, nothing happens.

Defense: Normal

Other:

CHOKE
(B112) [foe must be Grappled with both hands]

Max. Move: Must remain in hex for Close Combat to occur

Attack: You must already have grappled the foe by the neck (you cannot do anything else with your hands until next turn. Roll a Quick Contest of your ST vs. the foe's HT. If you win, the foe takes as many hits of damage as you win by, and you also inflict suffocation damage as per the sidebar on B122. If you fail, nothing happens.

Defense: Normal

Other:

EVADE
(B113) [moving 'through' a foe's hex]

Max. Move: Full Move (if successful; None if not)

Attack: If the foe doesn't try to stop you, you automatically Evade. Otherwise, roll a
Quick Contest of DX, with your DX modified as follows:

-5 if the foe is standing up

-2 if the foe is kneeling

+2 if you entered the hex that turn from the right or left

+5 if you entered the hex that turn from behind him

+5 if the foe is lying down

Defense: Normal

Other: You cannot Evade if a foe is holding you. You must also have enough Movement
left to get out of the hex

EXIT
(B113)

Max. Move: Full Move (if successful; None if not)
Attack: Normal
Defense: Normal
Other: If you start in the foe's hex and he is not Grappling you, you can move out of the hex to any of the three hexes "on your side"; you cannot leave through the hexes on your foe's side unless you can Evade him

FLYING TACKLE
(B113) [special type of Slam]

Max. Move: Full Move plus one hex

Attack: The target may attempt to Dodge unless being Tackled from behind; if he Dodges the attacker falls to the ground. If the tackle is not Dodged, roll the contest of ST as for a Slam (*on back*). The tackler is at +2, but he automatically falls down. The target is at –2 if he tried to Dodge and failed. If the tackler wins by more than 4 he automatically Grapples his foe

Defense: -3 (for being prone)

Other: If you successfully Tackle your foe, roll a Quick Contest of ST, with modifiers:

+2 if you moved more than one hex toward the foe, or if you were running last turn and moved one hex this turn

-2 if the *foe* moved more than one hex toward you, or was running last turn and moved one hex this turn

+2 if you have a medium or large shield; -2 if the foe has one of those shields

+2 if you Tackle the foe from behind

GRAB FOE'S WEAPON
(B111)

Max. Move: Must remain in hex for Close Combat to occur

Attack: You must have an empty hand and win a Quick Contest of DX. On later turns you may then try to wrest the weapon from the foe; each attempt requires a full second and requires you to win a Contest of ST. If you lose the Contest, you lose your grip on his weapon

Defense: Normal

Other:

GRAB FOE'S WEAPON ARM
(B111)

Max. Move: Must remain in hex for Close Combat to occur

Attack: You must have an empty hand and win a Quick Contest of DX. If you do, you grab the weapon arm or hand; this counts as a Grapple. You cannot take the weapon away, but you can force the foe to drop it by winning a Contest of ST-you could then try to pick up the weapon yourself

Defense: Normal

Other:

GRAPPLE
(B111) [one or two hands]

Max. Move: Must remain in hex for Close Combat to occur

Attack: You must have an empty hand and win a Quick Contest of DX; you are at +3. Grappling does no damage; one-handed Grapples do not affect DX, but do prevent the use of the body part grabbed until the defender Breaks Free. If you successfully Grapple your foe's lower body with *both* hands, he has –4 DX on all actions that involve the legs (except for DX-based rolls to Break Free); upper body actions (punching, Grappling, etc.) are not affected. If you successfully Grapple your foe's upper body with *both* hands, he has –4 DX on all actions that involve the arms (except for DX-based rolls to Break Free); lower body actions (kicking, knee strikes, etc.) are not affected. Hit locations are *not* used when Grappling; it is always a Quick Contest of the attacker's DX+3 vs. the defender's DX, and the part being grabbed is merely a special effect. To cover someone's eyes, ears, or mouth after you have Grappled his head, you must win a separate Quick Contest of DX *every turn*. To change locations after you've already Grappled, a new Quick Contest must be carried out.

Defense: Normal

Other: If your foe is kneeling, lying down, etc. you are at +6 (total) on your DX roll, but you must kneel or lie down yourself in order to grab him (no Change Position maneuver required). Note that if you grapple with a foe of more than twice your ST you do *not* prevent him from leaving. A character may Retreat from a Grapple- in this case, the attacker steps into Close Combat and rolls a Quick Contest of his DX+3 vs. target's DX+3. If he wins, Grapple as usual; if he loses or ties, the defender may immediately step back out of Close Combat (this is his one Retreat for the turn)

PIN
(B112) [foe must already be on the ground]

Max. Move: Must remain in hex for Close Combat to occur
Attack: If your foe is already on the ground, roll a Contest of ST. The *heavier* fighter gets +1 to his roll for every 10 lbs. he has over his foe. If you win, your foe is Pinned and helpless; you must stay there to hold him down, but you can free one of your hands for other actions. If you lose or tie, nothing happens

Defense: Normal
Other:

READY WEAPON
(B112) [legal weapons only]

Max. Move: Must remain in hex for Close Combat to occur

Attack: Use this maneuver to Ready a legal Close Combat weapon from its sheath, or to pick it up from your hex or an adjoining one. You must make a DX roll to get it successfully. A 17 or 18 (critical failure) means you dropped the weapon while trying to ready it

Defense: Normal

Other: If you have the Fast Draw skill you must make two rolls, one vs. DX to get the weapon, and one vs. your Fast Draw skill to get it fast. If you miss the second roll you readied the weapon normally

SLAM
(B112) [can not begin turn in foe's hex]

Max. Move: Full Move

Attack: You can only attempt to Slam your foe when you *first* enter his hex. To hit, roll a Quick Contest of DX. He is at –2 if you entered from the side or if he is not standing; you win automatically if you entered from behind. If you win or tie, you Slam into him; if you lose, he avoided you and you must move at least two more hexes (if you have that much Movement left).

    If you successfully Slam your foe, roll a Quick Contest of ST, with the following modifiers, to see if you fall down:

      +2 if you moved more than one hex toward the foe, or if you were running last turn and moved one hex this turn

      -2 if the *foe* moved more than one hex toward you, or was running last turn and moved one hex this turn

      +2 if you have a medium or large shield; -2 if the foe has one of those shields

      +2 if you Slam the foe from behind

    The loser falls down, and may also be knocked backward if the attacker stays on his feet. If this is the case, roll a Quick Contest of ST. If the fallen fighter wins or ties, he is not knocked backward; if he loses, he is knocked back 1 hex for every 2 points by which he lost (round down), but always at least 1 hex. If he hits another fighter he stops in the hex with that fighter, who must make a roll (ST+3 or DX+3, whichever is better) to remain standing. The Winner of the original Slam Contest of ST falls down too if he fails to roll at least his ST

Defense: Normal

Other: A Slam attack does no damage to either fighter unless he rolls a 17 or 18 on his ST roll; in that case he is unhurt but Stunned. If you Slam your foe, knock him down, and win the Contest of ST by more than 5 points you can keep right on moving- this is an *overrun*

TAKEDOWN
(B111) [foe must be standing & Grappled]

Max. Move: Must remain in hex for Close Combat to occur

Attack: Your foe must be standing and you must have already Grappled him. Roll a Quick Contest of skills: your ST, DX, or Judo (whichever is better) against your foe's ST (if *you* are already on the ground you are at a –5 penalty). If you win, your foe falls down in the same hex and the adjacent hex of your choice. If he was holding you, he loses his grip. If *you* lose, you suffer the same effects. If nobody wins, nothing happens

Defense: Normal (unless you become prone: -3)

Other:

ALL OUT DEFENSE
(B97, B106, CII57)

Max. Move: 1 hex
Attack: None
Defense: 2 *different* defenses per attack, up to 2 Parries per weapon, 2 Blocks, and any
      number of Dodges; OR choose a single defense at +2 against each attack
Other:

ALL OUT DEFENSE
(B97, B106, CII57)

Max. Move: 1 hex
Attack: None
Defense: 2 *different* defenses per attack, up to 2 Parries per weapon, 2 Blocks, and any
      number of Dodges; OR choose a single defense at +2 against each attack
Other:

ALL OUT DEFENSE
(B97, B106, CII57)

Max. Move: 1 hex
Attack: None
Defense: 2 *different* defenses per attack, up to 2 Parries per weapon, 2 Blocks, and any
      number of Dodges; OR choose a single defense at +2 against each attack
Other:

ALL OUT DEFENSE
(B97, B106, CII57)

Max. Move: 1 hex
Attack: None
Defense: 2 *different* defenses per attack, up to 2 Parries per weapon, 2 Blocks, and any
      number of Dodges; OR choose a single defense at +2 against each attack
Other:

CHANGE POSITION
(B95, B103)

Max. Move: 0
Attack: None
Defense: Normal
Other: - use this maneuver to get from any position to any other position (standing,
   crouching, kneeling, crawling, sitting, lying down)
     - you may go from kneeling to standing or vice versa either before or after any
      Ready, Attack, Feint, Wait, or Concentrate maneuver
     - if you are lying down or crawling, you occupy two hexes. You cannot stand
      directly from lying down, you must kneel first (takes two turns/seconds)

Table of Positions on back of card

Position	Attack	Defense or Penalty	Movement
Standing	Normal	Normal	Full; may sprint (+1 hex/turn)
Crouching	-2	Ranged weapons –2 to hit; normal vs. others	1/2 Move
Kneeling	-2	Ranged weapons –2 to hit; -2 to any active defense	1/3 Move
Crawling	close cmbt only	Ranged weapons –4 to hit; -3 to any active defense	1/3 Move
Sitting	-2	Ranged weapons –2 to hit; -2 to any active defense	none
Prone	-4 except for guns (+1)	Ranged weapons –4 to hit; -3 to any active defense	1 hex

CONCENTRATE
(B97, B106) [usually magic or psionics only]

Max. Move: 1 hex
Attack: none
Defense: Normal, but roll Will-3 to maintain concentration
Other: also roll Will-3 if you are hurt, knocked down, or otherwise distracted

MOVE
(B95, B107)
Max. Move: Full Move; +1 hex if running, after the first turn
Attack: Wild Swing only
Defense: Normal
Other: a Wild Swing (B105) is at −5 (or the current Darkness penalty) to hit, or a maximum of 9, whichever is *worse*. You may not aim or target specific hit locations

MOVE
(B95, B107)
Max. Move: Full Move; +1 hex if running, after the first turn
Attack: Wild Swing only
Defense: Normal
Other: a Wild Swing (B105) is at −5 (or the current Darkness penalty) to hit, or a maximum of 9, whichever is *worse*. You may not aim or target specific hit locations

MOVE
(B95, B107)
Max. Move: Full Move; +1 hex if running, after the first turn
Attack: Wild Swing only
Defense: Normal
Other: a Wild Swing (B105) is at −5 (or the current Darkness penalty) to hit, or a maximum of 9, whichever is *worse*. You may not aim or target specific hit locations

MOVE
(B95, B107)
Max. Move: Full Move; +1 hex if running, after the first turn
Attack: Wild Swing only
Defense: Normal
Other: a Wild Swing (B105) is at −5 (or the current Darkness penalty) to hit, or a maximum of 9, whichever is *worse*. You may not aim or target specific hit locations

BLOCK
(B98, B108) [must have a ready shield]
Your Block defense is half your Shield skill, rounded down. You must have a *ready* shield, and may block any melee or missile weapons except bullets, beam weapons, or the like. Flails are –2 to Block against. You may only Block one attack per turn, or two separate attacks if you chose the All Out Defense maneuver

DODGE
(B98, B108, CI132)

Your Dodge defense is equal to your Move score. You may Dodge any attack except one you are unaware of; there is no limit to the number of times you may Dodge in one turn. Against bare-handed or thrusting attacks, the Boxing skill gives a Dodge bonus equal to 1/8 Boxing skill (rounding down). This bonus does not count against swinging or ranged attacks

DODGE, ACROBATIC
(B108) [must have the Acrobatics skill]
If you have the Acrobatics skill you can try a "fancy" Dodge once per turn. Attempt your Acrobatics roll- if you succeed, you get a +1 to your Dodge; if you fail, you get a –2. This may be combined with a Retreat.

DODGE AND DROP
(CII63)

A character may drop to the ground while Dodging, earning a +3 bonus to his Dodge roll. This is similar to a Retreat, except that a Dodge and Drop *may* be used against a ranged attack. It applies to all of your defenses against *one* hex-facing that turn (including all Dodge rolls against gunfire). It has the disadvantage of having the character end up on the ground, however- it takes him 2 turns to get back to his feet. Any cover that the character drops behind does not count against the initial shot that inspired the Dodge and Drop, but it is effective against subsequent shots.

PARRY
(B99, B108)

Your Parry defense is equal to 1/2 your hand weapon skill, or 2/3 your Fencing or Quarterstaff skill (round down). You must use a ready weapon. A weapon Parry won't stop anything except hand weapon attacks; a weapon has a 1/3 chance of breaking if it parries anything three or more times its own weight. You may Parry only one attack per turn, unless you have two ready weapons (in which case you can Parry twice) or you chose the All Out Defense maneuver (when you can Parry twice with each weapon).

If you successfully Parry a bare-handed attack with a weapon, immediately roll against your own weapon skill. If you hit, roll damage normally to the attacking limb (if your attacker used Judo or Karate, you are at –4 to this "to hit" roll).

Fencers have special Parrying rules: they may Parry twice per turn, or an unlimited number of times on an All Out Defense. Many fencers carry a dagger as a secondary weapon; this can also Parry, at 1/2 Knife skill (-4 for using the off-hand, -1 for using a knife, total, 1/2 Knife skill –5).

Thrown weapons may be parried, but at –1. Thrown knives and similar weapons are parried at –2. Flails are at –4 to Parry against. Knives and equally small weapons are –1 to Parry *with*.

PARRY, BARE-HANDED
(B101)

If you are fighting bare-handed you may Parry a kick or punch with your hands, using half your DX as your Parry, or 2/3 your Boxing, Brawling, Judo, or Karate skill. If you Parry a weapon bare-handed, your defense is at –3 unless you Parry a *thrust*, or you are using Judo or Karate. An unarmed Parry using Boxing is at –2 vs. kicks. A failed Parry means the weapon hits- the attacker may choose to hit where he was aiming, or to hit your arm.

RETREAT
(B109) [melee attacks only]

This is not a separate defense; it is an option you may add to any active defense by moving one hex in any direction away from your attacker. Retreating adds +3 to any attempt to Block, Dodge, or Parry (except Dodge and Drop).

You may not Retreat into an occupied hex; you cannot Retreat in a sitting or kneeling position, or while Stunned. You *can* Retreat while lying down (by rolling). You can only Retreat once per turn.

If a Retreat takes you out of the range of a hand weapon, your foe still gets his attack. If your for was making an All Out Attack, Retreating does not put you beyond the reach of his second attack.