

OFFENSIVE SPECIAL EFFECTS

Bash (Shields and bludgeoning weapons)
Knock opponent-off balance.

- Shields knock opponents back one metre per 2 points of damage rolled; bludgeoning weapons knock back one metre per 3 points.
- Only works on targets up to twice attacker’s SIZ.
- If forced back onto obstacle, Hard Athletics or Standard Acrobatics to remain on feet.

Bleed (Cutting weapons)
Attacker attempts to open a major blood vessel.

- If blow overcomes armour and inflicts damage ...
- Defender must make opposed Endurance check vs attack roll or ...
- Lose one level of fatigue at the start of each round until first aid applied.

Bypass Armour (Attacker critical)
Find a gap in opponent’s armour.

- Affects natural or worn armour.
- May be stacked to ignore both natural and worn armour.
- Ignore the relevant AP on location struck

Choose Location
Choose where the blow lands, without rolling for hit location.

- If using ranged weapons, may only be chosen on a critical, unless the target is in close range and either stationary or unaware.

Circumvent Parry* (Attacker critical)
Completely bypass an otherwise successful parry.

Duck Back (Ranged weapon, near cover)
Allows a shooter to duck back into adjacent cover immediately.

- Must be standing or crouching near cover.

Flurry* (Unarmed)
Make an immediate follow-up attack

- Attack again immediately (pay 1AP as normal) with a different body part.

Grip (Unarmed)
Hold onto opponent.

- Must have a free hand (or equivalent appendage).
- Gripped target cannot change engagement range or withdraw.
- Attempts to escape use defender’s choice of Unarmed or Brawn, vs gripper’s choice of Unarmed or Brawn.

Impale (Impaling weapon)
Impales the target.

- Roll weapon damage twice and take the higher result.
- If the attack penetrates armour and inflicts damage, they are impaled.
- The attacker may choose to retain hold of the weapon, or release it.
- On subsequent turns, the attacker may try to pull the weapon free. If the target resists, this is an opposed Brawn check.
- If the weapon is pulled free, the target suffers half the weapon’s normal damage (no damage mod is applied, no reduction for armour.)
◊ Barbed weapons inflict full damage.
- An attacker cannot use a weapon to parry while it is impaling someone.
- Obsidian and bone weapons that have impaled can be broken in the target. It requires a successful Brawn check to snap the weapon; this may be opposed by the target. Once broken, a weapon can only be removed with medical aid.

Creature SIZ	Small Weapon	Medium Weapon	Large Weapon	Huge Weapon	Enormous Weapon
1-10	Formidable	Herculean	Incapacitated	Incapacitated	Incapacitated
11-20	Hard	Formidable	Herculean	Incapacitated	Incapacitated
21-30	No Effect	Hard	Formidable	Herculean	Incapacitated
31-40	No Effect	No Effect	Hard	Formidable	Herculean
41-50	No Effect	No Effect	No Effect	Hard	Formidable
Each +10	Follow table progression				

Kill Silently (Assassins)
Neutralise a victim in complete silence.

- Only against a surprised opponent, on the first attack.
- Target may not cry out or raise alarm for the entire round.
- If a serious or major wound is inflicted, the victim automatically fails the Endurance roll.

Marksman (Ranged attacks)
Adjust the hit location.

- The shooter may move the hit location struck by one step, to an adjacent location.

Maximise Damage* (Attacker critical)
Inflict a vicious wound.

- Weapon or attack does maximum damage with one of it’s dice.
- Cannot affect or modify the damage bonus.

Pin Down (Ranged weapon)
Keep the opponent in cover.

- Can’t be used if the opponent is facing an obvious, greater threat (eg, if already engaged in melee, or being charged by a triceratops).
- Target must make an opposed check of Willpower vs the attack roll.
- If they fail, the target must hunker down and remain in cover on their next turn.
- Actions that can be performed while remaining completely in cover can be performed.

Press Advantage
Pressure opponent, preventing them from attacking on their next turn.

- Can only be used against foes that care about defence.
- Foe cannot attack on their next turn.

Rapid Reload* (Ranged weapon)
Reduce reload time by one.

Remise (Small weapon)
Perform follow-up attack with a small weapon on the *opponent’s* next turn

- May attack on the opponent’s next turn, using a small weapon. This costs an AP, as usual.
- The opponent loses the opportunity to take a pro-active turn, but can act normally on the next cycle.

Spoil Spell
Stun a body part.

- If blow overcomes armour and injures target ...
- Any spell being cast by the defender is automatically ruined.

Stun Location (Bludgeoning weapon)
Stun a body part.

- If blow overcomes armour and injures target ...
- Defender must make opposed Endurance check vs attack roll or ...
- The hit location is incapacitated for a number of turns equal to the damage inflicted.
- If the chest or abdomen is stunned, the target is winded and staggering; they can only defend (pro-active actions must typically be dither or delay).

Sunder (Axes and some two-handed weapons)
Damage armour or natural protection.

- Weapon damage (after reduction for magic and parrying) is applied to the target’s AP.
- Any damage in excess of AP reduces the AP value of that location.
- Any damage remaining after AP is reduced to zero is applied to HP as usu-

OFFENSIVE OR DEFENSIVE SPECIAL EFFECTS

Close Range

Close engagement range to that of the shorter weapon.

Compel Surrender

Force surrender on a disabled or disadvantaged target.

- No damage is inflicted.
- Target rolls Willpower vs original attack or parry.
- On failure, target surrenders.
- Cannot be used on opponents with no sense of self-preservation.

Damage Weapon

Apply damage to the opponent's weapon.

- Targeted weapon uses its own AP to resist damage.
- If reduced to 0 HP, the weapon breaks.
- No damage is inflicted on the opponent, even if there is excess damage.

Disarm Opponent

Knock, pull or twist weapon out of opponent's hand.

- Cannot be used on opponents with more than twice disarmer's STR.
- Target rolls Combat Style vs original attack or parry.
- Target's roll is one degree easier for each step by which their weapon is larger; roll is one degree harder for each step by which their weapon is smaller.
- On failure, weapon is flung a number of metres determined by the disarmer's damage mod (or at their feet, with no or a negative modifier).

Entangle (Entangling weapon)

Immobilise the location struck.

- An entangled arm can't be used to attack or parry. Held items are useless.
- An entangled leg prevents manoeuvre.
- An entangled head, chest or abdomen makes all skill rolls one grade harder.
- On their next action, the wielder may choose to spend 1AP to make a trip attempt.
- Breaking free requires an opposed Brawn roll, or the use of the *Damage Weapon*, *Disarm Opponent* or *Slip Free* special effects.

Force Failure (Opponent fumble)

Opponent automatically fails any opposed rolls made against other special effects.

Pin Weapon (Critical)

Hold opponent's weapon or shield in place.

- Pinned weapon cannot be used to attack or parry.
- Attempts to unpin use defender's choice of Unarmed or Brawn, vs pinner's choice of Unarmed or Brawn.

Scar Foe

Leave a distinctive or disfiguring scare for life.

Take Weapon (Unarmed)

Take a weapon from the opponent's hand.

- Cannot be used on opponents with more than twice disarmer's STR.
- Target rolls Combat Style vs the original attack roll.
- On failure, weapon is taken and is now held by the acting character.

Trip Opponent

Overbalance or throw opponent to the ground.

- Target rolls Brawn, Evade or Acrobatics vs the original attack or parry roll.
- On failure, target falls prone.
- Quadrupeds may use Athletics, and treat the roll as one difficulty grade

DEFENSIVE SPECIAL EFFECTS

Accidental Injury (Attacker fumble)

The attacker injures themselves.

- Attacker rolls damage to themselves in random location, using the weapon used to attack.

Arise

Rise to your feet from prone.

Blind Opponent (Defender critical)

Use sand, dirt, glare.

- Attacker rolls Evade (or Combat Style, if using a shield) vs defender's original parry result.
- On failure, the attacker is blinded for 1d3 turns.

Enhance Parry (Defender critical)

Deflect all the damage from an attack, irrespective of weapon sizes.

Open Range

Open engagement range to that of the longer weapon.

Overextend Opponent*

Sidestep or withdraw, causing the attacker to overreach.

- Opponent may not attack on their next turn.

Prepare Counter

Ready yourself to counter an expected move.

- Secretly select a specific special effect.
- The next time the opponent choose that effect, it is cancelled and ...
- Prepared combatant may select *any* offensive or defensive special effect that makes sense, and apply it to their opponent.
- The counter succeeds automatically.

Select Target (Attacker fumble)

Blow hits adjacent bystander selected by defender.

- New target must be in reach or line of shot.
- Attack automatically hits new target, but cannot cause a special effect.

Slip Free (Defender critical)

Automatically escape being entangled, gripped, pinned or grappled.

Stand Fast

Brace against that attack and negate all knockback effects.

Weapon Malfunction (Attacker fumbles ranged weapon)

Weapon cannot be used again until repaired.

Withdraw

Withdraw out of reach and break engagement.

