

Techniques

Disarm (Brawling)

To disarm an opponent when unarmed roll this skill instead of Brawling.

Apply -2 plus weapon size modifiers below.

Weapon Reach	Modifier	Total	Example
C	-5	-7	Knife, pistol
1	-4	-6	Broadsword, hatchet, carbine, sawed off shotgun
2+	-3	-3	Spear, rifle, shotgun

Defense

One successful srike, roll quick contest of weapon skills. Either party may choose to roll against ST instead, missile weapons should defend against disarm with DX rolls.

Attacked party gets +2 if using a two handed weapon.

Elbow Strike (Brawling)

Used only for striking somebody behind you (using the elbow on somebody in front should be treated as a normal punch). Rolls normal punching damage.

Attack using this skill at -2 Targetted strikes require an additional -1

Knee Strike (Brawling)

Strikes limited to reach C, roll at -1, but use Knee Strike skill instead of Brawling.

If you have grappled your opponent, he defends at -2.

If you have grappled from the front, there is no targeting penalty for a targetted groin shot.

Roll normal kicking damage.