

Maneuvers (What you can do on your turn):

| Types of Maneuvers: Preparation, Attack, Move, Defend, Mental. May add [Special] and/or [Extra Effort] to your maneuver | | Move | Defense |
|---|---|--------|-------------|
| Ready | Ready or reload a weapon (may require multiple rounds), retrieve a belt item, drink a potion, etc. | Step | Any |
| Aim (Ranged) | Add the weapon's ACC to your skill for your next Attack. +1 for each AIM maneuver after the first (max ACC+2). *Using any Active Defense cancels the AIM bonus. WILL roll if injured to maintain AIM bonus. | Step | Any* |
| Regular Attack | Melee or Ranged. May step (1 yard/hex) before or after attack | Step | Any |
| [Mighty Blow] | Pay 1 FP to get +2 to damage, or +1 per dice, whichever is larger. Regular Attack (Melee) only | | |
| Charge Attack | Charge up to your full Move then Attack. -4 to hit (Max Effective Skill 9) Cannot [Retreat] | Move | Dodge/Block |
| [Heroic Charge] | Pay 1 FP to ignore Charge Attack penalties (-4 to hit and Max Effective Skill 9) | | |
| Change Posture | Prone->Crouch/Kneel->Standing. May go from Kneel->Standing as the "Step" from another maneuver | None | Any |
| Jump | Distance in yards/hexes is Move/2 or Jumping/4 (x2 with running start, x½ if in combat) | varies | Any |
| Move Pts equal to Base Move | Move (and face) into forward hex: 1 pt; Turn 1 hex face: 1 pt; obstruction (ally, rock, log, etc.): +1 pt; side/back step (no face change): 2 pts. If used < ½ pts, may end with any facing, otherwise allowed 1 final hex face change. | | Any |
| [Giant Step] | Pay 1 FP to take an additional step, either before or after the attack | | |
| All-Out Defense (choose one) | Increased: +2 to any one Active Defense until your next turn Double: can use two different defenses against an attack, until your next turn | Step | Any |
| Concentrate | WILL-3 roll to maintain concentration if injured or if you used an Active Defense* | Step | Any* |
| Do Nothing | If you are doing nothing because you are Stunned , -4 to your Active Defense | None | Any |
| [Wait] | Define a "trigger", if it occurs perform Maneuver ("If the monster moves within range, Attack!") | | |

Active Defense (What you can do if you get attacked and you know about it):

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| From Side or Back hex: -2 (0 with Peripheral Vision); From Back hex(if started there): -4 Dodge (-2 with Peripheral Vision or Blind Fighting roll) | |
| Dodge | Affected by Encumbrance. May be used multiple times per round. |
| [Acrobatic Dodge] | Roll vs Acrobatics skill. If you succeed, +2 to Dodge, otherwise, -2. |
| [Dive!] | +3 to Dodge. Only against Ranged attacks. Posture now Prone . |
| Parry | May only Parry attack from front or weapon side. Subsequent Parries are at cumulative -4 (-2 if you are using a fencing weapon) |
| Block | May only Block one attack from front or shield side per round. DB only adds to defenses when attacked from front/shield side |
| [Retreat] | Step back 1 hex. +3 Dodge/+1 Block/+1 Parry (+3 Parry w/Boxing, Judo, Karate or Fencing weapon) vs 1 Melee attack/round |
| [Feverish Defense] | Pay 1 FP to get +2 to one Defense roll |