impact

GAME REQUIREMENTS

2 six-sided dice (d6)
Paper
Pencils

THE BASICS

Statistics

Each fighter has three statistics which define the basic abilities the fighter has. These statistics are Power, Speed, and Tactics.

Power — How much base damage you can do when successfully executing and landing maneuver. Power has a right and left side which each has its own rating.

Speed — How fast you can move and execute maneuvers. Like Power, speed also has right and left sides which each has its own rating.

Tactics — The ability to time the execution of a maneuver to get the most out of it, and the ability to strategically excel in a given situation.

Maneuver Types

There are five maneuver types listed on your fighter's record sheet: Punches, Grappling, Miscellaneous Maneuvers, Defense, and Kicks. Within each of these types the maneuvers are grouped into categories with other maneuvers that share common characteristics.

Lean Bonus/Penalty

Each of the maneuver categories offers certain bonuses or penalties to damage based on how your fighter is moving when he executes a given maneuver from that category. The type of movement we are referring to here is different from bridging out (See Bridging), and in fact refers only to the slight adjustments a fighter makes just prior to executing a maneuver; such as leaning into or out of a punch. The number on the left is applied when the fighter leaning out, the center number is applied when the fighter does not lean at all, and the number to the right is the bonus for leaning into a maneuver when executing it. When two fighters engage each other they will add their lean bonuses together and this total (a bonus if it is + and a penalty if it is -) is applied to both of the fighter's damage totals.

Maneuvers

There are many maneuvers that your fighter may perform and each maneuver has its own statistics regarding to damage, speed, setup points, range and cost.

Damage — This is the bonus to damage that is applied if your fighter successfully strikes with a maneuver.

Speed — The speed bonus applies to the Speed Test you make to see which fighter acts first during a turn.

Setup Points — Your fighter must accumulate Setup Points in order to perform a maneuver; this number indicates the number of Setup Points required.

Cost — The cost of a maneuver is the base modifier for the cost of increasing a fighters skill level in a particular maneuver (See Purchase Points).

Defense

Defense is just that; how well your fighter can defend himself when it comes to avoiding massive damage from a massive strike.

Stamina

A fighter can only do so much before his body starts to tire, the more Stamina a fighter has the longer he go without penalty to his maneuvers. There is a graph chart listed on your fighter's record sheet where you can record and track Stamina.

Setup Points

A fighter can't just go around throwing punches and kicks and expect them to be optimal and strike the target right where he wants. A fighter has to move and gain position to perform a maneuver successfully. Some maneuvers require a number of setup points (SP) in order to execute them successfully, others don't require any SP, and some maneuver actually give you an additional SP when you perform them.

Health

Your fighter record sheet shows a chart resembling the body of a human. This chart has seven distinct areas: 1 head, 2 arms, 2 legs, 1 chest, and 1 torso. Each area has four statistics:

Difficulty — How hard an area is to successfully strike. The difficulty bonus for each body area is the top number located next to each body part.

Toughness — How much damage has to be done before an area actually receives any serious damage. Toughness may fluctuate during combat and it is represented by the bottom number located next to each body part on the fighter record sheet.

Damage — Damage is the amount of physical punishment any given body area can take before becoming knocked out of commission. The damage number for each area is equal to the number of _ listed underneath the Difficulty and Toughness of each target area.

FIGHTER CREATION

Purchase Points

Purchase points are used to increase your fighters statistics, maneuvers, and health. Each new fighter begins the game with a number of PP for fighter creation based on the rank that you wish to begin with. You also can gain PP during a combat which will allow you to increase your fighter's abilities later.

Listed below are all of the areas that can be increased through spending purchase points. Most of these areas will list costs as a multiple factor based on the next level that a fighter would obtain. For instance, if you read that increasing a skill requires that the fighter spend Ø PP x Next Level, then Ø is the amount of PP and Next Level means the fighters current skill + 1.

We must also note that in all cases where a multiple factor is used for increasing skill in an area requires that the fighter purchase each level before moving on to the next. For instance, a fighter with a skill of 3 in a Straight Punch could not purchase skill level 5 until he had first paid for skill level 4.

Rank

When you first decide to create a fighter you must determine what rank you wish your fighter to start at; this will reflect the number of purchase points available for you to work with. Below are the standard ranking's along with the average number of points you begin with to create a fighter of that rank.

Rank	PP
White Belt	1,000
Yellow Belt	2,000
Green Belt	4,000
Brown Belt	7,000
Black Belt	10,000
Grand Master	20,000

Statistics

On your fighter record sheet you will see that Power and Speed have two boxes; one marked 'Left' and the other 'Right'. Each fighter begins with a skill level of 1 in both the left and right sides in Power and Speed, and to increase Power or Speed on either the Left or Right sides cost 15 PP x Next Level.

Your fighter begins the game with a Tactics skill of 1. Tactics requires that you spend 30 PP x Next Level to increase it.

Power:Speed Ratio

Your fighter's Power and Speed statistics must comply with a Power:Speed Ratio (PSR). The starting PSR for each side must be either a 1:2 or a 2:1 ratio between Power and Speed. For example, if your fighter has a 2:1 PSR on his right side then his Power must always be at least 2 times greater than his speed. For example, if he has a right-side Power of 3 and Speed of 1 he must raise his right-side Power to 4 before he can raise his Speed to 2. If he has a 1:2 PSR, however, he would need to have a Speed rating that was always 2 or more times greater than Power.

Maneuvers

If you look at your fighter's record sheet you will see the base skill level that a beginning fighter starts with listed next to each maneuver. To increase a fighters maneuver rating costs the maneuver cost (listed on the fighter record sheet) PP x Next Level.

There is also another way to increase a fighters skill in a maneuver simply by learning other maneuvers which are in the same category. For example, increasing your Groin punch could eventually increase the other punches that fall into the Direct Punch category. To determine if your fighter qualifies for automatic advancement we have another ration (again with the ratios!). This is called the Automatic Increase Ration (AIR). The AIR ratio is 4:1 meaning that any time a fighter reaches a skill level that is 4 times greater than any other maneuver in the same category; those lesser maneuvers will increase by 1. For example, a fighter has a Jab of 3, a Straight punch of 2, a Groin punch of 2 and a 1 both gouge and palm strike. If the fighter increased his Jab to level 4 then both his gouge and palm strike will increase to level 2.

The available maneuvers are listed on the fighter record sheet included with this book, however, we encourage you to create your own maneuvers as well. (see Creating Maneuvers).

Stamina

Every fighter begins with a Stamina of 50. You may purchase Stamina points for your fighter at a cost of 100 PP for an increment of 10 Stamina.

Defense

Each fighter begins with a defense rating of 1 which allows him the Cover-Up option. A fighter may purchase additional defensive levels for 25 PP x Next Level.

There are four defensive tactics which a combatant may eventually obtain. When your fighter

gains a new level in defense he gains a level in each defensive tactics that he currently has skill in and then he gains a level 1 in the next defensive tactic he does not have a skill in. So, if your fighter has a level 2 defense he would have a Level 2 Cover-Up and a Level 1 Duck & Weave. If you increase his defense to level 3 your fighter would now have a Level 3 Cover-Up, a Level 2 Duck & Weave, and a Level 1 Parry.

Toughness & Difficulty

The base Toughness and Difficulty that a fighter begins with is listed next each body area on your fighter record sheet (the Toughness is the top number, and the Difficulty is the bottom number). You may increase the Toughness of an area by spending 25 PP x Next Level of Toughness, and you may increase the Difficulty of an area by spending 50 PP x Next Level of Difficulty. Additionally, increasing the Toughness or Difficulty of an arm or leg will increase the opposite arm or leg by the same increment at no additional cost. For example, increasing the Difficulty of your fighters left arm from 3 to 4 will also increase the Difficulty of your fighters right arm to 4.

Sample Fighter Creation

Now we will step you through a sample of fighter creation. We will call our fighter Frank, and Frank is a white belt which gives us 1,000 PP to spend. We start with Frank's statistics and decide to give his right-side a 2:1 PSR. So, we increase his right-side Power to 3 (75PP), and we have to leave his right-side Speed at 1 until his Power is at least a 4 because of the PSR. Next, we decide on a 1:2 PSR for Frank's left-side and increase his left-side

Speed to 2 (30PP), and we leave his left-side Power at 1. We then increase Frank's Tactics statistic to 2 (40PP).

Next we move into Frank's maneuvers. We go to Direct Punches first and increase his Straight punch from 1 to 4 (180PP). This also increases the rest of Frank's Direct Punches from 1 to 2 (Jab, Gouge, Palm, and Groin Punch) because his Straight Punch was 4 times greater (4:1 AIR) than all of them; and it doesn't cost any PP. Along the same thread, move into the Arcing Punches and increase Frank's Hook Punch to 4 (180PP) which, in turn, increases the rest of his Arcing Punches from 1 to 2.

We then move into Kicks and leave all of Frank's Direct Kicks at level 1. In Arcing Kicks we increase his Round Kick to 3 (100PP), and then we move to Sweeping Kicks and increase Frank's Sweep Kick to 2 (40PP). We leave his Extended Kicks at level 1.

Moving into the Grappling area we increase Frank's Grapple maneuver to 2 (80PP) and raise his Joint-Lock maneuver to 1 (60PP).

So, as we stop for a breather we can see that we've now spent 785 PP out of the 1,000 PP we started with. With the remaining 255 PP we move on to Toughness and Difficulty. We increase Frank's Head Toughness from 5 to 6 (150PP). Then we move into Frank's Defense area. We increase his Defense to 2 (50PP) giving him a Cover-Up to 2 and increasing his Duck & Weave to 1.

After all of that we have 25 PP remaining, and since we cannot increase anything with only 25 PP we write that number down in Purchase Points area on Frank's record sheet.

COMBAT

Skill Tests

Whenever your fighter wishes to perform a maneuver he will need to perform a Skill Test to determine if he is successful. A Skill Test requires that you roll 2d6 and add any appropriate bonuses. The total that you obtain determines your Test Total (TT). The object of a Skill Test is to obtain the highest possible Test Total.

For example, a Speed Test would require that you roll 2d6 and add your fighter's Speed Bonus (2d6 + Spd)

Maneuvers

Maneuvers are the punches, kicks, grappling, moving and any other actions which you wish your fighter to perform during a fight. Performing a maneuver will almost always require all of the involved fighters to perform a Speed Test. The combatant with the lowest total performs his maneuver first, but remember that any fighter with a higher total can interrupt at any time. If you are the target of a maneuver and you have not already completed your maneuver you may opt to drop your current maneuver, switching to a Defensive tactic without any penalty other than losing your original maneuver. If you choose not to switch to defense and you can still perform your maneuver after being interrupted then you may do so.

Stamina

Every maneuver requires a certain amount of exertion to perform. This is reflected in a fighters Stamina. Each time a fighter performs a maneuver, regardless of whether it was successful, mark off a number of Stamina points equal to 1/2 the damage bonus of that maneuver (rounded down). For example, a fighter executing a Straight Punch would suffer a Stamina loss of 1 (3 / 2 = 1.5 = 1). Stamina can be regained by executing bridges, defensive maneuvers, or maneuvers with a -1 SP.

For every 25% of a fighters total Stamina that he loses, a - 2 penalty is applied to all TT. So, this means that during any Skill Test you would subtract 2 from your Test Total.

Setup Points

Every kicking, punching and grappling maneuver has an SP rating. This is the number of Setup Points needed in order to execute a given maneuver. **Any maneuver with a -1 SP value will earn you an SP when you perform that maneuver.** Other ways to generate SP are by bridging, defending, or using miscellaneous maneuvers such as feints, leads or draws.

The one thing you must note is that Punching & Kicking SP and Grappling SP are not interchangeable. If a fighter switches from a punching or kicking maneuver to a grappling maneuver or vice versa any accumulated SP are lost.

Speed Test

After all of the fighters have chosen and announced their maneuvers for the turn each must make a Speed Test to determine who acts first and who acts last. To perform a Speed Test roll 2d6, add the speed bonus for the maneuver your fighter chose, and then add the speed of the side your fighter is using to execute the maneuver. If your fighter is using a maneuver which does not require him to designate a side then take the average speed of his right and left sides (rounded down) and use that instead.

For example, Frank (right speed 1: left speed 3) and John (right speed 1: left speed 3) begin a new turn and choose their maneuver. Frank chose a right jab to John's head and John chose to grapple. For Frank's Speed Test Frank must roll 2d6 + 5 (Jab) + 1 (right side speed). John will roll 2d6 + 1 (grapple) + 2 (avg. speed) for his Speed Test.

Bridging

When a fighter changes the range between himself and an opponent it is called bridging the gap or bridging. Whenever you choose to bridge, your opponent has the option of changing his maneuver to a bridge as well without penalty. If this is the case then both you and he make a Speed Test and add in your Tactics statstic. If the opponent scores a higher total he prevents you from changing ranges. If your opponent chooses not to bridge then you perform a Speed Test + Tactics while your opponent performs a normal Speed Test. If your opponent scores a higher total he executes his maneuver before you bridge. If your total is equal to or greater than your opponents you may change the range by one in the direction of your choice (i.e. from punching range you could move out to kicking range or in to trapping range) before your opponent executes his maneuver. This could possibly nullify an oncoming attack if you move out of the maneuvers effective range.

Performing a bridge will generate one Setup Point and regenerate 2d6 Stamina even if the bridge does not result in a change of range.

Defense

Whenever you lose a Speed Test, you have the option of switching to defense without penalty if you are about to be clobbered. However, when using your defense against multiple opponents, you may only apply your defensive bonus against a number of attacks equal to your average Speed.

The bonus each defensive tactic grants can apply to three different areas of defense: Bridge, Difficulty, and Toughness. A Bridge bonus is added to the Speed Roll of your next maneuver only if it is a Bridge. A Difficulty bonus applies to the roll you make when determining if your opponents maneuver hits you. A Toughness bonus applies to the Toughness test you make when determining the actual amount of damage you receive from a given attack. The bonus that your fighter receives equals the level in his chosen defensive tactic. For example, having a Level 3 Duck & Weave would grant you a bonus of +3 to the Difficulty of each target area of your fighter.

Performing a defensive tactic will generate one Setup Point and recover 1d6 Stamina even if the defense does not completely prevent damage.

Defense	Effect
Cover Up	Toughness
Duck & Weave	Difficulty
Parry	Difficulty & Bridge
Slip	Toughness, Difficulty & Bridge

Punching & Kicking Maneuvers

Combat maneuvers are special in that they require some options to be specified whenever they are executed. At the time you declare a punching or kicking maneuver you must also specify *the side your attacking with* (right or left), *the area on the target* that your fighter is attempting to hit and whether you fighter is *leaning in, out or not at all.* An example might be: "I'm throwing a right uppercut to Jack's abdomen and I'm leaning into the punch." or "I'm executing a left thrust kick to Bob's left leg and I'm leaning out."

Grappling

Grappling maneuvers requires some special attention because grappling is very different from punching and kicking. You should not that the grappling category is the only category that has maneuvers that start at skill level 0; this should tell you right off the bat that they are harder to learn.

Unlike punches and kicks you do not need to declare which side you are using and you do not need to specify a target area. Instead, use the average speed of your fighters left and right sides (Right side+Left Side / 2) for the speed bonus; and the target area is determined by the maneuver your fighter chooses. However, you do still *need to specify if your fighter is leaning* as in a punching or kicking maneuver.

Just like the punching and kicking maneuver, the grappling maneuvers also require a specified number of Setup Points in order to execute them successfully. **Each turn that a fighter successfully performs the grapple maneuver he gains one SP**.

SP	Description
0	*Grapple* — Sustained. When grappling, the target is the chest. You must accumulate SP by grappling in order to perform any of the other grappling maneuvers.
1	*Choke* — Sustained. A choke maneuver must target the head. After the successful execution of this maneuver all subsequent Skill Tests with this maneuver are at a Difficulty of -4 for the defender until the hold is broken.
3	*Immobilize* — Sustained. The target area for an immobilization is the chest. While immobilized the victim suffers a -5 speed penalty and any damage that is sustained is doubled. Additionally, the victim may only perform a grapple as his maneuver until he is no longer immobilized. (See breaking a sustained maneuver below.)
2	*Joint-Lock* — A joint-lock must target an arm or a leg. If successful roll 2d6 and consult the special effects table below. A sustained joint-lock allows all subsequent rolls for the given joint-lock to be performed at a difficulty bonus of -1. Additional, a sustained joint-lock has a damage bonus of 4 instead of the normal 1.
0	*Throw* — A throw can be executed from almost any position, including prone, and can be used to break a sustained hold. Additionally, a throw has a range that reaches beyond any of the other grappling maneuvers.

Special Effects

Some maneuvers offer the benefit of a special effects when they are used; these are marked with a * on the fighter record sheet. Listed below are the descriptions of the special effects for each of these maneuvers.

Arch Kick	Whenever you successfully cause damage to a targets leg with this maneuver roll 2d6. If the roll results in a total that is 11 or greater your opponent suffers a knock down and the limb is KO'd.
Choke	If the attacker successfully sustains this maneuver for three turns the victim is KO'd.
Gouge	Whenever you successfully cause damage to a targets head with this maneuver roll 2d6. If the roll results in a total of 12 then your opponent dies.
Groin Punch	Whenever you successfully cause damage to a targets abdomen with this maneuver roll 2d6. If the roll results in a total that is 10 or greater your opponent suffers a knock down.
Joint-Lock	Whenever you successfully cause damage to a targets leg or arm with this maneuver roll 2d6. If the roll results in a total of 8 or higher the maneuver becomes sustained. If the total is 11 or higher victim's limb is KO'd, the victim suffers a knock down and the attacker loses any Grappling SP.
Sustained	Some grappling maneuvers are sustained, which means that the victim succumbs to the results of that maneuver so long as the sustainment lasts. As the attacker still has SP a sustained hold remains in effect. To break a sustained hold the victim must either reduce the attackers SP to 0, cause the attacker to suffer a knock down, or KO the attacker. Also, while a fighter is a victim of a sustained hold he may not bridge until the hold is broken, nor can he perform any other maneuvers which would not feasibly be possible. *When dealing with sustained holds be sure to think rationally about what types of maneuvers you could realistically perform while in that hold. Obviously, if your right arm is in a sustained joint-lock you cannot perform maneuvers with that arm.*
Knock Down	A knock down causes the victim to suffer a -3 speed penalty to his next maneuver. Additionally, any Setup Points earned by the victim are lost. Also, certain maneuvers just cannot be performed (or suffer extreme penalties when performed) from a prone position. Use discretion.
Throw	The victim of a throw suffers a knock down.

Damage and Healing

Any time an opponent takes damage in an area equal to that areas KO value then that area becomes unusable (i.e. Knocked Out.) The fighter may no longer perform maneuvers that require the use of the KO'd area. If a fighter has either his Head, Chest, or Abdomen KO'd he is knocked out and loses the fight. If three or more limbs are KO'd then he is knocked out and loses the fight. Additionally, for each KO'd limb you suffer a -2 speed penalty to all actions.

At the beginning of every combat, all fighters start with full health and full toughness in all body areas.

COMBAT TURN

Temps d' escrime is the time it takes for a fencer to perform a simple fencing maneuver. Such a maneuver would be a step forward or a movement of the arm. We attempt to use this concept to define what a maneuver consists of. Any movement such as a punch, a kick, step forward, backward or to the side and grappling are considered actions. Basically, any one thing your fighter does is a maneuver. Got it? Good!

A combat consists of turns, each turn consists of each participating fighter choosing one maneuver and then performing it. After each fighter performs his maneuver a new turn begins.

Impact is a complicated, realistic simulation of a live combat situation. To help simplify the game we have broken it down into several simple phases which you should work through. Each phase introduces new elements and concepts into the game. Hopefully, after you have completed all of the phases you will be familiar with everything that Impact has to offer.

Learning How to Fight in 5 Phases

Phase I: Basic Punching & Kicking

During this stage you will learn the basics of declaring a punching and kicking maneuver.

A. Choose A Maneuver

Located on your fighter record sheet are many punching and kicking maneuvers. Choose one of these maneuvers and decide on the following criteria:

1. Are you using your RIGHT or LEFT leg/arm?

2. What part of your opponent are you trying to hit?

(Head, Left Arm, Right Arm, Chest, Abdomen, Left Leg, Right Leg)

B. Decide Who Acts First

This is a simple roll of 2 six-sided dice to determine who performs their maneuver first. Repeat steps C and D for each fighter starting with the fighter who rolls the highest in this step.

1. Roll 2d6. The fighter with the highest total goes first. In the case of a tie roll again.

C. Determine If The Strike Hits

At this point the you must determine if you successfully hit your target. Both the attacker and his target will roll 2d6.

1. Both Attacker & Defender Roll...

a. Roll 2d6.

2. Is It A Hit?

a. If the Attackers total is greater than the Defender's total it is a hit.

D. Determine Damage Done

This step is only performed if the Attacker had a higher total in Step 2Ca.

1. Attacker Adds...

Each Maneuver has a Damage rating listed next to it. Note this number.

a. Find the Power of the arm or leg you declared in Step A1. Add this number to the maneuver's Damage rating

b. This is the damage done to the target area. Fill in one circle in the damaged area for each point of damage.

Phase II: Intermediate Punching & Kicking

In this phase we have added a few detailed elements which reflect defensive action on the part of your chosen target.

A. Choose A Maneuver

Located on your fighter record sheet are many punching and kicking maneuvers. Choose one of these maneuvers and decide on the following criteria:

1. Are you using your RIGHT or LEFT leg/arm?

2. What part of your opponent are you trying to hit?

(Head, Left Arm, Right Arm, Chest, Abdomen, Left Leg, Right Leg)

B. Decide Who Acts First

Each maneuver has a speed listed under the SPD heading on the fighter record sheet. Note this number and perform the following:

1. Roll 2d6 and add the speed of the arm or leg your fighter chose in Step A1. Then, add the Speed listed next to the maneuver your fighter is performing.

2. The fighter with the highest total acts first. In the case of a tie roll again.

C. Determine If The Strike Hits

At this point the you must determine if you successfully hit your target. You should have a number recorded to the left of each maneuver on your fighter record sheet. If you do not have a number recorded then the maneuver starts at a base level which is equal to the superscripted number to the left of the maneuver name. *Note that the attacker and defender have different criteria than they did in the Basic Phase.*

1. Attacker Rolls...

a. Roll 2d6 and add your fighter's skill level in his chosen   maneuver.

2. Defender Rolls...

Each target area shown on the fighter record sheet has two values listed next to it in bold lettering. The top number is the Difficulty rating.

a. Roll 2d6 and add the Difficulty of the target area the Attacker is declared in Step A2.

3. Is It A Hit?

a. If the Attackers total is greater than the Defender's total it is a hit.

D. Determine Damage Done

As with the Basic Punch (and from here on out) the attacker must have scored a higher total in step C3a in order for this step to apply. Each target area has a second number listed next to it, the bottom number, which is a Toughness rating.

1. Attacker Adds...

Each Maneuver has a Damage rating listed next to it. Note this number.

a. Add the maneuver's Damage rating to the power of the side your fighter is using (Step 1A).

2. Defender Rolls...

a. Roll 1d6 and add the Toughness Rating of the target area. (This is called a Resistance Roll)

3. Difference = Damage

The maneuver only causes damage if the attackers Damage (Step D1) is greater than the Defender's defense roll (Step D2).

a. The difference between the attackers roll (Step D1) and the defenders roll (Step D2) is the total damage done to the target area. Fill in a number of circles equal to the damage.

Phase III: Grappling

This phase introduces one new element and two new concepts. The element is grappling maneuvers. The two concepts are Range and Toughness Reduction.

A. Determine Range

Every maneuver has a Range of effectiveness. The four possible ranges are Kicking (K), Punching (P), Trapping (T), and Grappling (G). If your target is not within the range of the maneuver you choose when it is time to act, then your fighter forfeits his maneuver.

1. Choose the range that you and your opponent are at.

B. Choose A Maneuver

Now you get to throw grappling into the fray. Choose any punching, kicking or grappling maneuver:

1. Are you using your RIGHT or LEFT leg/arm?

2. If you chose a grappling maneuver consult the grapple maneuver chart to determine your target area, otherwise you must choose a target area for your maneuver

(Head, Left Arm, Right Arm, Chest, Abdomen, Left Leg, Right Leg)

B. Decide Who Acts First

Each maneuver has a speed listed under the SPD heading on the fighter record sheet. Note this number and perform the following:

1. Roll 2d6 and add the speed of the arm or leg your fighter chose in Step A1. Then, add the Speed listed next to the maneuver your fighter is performing.

2. The fighter with the highest total acts first. In the case of a tie roll again.

C. Determine If The Strike Hits

At this point the you must determine if you successfully hit your target. You should have a number recorded to the left of each maneuver on your fighter record sheet. If you do not have a number recorded then the maneuver starts at a base level which is equal to the superscripted number to the left of the maneuver name. *Note that the attacker and defender have different criteria than they did in the Basic Phase.*

1. Attacker Rolls...

a. Roll 2d6 and add your fighter's skill level in his chosen maneuver.

2. Defender Rolls...

Each target area shown on the fighter record sheet has two values listed next to it in bold lettering. The top number is the Difficulty rating.

a. Roll 2d6 and add the Difficulty of the target area the Attacker is declared in Step A2.

3. Is It A Hit?

a. If the Attackers total is greater than the Defender's total it is a hit.

D. Determine Damage Done

As with the Basic Punch (and from here on out) the attacker must have scored a higher total in step C3a in order for this step to apply. Each target area has a second number listed next to it, the bottom number, which is a Toughness rating.

1. Attacker Adds...

Each Maneuver has a Damage rating listed next to it. Note this number.

a. Add the maneuver's Damage rating to the power of the side your fighter is using (Step 1A).

2. Defender Rolls...

a. Roll 1d6 and add the Toughness Rating of the target area. (This is called a Resistance Roll)

3. Difference = Damage

The maneuver only causes damage if the attackers Damage (Step D1) is greater than the Defender's defense roll (Step D2).

a. The difference between the attackers roll (Step D1) and the defenders roll (Step D2) is the total damage done to the target area. Fill in a number of circles equal to the damage.

E. Reduce Toughness of Target

If an area takes enough damage its Toughness rating is temporarily reduced.

1. Is Damage at least 1/2 Toughness

If the Damage is equal to or greater than 1/2 of the target area's Toughness value then reduce the Toughness by 1. Record this new number in the circle located near the target area on you fighter record sheet.

Phase IV: Stamina

        Included in this phase is a new element involving maneuver criteria called the Lean Bonus, and an introduction to special maneuvers. Also included is a new range and the a new concept called Stamina.

A. Determine Range

    A range that was yet uncovered but equally important as the others is out of range.

        1. Determine the range that you and your opponent are at.

        (out of range, kicking, punching, trapping, grappling)

B. Choose A Maneuver

    In this section there is a new criteria which you must specify when choosing your maneuver. Choose any punching, kicking or grappling maneuver or a special maneuver.

        1. Are you using your RIGHT or LEFT leg/arm?

        2. If you chose a grappling maneuver consult the grapple maneuver chart to determine your target area. If you chose a special maneuver consult the booklet for the criteria you must meet in order to perform the given maneuver. In any other case you must choose a target area for your maneuver

        (Head, Left Arm, Right Arm, Chest, Abdomen, Left Leg, Right Leg)

        3. Look at you fighter record sheet and note that each maneuver category has 3 numbers to the right of the category heading. These numbers are a lean factor which modify the amount of damage done by a maneuver. Determine whether your fighter is leaning out/not leaning/leaning in to perform his maneuver.

B. Decide Who Acts First

    Each maneuver has a speed listed under the SPD heading on the fighter record sheet. Note this number and perform the following:

        1. Roll 2d6 and add the speed of the arm or leg your fighter chose in Step A1. Then, add the Speed listed next to the maneuver your fighter is performing.

        2. The fighter with the highest total acts first. In the case of a tie roll again.

C. Determine If The Strike Hits

    At this point the you must determine if you successfully hit your target. You should have a number recorded to the left of each maneuver on your fighter record sheet. If you do not have a number recorded then the maneuver starts at a base level which is equal to the superscripted number to the left of the maneuver name. *Note that the attacker and defender have different criteria than they did in the Basic Phase.*

        1. Attacker Rolls...

            a. Roll 2d6 and add your fighter's skill level in his chosen   maneuver.

        2. Defender Rolls...

            a. Roll 2d6 and add the Difficulty of the target area the Attacker   is declared in Step

A2.

        3. Is It A Hit?

            a. If the Attackers total is greater than the Defender's total it is a hit.

D. Determine Damage Done

    As with the Basic Punch (and from here on out) the attacker must have scored a higher total in step C3a in order for this step to apply. Each target area has a second number listed next to it, the bottom number, which is a Toughness rating.

        1. Attacker Adds...

        Each Maneuver has a Damage rating listed next to it. Note this number.

            a. Add the lean bonus to the defenders lean bonus. This is the overall lean bonus that applies to both the defender and the attacker when they perform their maneuvers attacking maneuvers

            b. Add the maneuver's Damage rating, the lean bonus and the power of the side your fighter is using (Step 1A).

        2. Defender Rolls...

            a. Roll 1d6 and add the Toughness Rating of the target area. (This is called a Resistance Roll)

        3. Difference = Damage

    The maneuver only causes damage if the attackers Damage (Step D1) is greater than the Defender's defense roll (Step D2).

      a. The difference between the attackers roll (Step D1) and the defenders roll (Step D2) is the total damage done to the target area. Fill in a number of circles equal to the damage.

E. Calculate Stamina

Performing a maneuver may cause a loss or gain of stamina.

1. Lose Stamina = 1/2 the base damage of the maneuver.

A fighter loses stamina equal to 1/2 the base, unmodified, damage for the maneuver he performed. So, a basic jab would cause a loss of 1 stamina (2*.5 = 1).

2. Gain Stamina if...

A fighter may regain stamina if one of the following criteria is met:

      a. The fighter bridged.

      b. The fighter defended.

      c. The fighter performed a special maneuver which specifically says he regains stamina after performing it.

F. Reduce Toughness of Target

If an area takes enough damage its Toughness rating is temporarily reduced.

1. Is Damage at least 1/2 Toughness

If the Damage is equal to or greater than 1/2 of the target area's Toughness value then reduce the Toughness by 1. Record this new number in the circle located near the target area on you fighter record sheet.

Phase V: Setup Points

This is the final phase and it includes only one new concept called Setup Points.

A. Determine Range

A range that was yet uncovered but equally important as the others is out of range.

1. Determine the range that you and your opponent are at.

(out of range, kicking, punching, trapping, grappling)

B. Choose A Maneuver

Each maneuver has an SP value listed along with it. This is the number of Setup points that your fighter must accumulate before he can execute that maneuver. If you meet the SP requirements continue on as normal.

1. Are you using your RIGHT or LEFT leg/arm?

2. If you chose a grappling maneuver consult the grapple maneuver chart to determine your target area. If you chose a special maneuver consult the booklet for the criteria you must meet in order to perform the given maneuver. In any other case you must choose a target area for your maneuver

(Head, Left Arm, Right Arm, Chest, Abdomen, Left Leg, Right Leg)

3. Look at you fighter record sheet and note that each maneuver category has 3 numbers to the right of the category heading. These numbers are a lean factor which modify the amount of damage done by a maneuver. Determine whether your fighter is leaning out/not leaning/leaning in to perform his maneuver.

B. Decide Who Acts First

Each maneuver has a speed listed under the SPD heading on the fighter record sheet. Note this number and perform the following:

1. Roll 2d6 and add the speed of the arm or leg your fighter chose in Step A1. Then, add the Speed listed next to the maneuver your fighter is performing.

2. The fighter with the highest total acts first. In the case of a tie roll again.

C. Determine If The Strike Hits

At this point the you must determine if you successfully hit your target. You should have a number recorded to the left of each maneuver on your fighter record sheet. If you do not have a number recorded then the maneuver starts at a base level which is equal to the superscripted number to the left of the maneuver name. *Note that the attacker and defender have different criteria than they did in the Basic Phase.*

1. Attacker Rolls...

a. Roll 2d6 and add your fighter's skill level in his chosen maneuver.

2. Defender Rolls...

a. Roll 2d6 and add the Difficulty of the target area the Attacker is declared in Step A2.

3. Is It A Hit?

a. If the Attackers total is greater than the Defender's total it is a hit.

D. Determine Damage Done

As with the Basic Punch (and from here on out) the attacker must have scored a higher total in step C3a in order for this step to apply. Each target area has a second number listed next to it, the bottom number, which is a Toughness rating.

1. Attacker Adds...

Each Maneuver has a Damage rating listed next to it. Note this number.

a. Add the lean bonus to the defenders lean bonus. This is the overall lean bonus that applies to both the defender and the attacker when they perform their maneuvers attacking maneuvers

b. Add the maneuver's Damage rating, the lean bonus and the power of the side your fighter is using (Step 1A).

2. Defender Rolls...

a. Roll 1d6 and add the Toughness Rating of the target area. (This is called a Resistance Roll)

3. Difference = Damage

The maneuver only causes damage if the attackers Damage (Step D1) is greater than the Defender's defense roll (Step D2).

a. The difference between the attackers roll (Step D1) and the defenders roll (Step D2) is the total damage done to the target area. Fill in a number of circles equal to the damage.

E. Calculate Stamina
Performing a maneuver may cause a loss or gain of stamina.

1. Lose Stamina = 1/2 the base damage of the maneuver.
A fighter loses stamina equal to 1/2 the base, unmodified, damage for the maneuver he performed. So, a basic jab would cause a loss of 1 stamina (2*.5 = 1).

2. Gain Stamina if...
A fighter may regain stamina if one of the following criteria is met:
a. The fighter bridged.
b. The fighter defended.
c. The fighter performed a special maneuver which specifically says he regains stamina after performing it.

E. Calculate Setup Points
Performing a maneuver may cause a loss or gain of Setup Points.

1. Lose Setup Points if...
a. The fighter loses setup points equal to the SP value of the maneuver he performed.
b. If a fighter changes from punching and kicking maneuvers to grappling maneuvers or vice versa all setup points are lost.

2. Gain Setup Points if...
A fighter may regain stamina if one of the following criteria is met:
a. The maneuver has a -1 SP value gain 1 SP.
b. The fighter performs a maneuver which specifically states that he gains SP for performing that maneuver.

G. Reduce Toughness of Target
If an area takes enough damage its Toughness rating is temporarily reduced.

1. Is Damage at least 1/2 Toughness
If the Damage is equal to or greater than 1/2 of the target area's Toughness value then reduce the Toughness by 1. Record this new number in the circle located near the target area on you fighter record sheet.

MISCELLANEOUS MANEUVERS

Below is a list of some miscellaneous maneuvers and variations you may add to the normal list of maneuvers. In each of the following maneuvers if a test is described in the maneuver then this test should be substituted for the normal Speed Test that is done when attempting to perform it.

Maneuvers

Draw — Drawing is the art of intentionally creating an opening so that your opponent will see it and, thinking it is legitimate, attack it. Drawing is considered a maneuver and requires that you pick an area on your person where you are granting the false opening. A draw does not require a Speed Test and anyone performing a Draw will always get to perform it first. To execute a draw you and your opponent must make a Tactics Test. If your opponent scores a higher total he recognizes your opening as false and continues with his maneuver and you may choose to switch to defense if you wish. If you score the higher total your opponent continues with his attack he must attack the falsely exposed area instead of his intended target area. His Maneuver Roll will be performed at a penalty of -2. **A draw will generate 2 Setup Points and recover 1d6 Stamina.**

Beat — The beat is the art of knocking your opponents guard down and then coming in over it to score a hit. This is a difficult maneuver to perform, but is particularly effective if successful. Make a Speed Test as normal and if your opponents total is greater than yours you did not successful beat his guard and your next maneuver suffers a -1 speed penalty. If your total is greater his guard has been knocked down allowing you a +1 bonus on your next maneuver test. **A beat will generate 1 Setup Point.**

Bind — A bind is used against a punching attack in corporation with a parry – this means you must defend as your maneuver for this turn. When parrying the attack you purposely parry the weapon across your opponents body. This causes your opponent to recovery more slowly for his next maneuver. This requires that you choose to defend with a Parrying tactic against your opponents maneuver. Make a Speed Test and if your total is greater than your opponents then your opponents next maneuver suffers a -3 speed penalty. **A bind will generate 1 Setup Point.**

Feint — A feint is a false attack meant to cause your opponent to react in a manner which allows you to launch an attack on another part of his body while he is busy defending himself from your false attack. To perform a feint requires that you choose a maneuver as normal, but you gain +2 speed bonus to your Speed Test. You must then win the Speed Test after which you must perform a Maneuver test while your opponent performs a Tactics Test. (Your opponent may opt to use his skill level in the maneuver that you are feinting instead of Tactics). If your opponents total is greater he saw through your feint and continues with his maneuver as normal. If your total was greater your opponent must immediately switch to his defense OR bridge out by one range. Since a feint requires that you not actually attack, you do nothing other than interrupt your opponents maneuver and do not actually make contact. Additionally, if you successfully feint your next maneuver is performed with a +2 Speed bonus. **A feint will generate 1 Setup Point.**

Lead — Leading your opponent is when you execute a maneuver to cause your opponent to react in a specific way. You may know that whenever you throw a straight right, your opponent always parries and follows with a lead left jab. Knowing this, you purposely throw a straight right to cause your opponent to react. To execute a lead you must first choose a maneuver and win a Speed Test. Then you must make a Maneuver Test while your opponent makes and Tactics Test. If your opponents total is greater he reacts in a manner that is not consistent with what you thought. If, however, your total is greater your opponent reacts just as you had guessed and your next maneuver receives a speed and damage bonus of +2. **A lead will generate 1 Setup Point.**

Stop-Hit — The Stop hit is an offensive-defensive maneuver in which the fighter actually aims his attack at an incoming weapon (hand, leg, etc.). The object is to hit the attackers weapon, thus stopping it before it actually reaches its target. A stop hit will only work against the arm and leg areas of your target, and your opponent must be attacking you when it is executed. To perform a stop-hit you must first declare you are performing a stop-hit, at which point your opponent may not choose to Defend and must follow through with his attack. Next, choose a punching or kicking maneuver and you must win a normal Speed Test. After this you must successful hit the target at a -3 penalty. If you succeed the opponent receives only take half damage from the attack; However, your opponents attack will be interrupted and he will not get to finish his maneuver. If you fail either the speed or the maneuver test then the opponent may finish his

maneuver at a bonus of +1 any damage he scores against you will have a +3 bonus.

Variations

Lunge — This variation can only be used to modify a punch or kick and is used when your target Bridges Out of the range of your attack. Lunging will allow you to increase the range of your maneuver by one category higher (i.e. trapping to punching, punching to kicking), but you cannot exceed kicking range. Hey, if your out of range, your out of range. Also, lunging adds a damage bonus of +1. However, due to the fact that a lunge constitutes overextending yourself, your next maneuver suffers a -2 speed penalty.

Riposte — A riposte is similar to a counterattack, however it is only executed just after a parry (your last maneuver must have been a parry) and it targets an area of the body that is in-line with the maneuver that was parried. For example, if you parry a right jab, your riposte would be targeted at either the right arm, chest, or head. The advantage of a riposte is its pure speed and surprise granting a speed bonus of +2 and a maneuver bonus of +1. in order to receive the bonus from this variation you must perform a parry and then on your next maneuver you must perform an attack to a target area that is on the same line as the weapon your opponent used against you.

Spinning & Jumping — Spinning and jumping variations can be applied to almost any punching and kicking maneuver and must be declared when you declare your maneuver. The advantage is, of course, more power - granting a +4 damage bonus. However, the maneuver's speed suffers a -4 penalty. This variation also costs 2 times the normal Stamina.

Stop-Kick — This maneuver is similar to a lunge in that it is used when an opponent is bridging. The main difference is that in a lunge the opponent is bridging out and a stop-kick requires that the opponent be bridging in. To perform a stop-kick you may choose any punching or kicking maneuver. Perform your Maneuver Test as normal, but you suffer a penalty of -1. However, you receive a damage bonus of +2.

INCREASING SKILLS

You can increase your characters skills by earning purchase points and spending them just as you did in the fighter creation section

Gaining Purchase Points

• At the end of each fight if you receive 5 PP for each opponent that you KO'd.
• Total the number of unfilled health boxes left on your character sheet after combat is finished. Divide this number by 4 and you receive this amount of PP.