Bash

Standard swung blunt weapon attack. Add extra power by spending one extra CP prior to rolling, adds one to damage.

Beat

Attack on opponents weapon or shield. Only at start or after a pause. Opponent defends normally. If you win, his weapon or shield is knocked aside and can't be used for defence on the next exchange. In addition, he loses 2 CP per success in your margin. All range penalties are halved for beats.

Requires proficiency level 4.

Bind & Strike

Use off-hand weapon to bind opponent's weapon and open him up. First exchange: Attack normally with off-hand weapon. If you win, opponent loses 1 CP per success in margin on his defence in the next exchange.

Cut

Standard edged weapons attack. Add extra power by spending one extra CP prior to rolling, adds one to damage.

Double Attack

Attack with two weapons at once. Divide your dice between both weapons. Opponent can evade or block/parry either both or just one attack.

Evasive Attack

Attack while leaping backwards to evade.
Attack as normal, pay activation cost for this maneuver, after which every additional dice raises opponent's ATN by one. Your own ATN also rises by half that.

Requires proficiency level 6.

Feint & Cut

Slash to one area, then change direction mid-swing and hit a different one.

Declare *after* defender, but *before* rolling dice. Pay activation costs, then add more dice for 1 CP extra cost each. Choose a new location to attack, close to the original location.

Additional *identical* feints against the same opponent cost 1 CP extra activation cost.

Requires proficiency level 5.

Feint & Thrust

Slash to one are, then turn it into a thrust. Works only against parries. Declare *after* defender, but *before* rolling dice. Pay activation costs, then add more dice for 1 CP extra cost each. Choose a new location to attack, close to the original location.

Additional *identical* feints against the same opponent cost 1 CP extra activation cost.

Requires proficiency level 3.

Grapple

Set-Up: Attack normally, does no damage but a tie is sufficient. Without a set-up, 2 CP activation cost.

If grapple wins, you can toss or pin your opponent. Tosses can be far or hard (damaging). Pinning reduces opponent's CP.

Remember range penalties. Grapples always have a range of hand.
Ties or failures lead to wrestling.

Half-sword

Grasp blade of sword with off-hand and use it like a spear. Reduce length of weapon by 1 or 2 steps (your choice). +3 damage when thrusting against armours. ATN 5, DTN 6.

Shift freely at any, except when going to half-swording during an exchange, then pay 1 CP and roll Reflex/TN 6.

Hook

Hook opponent's limb or head by intentionally missing him, then pulling back.
Pay activation costs, roll as for thrust.
Each success lowers your opponent's Knockdown attribute by one.
Opponent then rolls Knockdown/TN 8.

Simultaneous Block/Strike

Divide your CP between attack and defence. One must be twice as large as the other. Then all attacks and defences are resolved normally.

Stop Short

Leap or stomp at opponent to throw him off guard.
Roll your WP (TN opp. er) against your opponent's Reflex (TN 7 plus the number of dice you spend on this maneuver). This counts as your attack. If you win, opponent loses the margin from his CP.
Repeating this maneuver raises the activation cost by 1 CP, cumulatively.

Requires proficiency level 3.

Thrust

Standard thrusting attack.
Thrusts are fast, add 1 to Reflex for
initiative purposes.

Toss

Throw a hat, glove, sidearmor other object at your opponent to distract him.

Allot dice as for a normal attack. ATN is usually 7. Opponent may dodge at DTN 7. If you win, opponent loses 1 CP per success in the margin on the following exchange.