

Move

Score = agility + hD6 +/-
opponent's action modifier:

Move	0	Mutual
Thrust	0	
Feint	0	
Bash	-1	
Slash	0	
Throw	0	Mutual
Defend	0	Mutual

Thrust

Score = agility + hD6 +/-
opponent's action modifier:

Move	-1	
Thrust	+1	
Feint	+2	
Bash	-2	
Slash	+1	
Throw	0	
Defend	-1	

Feint

Score = agility + hD6 +/-
opponent's action modifier:

Move	-1	
Thrust	0	
Feint	0	
Bash	-2	
Slash	0	
Throw	0	
Defend	+2	

Bash

Score = strength + hD6 +/-
opponent's action modifier:

Move	+2	
Thrust	-1	
Feint	+1	
Bash	0	
Slash	+1	
Throw	0	
Defend	-1	

Slash

Score = strength + hD6 +/-
opponent's action modifier:

Move	-1	
Thrust	+1	
Feint	+1	
Bash	-1	
Slash	0	
Throw	0	
Defend	-1	

Throw

Score = agility + hD6 +/-
opponent's action modifier:

Move	-1	Mutual
Thrust	+1	
Feint	-2	
Bash	-2	
Slash	0	
Throw	0	Mutual
Defend	-2	

Defend

Score = str or agil + hD6 +/-
opponent's action modifier:

Move	+2	Mutual
Thrust	0	
Feint	-1	
Bash	-1	
Slash	0	
Throw	0	
Defend	0	Mutual

Missio

Score = status

Roll against status to see if
crowd grants missio.

(straight, unmodified roll)

**Ensnare
d**

**Ensnare
d**

Net

Net

**Dropped
Weapon**

**Dropped
Weapon**

**On
Ground**

**On
Ground**

Move

Score = agility + hD6 +/-
opponent's action modifier:

Move	0	Mutual
Thrust	0	
Feint	0	
Bash	-1	
Slash	0	
Throw	0	Mutual
Defend	0	Mutual

Thrust

Score = agility + hD6 +/-
opponent's action modifier:

Move	-1	
Thrust	+1	
Feint	+2	
Bash	-2	
Slash	+1	
Throw	0	
Defend	-1	

Feint

Score = agility + hD6 +/-
opponent's action modifier:

Move	-1	
Thrust	0	
Feint	0	
Bash	-2	
Slash	0	
Throw	0	
Defend	+2	

Bash

Score = strength + hD6 +/-
opponent's action modifier:

Move	+2	
Thrust	-1	
Feint	+1	
Bash	0	
Slash	+1	
Throw	0	
Defend	-1	

Slash

Score = strength + hD6 +/-
opponent's action modifier:

Move	-1	
Thrust	+1	
Feint	+1	
Bash	-1	
Slash	0	
Throw	0	
Defend	-1	

Throw

Score = agility + hD6 +/-
opponent's action modifier:

Move	-1	Mutual
Thrust	+1	
Feint	-2	
Bash	-2	
Slash	0	
Throw	0	Mutual
Defend	-2	

Defend

Score = str or agil + hD6 +/-
opponent's action modifier:

Move	+2	Mutual
Thrust	0	
Feint	-1	
Bash	-1	
Slash	0	
Throw	0	
Defend	0	Mutual

Move

Score = agility + hD6 +/-
opponent's action modifier:

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Feint	0	
Bash	-1	
Slash	0	
Throw	0	Mutual
Defend	0	Mutual