MELEE

Roll	Dodge	Block	Grapple	CountS	Ignore
01-05	DTA	Fumble	DHd	D3	Fumble
06-10	DTA	AF4	DHd	D3	AF4
11-20	AF4	AF3	DHd	D2	AF3
21-30	DODGE	AF3	DHd	D2	MISS
31-40	DODGE	BLOCK	DHd	D1	MISS
41-50	DODGE	BLOCK	DHd	AF4	MISS
51-60	DODGE	BLOCK	DHd	AF3	A½
61-70	DODGE	BLOCK	BS4	BF3	A1
71-80	DODGE	BLOCK	BS3	B2	A1
81-90	A½	BLOCK	MISS	B2	A1
91-100	A1	A1	A1	B1	A2
101-110	A1	A1	A1	A1	A2
111-120	A1	A1	A1	A2	A2
121-130	A2	A2	A2	A2	A3
131-140	A2	A2	A2	A3	A3
141-150	A3	A3	A3	A3	A4
151-160	A3	A3	A3	A4	A4

MISSILE

Roll	Block	Dodge	Ignore
01-05	Fumble	Fumble	Fumble
06-10	WILD	WILD	WILD
11-20	WILD	WILD	WILD
21-30	WILD	WILD	WILD
31-40	MISS	MISS	MISS
41-50	MISS	MISS	MISS
51-60	BLOCK	MISS	A½
61-70	BLOCK	MISS	A1
71-80	BLOCK	MISS	A1
81-90	A1	A1	A1
91-100	A1	A1	A2
101-110	A1	A1	A2
111-120	A2	A2	A2
121-130	A2	A2	A3
131-140	A2	A2	A3
141-150	A3	A3	A4
151-160	A3	A3	A4

GRAPPLE

Roll	CountS	Dodge	Grapple	Ignore
01-05	D3	DTA	DHd	DTA
06-10	D3	DTA	DHd	DTA
11-20	D2	DTA	DHd	DTA
21-30	D2	DTA	DHd	DTA
31-40	D1	AS4	AS4	AHd
41-50	D1	BS4	BS4	AHd
51-60	D1	DS4	DS4	AHd
61-70	MISS	MISS	BHd	AHd
71-80	MISS	MISS	BHd	AHd
81-90	MISS	AHd	AHd	AHd
91-100	AHd	AHd	AHd	AHd
101-110	AHd	AHd	AHd	AHd
111-120	AHd	AHd	AHd	AHd
121-130	AHd	AHd	AHd	AHd
131-140	AHd	AHd	AHd	AHd
141-150	AHd	AHd	AHd	AHd
151-160	AHd	AHd	AHd	AHd

WEAPON SIZE

D \ A	A	B	C
A	-	+10	+20
B	-	-	+10
C	-	-	-

Defensive [½ skill when CONx4 IP]

Dodge [v mult. attacks]
Weapon block [Not v missile, ½ v thrown. vs 1 attack]
Shield block [½ v missile, full v thrown. vs 1 attack]
Arm/leg block [Risk for injury. vs 1 attack]
Grapple [vs 1 attack]
Counterstrike [vs 1 attack]
Unweave / Interfere [v multiple attacks]

Offensive melee

Swing / Thrust
Overhead / Lunge [-20 attack. +3 injury]
Double attack [2 attacks w. 2 weapons NO def.]
Disarm [Roll attack. Roll disarm skill, not injury D6. If successful, opponent rolls 3D6 vs AGI or drops weapon +TA. 1D6 injury = +0 to AGI roll 2D6 = +2, 3D6 = +4, 4D6 = +6]

Aim body +-0
Aim legs - 10
Aim arms - 15
Aim head - 20

Offensive Missile

Shot / Throw
Weave & Throw
Draw & Throw [Only "A" weapons]
Load & Shoot [Weapon load pen. apply]
Prolonged aiming [1-3 rnds. +AIMx1-x2,5]

Hit locations are s*ame aim as melee*

Offensive unarmed

Strike [Fist, kick, headbutt, knee etc]
Double attack [2 weapons NO def.]
Combo attack [melee & unarmed. Divide lowest]
Knockback [STR+inj v STR+size or stumble]
Trip [AGL v AGI or stumble]
Grapple &Throw [STRorAGI v STRorAGI]
Grapple & Strike [Only "A" weapons. vs ½ dodge]
Grapple & Pin [STR+2+inj v STR+size to break]
Grapple & Disarm [AGLorSTR v AGI or fumble]
Grapple & Squeeze [Spec. Suffocation or injury]

Aim body +-0 (-10 if kick)
Aim legs - 20 (0 if kick)
Aim arms - 10 (-20 if kick)
Aim head +- 0 (-40 if kick)

* Only ½ skill if grappling with only one arm