Avoid

Defensive Maneuver

Tests: *Speed*

Defends Against: *All*

Special Requirements: *Avoid is not Withdraw; whether successful or not the character remains at the same fighting distance.*

If the character has any other actions in the same volley as he Avoided, those actions take a +1 Ob penalty. (Avoid does suffer the +1 Ob from Close/Withdraw.)

Avoid cannot be used to reduce the successes of incoming missile fire, but characters who are Avoiding in a volley incur a +1 Ob on the shooter.

Effects: *The Avoiding character tests his Speed vs. the incoming attack.*

If the successes of the Avoid reduce the attack below its obstacle, the attack misses.

If the Avoid only partially reduces the successes, the effect of the attack is reduced.

Avoiding combines with Natural Defenses for all maneuvers.

When an Avoid is scripted against a Charge, Lock, Push or Throw, the player gets to roll his Avoid and his Natural Defenses. The successes are totaled.

Beat and Bind

Neutral Maneuver

Tests: *Weapon skill*

Countered by: *Counterstrike, Block, Avoid; Natural Defenses is opponent's weapon skill*

Effects: *Using this maneuver, a combatant may knock away or temporarily immobilize his opponent's weapon.*

Test the attacker's weapon skill vs. the Natural Defenses (which is the defender's weapon skill or Agility if there's no weapon skill).

If the attacker wins, his opponent may not use his weapon in the next positioning test—no bonus dice for length.

If the attacker wins by two successes, then the opponent is also +1 Ob to his next action with that weapon.

If the defender wins, the maneuver has no effect whatsoever.

Charge/Tackle

Neutral Maneuver

Tests: *Power +1D + Spd Adv.*
Charge is a Power-based Close; it is a positioning test in all respects

Countered by: *Close, Withdraw and Maintain count as Natural Defenses against Charge; though the defending character scripted Maintain, he may use Power as Natural Defenses instead. Also, defending characters add any Avoid successes from the first action of the volley to the Natural Defenses.*

Special Requirements: *A Charge or Tackle is a special action. It is a Close maneuver that also costs an action to perform. All positioning bonuses apply to a Charge. It does not suffer the Moving Quickly penalty. A character may only Charge once per volley and it must be his first action.*

Effects: *Using the Charge/Tackle action, the attacking character hurls himself at his target intending to knock him down.*

If the Charger wins by one success, the target is knocked off balance. He has +1 Ob to his next action.

If the Charger wins by two successes, the target is knocked off his feet.

If the character is Charging more than one fighting distance in a volley, the Charge action is at +2 Ob.

If the Charge fails to stagger or knock down the target, the attacker must hesitate for his next action as he recovers himself. Cross off that next action and replace it with Stand and Drool. (If the attacker wishes to stay on his feet after the maneuver, he scripts a Charge. Extra successes are used to knock down his opponent, but the attacker ends up at optimal fighting distance. If the attacker wishes to pile onto his target and go down with him, he scripts a Tackle. A successful Tackle automatically puts the attacker inside his opponent's striking distance.)

Charge/Tackle gives the attacker a +1D advantage to Power for the purposes of this action. If the attacker Closed on the previous volley, he gains an additional +1D advantage to the Charge/Tackle. (Therefore, to Charge long distances, script multiple Closes ended with a Charge).

Block

Defensive Maneuver

Tests: *Weapon skill*

Defends Against: *Strike, Disarm, Beat*

Countered by: *Feint*

Effects: *A Block is the Burning Wheel term for using the hands, shield or weapon to deflect or absorb a blow. Successes from a Block subtract from the successes of the attacker's Strike, Disarm or Beat actions.*

If the Blocker gets enough successes to drop the attack below its obstacle, the attack is completely deflected.

If the Blocker gets fewer successes, the attack is partially successful. Remaining successes over the obstacle are applied to damage/effect.

Counterstrike

Defensive Maneuver

Tests: *Weapon skill, Brawling or Boxing*

Defends Against: *Strike, Great Strike, Disarm and Push*

Countered by: *Feint*

Effects: *The defending player divides his skill dice between deflecting the blow and offering a riposte.*

The number of dice allocated to defend and counter must be determined before the attacker rolls.

There must be at least one die in both pools to Counterstrike.

The defense dice subtract from the incoming attack successes.

The counter or riposte dice are rolled as a standard Strike.

Disarm

Neutral Maneuver

Tests: *Weapon skill*

Countered by: *Counterstrike, Block, Avoid.*

Effects: *Using this maneuver the acting character attempts to knock the weapon from his opponent's hand. This is an active, forward attack. It's not quite the same as a Strike, but it is definitely not a defensive maneuver.*

The obstacle for the test is equal to the target's weapon skill. (If the target has no weapon skill, the obstacle is half his Agility.)

If the Disarm is successful, the weapon is knocked away. It lands in the same fighting distance/area, and it costs two actions to retrieve it.

Successes over the obstacle can be used to knock the weapon farther away—two successes over knocks it one fighting distance away. The now weaponless character must win a positioning test in order to get to his weapon before he can pick it up.

Feint

Neutral Maneuver

Tests: *Weapon skill*

Counters: *Block and Counterstrike*

Countered by: *Strike*

Special Requirements: *Feint is a special counter counter-maneuver. It only works if scripted against a Block or Counterstrike. It is useless against all other maneuvers.*

Effects: *A properly scripted Feint is devastating. This maneuver draws a defensive opponent out of position and opens him up to attack.*

If Feint is scripted against Block or Counterstrike, the defender counts as hesitating and the Feinting character may take a free Strike.

If scripted against any other maneuver, the Feinter counts as hesitating (except he gets his Natural Defenses).

Feint also allows the attacker to declare the target location hit. See the Weapons Mechanics for how that's done.

Great Strike

Aggressive Maneuver

Tests: *Skill*

Countered by: *Avoid or Counterstrike (not Block)*

Special Requirements: *Requires two actions, Set and Strike.*

Effects: *This Strike involves the character rearing back and readying his weapon before delivering a blow at full force.*

Before the dice are rolled, the attacker must choose the effect of his Great Strike: he may increase damage by +1 Power, or he may increase the VA of his weapon by one.

Note: Great Strikes cannot be Blocked.

Lock

Neutral Maneuver

Tests: *Power*

Countered by: *Avoid; Natural Defenses Power*

Special Requirements: *A Lock is best performed when at inside striking distance.*

Effects: *When a Lock is scripted, both players make a versus Power test. If the attacker wins, his opponent is immobilized or hindered: He loses dice from his physical stats and skills equal to the margin of failure. Skills reduced to zero dice cannot be used in any way.*

Attributes are never affected by a Lock. Victims of a Lock are always assumed to be able to struggle to the best of their ability. Therefore, for the purposes of resisting the application of a Lock, Power dice are never reduced. You always get your full Power to resist a Lock. All other physical stat and skill dice are reduced.

If Agility, Speed, Power or Forte is reduced to zero dice from a Lock, the character is completely immobilized and is now at the attacker's mercy.

If a character is partially Locked (a few dice off, but not immobilized), he can escape by wriggling free with an Avoid action or he can script an "escape" action and use his Power to try to break free. The obstacle of both tests is equal to the number of successes applied to the Lock. Any successes generated on these rolls reduce the Lock rating.

Once a Lock is applied, the attacking character doesn't release it until he says so or until its broken (reduced to zero dice).

Other actions can be taken while maintaining a Lock—you may partially immobilize your opponent and then smash his face in. Characters who are Locked are considered to be inside striking distance and they may not Withdraw while Locked.

Corollary to that, once a Lock is achieved; both characters are considered to be inside arms reach for purposes of fighting distances.

Push

Neutral Maneuver

Tests: *Power*

Countered by: *Avoid or defense half of Counterstrike, plus Natural Defenses Power or Speed the if the target Maintained, or Speed if he positioned with Close/ Withdraw.*

Effects: *Whenever a Push is scripted, make a versus test between the attacker's Power and the defender's Power or Speed.*

If the Pusher wins by one success, the target is knocked off balance. He suffers +1 Ob to his next action or positioning test, whichever comes first.

If the Pusher wins by two successes, the defender is shoved off his feet.

The Pushing character can also use his successes to shove his opponent away. Two successes can be spent to force the character back one fighting distance—from optimal to lunging, for example.

Extra successes can be divided between pushing back and knocking down.

Strike

Aggressive Maneuver

Tests: *Skill*

Countered by: *Avoid, Block, Counterstrike; No Natural Defenses.*

Effects: *This maneuver describes an attacker lashing out to do harm to his opponent. A Strike can be performed with or without a weapon.*

The target character of a Strike does not have to be predetermined; the player may choose his victim just before rolling the dice.

The attacker tests his skill against the current obstacle: Striking a stationary target within optimal striking distance is Ob 1. This is modified by fighting distances, movement, being knocked down, etc.

Throw Opponent

Neutral Maneuver

Tests: *Brawling or Boxing*

Countered by: *Avoid plus Natural Defenses Speed, Boxing or Brawling*

Special Requirements: *A Throw is best performed when on the Inside.*

Effects: *This maneuver is designed to take the target off his feet. Test Brawling or Boxing versus Natural Defenses (plus Avoid if scripted).*

If the attacker gets more successes than the defender, the target is lifted off his feet and thrown to the ground.

Throw successes can be spent on tossing a character away.

Two additional successes can be spent to toss the character one area of fighting distance—inside to optimal, for example.