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COMBAT MANEUVERS

| Maneuver | Phase | OCV | DCV | Effect |
|----------------------|-------|--------|-------------------------------|---|
| Block | 1/2 | 0 | 0 | Block, abort |
| Brace | 0 | 2 | half | +2 vs. Range Mod. |
| Disarm | 1/2 | -2 | 0 | Can disarm |
| Dodge | 1/2 | _ | 3 | Abort, vs. all attacks |
| Grab | 1/2 | -1 | -2 | Grab two limbs |
| Grab By | 1/2 | -3 | -4 | Move and Grab |
| Haymaker | 1/2 | 0 | -5 | x1.5 Attack Damage |
| Move By | 1/2 | -2 | -2 | STR/2 + v/5 |
| Move Through | half | -v/5 | -3 | STR + v/3 |
| Set | Full | 1 | 0 | ranged attacks only |
| Strike | 1/2 | 0 | 0 | STR or weapon |
| Blazing Away | 1/2 | 0 | 0 | make as many attacks as desired, only hit on 18 |
| Club Weapon | 1/2 | 0 | 0 | Killing weapon does equivalent Normal damage |
| Cover | 1/2 | -2 | 0 | target held at weapon point |
| Dive for Cover | 1/2 | 0 | 0 | moves character, abort |
| Hipshot | 1/2 | -1 | 0 | +1 DEX only for purposes of Initiative |
| Hurry | 1/2 | -2 | -2 | +1d6 DEX, only for purposes of Initiative |
| Pulling a Punch | 1/2 | -1/5d6 | 0 | Strike, normal Stun damage, ½ BODY damage |
| Rapid Fire | 1 | -2/x | X ¹ / ₂ | Make multiple ranged attacks |
| Rolling With a Punch | 1/2 | -2 | -2 | "Block" after being hit, take ½ damage, ABORT |
| Snap Shot | 1 | -1 | 0 | lets character duck back behind cover |
| Suppression Fire | 1 | -2 | 0 | continuous fire on hex(es), must be autofire |
| Sweep | 1 | -2/x | X ¹ / ₂ | make multiple hand-to-hand attacks |

COMBAT MODIFIERS

Range

| Range | 0-4 | 5-8 | 9-16 | 17-32 | 33-64 | 65-128 |
|---------------|-----|-----|------|-------|-------|--------|
| Rand Modifier | 0 | -2 | -4 | -6 | -8 | -10 |

Target Size

| Size | 1/8 Human | 1/4 Human | 1/2 Human | Norm Human | 2x Human | 4x Human | 8x Human |
|---------------|-----------|-----------|-----------|---------------|----------|----------|----------|
| Size Modifier | -6 | -4 | -2 | 0 | +2 | +4 | +6 |

For called shots, see Hit Locations

Other

| Situation | Notes | ocv | DCV |
|--------------------|--|--------------|------|
| Concealment | Roll hit locations to see if cover is hit, or character. | 0 | 0 |
| Cooridnated Attack | Combine damage for the purpose of calculating stunning. | - | - |
| Multiple Attackers | +1 OCV/attacker, after the first; must coordinate. | Varies | 0 |
| Off Hand | Character attacking using off hand. | -3 | 0 |
| Spread Attack | To hit one target | +1 OCV/-1 DC | - |
| Spread Attack | To hit multiple targets1 DC per additional hex targeted | - | - |
| Surprised | In Combat | - | x1/2 |
| Surprised | Out of Combat. 2x STUN | - | x1/2 |
| Surprise Move | GM Decides if move counts as surprising. | +1 to +3 | 0 |
| Target a Hex | Must hit hex DCV: 3; 0 if Adjacent | - | - |
| Target Prone | May get concealment | - | x1/2 |
| Thrown Weapon | Unbalanced and Unaerodynamic object | -4 | - |
| Thrown Weapon | Balanced or Aerodynamic object | -2 | - |
| Thrown Weapon | Balanced and Aerodynamic object | 0 | - |
| Unfamiliar Weapon | Character lacks appropriate Weapon Familiarity | -3 | 0 |

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