



Combat Actions

Skill	Percentage	Fumble range	Armor penalty	Preparation	Cool down	Requirements	Effect
A move speed	30%	01-05	Y	1	1	Require a "cooldown" round plus a preparation round, can thus be used every third round maximum.	Moving maneuver, gives additional activity up to a maximum of 160%, result is determined on the AM Speed Maneuver Table.
A move strength	30%	01-05	N	1	0		Moving maneuver, provide up to x3 concussion hits and an OB bonus, result is determined on the AM Strength Maneuver Table.
Feinting	Varies	01-03	N	1	0		Skill for removing opponents defensive bonuses.
Frenzy	0%	N/A	N	0	0	Character may not withdraw from combat. Perception rolls might be required to tell friend from foe.	+20 OB melee. x1,5 concussion damage (melee). Character sustain 200% hits, then dies. May attack with 50% OB while stunned.
Melee Scuffle	20-100%	01-02	Reverse	0	0		Varies.
Shield Bash	20%	01-02	N	0	0		Normally a medium bash attack. Shield cannot be used to parry during the round a shield bash is done.
Tackling	20-100%	01-03	Reverse	0	1*	*Character need some sprinting distance to achieve a tackling (7-10' at least).	Result depending on how large amount of action spent on the tackling maneuver, ranging from Small to Large on the Bash attack table.
Tumbling Attack	20%	01-05	Y	0	1*	*Require some space and possibility for movement, but during perfect conditions can be used every round	Provide +20 to +50 OB for the attacker. On a perfect result the defender may not use his shield unless a successful Perception roll is made.
Tumbling Evasion	60%	01-05	Y	0	0	Require some space and possibility for movement, but during perfect conditions can be used every round	Skill for evading attacks (often multiple attacks). Movement is possible during the same round, but the amount depends on the success of the roll.
Weapon Brawling	10-100%	Weapon Fumble x2	N	0	0	Works well in close quarters	Can be used in addition to a normal attack. Use the Martial Arts Strikes attack table and Weapon Brawling critical table. The rank of attack is determined by the percentage used. There is also a penalty to the primary attack is determined by percentage used.

Reading the table

Percentage: this represents the time it takes to perform an action. Usually the percentage in time is translated into a penalty on the offensive bonus. That penalty may be taken in the round before the action takes place (if there is a 1 in the Preparation column) or in the same round (if there is a 0 in the Preparation column).

Fumble range: the skill have fumbled if an unmodified roll between these numbers occur. Roll for skill fumbles at the appropriate fumble table.

Armor penalty: N = no, this skill is not penalized by armor penalty. Y = yes, this skill is reduced by the users minimum maneuver penalty. Reverse = user gets the minimum maneuver penalty of his armor as a bonus on the skill.

Preparation: 0 = this skill need not be prepared in advance. 1 = this skill must be prepared one round ahead.

Cooldown: this skill cannot be executed or prepared in the round following its previous execution. This mean that AM Speed cannot be executed more often than every third round, since it has both a preparation round and a cooldown round. Tackling and Tumbling Attack can be performed every other round if the circumstances are right.

Requirements: special circumstances that should be taken into consideration when using the skill.

Effekt: a short description of how the skill works. More elaborate descriptions are available either at merp.se or in some of the Rolemaster Companions (most likely RMC II or Arms Companion).

Combinations

A GM may chose not to allow these skills to be combined at all, but if he chooses to let characters prepare or perform multiple combat actions, all fumble ranges will be both doubled and added together and will apply for all maneuvers performed that round. If any of the maneuvers fumble, the other will automatically fail also.

Remember that no more than two attacks can be made the same round (until 20th lvl, also see Small Weapon Quickness rule), so it is impossible to combine AM Speed (i.e two melee attacks) with a Shield Bash or Weapon Brawling.

Also remember that being both hasted (or speeded) and strengthened results in a stress critical each round as a result of the great strain. The severity of the critical starts at an "A"

in the first round and increase one step every consecutive round of haste and strength.

The standard rules state that when frenzied, no other skills than melee combat may be used. A GM may decide that some combat maneuvers are appropriate even during frenzied state. Suggested maneuvers are Shield Bash, Melee Scuffle, Tackling and Weapon Brawling.

