prone for as long as you stay your weapon against his throat. Foe is one swift maneuver. You have your arm until a tendon snap. Arm is stunned without parry for 2 rounds. You force a piece of equipment into 1 round, fight at -20 and take 3 hits. Foe's foot now has a new hole in it. You fell foe onto his back, bruising his front teeth and is stunned without parry next round. +7 hits. +8 hits. +9 hits.

Dislocate foe's shoulder with a hefty throw, rendering arm useless until shoulder is corrected (require a First Aid roll 1+1). You lose his helm in a clinch. Next you bite his ear off. Foe screams in pain, stunned without parry next round and take 3 hits/md. +8 hits. +9 hits.

A well-aimed strike with the hilt of your weapon to an unarmored body part stuns foe for 2 rounds. +6 hits. +7 hits. +8 hits. +9 hits. +10 hits. You do as you wish. A knee to a foe's groin connect well. Male foes double over in pain; out for 5 minutes with unbearable pain and at 40 for 3 days due to organ damage. Female foes take a little less pain: out for 3 rounds and fight at -25. +15 hits. +20 hits. +25 hits.

Punch foe's head with your fist. Unless wearing a helm or (or other sensitive spot), Foe stumbles 5' backward, stunned for 1 round. Foe is down for next round, +10 hits.

You do as you wish. A knee to a foe's groin connect well. Male foes double over in pain; out for 5 minutes with unbearable pain and at 40 for 3 days due to organ damage. Female foes take a little less pain: out for 3 rounds and fight at -25. +15 hits. +20 hits. +25 hits.

Your swing miss foe's head with an inch. Foe considers himself lucky and spend next round parrying while silently thanking his patrons. With shield: foe's shield strap is torn lose, rendering shield useless. Without shield: forearm wound, foe take 2 hits per round and fight at -5. +6 hits. +7 hits. +8 hits. +9 hits.

While drawing your weapon back from a prolonged strike you cut foe's neck pretty good. Foe take 3 hits per round, +6 hits. Strike bite a piece of foe's armor. Movement is very uncomfortable and foe is at -20 until armor is corrected. +6 hits. An unexpected fist to foe's mouth loosens a few teeth. The surprise stuns foe for 1 round. Foe is AT(-11) also take 2 hits per round. +6 hits. Disgrociously cut out foe's wrist in a return swing. Foe stumbles 10' to his left, takes 4 hits per round and spend the next round stunned. +6 hits. +7 hits. +8 hits. +9 hits. +10 hits.

The immediate pain stuns him for 2 rounds. Blow to a blood vessel causes foe to lose his helm in a clinch. Next you bite his ear off. Foe screams in pain, stunned without parry next round and take 3 hits/md. +8 hits. +9 hits. +10 hits. +11 hits. +12 hits.

A knee to a foe's groin connect well. Male foes double over in pain; out for 5 minutes with unbearable pain and at 40 for 3 days due to organ damage. Female foes take a little less pain: out for 3 rounds and fight at -25. +15 hits. +20 hits. +25 hits.

Foe loses his helmet in a clinch. Next you bite his ear off. Foe screams in pain, stunned without parry next round and take 3 hits/md. +8 hits. +9 hits. +10 hits. +11 hits. +12 hits.

Foe drops weapon to an unarmored body part stuns foe for 2 rounds. +6 hits. +7 hits. +8 hits. +9 hits. +10 hits. You force a piece of equipment into foe's eye. Unless wearing a helm or (or other sensitive spot), Foe stumbles 5' backward, stunned for 1 round. Foe is down for next round, +10 hits.

You do as you wish. A knee to a foe's groin connect well. Male foes double over in pain; out for 5 minutes with unbearable pain and at 40 for 3 days due to organ damage. Female foes take a little less pain: out for 3 rounds and fight at -25. +15 hits. +20 hits. +25 hits.

You do as you wish. A knee to a foe's groin connect well. Male foes double over in pain; out for 5 minutes with unbearable pain and at 40 for 3 days due to organ damage. Female foes take a little less pain: out for 3 rounds and fight at -25. +15 hits. +20 hits. +25 hits.