



TACTIQUES EN COMBAT	
<p><b>TACTICS OF ATTACK</b></p> <ul style="list-style-type: none"><li>- Melee: (IC + comp.) - (IC + comp.)</li><li>- Distance: IC + comp. No DIF opposition.</li><li>- Disarmament: (IC + comp. - 5) - (IC + comp.)</li></ul> <p>If successful: (FOR x 2) - (STR / DEX + comp.)</p> <ul style="list-style-type: none"><li>- Feint: (INT + comp.) - (INT + comp.)</li></ul> <p>No defenses.</p> <ul style="list-style-type: none"><li>- Input: (IC + comp.) - (IC + comp.)</li></ul> <p>Leads to active opposition.</p> <ul style="list-style-type: none"><li>- Embrace (or key): Prior input.</li></ul> <p>Case of active opposition.</p> <ul style="list-style-type: none"><li>- Projection: Prior input.</li></ul> <p>Case of active opposition.</p>	<p><b>TACTICAL MOVEMENT</b></p> <ul style="list-style-type: none"><li>- Standard Displacement authorized: Travel free during a round of his stealthy pace.</li><li>- Stand up, ride / throw, chopping / holster, pick up his weapon: replaces the softly standard allowed.</li><li>- Load maximum displacement equal to the pace of walking, followed by an attack (DIF -3). Damage Minutes of a potential increased by 4 m traveled. Loss of his opposition to the DIF round.</li><li>- Loads in the saddle: same as above with the movement of the frame. The attack is carried out without penalty.</li><li>- Attack dive: descent equal to half cruising speed followed by an attack DIF -3 and ascension equal to half the speed of tip. Increased damage potential of a PV by 4 m traveled. Loss of his opposition DIF for the round.</li><li>- LeakagePrior successful defense or undergoes any melee attack of free for all its opponents incurred. Moving up to the pace of race. No further action possible. Loss of DIF opposition to the round.</li><li>- Stroke: maximum displacement of the shape of race. No further action possible. Loss of DIF opposition during the round of racing.</li></ul>
<p><b>MODIFICATION OF ATTACK</b></p> <ul style="list-style-type: none"><li>- Localized: DIF equal to the additional location.</li><li>- Dizziness / boring: DIF -5 (melee) / DIF -10 (distance)</li></ul> <p>If successful, Target is testing its CON (DIF equal damage received) to avoid dizziness or unconsciousness.</p> <ul style="list-style-type: none"><li>- Reverse: FOR jig or higher</li></ul> <p>the adversary, DIF -5.</p> <p>If successful, Target is testing its FOR (DIF equal damage received) to prevent the fall.</p>	
<p><b>DEFENSE TACTICS</b></p> <ul style="list-style-type: none"><li>- Parade: If the victim of a successful attack.</li></ul> <p>Active opposition (IC + comp.: Weapons, Keeper, Shield +3).</p> <ul style="list-style-type: none"><li>- Dodge: If the victim of a successful attack.</li></ul> <p>Active opposition (IC + Unarmed, Custody in default - 3 OR DEX + Acrobatics - 5).</p> <ul style="list-style-type: none"><li>- Against a remote attack: DIF additional silent -5.</li></ul>	<p><b>OTHER ACTIONS</b></p> <ul style="list-style-type: none"><li>- Incantation formulas, spell-cons, activation tion of an object, use of a talented people: standard movement allowed. Defense allowed.</li><li>- Casting spells: defense allowed. Movement virtually impossible.</li><li>- Aim: shifts the range of a notch to the tip por- As each round of sight. Any other action is impossible during the set, except loss of the bonus.</li><li>- Put the armor: 1 round for 2 levels of IP armor. Authorized movement.</li><li>- Share expertise / search his bags: test obligatoire for all actions of skills. Requires one or more rounds depending on the complexity action. Authorized movement.</li></ul>

