

Attack adjustments

The following are the attack adjustments for combat:

Back-attack

When you attack directly from behind there will be a bonus of +15 added to the % roll. No attack bonus is given for an attacker if an opponent has 360 sight, or has a visual perception that would enable it to see such an attack.

Back-Left/Right side attack

When you attack from the back-left or right, there will be a bonus of +10 added the % roll. No attack bonus is given for an attacker if an opponent has 360 sight, or has a visual perception that would enable it to see such an attack.

Blind fighting

There will be a -60 penalty to the % roll for fighting in darkness, or fighting blind.

Front-Left/Right attack

When you attack from the front-left or right, there will be a bonus of +5 added the % roll. No attack bonus is given for an attacker if an opponent has 360 sight, or has a visual perception that would enable it to see such an attack.

Example: Birds, fish, and other creatures that have eyes at the side of their heads, instead of in front would give a much better chance to detect predators. There are other exceptions as well.

Grabbing your opponent

If you attempt to grab your opponent with hands, there will be a bonus of +30 added to the % roll to hit. The defender may attempt to evade the attack as always. Only two grabs per turn can be attempted. Kicking does not gain an offender any adjustments to strike an opponent.

Holding attack

If two opponents are holding onto each other, both will have a bonus, or penalty, to strike each other if they have the following size of weapon:

Weapon size used and adjustment to strike opponent

Small Weapon = +40 added to each % roll attack.

Medium Weapon = Normal attack; no bonuses, no penalties.

Large Weapon = -40 penalty to each % roll attack.

Adjustments can differ depending on the situation (Discretion of the G.M.). The Weapons Book will tell you the size of a weapon.

While a small weapon can increase the chance to strike an opponent, a medium-sized weapon will give neither a bonus nor penalty to hit. A large weapon will decrease the chance to strike an opponent due to the size of the weapon vs. the closeness of the opponent.

See: "Strength vs. Strength" in the S section of this book.

G.M.: You may wish to modify other avoidance-rolls and/or rulings into this as your judgement dictates, due to the nature of the situation.

Tackling

If a character invades the space of another, and attempt to throw him or herself against an opponent, there will be a +60 to strike. The defender may attempt to evade the attack as always.

Wounded

If a character is wounded in the flesh there will be a penalty taken from his or her dice-roll to strike an opponent and to evade attacks. But this depends upon his or her constitution. Use the following example to figure penalties for fighting wounded:

Example: If a character is damaged in the flesh for 89 points, and his or her Constitution is 30, he or she would have a 3% penalty to offense and defense unless healed, or the pain numbed ($89 \div 30 = 2.966$ rounded = 3). Always round up with all results.