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| **Basic Options**  *(Basic Phase)* | **Primary Options**  *(Basic, Primary phase)* | **Secondary Options**  *(All phases,* ***Rolls at halved values****)* |
| * Walk * Cast Spell * Charge * Close to Engage * Leap * Run * Use Dai-Kyu * Turn & flee | * Alter Position * Combat Action * Don Armor * Exchange Weapon * Give Orders * Mount/Dismount Horse * Observe Situation * Use Han-Kyu | * Attack * Draw Weapon * Parry * Perform Action * Sheathe Weapon |

***Holding an action*** (p. 62). At any phase. Declaration is made at the character’s Available Action Phase. He may initiate any Option available on his last action phase. The action takes place after all primary action of the action phase he chooses to act, but before any secondary actions.

***Effective Armor Class*** (p.64). Add your Defence [= your level if you fight with a Bonus Skill (ie: Kenjtutsu for a Bushi fighting with a Katana)].

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| **Combat Actions (p.63-64)** | |
| **Bash** | ***Certain weapons only.*** Drive target 1 yard + see p.63 for damage. |
| **Butt Stroke** | ***Polearms.*** 1d3 of subdual damage. Medium range. May replace primary attack at full values. Or at the same time (as a Second Strike, see below). |
| **Disarm** | ***Remove***: target rolls a Strength ST if attack succeeded. Failure 🡪 weapon flies at 1d3 yards. ***Break***: if attack successful 🡪 roll 1D10. If higher than the weapon quality (average = 6), weapon is broken. See details p.63. |
| **Entangle** | Roll BCS. Target is entangled unless succeed a Speed ST (if target succeed, she suffers [attacker’s effect roll] as ***restrictions (see below)***. See more details p.63. |
| **Grapple** | Begin on Action Phase of the BCS roll. Continue on each of the attacker’s primary action phase, cumulating Effect Numbers. Once this number exceed the target’s strength, she is helpless. If total less than 1, the target breaks free. See details p.64. |
| **Hurl Weapon** | Exercise a related Bugei (Yarinage-jutsu) or Basic Deftness to throw an object. |
| **Strike** | Standard attack. Edge weapons may strike with the flat of the blade for subdual damage (damage die reduced by one step and no quality modifier of weapons) |
| **Second Strike** | At same action phase than normal strike. BCS is halved for this action phase. Each attack suffers -1 to BCS. Lose benefit of any defence bonus and attack against him are at +1, from this action phase until the same action phase of the next turn. |
| **Throw** | Choose ***Toss*** or ***Takedown*** before the die roll. X chances in 10 (X = Effect number). Success 🡪target tossed 1d3 yards (***throw***) *or* at the attacker’s feet (***takedown***) and target makes a Health ST (failure = Stun Critical; Critical Failure = Unconscious) |
| **Thrust** | Damage reduced by 1 step (see p.65). BCS+1. Damage done = % of a Thrust Special effect [force target back 1 yard + forfeit her next action phase]. Target need to roll a Will ST to avoid Stun Critical Effect. |
| **Trip** | Success 🡪 Target suffers [Effect Number] ***distractions*** ***(see below).*** |

***Distractions*** (p.64). Things impairing the senses/ability to engage combat. Affects all friendly character at range of the attacker’s weapon (impeding free use of a limb, placing a character in engaged status, etc.). A successful Will ST ignores [Effect Number] distractions. 1 roll by full turn.

***Restrictions*** (p.64). Hindrances to combat due to the environment.

***Circumstances***. See list of modifiers p.65.

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| **BASIC OPTIONS (p.61)** | |
| **Walk** | 1 yard by Base Movement Allowance (BMA) |
| **Cast Spell** | Cannot move. |
| **Charge** | Move at BMA\*2. Execute an Attack. Resolved on Action Phase 2. |
| **Close to Engage** | Move at BMA / 2 and execute an attack. |
| **Leap** | Normal [(STR/10) + (Leaping Roll Effect/3) yards] or heroic (p.6). |
| **Turn & flee** | Leave engaged status. Execution starts halfway between Phase of the turn and Action Phase 1. Cannot engage during the same turn. |
| **Run** | ***Unengaged only***. Move BMA\*2. See p.62 (Detailed Movement). |
| **Use Dai-Kyo** | ***Unengaged only.*** Cannot move. Loose one arrow. |

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| **PRIMARY OPTIONS (p.61)** | |
| **Alter Position** | Stand up from prone, kneel down, lie down, etc. |
| **Combat Action** | Can move 1 yard. Pick a Combat action (see list p.63). |
| **Don Armor** | If unengaged. Cannot move. Forfeit secondary options. Upgrade armor by [Maximum Number Actions] Armor Class point by 1 full turn, without interruption. (See more details p.55) |
| **Mount/Dismount** | Cannot move. ***If engaged:*** Speed ST or Bajutsu BCS. |
| **Give orders** | Can move 1 yard. Communicate orders, ideas, comments, etc. |
| **Don Armor** | ***Unengaged only.*** No Movement Allowed. Forfeit secondary options. Upgrade armor by [Maximum Number Actions] Armor Class point by 1 full turn, without interruption. See more details p.55 |
| **Observe Situation** | Can move 1 yard. Make observation of the surrounding situation. |
| **Exchange Weapons** | ***Unengaged only.*** Sheathe or put away weapons and ready another. |
| **Use Han-Kyu** | ***Unengaged only.*** Cannot move. Loose one arrow. |

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| **SECONDARY OPTIONS (p.62)**  ***All rolls are at halved BCS.*** | |
| **Attack** | One attack with a Bugei or Brawling. BCS is halved. |
| **Draw a Weapon** | Read one weapon for combat. ***If engaged:*** Deftness ST necessary (halved). Failure implies positive modifier to successive attempts, equal to the number of failed attempts. Critical failure = dropping the weapon. |
| **Parry** | ***If chosen during primary phase:*** can move 1 yard. Remains until end character’s next available action phase. Roll Raw BCS: Failure = +1 to AC, Success = +(Effect/5) to AC (min 1). Critical success = [like success] +1 to AC. Critical failure = No bonus. |
| **Perform action** | Progress in any complicated action. |
| **Sheathe Weapon** | Put away one weapon. ***If engaged:*** follow the “Draw a Weapon” procedure. |
| **Run** | ***Unengaged only***. Move BMA\*2. See p.62 (Detailed Movement). |