

Rapier Attack Actions

Rapier Attack

- Thrust
- Step Thrust (Affondo)
- Lunge
- Step & Lunge (Patinado)
- Feint (Falsing)
- Beat (Battuta)
- Bind (Prise de Fer)
- Cut Over (Coupe)
- Disarm
- Two-Handed Stab
- Duck & Attack
- Running Attack (Fleche)
- Probe (Scandiaglio)
- Cloak Sweep & Strike
- Entangle & Strike
- Cloak Toss & Strike
- Giving the Blade

Effect

Roll to hit as normal. Range: 7'.
 Moving forward 5' and thrusting. Roll to hit as normal. Range: 12'.
 Attacker suffers a penalty of -25% to parry. Roll to hit as normal. Range: 15'.
 Moving forward 5' and lunging Attacker suffers a penalty of -25% to parry.
 Roll to hit as normal. Range: 20'.
 Attack at -10% to hit. Defender suffers a penalty of -25% to parry unless a skill contest is won using the attacker's Rapier skill vs. the defender's Awareness.
 Attack at -10% to hit. Defender suffers a penalty of -25% to parry with their rapier unless a skill contest is won using the attacker's Rapier skill vs. the defender's Dexterity.
 If a Strength contest is won by the attacker, then the defender cannot use their weapon this round and will suffer a penalty of -25% to their action next round.
 Attack at -5% to hit. Defender suffers a penalty of -15% to parry unless a skill contest is won using the attacker's Rapier skill vs. the defender's Awareness.
 If a Rapier skill contest is won by the attacker, then the defender will drop his weapon.
 Grabbing the opponent's weapon and striking. If a Strength contest is won by the attacker, then the defender cannot use their weapon this phase.
 Attack at -10% to hit. Defender suffers a penalty of -25% to parry unless a skill contest is won using the attacker's Dexterity vs. the defender's Awareness.
 Running forward 20' and thrusting. Roll to hit as normal. Range: 27'
 Attack at -25% to hit. Next round, defender suffers a penalty of -35% to parry.
 Requires a cloak. Distracting sweep of the cloak. Defender suffers -10% to parry.
 Requires a cloak. Entangling opponent's weapon with a cloak. If a Dexterity contest is won by the attacker, then the defender cannot use their weapon this phase.
 Requires a cloak. Obscuring opponent by throwing cloak. Defender cannot defend unless a skill contest is won using the attacker's Dexterity vs. the defender's Awareness.
 Invitation for opponent to attack first. Forfeit initiative. Parry at +25%.

Firearms

Misfires

If a misfire occurs, then roll on the following chart to determine whether it is a dud or if the barrel explodes.

Century	Powder	Dud	Explosion
13th	Serpentine	01-50%	51-100%
15th	Corned Powder	01-75%	76-100%

* If the barrel explodes, the person firing the weapon will suffer damage equal to whatever the weapon would normally do.

Penetration

* Every firearm has *penetration damage dice*. Roll the penetration dice and *apply the total against the armor* of the defender.

* Penetration damage does no extra damage to the target and is only used against armor.

Greek Fire

Greek Fire

Greek fire was a substance used by the ancients in warfare.

* These weapons deliver *fire damage*. Therefore armor will not protect those on the receiving end of greek fire.

* Heavy or wet clothing will provide 5 points of protection (not cumulative).

* Fire damage will inflict x3 **trauma**.

Also see *Fire, Ice & Lightning* in chapter 8.

Greek fire can be made in various consistencies, including liquid, paste, or solid. The paste will stick to a target. The solid form will inflict more damage the first round it strikes the target.

Greek fire can also be attached to an arrow or javelin and fired from bows or siege weapons.

Greek fire can be shot out of a spray tube, to incinerate everything in a cone shaped area from the mouth of the tube.