Attack

Defend versus Attack independent 0 Evint independent 0

Maneuver versus

Manustr versus

from opponent's disposition subtract margin of success

Detend

Detent independent 3 Attack versus **Frint** no action

add margin of success to disposition

Hach &

Defend versus Attack independent 0

Maneuper versus

from opponent's disposition subtract margin of success

Detend

Evint independent 0

Maneuper versus Detent independent 3 **Attack** versus **Frint** no action

add margin of success to disposition

Feint

Defent independent 0 Attack no action **Frint** versus

Maneuver independent 0

from opponent's disposition subtract margin of success

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Defend versus **Attack** versus **Evint** independent 0

Maneuver independent 0

2s: +2D to your next action 1s: -1D to oppo next action 3s: disarm opponent

Feint

Defent independent 0 **Attack** no action **Evint** versus

Maneuver independent 0

from opponent's disposition subtract margin of success

namuant N

Maneuver independent 0 Defend versus Attach versus Frint independent 0

2s: +2D to your next action 1s: -1D to oppo next action 3s: disarm opponent

