

Parrying rules:

A parry means moving out of the way of a close combat attack. Parries are rolled directly after a successful attack roll (if the attack roll fails, the parry is unnecessary since one does not have to evade a hit that doesn't hit anyway).

For parries, we differentiate what the attacker uses as a weapon and what the parrying character holds in his hands. The table below gives clear handicaps for the various weapon types:

Armament of the attacker → Armament of the defender ↓	Unarmed	Melee weapons
Unarmed	No handicap	10 points handicap
Melee weapons	10 points handicap	No handicap
Handguns:	15 points handicap	15 points handicap
Rifles or heavy weapons:	20 points handicap	20 points handicap

The handicapped skill depends on the active armament of the defending character: If the character has any kind of weapon in his hands (from a simple pocket knife to a flame thrower, everything that is not a weapon that falls under the “unarmed weapons”) the skill that is tested is Melee.

If the character is unarmed (or uses weapons falling under the “unarmed” skill), the test is done on Unarmed, even if the character is attacked with a melee weapon.