

Simple close combat actions

The following describes close combat actions the likes of which can be found in any bar brawl. They can be executed by anyone, even without having undergone special training.

Parry	
Damage	None
Range	None
AP costs:	0
Handicap:	None
Special rule:	If successful, the enemy attack is avoided
Description:	In this case, the attack is either blocked with one's own extremities or the target of the attack (for example, the head) is moved out of the way. More details at the parrying rules.

Punch	
Damage	1 D3 + Unarmed damage
Range	1,5cm
AP costs:	3
Handicap:	None
Special rule:	None
Description:	This is the simplest, most basic attack any kid knows. It's a simple, straight punch.

Kick	
Damage	1 D3 + Unarmed damage +1
Range	3cm
AP costs:	4
Handicap:	-10
Special rule:	The damage is based on naked feet or jogging shoes or similar footwear. If heavy boots are used, the damage is increased by 1. (If you want to, that can add further handicap. This depends heavily on the situation and should be done at the master's discretion).
Description:	A simple kick in the shins, the stomach or the knee of the opponent. It's a simple, frontal kick, not the more acrobatic and painful kicks done by martial artists.

Knee kick	
Damage	1 D3 + Unarmed damage +1
Range	0cm
AP costs:	4
Handicap:	-30
Special rule:	If the enemy is being held, the handicap does not apply. The hit person must immediately perform a test on body control, that's handicapped by twice the amount of damage. If he fails the test, he immediately drops to the floor and loses half his AP for 1 D3 rounds. For males hit in this way, it's 1 D3 + 1 rounds.
Description:	You ram your knee into your opponent's soft parts. Not exactly sanctioned by the Marquee of Queensberry, but in any case, your opponent won't stand up again that fast.

Choke	
Damage	-2 AP per combat round in which one is choked
Range	1,5cm
AP costs:	4
Handicap:	-20
Special rule:	The choked one can do an athletics test per round to reduce the AP loss by one. This test is handicapped by 20 points for each round in which one has been previously choked. Once he reaches 0 AP, the choked one loses consciousness. Choking him to death takes as many combat rounds as he has points on <i>endurance</i> . If the choking is stopped at this time, the opponent stays unconscious for 2 D10 rounds.
Description:	One grabs the neck of the enemy with one's hands and presses firmly, until he loses consciousness – or life.

Headlock	
Damage	None
Range	0cm
AP costs:	4
Handicap:	-30
Special rule:	The enemy is not in a position to attack anymore – or to move himself much in any way. Furthermore, he is in a position from which his head can easily be attacked (all handicaps reduced by half).
Description:	Your arms pinch your enemy's head into your armpit. He is completely at your mercy now.

Clinch	
Damage	None
Range	0cm
AP costs:	4
Handicap:	-10
Special rule:	The enemy is not in a position to attack or to move around – at all.
Description:	You clasp either his upper body or his head. Usually done as preparation for further techniques, like knee kick, throws, etc...