

Immobilise Attack

If the attack is successful the Defender becomes Immobilised. The Defender does not suffer a Damage roll from this Attack but does not become the Attacker for this Melee Exchange.

Slam Attack

If the Attack is successful the Defender is moved D3" directly away and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Throw Attack

If the Attack is successful the Defender is moved D2" within LoS of the Attacker, and becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Sweep Attack

If the Attack is successful then the Defender becomes Prone. The Defender suffers half the wounds from the Damage Roll caused by this Attack.

Powerful Attack

If the Attack is successful then the Attacker gains an additional +3 Strength for the Damage Roll caused by this Attack.

Combo Attack

If the Attack is successful then after a Damage Roll resulting from this Attack, deduct -2 from the Success Level of the Attack. If the Success Level is 0 or greater make another Damage Roll against the Defender. Repeat this process until the Success Level is less than 0.

Critical Strike Attack

If this model's Attack is successful and the individual dice results of the Damage Roll are the same number, remove the Defender from the game.

Push Attack

If the Attack is successful, move the Defender 1" directly away from this model. The Defender does not suffer a Damage Roll from this Attack.