

<h2 style="text-align: center;">Force Back Attack</h2> <p style="text-align: center;">If the Attack is successful, move the Defender 1" directly away and then move the Attacker directly towards it into BtB. The Defender does not suffer a Damage Roll from this Attack.</p>	<h2 style="text-align: center;">Counter Attack Defence</h2> <p style="text-align: center;">If this Defence is successful, and the Attacker allocated any dice to Attack, then deduct 2 from the Success Level of the Defence. If the Success Level is 0 or greater then make a Damage Roll against the Attacker, cross referencing with the Wound Chart in the column equal to that final Success Level of the Defence.</p>	
<h2 style="text-align: center;">Throw Defence</h2> <p style="text-align: center;">If the Defence is successful the Attacker is moved D2" within LoS of the Defender, and becomes Prone.</p>	<h2 style="text-align: center;">Sweep Defence</h2> <p style="text-align: center;">If the Defence is successful then the Attacker becomes Prone.</p>	
<h2 style="text-align: center;">Side Step Defence</h2> <p style="text-align: center;">If the Defence is successful move the Defender 1" away from the Attacker.</p>	<h2 style="text-align: center;">Push Defence</h2> <p style="text-align: center;">If the Defence is successful move the Attacker 1" directly away from the Defender.</p>	
<h2 style="text-align: center;">Drag Defence</h2> <p style="text-align: center;">If the Defence is successful move the Defender 1" directly away from the Attacker, then move the Attacker directly into BtB with the Defender.</p>	<h2 style="text-align: center;">No Attack/Defence</h2> <p style="text-align: center;">No Special attack or Defence</p>	