

# Strikes

Back to [warmnm](#)

In general a strike is fairly inaccurate: You can swing at a head, but you don't know where on the head you'll hit them. With higher levels of skill you may be more accurate, but skill is mostly spent on speed and getting your weapon through unblocked. Also - by default - everyone is right handed and the same height. After I get these rules working, I'll have a look at changes needed for different bodies.

## Swings

These are performed with either a cutting edge or a blunt weapon

- Down
  - To the head
  - To the shoulders
  - To the shield (if ready or long weapon)
  - To the shield arm (if ready or long weapon)
  - To the weapon arm (if reaching or long weapon)
  - To the forward leg (if not standing or prone)
- Across x2 (left to right or right to left)
  - To the head
  - To the upper arm
  - To the shield (if ready or long weapon)
  - To the shield arm (if ready or long weapon)
  - To the weapon (if reaching or long weapon)
  - To the weapon arm (if reaching or long weapon)
  - To the forward leg (if not standing or prone)
  - To the backward leg (if long weapon)
- Up
  - To the shield (if ready or long weapon)
  - To the shield arm (if ready or long weapon)
  - To the weapon arm (if reaching or long weapon)
  - To the forward leg (if not standing or prone)
  - To the backward leg (if long weapon)

## Thrusts

Done with the end of a weapon - or with a missile weapon.

- To the face
- To the chest
- To the abdomen
- To the shield arm (if ready or long weapon)
- To the weapon arm (if reaching or long weapon)
- To the forward leg (if not standing or prone)

- To the backward leg (if long weapon)

# Fatigue

Moving from one blow to another blow generally costs you a small amount of fatigue with the following exceptions:

- Doing the same type of swing twice in a row costs an extra fatigue as you need to recover back to a similar position.
- If your previous strike did not contact anything, (ie not blocked or parried) - you spend extra fatigue recovering from over extension and lose some speed.
- If you head-leg while swinging - change between down/up or across ltr/rtl it's easier, faster, but does less damage.
- Heavier weapons cost extra fatigue.
- A Two handed weapon used with one hand is less accurate, slower, is easier to disarm and costs extra fatigue.
- Wounds and bleeding cost fatigue (in addition to other problems)

From:

<https://www.curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://www.curufea.com/doku.php?id=games:wargame:mnmstrikes>

Last update: **2014/01/22 20:47**

