

# Melee & Throw



## Brawl

Fighting (Brawl)

Simple unarmed attack. Deals  $1d3+DB$  damage.

**Extreme success:** Max damage + DB.

**Cost:** 1 combat action



## Use Weapon

Fighting (Brawl // Weapon)

Melee weapon attack (axe, spear, chainsaw...). Use appropriate weapon's skill instead of *fighting (brawl)*.

**Extreme success:** Max damage + DB. In addition, edged weapons inflict impaling strike (additional damage roll).

**Cost:** 1 combat action



## Fighting Maneuver

Fighting (Brawl)

Non-damaging action (disarm, push, knockout...).

Compare builds:

- **Defender +1:** Attacker gets +1 penalty 🎲
- **Defender +2:** Attacker gets +2 penalty 🎲
- **Defender +3+:** Impossible

**Cost:** 1 combat action // Up to +2 penalty 🎲



## Overwhelm

Fighting (Brawl // Weapon)

**Melee only.** When multiple attackers target same opponent who already used *as many evasive actions as their attack per round*, all further melee attacks gain +1 bonus 🎲.

*You can fight back/dodge as often as you are attacked*

*Mythos entities can never be outnumbered*

**Cost:** 1 combat action

**Gain:** +1 bonus die (when conditions met)



## Throw

Throw

Throw object up to  $1/5 \text{ STR}$  yards.

- **Hard roll** to throw  $\times 2$  distance.
- **Extreme roll:** to throw  $\times 4$  distance.

Thrown melee weapons: normal damage, halve DB. Can be dodged. Fight back is possible only if within  $1/5 \text{ DEX}$  feet.

**Cost:** 1 combat action

# Modifiers



## Impaling Strike

Extreme success with edged  
weapon

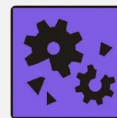
**Max damage + DB + damage  
roll**



## Surprise Attack

Target unaware of attack

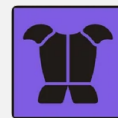
**Auto-success OR +1 bonus 🎲**



## Weapon Fumble

Roll  $96+$  (skill  $< 50$ ) or  $100$  (skill  
 $\geq 50$ )

**Failure with unintended  
consequences**



## Target Armour

Enemy is armoured

**Damage reduced by armour  
value**