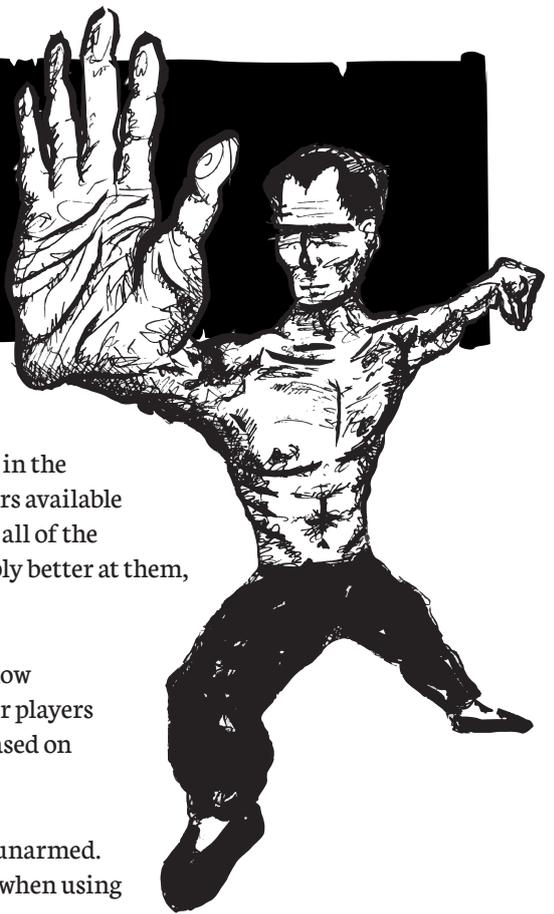


# UNARMED COMBAT MANEUVERS

Extended rules for unarmed combat maneuvers in DCC.



This is a rules extension to the grapple and unarmed combat rules found in the DCC rulebook (pg. 96). The rulings below outline a few unarmed combat maneuvers available to all classes, while obviously most easily accomplished by warriors. Additionally, all of the maneuvers are further outlined as deeds for martial characters: warriors are simply better at them, and have more to gain from using these combat techniques.

Instead of a detailed simulation of martial arts or unarmed fighting styles the below maneuvers are intended as a basic framework for Judges to build upon should their players choose to attempt these actions. Like the basic grapple rules, the maneuvers are based on opposed attack rolls but add nuance and utility beyond simple grappling.

Note that some of these maneuvers do not necessarily require the character to be unarmed. As always, Judges are encouraged to use common sense and situational awareness when using these rules.

## FISTS, FEET AND FOREHEADS

The following basic rules govern unarmed combat.

- Basic unarmed attacks (as in, unarmed attacks made to simply cause damage to the target) function exactly like attacks with weapons, although they usually only cause subdual damage (DCC rulebook pg. 96).
- The unarmed damage die of man-sized or smaller creatures is 1d3. Increase this by +3d on the dice chain for each size category: an ogre-sized creature has an unarmed damage die of 1d6, and a giant-sized creature's unarmed damage die is 1d10. Additional modifiers may be applied situationally.
- Unarmed damage is always subdual between combatants of similar size, but becomes lethal if the attacker is at least one size category larger than the target.
- Larger creatures fall harder: various trip and throw effects below call for the target to suffer damage based on their size. In these situations apply damage based on the target's own unarmed damage die.

## BRINGING YOUR FISTS TO A SWORD FIGHT

People fight with weapons for a reason, and trying to charge in to grapple with a spearman is usually a bad idea. Judges should feel free to allow armed targets of unarmed assault make free attacks of opportunity should the situation merit it. However, the author suggests warning the grappling character of such possibility beforehand in order to keep things as fair as possible.

# UNARMED MANEUVERS

Unarmed attack maneuvers are divided to four categories: *grapple & subdue*, *kick & trip*, *dodge & throw* and *bullrush & tackle*. All of these maneuvers function based on these basic rules:

- *Unarmed maneuver rolls are opposed checks.* Both parties roll an action die and add their Strength or Agility modifier and deed die, monsters add their HD as a bonus. A roll of 1 indicates a fumble as usual, and a roll of 20 is an automatic success either for the defender or the attacker.
- *Size difference matters.* When making contested unarmed attack rolls the larger fighter has a bonus of +4 per size category (DCC rulebook pg. 96).
- *Attacker has priority.* Should the attacker's roll be equal or larger than the defender's result the maneuver succeeds.

## GRAPPLE & SUBDUE

A fighter takes hold of their opponent, and on further rounds causes subdual damage to them, either by choking their enemy or twisting their limbs.

- First, roll a contested unarmed attack roll as described above. Should the attacker win, they manage to take hold of their target. They deal no damage this round, but may move the target bodily.
- On their next action the grappler makes another contested roll to keep hold of the target. If the attacker manages to keep up the grapple they may inflict a die of unarmed damage each round they are successfully holding the target. If they fail the roll the target is freed from the grapple
- On their own action, the held target may attempt a contested attack roll to free themselves of the grapple, or alternately attack the grappler with small or natural weapons (daggers, fists, headbutts, etc.). The Judge may apply modifiers to these attacks based on the situation. Whether the grappled target can cast spells or commit other actions is up to the Judge.

## KICK & TRIP

The attacker attempts to use their feet to cause damage and destabilize their target.

- Roll a contested attack roll as described above. If the attacker wins they cause a die of unarmed damage on the target and force them to make a Ref save against a DC of 10 or fall prone.

## DODGE & THROW

Utilizing their assailant's own momentum against them, the fighter tries to throw them down as they attack.

- This maneuver can only be used as a held action. The fighter looking to throw their opponent declares their intention to attempt to grab and throw their assailant if and when they attack.
- Should the enemy melee attack the fighter roll a contested unarmed attack roll as described above. If the fighter wins, they manage to divert the force of the enemy's attack away: the attacker wastes the action die for their attack, and must make a DC 10 Ref save or fall prone and take subdual damage based on their size as they fall.

## BULLRUSH & TACKLE

The fighter rushes their opponent bodily, attempting to knock them over.

- This maneuver can only be executed as part of a charge.
- Roll a contested unarmed attack roll as described above, the attacker adds their charge bonus to the roll. Should the attacker be successful they cause one die of unarmed damage to the target, and the enemy is pushed back 1d3x5' and must roll a DC 10 Ref save or fall prone.