

Approved Techniques for the “Alexander” Game (v. 3/12/06)

<u>Trainable Weapon Techniques</u> Close Combat (CI-167 or MA-46) Couching (LT-79) Disarming (B230 & B400) Feint (B231 & B365) Ground Fighting (B231) Horse Archery (B231 & B397, see also below) Off-Hand Weapon Training (B232) Retain Weapon (B232 & B400) Sweep (B232)	<u>Trainable Unarmed Techniques</u> Acrobatic Kick (MA-57) Arm Lock (B230 & B403) Back Kick (B230) Choke Hold (B230 & B404) Disarming (B230 & B400) Drop Kick (MA-47) Elbow Strike (B230 & B404) Feint (B231 & B365) Finger Lock (B231 & B403) Ground Fighting (B231) Head Butt (MA-50) Head Lock (CI-168 / MA-50) Jump Kick (B231) Kicking (B231) Knee Strike (B232 & B404) Neck Snap (B232 & B404) Piledriver (really an Elbow Drop) (MA-60) Sweeping Kick (also defaults to Brawling-5) (B232)
<u>Special Weapon Techniques</u> (require <i>Trained By A Master, Weapon Master, or Divine Weapon spell</i>) Aggressive Parry (MA-43) Corps-à-Corps (SW-21 / MA-46) Dual Weapon Attack (B230 & B400) Lunge (any thrusting weapon; but <u>not</u> during All-Out Attack) (SW-24/MA-52) Riposte (SW-24 / MA-54) Roll with Blow (MA-60) Slip (SW-25 / MA-54) Whirlwind Attack (B232)	<u>Special Unarmed Techniques</u> (require <i>Trained By A Master, or Divine Weapon spell</i>) Aggressive Parry (includes Agg. P. Kick) (MA-43) Ear Clap (MA-47) Jab (but feint-jabs cannot do damage) (CI-169) Leg Grapple (MA-52) Parrying Kick (MA-53) Roll with Blow (MA-60) Roundhouse Punch (CI-171 / MA-54) Slip (SW-25 / MA-54) Spin Kick (CI-171 / MA-55) Spinning Punch (MA-55)

How does Horse Archery affect skill limits based on Riding? (from www.sjgames.com/gurps/faq)

Horse Archery applies to riding penalties derived from shooting from horseback, most notably the -2 incurred from a dodging or attacking mount, and the penalties for a failed control roll (see B548). It is not intended to apply to trick shooting, though GURPS Fantasy has techniques which cover this.

Horse Archery effectively caps riding control penalties in the following way:

1. Select the greater of [Bow skill minus penalties] and [Horse Archery], capped by your unmodified Bow skill, to find your effective shooting skill.
2. Select the lower of your shooting skill and Riding to determine your effective Bow skill for this round.
3. Apply speed/range and other environmental modifiers to your effective Bow skill to determine your final effective Bow skill.