

## Hook

*With the same movement he seized the viking's helmet with his left hand and dragged him from his horse, while with his right hand he raised his axe and cut off the berserk's head.*

- Njal's Saga, 12xx

Requires **AXE** or **TWO HANDED AXE**.

If played after defender **BLOCKS**, (and if the defender does not then hook), cancels the **BLOCK**.

If played after your own **BLOCK**, you get a **Default Attack** which the attacker may defend against. The defender is given the option of hooking first. If the defender does not hook, the attacker may hook.

If played as an attack, defender cannot play **BLOCK**.

A **BLOCK** is defined as using a **SHIELD**, playing a **BLOCK** card, or countercharging a charger.

## Charge

*Then the king ordered his berserks, the men called Wolfskins, forward. No iron could hurt them, and when they charged nothing could withstand them.*

- The Saga of Grettir the Strong, 12xx

Requires a **Basic attack card**.

Increases Basic attack's damage by 1.

If **DODGE**d, then goes to next clockwise person (unless there are only two playing), skipping the original player if necessary until a defender is unable to play a **DODGE** card (ie it keeps going until it is **BLOCK**ed, **DISARMed** or it gets through).

You can counter charge someone currently charging you as a defence.

This counts as a **BLOCK**, and you attack the original charger with your Basic attack card.

Cannot be **PARRIED**.

## Special attacks

### Disembowelling

*Fast from his wounds his blood was seen to gush.*

- The Nibelungenlied, 12xx

May be played with a **Basic attack** card, or used just with the **default attack**.

Damage +2 to whatever attack is made

### Flurry of Blows

*They are careful not to waste their blows, but lay them on as best they may; they strike and bend their helmets, and they send the meshes of their hauberks flying so, that they draw not a little blood, for the hauberks are so hot with their body's heat that they hardly serve as more protection than a coat.*

- Yvain or, The Knight with the Lion, Chretien DeTroyes, 12xx

May be played with a **Basic attack** card, or used just with the **default attack**.

This special attack is equivalent to two attacks of the same kind, or three if you are using a **DAGGER**. Each of these attacks requires a defence cards to stop it. Playing one defence card only stops one attack (even if the defence card is a **DISARM**).

### Rend

*Now Hrut turns to meet Atli: he cut at once at Hrut's shield, and clove it all in two, from top to point;*

- Njal's Saga, 12xx

Requires **TWO HANDED AXE** or **TWO HANDED SWORD**.

You choose which item of the defender to damage - armour, weapon or shield. However, if the defender chooses to play **PARRY** after you announce your target, then their weapon is destroyed instead. If they play **BLOCK**, then their shield is destroyed. Destroyed items are discarded. Discarded armour is put in the normal discard pile. Discarded weapons or shields are put in the weapon discard pile until new ones are found on the battlefield with **Recovery**.

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