

# MTS MATRIX VERSION 6

	Lunge	Swing	Sash	Cut	Thrust	Jab	Charge	Sh. sSash	Butt End	Lasso	One /Two	Riposte	Hook	Parry	Entangle	Retire	Shield	Getup C	Reclaim	Move FS	Move BT	Slam	Stomp	Bite	Leap	Maul	Savage
Lunge	F M	E M		D S		D L	F S			D M	F L		D L		D L		D L	E S	F M	F M	D L		F M	D L	F M		D S
Swing			F M	E S	D M		D L	D L	F M	D S	D S	F M	E M		D L	D L		E S	F M	F S	D L	D L				F M	
Slash	F L		E M		D L	D M		F S	D L	F S			D M	D L	F L		D M	E M	F M	F L	D M	F S	F L	D M	F L	E M	
Cut		F S	F S	F M			D S		F L		E M	F L	F L	D M		D L		F S	D L	D M	D L				F M		F M
Thrust	E M	F M		F S	E M	F L	F S		D L	D L			E M	D M	F M	F M		F M	F M	F M	F M		E M	F L	F S		F M
Jab	D L	F M		D M			D M	F L	E L				F L		F L	D L	F L	E L	F L	E M	F L	F L	D L			F L	D M
Charge		F M	F M	E S		D M	F M		F M	D L	F M		D M	D L	D L	D M		E S	E M	F M	D L	E L	F M	F S		D M	F M
Sh. Smash	F L	D M		E M	D L		F L	D L			D M	D L	F L				F L	E M	D L	F L		D L	F L		F L		E M
Butt End	F M		D L		F L	E M			D L	D L			F M	F M			D L	F L	D L	F L			F M	E M	D L	D L	
Lasso	D *	F *	F *		D *		F *	F *	D *	D *	F *	D *		D *	D *	F *	D *	E *	E *	F *	D *	F *	D *		D *		
One/ Two		D S	D M			F S	F M	D L	D L	F L		D M	F M		F L		D L	E M	F M	F M	D L	D L		F S		F M	
Riposte	F M	F L			D L	D L	F M				D M			F M	D L		E L	F L	F L	D L			F M	D L	D M		F L
Hook				D M		D L				E *	D L		F M		E *			F M	F L	F M				D L		F M	D M
Entangle	D *	E *	F *	D *		D *	E *		D *	D *	F *	F *		F *	D *	F *	D *	E *	F *	F *	D *		D *	D *	F *	D *	F *
Kick		D L		D L		D L						D L	D L					E M	F M	D L				D L		D L	

Abbreviations: MOVE FS = Move Forward or Stand.

Get Up C = Get up and Crawl

Move B T = Move Backwards or Turn

# Result Table

Attack TYPE		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
<b>E A S Y</b>	<b>L</b>	U	S	S	S	S	S	S	N	N	N	N	N	C	C	C	C	C	C	C	W	W	
		P			S	S	S	S	S	S	N	N	N	N	N	N	C	C	C	C	C	C	W
		A					S	S	S	S	S	S	N	N	N	N	N	C	C	C	C	C	W
		H							S	S	S	S	S	S	N	N	N	N	N	C	C	C	W
	<b>M</b>	U	S	S	S	S	N	N	N	N	N	N	N	C	C	C	C	C	W	W	W	D	D
		P			S	S	S	S	S	N	N	N	N	N	C	C	C	C	C	W	W	W	D
		A					S	S	S	S	S	N	N	N	N	C	C	C	C	C	W	W	D
		H							S	S	S	S	S	N	N	N	N	C	C	C	C	W	D
	<b>S</b>	U	S	S	N	N	N	C	C	C	C	C	W	W	W	W	W	D	D	D	D	D	
		P		S	S	S	N	N	N	C	C	C	C	W	W	W	W	W	D	D	D	D	
		A				S	S	S	S	N	N	N	C	C	C	C	W	W	W	D	D	D	
		H						S	S	S	S	S	N	N	C	C	C	W	W	W	D	D	
<b>F A I R</b>	<b>L</b>	U			S	S	S	S	N	N	N	N	N	N	C	C	C	C	C	C	C	W	
		P					S	S	S	S	S	N	N	N	N	N	C	C	C	C	C	C	W
		A							S	S	S	S	S	N	N	N	N	N	C	C	C	C	C
		H									S	S	S	S	S	N	N	N	N	N	C	C	C
	<b>M</b>	U			S	S	S	S	N	N	N	N	C	C	C	C	C	W	W	W	W	D	
		P					S	S	S	S	N	N	N	N	N	C	C	C	C	C	W	W	D
		A							S	S	S	S	N	N	N	N	N	C	C	C	C	W	W
		H									S	S	S	S	N	N	N	N	C	C	C	C	W
	<b>S</b>	U			S	S	N	N	N	C	C	C	C	W	W	W	W	W	D	D	D	D	
		P					S	S	N	N	N	C	C	C	C	W	W	W	W	D	D	D	
		A							S	S	N	N	N	C	C	C	W	W	W	W	D	D	
		H									S	S	N	N	N	C	C	C	W	W	W	D	
<b>D I F F I C U L T</b>	<b>L</b>	U				S	S	S	S	S	N	N	N	N	N	C	C	C	C	C	C	W	
		P							S	S	S	S	N	N	N	N	N	C	C	C	C	C	W
		A									S	S	S	S	N	N	N	N	N	C	C	C	C
		H										S	S	S	S	N	N	N	N	N	C	C	C
	<b>M</b>	U					S	S	S	N	N	N	N	C	C	C	C	C	W	W	W	D	
		P							S	S	S	N	N	N	N	C	C	C	C	C	W	W	W
		A									S	S	S	S	N	N	N	C	C	C	C	W	W
		H										S	S	S	N	N	N	C	C	C	C	W	
	<b>S</b>	U				S	S	N	N	N	C	C	C	C	C	W	W	W	W	D	D	D	
		P					S	S	S	N	N	N	C	C	C	C	C	W	W	W	D	D	
		A							S	S	N	N	N	C	C	C	C	C	W	W	W	D	
		H									S	S	N	N	C	C	C	C	C	W	W	D	

**TARGET ON FLOOR** : 1 attack level easier and 1 level of damage more serious.  
**BEHIND TARGET** : 1 attack level easier  
**TARGET ENTANGLED** : 1 attack level easier  
**CONVERTED ATTACK** : 1 attack level harder

**KEY : S Stun   N Nicked   C Cut   W Wounded   D Dead**