

Combat Quick Reference (page 2)

V0.0.1

Range Bands

	Blade (Melee)	Thrown (Close)	Pistol (Medium)	Rifle (Long)	Escape (Extreme)
Blade (Melee)	0	1	2	3	5+
Thrown (Close)	1	0 / 2*	1	2	4+
Pistol (Medium)	2	1	0 / 4*	1	2+
Rifle (Long)	3	2	1	0 / 6*	1+
Escape (Extreme)	5+	4+	2+	1+	0 / 8*

Positioning Bonuses

Back Attack: +1 Damage Die if attacking from a target's blindspot
Flanking: When 2 or more opponents surround a target, their Dodge Dice Pool is reduced by 1 for each opponent after 1.
High Ground: If a character is at least 2 meters above the target they gain a +2 attack bonus.

Grappling

The Attacker composes an Attack Dice Pool:
Grapple Dice Pool = Strength (+ Athletics if Proficient in Unarmed Combat)
Grapple Dice Pool = Agility (+ Acrobatics if Proficient in Unarmed Combat)
The Defender rolls any Defense Dice Pool

Once a target is grappled, neither the Grappler or Target can perform the Dodge Defense.

Characters can attempt to break free using a Reaction or as an Action on each of their Turns.

As a Free Action on their following Turn the Grappler can perform a

Grapple-Attack:

- **Pin** [Finesse] - pins the target to the wall or floor, preventing them from moving until they break free.
- **Trip** [Quick] - causes the target to become Unbalanced
- **Throw** [Power] - launches the grappled target into the air, where they must make a Acrobatics check or fall Prone

Surprise Attacks

When one or more characters attack one or more characters that are completely unaware of them (often due to Stealth), that is a Surprise Attack. These Surprise Attacks come with advantages for the attacker.

Surprise Round

The main advantage is that all of the attacking characters gain 1 Round before the surprised targets can take actions. This is often enough to determine who will win the battle.

Armored Defenses Only

In addition, during the Surprise Round, the surprised defenders can only use their Armor Defense if they are the target of a Surprise Attack.

Aimed Shots Difficulty

Difficulty	Example	Defense Bonus
Easy	Chest	1
Intermediate	Head	2
Challenging	Weapon Hand	3
Hard	Eye	4

Critical Strikes

If a player suffers uncanceled **Critical Hits** that exceed their **Resistance** value, they have suffered a Critical Strike. A Critical Strike inflicts a **Status Condition** on the character that lasts until it is cleared or the Combat ends.

Status Conditions

Insensate	Insensate characters get a -5 dice penalty to Ranged or Thrown Attacks and a -2 Penalty to Melee Attacks. They get a -5 to the Dodge and Parry Defenses and a -2 to the Block Defense. These penalties cannot reduce an Attack or Defense dice pool below 1.
Incommunicado	The character is unable communicate with others.
Stunned	The character is stunned and loses 1 of their Actions on their next Turn.
Hamstrung	The character's movement is halved.
Weakened	The character's physical attributes are all at -1.
Dazed	The character's mental attributes are all at -1.
Shocked	The character also suffers the same amount of Stun Damage
Wounded	The character suffers 1 unavoidable Lethal Damage each turn

Standard Actions

Attacking: The character can perform an attack against another character within weapon range

Change Defense: The character changes their Default Defense. The character will use this new Defense until it is changed again or the combat ends.

Switching Weapons: The character can put away one weapon and draw a different weapon. If the character has the Quickdraw ability, this becomes a Free Action.

Hiding: The character moves to break the line-of-sight of enemies and attempts to gain Concealment, which allows them to switch to the Stealth Game

Quick Searching: The character attempts to find a hidden character or a single, obvious item.

Mounting: Climbing aboard a vehicle to pilot it, or onto an animal to ride it.

Aiming: The character spends an Action concentrating on hitting their target. Grants Reroll(2), which means that the player can reroll 2 of the attack dice.

Concentrating: The character uses an Action to Concentrate, granting themselves a Focus Token.

Rifle
Long

Blade
Melee

Thrown
Close

Pistol
Medium