

Combat Chart

Initiative Test

Sleight of Hands test against the average Sleight of Hands Rating of the opponent group. If the protagonists group get more success than failure, they go first. Else, the opponent go first. The group who initiate the combat breaks the tie.

A protagonist with a successful initiative test gain a Quick Action.

Exceptional Effect add a Quick Action for the combat. Catastrophic Effect remove one.

Action

- Aim
- Attack
- Close Combat Maneuver
- Reloading Weapon
- Help and assist
- Full defence
- Use a skill
- Power Move (2 zones)
- Access item
- Extinguish Fire
- Quick Action

Quick Actions

- Concentrate
- Draw item or ready weapon (Reload weapon step 2)
- Drop Prone or Get Cover
- Quick Move (1 zone)
- Off-hand attack
- Open a door
- Pickup or drop an object (Reload weapon step 1)
- Push a button
- Speak
- Stand Up

Attacks

- Finesse Fighting opposed by the Acrobatics Skill
- Brutal Fighting opposed by Muscular plus Armor
- Small Arms opposed by Muscular plus Armor
- Long Arms opposed by Muscular plus Armor

Close Combat Maneuvers

- Shove
- Grapple
- Knockdown
- Disarm
- Choke

Some Possible Attack Exceptional Effects

- The attack cause a critical wound. The defender chose the location among those not already wounded.
- The attacker can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.

Some Possible Attack Catastrophic Effects

- Backpack's straps break.
- Character loses a Quick Action.
- Give an exceptional effect to the opponent.
- The action was very noisy.
- Tool or item will break at the end of the encounter or scene.
- Weapon Jam.
- You create an opportunity for an opponent.
- You drop an item you are holding in your other hand like a flashlight.
- You drop your weapon or it degrade by 1 condition or break.
- You exhaust yourself.
- You fall out of balance on the ground.
- You hurt an ally.
- You hurt yourself.