

Combat Chart

Initiative Test

Quickness test against the average Quickness Rating of the opponent group. If the protagonist's group gets more success than failure, they go first. Else, the opponent goes first. The group who initiates the combat breaks the tie.

- A protagonist with a successful initiative test gains a Quick Action.
- Exceptional Effect adds a Quick Action for the combat. Catastrophic Effect removes one.

Action (1)

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

Quick Actions (1+ Initiative Bonus)

- Concentrate
- Draw item or ready weapon (reload weapon step 2)
- Drop Prone or Get Cover
- Getting Ready
- Quick Move (1 zone)
- Open a door or push a button
- Pickup or drop an object (Reload weapon step 1)
- Speak
- Stand Up

Attacks

- Accuracy opposed by Athletics plus Armor
 - Brawn opposed by Athletics plus Armor
 - Nimbleness opposed by Acrobatics Skill
 - Quickness opposed by Acrobatics Skill
 - Explosive is opposed by Athletics plus Armor (no matter the skill used)
- Successful test causes 1 wound chosen by the defender.*

Close Combat Maneuvers

- Choke
- Disarm
- Grapple
- Knockdown
- Shove

Some Possible Attack Exceptional Effects

- The attacker can choose the location of a non-critical wound. The attacker can ask for the list of locations not already wounded.
- The attack causes a Critical Wound. The defender chooses the location among those not already wounded.
- Two Exceptional Effects can be used to choose a Critical Wound location.

An Exceptional Effect activates all the weapon's descriptors with a 🔥 feature.

Some Possible Attack Catastrophic Effects

1. Attack was very noisy.
2. Backpack's straps break.
3. Become exhausted.
4. Character loses a Quick Action.
5. Create an opportunity for an opponent.
6. Fall out of balance on the ground.
7. Give an exceptional effect to the opponent.
8. Hurt an ally.
9. Hurt yourself.
10. The quality of your weapon degrades.
11. Weapon jams.
12. You drop an item you are holding in your other hand, like a flashlight.
13. You drop your weapon.

Health Test

If a wound is done, the victim must do a Health test (Rating 5 for human minus each wound). A success means the trauma was resisted. A failure causes the unconscious condition but the Dying condition with a Catastrophic Effect.