

# Combat Order

## Start of Combat

Draw initiative cards  
*Surprise: Draw 2 initiative cards, choose better*

## Start of Round

Players may exchange initiative cards here.

## Declare Action

1 Fast action + 1 Slow Action  
 OR  
 2 Fast Actions

## Target Declares Reaction

If defender is ready to fight and has any fast actions remaining, they may dodge or parry BEFORE the attack dice are rolled.

## Roll Action

*Melee: Strength + Melee Skill + Wpn Bonus*  
*Ranged: Agility + Marksmanship Skill + Wpn Bonus*  
*Magic: See spell description*  
*Other: Attribute + Skill + Gear*

A single ✘ does the weapon's damage rating to the target, additional ✘ do +1 for each.

## Roll Reaction

*Dodge: Agility + Move Skill + Bonus*  
*Parry: Strength + Melee Skill + Bonus*

Each ✘ subtracts one ✘ from the attack.

## Armor Save

1. Combine armor & helmet rating
2. Roll 1 gear die for each armor rating
3. Each ✘ subtracts 1 from damage
4. Each ☠ and/or each point of damage that penetrates reduces armor rating by 1

*Helmet Special: If you take a critical injury, you may sacrifice your helmet for reduction. See rules pg. 105 for details.*

## Apply Damage

Any remaining ✘ are applied as damage to target

*If an attribute reaches zero:*

Attribute	Effect	Allowed Actions
Strength	Knocked prone, roll Critical Injury of damage type	Crawl
Agility	Collapse from exhaustion, prone	Crawl
Wits	Roll critical injury on horror table (unless reached by pushing)	Run
Empathy	Violent outburst (attack near) *OR* withdraw (no actions) until EMP regained	Attack or None

## End Round

Finish your actions, move to next initiative.

If it is the final initiative, do not reshuffle cards. Keep the same cards for the entire combat.

# Reference Tables

## Attacks

Action	Speed	Skill	Required	Dodge	Parrying Wpn	Wpn	Shield	Effect
Slash	Slow	Melee	Standing, Drawn Edged/Blunt wpn	+2	OK	OK	OK	Dmg to Str
Stab	Slow	Melee	Standing, Drawn Point-ed wpn	OK	OK	-2	+2	Dmg to Str
Punch/Kick/Bite	Slow	Melee	Standing/Unarmed	OK	+2	+2	+2	Dmg to Str
Grapple	Slow	Melee	Standing	OK	OK	OK	OK	Target drops wpn, both fall prone
Grapple Attack**	Fast	Melee	Grappling target	X	X	X	X	Dmg to Str
Break Free**	Fast	Melee	Being grappled	X	X	X	X	Escape grapple
Shove	Fast	Melee	None	OK	X	X	OK	Target falls prone
Disarm	Fast	Melee	Standing, target has wpn (not shield)	OK	OK	OK	OK	✘ = drop 1H wpn, 2✘ = drop 2H wpn
Shoot	Slow	Marksmanship	In range, readied wpn	OK	X	X	OK	Dmg to Str

\*Fall prone after dodge. -2 to remain standing. \*\*Only actions allowed during grapple.

## Non-Attack

Action	Speed	Skill	Required	Success:
Persuade	Slow	Manipulation	Opponent can hear you	GM's call
Taunt	Slow	Performance	Opponent can hear you	GM's call
Cast Spell	Slow	Special	Special	Special
Flee	Slow	Move	No enemies in Arm's length	Leave Combat
Crawl	Slow	(No roll)	You are prone	Move while prone
Draw Wpn	Fast	(No roll)	None	Wpn Drawn
Ready Wpn	Fast	(No roll)	None	Ranged Wpn Readied
Get Up	Fast	(No roll)	You are prone	Stand Up
Feint	Fast	(No roll)	Enemy in arm's length range	Swap initiative
Run	Fast	Move	No enemies in Arm's length	Move zones
Swing	Fast	(No roll)	Hvy wpn, stab/swing is next action	+1 damage
Aim	Fast	(No roll)	Readied wpn, shoot in same round	+1 damage
Power Word	Fast	Special	Special	Special
Use Item	Fast	Varies	Varies	Varies

## Range Modifiers

Range	Mod
Arm's Length	-3/+3
Near	-
Short	-1
Long	-2
Distant	-3 (requires Aim)

## Fleeing Modifiers

Range	Mod
Near	-1
Short	0
Long	+1
Open Zone	-1
Rough Zone	+1

## Social Actions

Action	Speed	Roll
Taunt	Slow	Empathy + Performance + Bonus
Persuade	Slow	Empathy + Manipulate + Bonus
Bluff	Slow	Empathy + Manipulate + Bonus

## Social Modifiers

Action	Speed
+1	For each point of reputation above opponent's
+1	You have more people on your side.
+1	What you ask for doesn't cost your opponent anything.
+1	Your opponent has suffered damage to any attribute.
+1	You have helped your opponent previously.
+1	You present your case very well (determined by the GM).
-1	Your opponent has more people on his side.
-1	You ask for something valuable or dangerous.
-1	Your opponent has nothing to gain by helping you.
-1	You are having trouble understanding each other.
-1	The range between you is SHORT or longer.

## Weapon Features

Feature	Action	Special Rules
Blunt	Slash	If the enemy takes a critical injury, roll on the blunt trauma table.
Edged	Slash	If the enemy takes a critical injury, roll on the slash wounds table.
Heavy	Swing Weapon	Additional 1 damage on successful attacks. Takes up two gear rows on your character sheet.
Hook	Shove	
Light		You can list two light items on one gear row on your character sheet.
Parrying	Parry	Weapons without the parrying feature get a -2 penalty when parrying.
Pointed	Stab	If the enemy takes a critical injury, roll on the stab wounds table.

## Broken Effects

Attribute	Critical	Actions	Effect
Strength	Slash (pg.196) Blunt (pg.197) Stab (pg.198)	Crawl Only	Knocked senseless
Agility	NA	Crawl Only	Exhausted
Wits	Horror (pg.199-200)	Run Only	Panic
Empathy	NA	"You must either explode in a violent outburst, kicking and breaking everything around you, or withdraw from everyone around you."	

\*No critical if self inflicted with a pushed roll

## HUNGRY

You must eat a ration of food (see page 38) at least once every day. After a day without food, you become HUNGRY. Being HUNGRY has several effects:

- ❖ You cannot recover Strength in any way, except through magic. You can recover other attributes.
- ❖ You suffer 1 point of damage to Strength per week. If your Strength is Broken while HUNGRY, you die after another week without food.
- ❖ As soon as you have eaten, you are no longer HUNGRY, and you can recover Strength normally.

## THIRSTY

You must drink a ration of water (see page 38) at least once per day. After a day without water, you become THIRSTY.

- ❖ You cannot recover any attributes, except through magic. If you are Broken, you need to drink water to get back up again.
- ❖ You take 1 point of damage to both Strength and Agility every day. If either of these are Broken while THIRSTY, you die after another day without water.
- ❖ As soon as you drink, you are no longer THIRSTY, and you can recover your attributes normally.

## SLEEPY

You need to sleep for at least one Quarter Day of each day. After one day without sleep, you become SLEEPY:

- ❖ You cannot recover Wits, except through magic. If your Wits are Broken while SLEEPY, you must sleep for at least one Quarter Day to get back up again.
- ❖ You take 1 point of damage to your Wits each day. If this damage breaks your Wits, you collapse and sleep for at least one Quarter Day.
- ❖ As soon as you have slept for at least a Quarter Day, you are no longer SLEEPY, and you can recover Wits normally.

## COLD

When the cold is bitter and you don't have enough shelter, you have to roll ENDURANCE regularly. The colder it is, the more frequently you need to roll. A chilly fall day requires a roll per day; in the depth of winter, you might have to roll once every hour. You can even hallucinate, causing you to act irrationally – details are up to the GM to decide.

- ❖ You must keep rolling ENDURANCE at the same interval, and with the same effect if you fail. If your Strength is Broken while you are COLD, you die the next time you have to roll.
- ❖ You cannot recover Strength or Wits. Only after you have warmed up again, if only by a campfire, are you able to recover those attributes.