

COMBAT CHEAT SHEET

- 1. INITIATIVE → DETERMINES TURN ORDER
- 2. TURNS → ALL COMBATANTS TAKE A TURN

INITIATIVE
ROLL COMBAT TEST
↓
ALL PLAYERS WITH ONE OR MORE
SUCCESSSES ACTS BEFORE ENEMIES.

TURNS
PERFORM ANY 2 OF
THE FOLLOWING
↓
MOVE
ATTACK OR
INTERACT

ATTACKING AN ENEMY
SELECT TARGET (WITHIN RANGE OF WEAPON)
ROLL ATTACK
APPLY DAMAGE

ATTACK ROLL
ROLL COMBAT + ATTACK
(MELEE OR RANGED ATTACK)
↓
DIFFICULTY = ENEMY DEFENSE

APPLY DAMAGE
SUBTRACT DAMAGE FROM ENEMY
HEALTH POINTS TOTAL

BEING ATTACKED

ROLL EVADE TEST vs ENEMY COMBAT
(BODY + MANEUVERING)

IF UNSUCCESSFUL
ROLL ARMOUR TEST
(IF APPLICABLE)
DICE POOL = ARMOUR TOTAL

TAKE DAMAGE
TO HEALTH CLOCK:
ATTACK DAMAGE - ARMOUR TEST SUCCESSSES