

## ATTACK POOLS

Weapon	Strength+Weaponry+Weapon
Brawl	Strength+Brawl
Thrown	Dexterity+Athletics+Missile
Firearm	Dexterity+Firearms+Gun
Bow	Dexterity+Athletics+Bow
Grapple	Strength+Brawl

All rolls subtract target Armour and Defence except guns and bows which ignore defence at range, and grapple which ignores armour but adds a penalty or bonus for size difference between combatants.

## INITIATIVE

D10 + initiative modifier. Higher modifier wins ties.

If possible seat players in initiative order.

## EXAMPLE COMBAT ACTIONS

<b>Attack</b>	See attack pools below
<b>Charge</b>	Move and Attack. No defence this turn. You cannot use fighting styles that would sacrifice your defence.
<b>Draw a weapon</b>	Draw a weapon. Quick draw negates
<b>Reload Firearm</b>	Reload Firearm
<b>Activate a power</b>	Activate a power. See power for details.
<b>Dodge</b>	Double defence. You can declare this at any time in your turn, but you still skip other actions.
<b>Grapple</b>	See Grapple section.
<b>Delay Action</b>	Delay with a specific trigger and go ahead of that trigger when it arises, or leave vague but you go next when you cancel the delay.

## MOVEMENT

Each combat round you can move your speed and perform an action, or you can move twice your speed.

## COVER

Cover blocks attacks, but the attacker can attack the cover, and damage in excess of durability does damage to the target in cover.

## AMBUSH

Surprised defenders have no defence.

Defenders get a Wits+Composure check not to be surprised

### CALLED SHOTS PENALTIES

Limbs -2  
Heart -3  
Head -4

## RUNNING OUT OF HEALTH BOXES

As you start to run out of health boxes, for each of the last three boxes apply a cumulative wound penalty of -1

Damage wraps round, bashing upgrading to lethal, lethal to aggravated damage.

When you become full of bashing roll stamina each turn (ignore wound penalties) if you fail, you fall unconscious.

When you become full of lethal - take one aggravated damage each minute until healed.

## GRAPPLE RULES

Once grapple has been initiated, either player may attempt to break free of the grapple or overpower their opponent..

Overpower/Break Free: Roll Strength+Brawl-Opponents Strength

Overpower Maneuvers:

**Immobilise** - opponent may no longer attempt overpower. Break Free successes must be greater than the number of successes got on the Immobilise action. If the immobiliser does anything else the immobilised character is released.

An immobilised character has no defence.

**Both Go Prone** - Both characters go from upright to on the ground in a tussle.

### Draw weapon

**Use weapon** - always use Strength + Brawl + Weapon, Finesse, weaponry and firearms don't apply in a grapple.

**Turn weapon** - Gain control of opponents weapon

**Disarm** - A disarmed weapon can be retrieved with a Draw Weapon action

**Damage opponent** - Deal overpower successes as bashing damage.

**Use opponent as firearms cover**

## BASIC COMBAT REFERENCE

## Example Weapon Bonus



Knife



Long Sword (1H)



Greatsword (2H)



Greataxe (2H)



Pistol



Shotgun



Rifle



Bow

Axes use 9-again

Shotguns use 9-again at all ranges