COMBAT TURN

Step 1 - Initiative

Roll Initiative. [(INT+REA)+xD6]. As combat progresses players spend initiative to do different actions. Each Initiative Pass reduces your current Initiative by 10.

Step 2 - Movement

Movement takes place during the entire **COMBAT TURN**. Once a character exceeds their walk rate (AGIx2) during the **COMBAT TURN**, they are running. Running players take -2 to all actions. After they exceed their running rate (AGIx4), they must make a sprint test (Run+STR) to continue moving.

Step 3 - Actions

Players can take two Simple Actions or one Complex Action. Additionally players make take one Free Action at any time during the Initiative Pass. Each hit on a sprint test increases your move by 2m (1m for Dwarves and Trolls). Players can make up to half of their running skill in sprint tests per combat turn before fatigue damage sets in.

Step 4 - Back To Top

CASTING MAGIC

Step 1 - Declare

Declare the Spell that you are casting. Casting is a Complex action.

Step 2 - Force

Declare the force you are casting at. Force acts as a limit on the spell. You can cast up to your Magic*2.

Step 3 - Cast

(Spellcasting + Magic [Force]) If your hits exceed Magic rating, drain is physical.

Step 4 - Drain

Spell Formula resisted by tradion.

Step 5 - Target Resists

Target Resists Direct Spells with either BOD (Physical) or WIL (Mana). Indirect as standard attack.

RESOLVING COMBAT

Step 1 - Declare

Attacker Declares an attack during the Declare action phase. Defender delcares what method he will use to defend. {Standard, Dodge, Parry, Block, Full Defense)

Step 2 - Attack

(Combat Skill + Atrribute +/- modifers [Limit].)

Step 3 - Defend

Standard Defense (REA + INT +/- Modifiers) See other tables for alt defense.

Step 4 - Modified Damage Value

(Damage Value of Weapon + Net Hits)

Step 5 - Modified Armor Value

(Armor Value of Defender - Armor Piercing of Weapon)

Step 6 - Roll Soak

Defender rolls (Body + New Armor Value). Each hit reduces Damage Value by 1. If [Mod DV >= Mod AV], apply **physical**, else apply **stun**.

Step 7 - Apply Effects

Apply remaining DV to target.

Defense Actions

Standard Defense|(Free Action) = Reaction + Intution

Full Defense|(-10 Init) = Add Will to Defense for rest of TURN

Dodge|(-5 Init/Once Per TURN/Melee Only) = Std Def + Gymnastics

Parry|(-5 Init/Once Per TURN/Melee Only) = Std Def + Weap Skill

Block|(-5 Init/Once Per TURN/Melee Only) = Std Def + Unarmed

Pre-Emptive Defense|(-5 Init first action) = Can use Dodge/Parry/Block multiple times

DEFENDER MODIFIERS

BURST OR SEMI-BURST	-2
LONG BURST	-5
FULL AUTO (COMPLEX)	-9
FLECHETTE NARROW SPREAD	-1
FLECHETTE MEDIUM SPREAD	-3
FLECHETTE WIDE SPREAD	-5
HAS REACH	NET +/-
ALREADY DEFENDED PREVIOUS	-1
IN MELEE	-3
MOVING VEHICLE	+3
PRONE	+2
RUNNING	+2
PARTIAL COVER	+2
GOOD COVER	+4
BULKY (B+S) 11-15	-1
LARGE (B+S) 16+	-2
HUGE (JUMBO JET ENGINE)	-3
SMALL (B+S)	+1
MINI (HINGES/LOCKS)	+2
MICRO (MICRO DRONES)	+3

All modifiers apply to the defender