

# Combat Chart

## Initiative Test

Sleight of Hands test against the average Sleight of Hands Rating of the opponent group. If the protagonists group get more success than failure, they go first. Else, the opponent go first. The group who initiate the combat breaks the tie.

- A protagonist with a successful initiative test gain a Quick Action.
- Exceptional Effect add a Quick Action for the combat. Catastrophic Effect remove 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

- Brutal Fighting opposed by Athletics plus Armor
- Long Arms opposed by Athletics plus Armor
- Finesse Fighting opposed by the Acrobatics Skill
- Small Arms opposed by the Acrobatics Skill
- Explosive is opposed by Athletics plus Armor (no matter the skill used)

Successful test cause 1 wound chosen by the defender. The Unconscious and Dying conditions happen when the number of wounds equal the Health Value.

### Close Combat Maneuvers

- Choke
- Disarm
- Grapple
- Knockdown
- Shove

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

### Some Possible Attack Exceptional Effects

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

### Some Possible Attack Catastrophic Effects

- Backpack's straps break.
- Character loses a Quick Action.
- Give an exceptional effect to the opponent.
- The action was very noisy.
- Tool or item will break at the end of the encounter or scene.
- Weapon Jam.
- You create an opportunity for an opponent.
- You drop an item you are holding in your other hand like a flashlight.
- You drop your weapon or it degrade by 1 condition or break.
- You exhaust yourself.
- You fall out of balance on the ground.
- You hurt an ally.
- You hurt yourself.