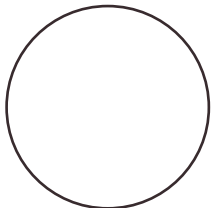
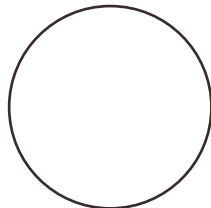


# COMBAT

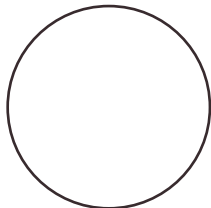
## CHEAT SHEET



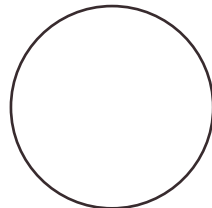
MIGHT



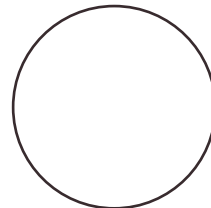
AGILITY



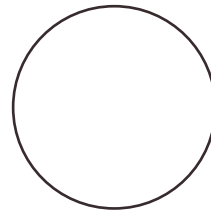
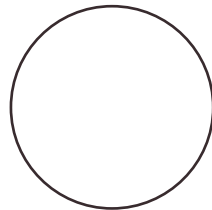
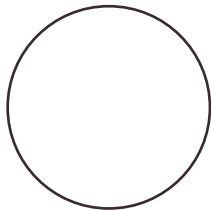
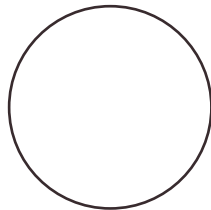
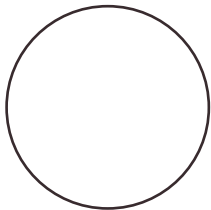
WIT



SERGEANT'S  
EYE



DUCK &  
COVER



### CHARACTER'S PRIMARY COMBAT SKILLS

#### INITIATIVE

##### AMBUSH ROUND

Wit + Sergeant's Eye to detect ambush or no action in ambush turn.

##### FIRST REGULAR ROUND

All combats start with

Wit + Sergeant's Eye test.

Success may act in first round.

Failure may not act in first round.

*Note: DoS or DoF for Initiative Score.*

##### ALL SUBSEQUENT ROUNDS

Wit + Sergeant's Eye not re-tested.

Declare in order from greatest DoF to greatest DoS.

#### ACTIONS IN A ROUND

- Declare actions in initiative order, greatest failure to greatest success.
- Resolve actions; all actions resolved simultaneously within a round.
- A character may do one thing in each combat round:
  - Make one attack; invoke one Pattern or Ephemera; etc.
  - Walk briskly (*agility yards*) or run (*agility x 3 yards*), runners get no active defense.
  - Ready a single piece of gear.
  - Operate some feature of the world (open a door, etc.)
  - Aim a firearm to receive a bonus on the following round's test.
  - Observe surroundings in detail, allowing an appropriate Eye test.
  - Withdraw from melee combat: opposed Agility + Olympian Spirit.
  - Attack and defend in same round, -2 penalty to both actions.
- Free Actions: character may also drop something to the ground; make one short statement; shift a handful of steps at most; defend against either one melee attack (*two if no other action*) or any number of ranged attacks.

