

ORE Combat Manoeuvres

FIREARMS MANOEUVRES	
AIMING UP	+1d per round (Max 3d)
AIM HIGH	+3 Height
AIM LOW	-3 Height
AUTOMATIC FIRE	Add Spray rating to pool (Can't combine with Aiming Up)
2 or 3 ROUND BURST	Can use 2 or 3 sets. Can combine with Aiming Up
CALLED SHOT	-2d, get a dice set to target location
DRAW	If you attack with a weapon the same round you Draw it, then its Width is timed as 1 lower than normal (Resolution)
MOVING TARGET	-1d
MOVE/RUN	Everyone can move 5 meters in a round without penalty. For more, roll Body + Athletics. Width gives an extra 1.5 meters.
MULTIPLE ACTIONS	Use smaller dice pool, -1d per extra action
MULTIPLE SHOTS	+1d, can only use one set, uses up bullets = to dice pool
POWERFUL SHOT	-1d, +1 Width for Damage (Not Resolution) [Thrown only]
RANGE	Close Range: No Change
	Long Range: -1d
SNAPSHOT	Extreme Range: -1d from Highest successful set
	-1d, +1 Width for Resolution (Not Damage)
SNIPER	+1d for targeting someone who doesn't know you're there. (Stacks with Aiming Up)
SUPPRESSION FIRE	Roll 2d + Spray rating on weapon
HAND-TO-HAND MANOEUVRES	
AIMING UP	+1d per round (Max 3d)
AIM HIGH	+2 Height
AIM LOW	-2 Height
ATTACK REDIRECTION	Dodge with a -2d penalty
	Successes: 2x = Apply attacks reduced to 1d to target of your choice, doing Width -1 damage.
	3x = As above, but doing Width damage
	4x = As 3x, but can redirect <i>any</i> attack. You take reduced damage if attack not broken; target takes FULL damage.
CALLED SHOT	-2d, get a dice set to target location
CAREFUL ATTACK	-1d, attack does Shock rather than Killing
CHARGE	Multiple action your attack plus Athletics (or pitch one)
	Successes: 2x = Do an extra point of Shock damage
	3x = +2 Shock, +1 Killing
	4x = +3 Shock, +2 Killing
CHOKING/ STRANGLING	Choke a pinned person with any relevant roll. If you fail, they escape your pin
	If not yet pinned, Called Shot to Location 10
	Successes: 2x = 2 Shock to victim's head.
	3x = 3 Shock
COVER	4x = Width + 1 Shock.
	These repeat until you are dislodged or drop the Choke.
	All someone being choked can do is try and get free once per round.
	Locations behind Cover cannot be hit without appropriate armour piercing weapons.
DAZE	-1d, target suffers Width penalty dice for Width in rounds
DRAW	If you attack or parry with a weapon the same round you Draw it, then its Width is timed as 1 lower than normal.
DISARMING	Called Shot on arm holding the weapon
	Successes: 2x = Weapon knocked Height feet away
	3x = As above, target takes 1 Shock to relevant hand
	4x = 2 Shock to relevant hand, weapon is yours or at your feet if you lack a free hand to take it with.
DODGE	Note: If the weapon is edged and you are unarmed, you take 1 point of Killing damage to relevant limb, even if you disarm them - UNLESS you Multiple Action a Dodge.
	Roll Coordination + Agility, and beat attackers Width and Height.
	Each point of Width reduces the Width of an attack by 1 point. Can be split between multiple attacks if they beat the Height
	If faster in Width but not Height, you can 'flinch' the damage one hit location away per point of Width you beat the attack by.
FAST ATTACK	-1d, +1 Width for Resolution only (Not Damage)
KNIFE TO THROAT	Called shot to head at -2d penalty
	Successes: 2x = Can automatically do 2x10 damage at will.
	3x = Can automatically do 4x10 damage at will.
	4x = Can automatically do 6x10 damage at will.
KNOCKDOWN	-1d, target takes 1 Shock and is on the ground
KNOCKOUT	Called Shot to Head
	Successes: 2x = Normal damage, but Shock if normally Killing
	3x = +1 Shock, does not roll up to Killing
	4x = +3 Shock, does not roll up to Killing
MOVE/RUN	Everyone can move 5 meters in a round without penalty. For more, roll Body + Athletics. Width gives an extra 1.5 meters.
MULTIPLE ACTIONS	Use smaller dice pool, -1d per extra action
PARRY	Roll Body + [Relevant Skill], and beat attacker's Width and Height.
	As with Dodge.
	You can Parry damage for someone else.
	Need objects to Parry weapons, or take damage to arms. Wearing LAR 2 allows Parrying with arms. LAR 1 allows you to Parry, but taking 1 Shock per arm each time
PINNING	Declare an attempted Pin, using Body + Fight or Coordination + [Pitch a Skill]
	If successful, do 1 Shock damage to relevant location
	All attacks against someone pinned get +1d
	Target's only possible action is to attempt escape once per round
POWERFUL ATTACK	-1d, +1 Width for Damage only (Not Resolution)
RESTRAIN	Roll Body + Fight or Coordination + [Pitch a Skill]
SHOVE	Each point of Width reduces the Width of an action by 1
	-1d, target loses 1d from highest set, gets pushed back 2 meters, with an extra 1.5 for each point of Width past 2.
	Roll Coordination + Stealth
	If successful, add +2d to your attack roll.
SNEAK ATTACK	Whole hit location will fill with damage.
	If weapon does ANY Killing, the location fills with Killing damage. Can be combined with Called Shot
	Called shot to relevant limb, unless already Pinned
	Successes: 2x = 1 Shock, target does 2 Killing if they wrench free
SUBMISSION HOLD	3x = 3 Shock, target does 3 Killing if they wrench free
	4x = 5 Shock, target does 5 Killing if they wrench free
	These repeat until you drop the hold or are dislodged
	Any other action taken while getting up is timed as if Width is 1 lower than normal.
STAND	Roll Body + Throw if strong enough for big objects.
THROWING THINGS	All matches do damage, like with Spray.
VICIOUS ATTACK	-1d, attack does Killing rather than Shock

