

THE BASICS OF COMBAT

Composure

Composure represents a character's mental focus and resolve during combat. Losing Composure doesn't mean death, but instead results in the character being unable to React to attacks and having their Movement halved. This state also opens the character to Incapacitation or a Lethal Hit.

Procedure of Combat - Scraps

Scraps are brief encounters that play out over a few quick exchanges. Whoever goes first, goes, then take turns.

Initiating an Action: Declare your target and attack type - Gunfire or Martial Arts - then roll 1d20 with the appropriate modifier.

Gunfire: Agility. Follow Line of Sight (LOS) rules to select targets.

Single Fire grants you 1 *Firearms* Skill Die to roll. Each Skill Die rolled counts as a bullet fired.

Burst Fire will grant you 3 *Firearms* Skill Dice. Drop your Action by 10 after every 3 shots.

Automatic will grant you 3 *Firearms* Skill Dice. Reduces your Momentum Range by 1, but your Action by 10 for every shot.

Unskilled Shooters receive a d4 Skill Die for their firearm, but must additionally reduce their Action by 15.

Martial Arts: Strength. Martial Arts allows for chaining Techniques (e.g., grapples, strikes) in the same Room, enhancing close-quarters combat versatility. Apply the value of your d20 as initial damage, and you may roll as many Skill Dice as your Martial Arts Skill allows.

Ending Scraps: When an opponent has lost their Composure, you may choose to either Incapacitate, Kill them, or to Do Nothing, though they may continue to attack you. Optionally, you and your group may also Flee from the fight, or Surrender to your enemies.

Procedure of Combat – Shootouts and Operations

Shootouts and Operations are larger fights that involve the same basic rules of Scraps, but also involve **Initiative**, a means of determining the order combatants fight in.

The Combat Roll: The Keeper will announce that everyone should roll for Combat when a Shootout or Operation begins. Roll 2d20, and call out the total. Whoever at the table, including the Keeper, has the highest, takes the Initiative, and may begin their character's Turn. This roll also provides you Movement for the Round, and both dice act as pre-rolled Actions.

Passing Initiative: If you finish your turn, with no one Reacting against you, you may pass the Initiative to a combatant of your choice. If they do React against you, they take the Initiative from you.

Pass Back: If it is unclear who else may go, call out to your allies. If no one can go, the Initiative goes to your enemies to do with as they wish. If no one can go on their side either, the Round is over; roll 2d20 and start a new Round.

Ending Combat: Combat ends when one side has either fled, surrendered, been incapacitated, or killed.

The Cross

The Cross, divided into strategic Rooms, is the abstracted arena for combat scenarios.

Rooms and Lines: Each Room represents a tactical zone. Lines between Rooms indicate movement paths and Lines of Sight (LOS). Moving between Rooms costs 10 Movement points.

Cover and LOS: Being out of a firing line from another Room provides hard cover against attacks from that line. A character can only be targeted if within a direct firing line or if another attacker has LOS from a different Room.

Momentum

Momentum is utilized in Combat to access additional capabilities. Each Crit with Skill Dice = 1 Momentum. You may receive a Momentum Bonus up to +3 through Techniques or Tactical Reloads, reducing the Crit Range of your Skill Dice by that amount.

Press: Reroll the die for an additional bullet fired, or to utilize a Technique.

Score a Hit: Choose a Hit Location, and apply that location's effects to the target. If the target cannot react or has had their Reaction broken, this is Lethal. Otherwise, it inflicts a Wound.

Hold Fast: Withhold your Momentum. Use it as a bonus on a subsequent Action, or as a bonus to your next Combat Roll, rolling and distributing the dice to either Action. Any individual attack received removes one die you have withheld.

Hesitate: Withhold your Combat Roll, apply it as a bonus on your next Combat Roll. You will not lose this bonus if attacked, and you do not require Momentum to utilize it.

Reload Mechanics

Basic Reload: Reload without additional benefits. Costs 1 Action.

Tactical Reload: Costs 1 Momentum and discards the magazine, granting a Momentum Bonus of up to +1 for your next attack.

Running Dry: Allowing a weapon to run empty grants 3 free uses of Momentum.

Wounds and Lethality

Where Composure represents mental focus, physical damage is represented by Wounds.

Infliction: Wounds are inflicted through Momentum. Wounds begin as a d4, and effects should be tracked by the Wounded.

Escalation: Wounds escalate with subsequent applications by one die size, up to a maximum of d12.

Lethality: If a character can React, no hit against them can be lethal without first dropping their Composure. If they cannot React, however, or if their Reaction is broken via Techniques, then a Hit will kill them.