

Combat: The short story

- 1. Roll attack (dex + ability + weap acc) against difficulty of (1 + defender's DV) to hit.**
- 2. Apply threshold successes as bonus to raw damage (str + weap dmg + 1). Don't apply strength to raw damage of firearms.**
- 3. Check if attack penetrates opponent's hardness.**
- 4. Roll damage, apply defender's soak.**

For a more complete explanation of combat, see next page.

Combat: The long story

1. Declare Attack
 - a. Decide who you'll attack
 - b. Decide how you'll attack (i.e. unarmed, weapon, any boons or special abilities)
2. Determine **Attack DV** (Defense Value) as follows: (**Dodge DV** OR **Parry DV**) - Armor's **Mobility Penalty** + Defender's **Epic Dexterity** bonus (if any)

Dodge DV: Represents getting out of the way of the attack. Calculated by: $[Dexterity + Athletics + Legend] \div 2$

Parry DV: Represents swatting the attack out of the way with arms, legs or a weapon. Calculated differently depending on what you use to parry.

Parrying with weapon: $[Dexterity + Melee + Weapon's defense] \div 2$

Parrying with arms: $[Dexterity + Brawl + 1] \div 2$, cannot parry lethal attacks.

Note that there are many other penalties, as well as some bonuses, to DV.
3. Attack Roll vs. Defense
 - a. Determine **Dice Pool** as follows, based on attack type::

Unarmed: $Dexterity + Brawl + Weapon Accuracy$

Weapon: $Dexterity + Melee + Weapon Accuracy$

Ranged Weapon: $Dexterity + Marksmanship + Weapon Accuracy$

Thrown: $Dexterity + Thrown + Weapon Accuracy$

Don't forget bonus successes for Epic Dexterity!
 - b. Roll **Dice Pool** and determine **successes**.
 - c. Count total number of **successes**. Compare against **Attack Difficulty**

Attack Difficulty: $1 + Attack DV + Misc$
 - d. If **successes** meets or exceeds **Attack Difficulty**, you hit. Move to damage. For each success you beat the **Attack Difficulty** by, increase **Raw Damage** by 1.
4. Determine **Raw Damage** as follows: **Strength** + **Weapon Damage** + **Bonus Damage** + 1

Strength: Attacker's strength score. DO NOT USE STRENGTH WITH FIREARMS!

Weapon Damage: Weapon's damage value. Unarmed attacks have a damage value of +0B for light attacks or +3B for heavy attacks. Weapon damage also affects the attack's type. B is for Bashing, L is for Lethal and A is for Aggravated.

Bonus Damage: Bonus damage from excess successes at the end of step 3.

1: The loneliest number

Don't forget bonus successes for Epic Strength!
5. Apply **Hardness**. Some defenders have a **Hardness** rating against certain attacks. If a defender's **Hardness** rating is greater than your **Raw Damage**, your attack fails. Otherwise, **Hardness** doesn't affect the attack and you move on to the next step.
6. Roll a dice pool equal to the attack's **Raw Damage**. Subtract the defender's **Soak** from the number of successes. The result is the amount of damage the defender takes.

Bashing Soak: Defender's **Stamina** + Defender's armor's **Bashing Soak** + Defender's **Epic Stamina** bonus (if any)

Lethal Soak: $(\frac{1}{2} \text{ Defender's Stamina}) + \text{Defender's armor's Lethal Soak} + \text{Defender's Epic Stamina bonus (if any)}$

Aggravated Soak: Defender's **Epic Stamina** bonus (if any)
7. Determine any additional consequences of the attack. For example, getting kicked while teetering on the edge of the Empire State Building will probably send you falling to your doom.