

Rolling Initiative - Roll initiative dice vs 3

Get at least one success or start the fight dazed

Dazed - Cannot Counter, Enemies gain tactics die against you, first action must be to recover

Turns - On your turn you can:

Pass - The GM will go to another player, you will still get a turn afterwards

Act - Take 2 actions. You cannot take the same action twice per turn

Aim - Declare target. If next action is attack, gain +d8

Attack - Make a melee or ranged attack

Control - Use a vehicle

Equip - Swap or use a misc. piece of gear

Guard - All counters and dodges gain +d8

Hide(no focused enemies) - Roll Speed+Evasions vs 3. One success = hidden

Hide(1+ focused enemies) - Roll Speed+Evasion vs 3. Enemies with focus roll Mind+Observation vs 3. Higher success wins.

Move(Near, Close, Short) - These moves can be made without a dice roll.

Move(Further) - Roll Speed+Athletics vs 3. Each success moves you 1 step closer

Rally(dazed ally) - Roll Rally vs 3. 1 success removes Dazed or Panicked

Rally(non-dazed ally) - Roll Rally vs 3. 1 success gives that ally Focus

Recover - Recover from dazed or recharge all 1/recover abilities

Reload - Spend weapon reload item, reload weapon.

Stand up - Stand up from prone

Stunt - Declare awesome move, make appropriate roll, become dazed, end turn.

Focus - Gain focus. Next turn your character has 3 actions instead of 2. This does not stack.

Focus - You can expend focus to interrupt any action(regardless of turn)

Attacks - Attacker rolls attack for weapon vs defender rolling defense

Defender's highest die determines the threshold for attacker to beat

Any of the attacker's dice above the threshold = 1 damage

If at least 1 die is a success, weapon's bonus damage is added to total

Damage - Defender rolls Body + Toughness dice vs 3 for free

Each success reduces damage by 1

If all damage soaked, the victim is alright and continues on

If damage remains, spend Soaks to remove the rest of the damage

If damage is unsoakable, the target is killed/incapacitated

Attack Keywords

Ammo die - Attack die that dwindles; when it's gone, you have to reload

Burst - Attack all targets within range of a point

Disarm - Remove a weapon from the target

Dmg - This attack inflicts harm. The number after indicates bonus damage

Down - The target is knocked down

Escape - Breaks a hold

Hold - The attack grabs the target

Panic - The target becomes panicked

Shots - The number of shots a weapon holds

Shove - Move target to another space within Near Range

Sweep - If you hit your target, you can attack another, different target

Armor

Light armor - Provides a d4 bonus to defense. Has a d4 dwindle die; when gone, armor is useless

Medium armor - Provides a d6 bonus to defense. Has a d6 dwindle die; when gone, armor is useless

Heavy armor - Provides a 2d6 bonus to defense. Has a 2d6 dwindle die; when gone, armor is useless

Cover

Soft Cover(bushes, curtains, etc) - Provides a d4 bonus to defense

Fair Cover(waist-high walls, doorframes, etc) - Provides a d8 bonus to defense

Hard Cover(portholes, sewer grates, etc) - Provides a d12 bonus to defense