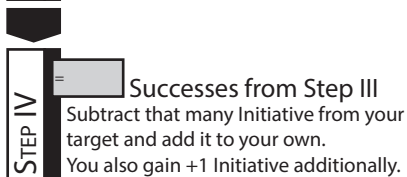
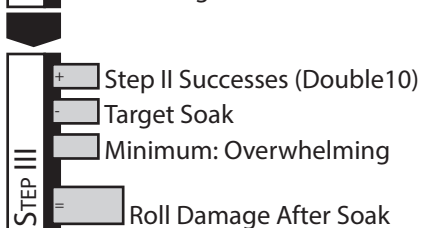
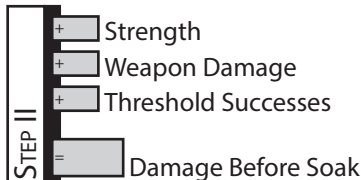
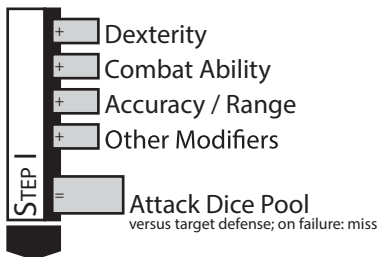


WITHERING ATTACK



CRASHING

When your Initiative becomes negative, you are in Initiative Crash. Effects:

- Hardness becomes 0, no matter the artifact
- No decisive strikes allowed
- No Charms with the Preilous keyword usable
- Crashing yourself nets another -5 Initiative

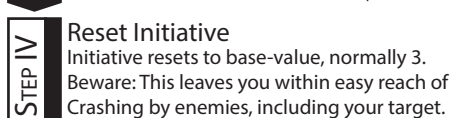
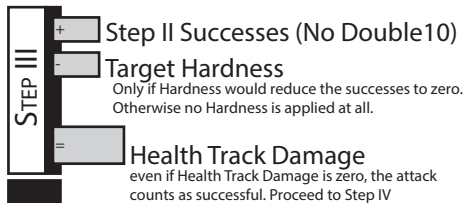
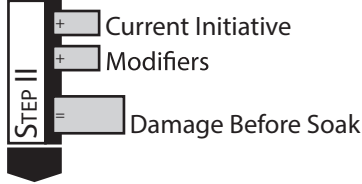
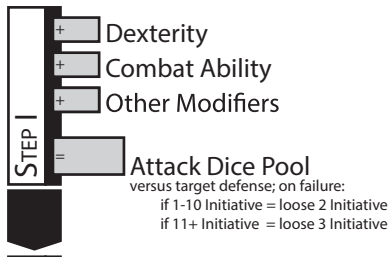
Forcing an enemy into Initiative Crash: +5 Initiative
Not available when target recovered from crash this turn or the last.

3 consecutive turns in Crash: Initiative reset.

ONSLAUGHT

Whenever an enemy attacks you, you receive a cumulative Onslaught Penalty of -1 to your defenses. This penalty resets when your turn comes up round.

DECISIVE ATTACK



SHIFT

If you crash the enemy that crashed you:

- Reset your Initiative to base value
- Roll Join Battle, add successes to Initiative
- Turn Resets - you may act again this turn
- Not possible when you crash yourself

CLASH

When two combatants attack each other on the same tick:

- Ignore Defenses
- Instead the attacks become a opposed roll
- Threshold successes on Clash roll are added to withering attacks' raw damage
- 3 additional Initiative gained on withering attack
- On decisive attacks, a won clash adds 1 automatic point of Health Track damage after all damage has been rolled
- The looser of the Clash roll suffers a -2 penalty to Defenses until his next turn comes up

COMBAT ACTIONS

Attack Action

- Withering or Decisive Attack; see page 1

Aim Action

- +3 Attack on next turn
- target moving out of range / into cover means the bonus is completely lost.
- Required to attack a target from medium or longer ranges; does not grant the +3 bonus
- To gain the +3 bonus at medium+ range, two aim actions are required
- Can not be flurried

Defend Other

- Defend another character
- Apply parry to the character you protect
- If an attack overcomes your parry value, the attacker can choose to strike the defender or use the leftover successes to try and beat the original target's defenses
- If the attacker strikes the original target, he loses one Initiative die for his damage per two points of the defenders Defense value

Draw / Ready Weapons

- Draw a close-range weapon
- Ready a ranged weapon for use
- Reduces Defense by 1 until next turn
- Natural weapons need not be readied to work

Full Defense

- Increase Defense by 2 until next turn
- Loose 1 Initiative point
- Cannot be flurried with anything save social actions, cannot be used in Crash

Delay your turn

- Delay your turn; loose 2 Initiative

MOVEMENT ACTIONS

Move (Reflexive Action)

- Move 1 Range Band

Rush (Combat Action)

- Against anyone in short range.
- Can be used after reflexive move action
- Contest: (DEX+Athletics) between characters
- If the rushing character wins, he may reflexively move one range band towards his target when they move

Disengage (Combat Action)

- Must be taken when in melee combat
- Retreat to Short range from enemy
- Opposed roll (DEX+Dodge) vs. (DEX+Athletics)
- Move away only if you defeat all opponents
- If one of the enemies you disengaged moves close to you, you may immediately move another range band away
- Loose 2 Initiative, even if unsuccessful

Rise from Prone (Combat Action)

- Roll (DEX+Dodge) vs. Difficulty 2 to rise

Take Cover (Combat Action)

- Roll (DEX+Dodge) against Difficulty by GM
- Defense +1 (Light Cover)
- Defense +2 (Heavy Cover)

Withdraw (Combat Action)

- Flee a Battlefield wholesale
- Extended (DEX+Athletics) roll [Difficulty 1, Goal 10, Interval 1 round]
- Only when at medium+ ranges from all enemies
- Move 1 Range Band
- Loose 10 Initiative
- Success at Extreme range: Fled the field