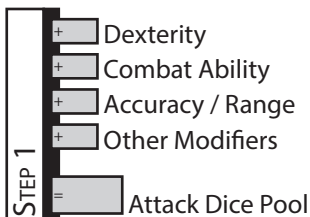
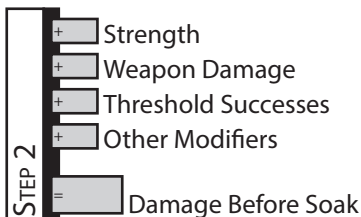


WITHERING ATTACK



Roll the dice pool against the target's defense. If the number of successes on the roll is at least **equal** to the defense, the attack hits. Proceed to the next step.

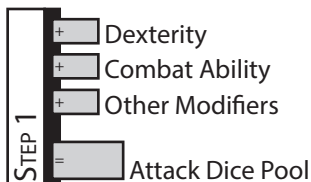


Reduce the calculated pool by the amount of soak the target has. Roll the remaining dice pool. You always roll **at least** as many dice as your *Overwhelming* rating for your weapon. Double 10s apply.



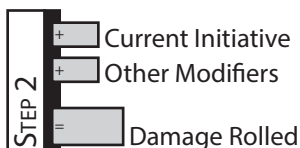
Subtract that much *Initiative* from your target and add the same amount **plus one** to your own.

DECISIVE ATTACK



Reminder: No *Accuracy* bonus is added to this roll! Roll the dice pool against the target's defense. If the number of successes on the roll is at least **equal** to the defense, the attack hits. Proceed to the next step.

On a failure: If Initiative is 10 or less, lose 2 points
If Initiative is 11+, lose 3 points



If the damage rolled value is equal or less than the target's *Hardness* rating, no damage is rolled at all. Otherwise, roll normally. Double 10s do **not** apply.

STEP 3 Reset Initiative

After a successful attack, reset to *Base Initiative* (usually three).
Beware: This leaves you within easy reach of being crashed by enemies, including your target.

INITIATIVE CRASH

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When your Initiative becomes negative, you are in the Initiative Crash. This has the following effects:

- Hardness becomes 0 (including artifact-granted)
- No decisive attacks allowed
- No Charms with the *Perilous* keyword usable
- Self-imposed Crashing lowers your Initiative by 5 more

Forcing an enemy into Initiative Crash yields the attacker (or otherwise directly-responsible party) 5 points of additional Initiative. This bonus is only granted if the enemy you crash, has not just recovered (this round or the last one) from another Crash.

After 3 consecutive turns in Initiative Crash, a reset to Base Initiative occurs automatically at the start of the turn.

INITIATIVE SHIFT

Page 194

While you are still in Initiative Crash and manage to Crash the enemy responsible yourself, you gain some benefits:

- Reset your Initiative to base value (usually 3)
- Roll Join Battle
- Turn reset - you may immediately act again
- Not possible if you have crashed yourself

CLASH

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When two combatants attack each other on the same tick, they do not make normal attacks. Instead the attack becomes an opposed roll. On a *Withering* attack:

- Threshold successes by the winner of the Clash roll are added to the withering damage.
- The attacker gains 3 additional Initiative at the end of the withering damage roll.

On a *Decisive* attack:

- A won clash roll adds 1 automatic damage to the target's Health Track after all damage is rolled.

The loser of the clash suffers a -2 penalty to Defenses until the start of his next turn.

ONSLAUGHT PENALTY

Page 194

You receive a -1 cumulative penalty to your defenses until the start of your next each time an enemy attacks you. Your defenses can be reduced to 0 but not below.