



Combat & Chase Reference

Attack Rolls

Attack Rolls	
6	Critical Hit: Effect and 2 times ♠
4-5	Solid Hit: ♠ and Effect
3	Glancing Hit: ♠ or Effect (player's choice)
2	Miss
1	Miss and you gain a Strike (see below)

When you Miss, take a Miss Token. Spend after a future attack roll for +1 (or turn a 1 into a 3 with a Strike).

List of Statuses

“No O/M” is short for “No Opportunities nor Miss Effects.”
 “MBA” & “RBA” short for “Melee/Ranged Basic Attack.”

Blinded: All your attacks have Disad. Melee attacks against you have Adv. No O/M.

Bloodied: Having less than half your HP. No effect.

Dazed: Only one Action per turn. No O/M.

Distracted: No Role Actions. No O/M.

Dominated: Dominator tells you what to do. No O/M.

Frenzied: Roll a die. On a 1, Dominated. On a 2, run at origin then make MBA with Disad. if in range. On a 3 or 4, charge origin if in range, or run at it and RBA it if not. On a 5 or 6, take turn as normal, but may only use Basic Attacks.

Flying: Cannot melee, cannot be meleed, except for other Flyers. No Opportunities against nor from non-Flyers.

Grabbed: Immobilized until escape. No O/M.

Guarded: When attacked, treat 6's as 5's and 4's as 3's.

Harried: Disad. to Saving Throws, escape rolls, panic rolls.

Immobilized: Cannot move.

Incapacitated: Prone, Stunned, some of your effects end.

Invisible: Cannot be attacked except when you attack.

Marked: Grant an Opportunity when you make an attack that does not include Marker or shift while adjacent to it.

Ongoing X Damage: Take X damage at start of turn. If this would bring you to 0 HP, get one final action first.

Panicked: Roll a die. On a 1, Dominated. On a 2, run away from origin then make RBA with Disad. if in range. On a 3 or 4, take cover from origin then RBA it. If no cover available, treat as a 2. On a 5 or 6, take turn as normal, but may only use Basic Attacks.

Prone: Slowed. No O/M. Stand up as Move Action.

Restrained: Immobilized. Disad. on attacks. No O/M.

Slowed: Speed reduced to 2. Cannot Shift.

Stunned: No actions. No flanking. No O/M.

Weakened: Half damage, round down.

Opportunity

Grant an Opportunity (take 2 damage) when:

- You leave a square within an enemy's reach without shifting, and without moving closer to them.
- You gain the Flying Status adjacent to an enemy.
- You make a ranged attack adjacent to an enemy.
- You are Marked and make an attack that does not include the Marker.
- You are Marked and shift while adjacent to Marker.

Common powers

All players have these powers:

✘ **Melee Basic Attack** At-Will ⤴ ♠2

Effect: None

✘ **Ranged Basic Attack** At-Will ⤴5 ♠2

Effect: None

✘ **Charge** At-Will

Move up to your speed to a square adjacent a creature and make a Melee Basic Attack against it. Each square of movement must bring you closer to the target. You cannot Charge through difficult terrain.

Rally Encounter No Action

Special: You may only use this on your turn, but you may use at any point in your turn, even while Incapacitated, Dominated, or under any other Status. Spend an Action Point. Regain 4 Hit Points and regain the use of one Encounter Power from your Class (i.e. not a Role Action) you have expended.

👥 **Assess** At-Will

Roll a die and ask the GM that many questions from the lists below.

About an enemy:

- How many Hit Points does it have?
- Summarize its powers?
- What are its special traits?
- Is it carrying anything strange or unique?

About the encounter:

- Who is really in charge?
- What can I use against the enemies?
- What can they use against me?
- Are there hidden doors or traps?
- Are there hidden enemies?

On Your Turn

On your turn, the following steps happen in order. Within any step, the order of resolution is up to you.

- Resolve start of turn effects, take Ongoing Damage.
- Use Attack, Role, and Move Actions.
- Roll Saving Throws
- Resolve end of turn effects.

Spending Action Points

Use Rally on your turn (even when below 0) to gain 4 HP and regain Encounter power. Use your Action Trigger.

Conditions

Winded/Exhausted: Disadvantage to attack rolls in the first round.

Major Conditions: -1 to all rolls.

Improvising

Improvised attacks generally do 3 damage, with an effect determined by the GM. For non-attacks, use basic Skill rules.

Below Zero

While at or below 0 HP, Incapacitated. At or below -5 HP, Taken Out

Comeback Roll: 1 or 2: Lose 2 HP. 3 or 4: Nothing. 5 or 6: Regain 1 HP, take your turn.

Advantage and Disadvantage

When flanking or target is prone, melee attacks have Advantage.

With cover or concealment, attacks against you have Disadvantage.

Winning and Losing

Win or lose, players get:

Individual Strikes	
0-1	No Condition
2-3	Winded
4	Exhausted
5+	Injured

If they win, N players owe:

Team Strikes	
< N	No Concession
N to < 2N	Minor Concession
2N to < 3N	Major Concession
3N or more	Pyrrhic Victory

Chase

Runners are trying to flee. Chase generally starts at Medium range, and can progress to Far or Close ranges. Closer than Close: Runners caught. Farther than Far: Runners escape.

Step 1: Runners secretly pick an action while Chasers secretly predict one. (In practice, GM secretly decides then players openly discuss) Correct prediction gives Chasers Advantage. Opposite prediction gives Chasers Disadvantage. See the following chart.

After prediction, Chasers have...						
	Chasers	Flee	Hide	Double Back	Set Up	Risk
Runners						
Flee	Adv.	Disad.	Disad.	—	—	—
Hide	Disad.	Adv.	—	—	—	—
Double Back	Disad.	—	Adv.	—	—	—
Set Up	—	—	—	Adv.	Disad.	—
Risk	—	—	—	Disad.	Adv.	—

Step 2: Each side rolls. Rolls resolved depending on Runners' action. **Range Modifier:** Chasers get -1 at Close range, +1 at Far.

Chase Actions

Flee: Runners win: Increase range. Chasers win: Decrease range.

Tie: No change.

Double Back: Runners win: Range set to Far. Chasers win: Decrease range by 1. Tie: At Close, Runners lose. At Medium, no change.

Set Up: Runners win: Runner Advantage next move. Chasers win: Decrease range. Runner Advantage next move. Tie: No change.

Risk: Runners roll first. 3 or lower: Runners crash and lose.

Above 3: Chasers can give up (range increases twice), or follow and roll. If they follow, 3 or less (not counting Range Modifier) means Runners win. Otherwise, compare rolls as Flee.

Hide: Chase is over. Resolve as Opposed Roll. Runners get +1 at Far Range instead of Chasers. Tie: Runners hidden but pinned down.

Cannot Hide at Close range nor Double Back at Far range.

Shooting in Chase

At least 1 shooter rolls higher than opponent: -1 to opponent's roll.

Shooter rolls a 6: One opponent taken out of the Chase (Injured).

Shooting and driving at the same time: Both have Disadvantage.

Danger Level

Rated from 0 to 2. If either team (or both) rolls less than or equal to the Danger Level (not counting Range Modifier), they crash.

Winner of any round can increase or decrease Danger Level by 1.