

**Roll Trait Die, plus or minus modifiers (4 is Target Number)****ACE**

If highest possible number on a dice (Explode), roll again

**Wild Die**

Roll d6 with any trait test, use the highest (1 die per action)

RAISES

Every 4 points over Target Number

UNTRAINED

Roll d4 (-2 on total). Some skills can't be rolled

PARRY

2 + Half Fighting

TOUGHNESS

2 + Half Vigor

Critical Failure

Snake Eyes

BENNIES

Reroll any Trait test
Reroll Damage
Draw New Action Card
Recover from Shaken
Soak Damage
Regain 5 PP's
Influence Story

**COMBAT****SURPRISE**

Side with Surprise counts as on Hold
Other side make notice rolls
Success gets card, fail none for round

Multiple-Actions

-2 for each extra Action
Maximum of 3 Total

**INITIATIVE**

Single Card

Ace to Two

Spades ♠

Hearts ♥

Diamonds ♦

Clubs ♣

**HOLD**

Choose to take Action later
Can interrupt actions with Opposed Athletics
Lasts into other rounds

THE JOKER

Act Anywhere in Round
+2 To Trait and Damage Rolls
All Players Get a Benny

MELEE ATTACKS

Fighting Skill
Target Parry #
Success = Roll Damage
Each Raise = +d6
Damage

RANGED ATTACKS

Shooting Skill
Target of 4 + Modifiers
Success = Roll Damage
Each Raise = +d6
Damage

ALLY SUPPORT

Skill Roll to give Ally +1
(+2 w/ Raise) to Single Skill for round
Critical Fail = Ally gets -2 to Skill

TEST ATTACKS

Attackers Skill versus Opponents linked Attribute
Success = Attacker chooses Distracted or Vulnerable result

DAMAGE

Melee = Str die + Weapon die (No Wild)
Range = Weapon die set damage (No Wild)
Target Toughness

Attack Roll < Toughness = No Effect
Attack Roll >= Toughness = Shaken (1 Wnd if Shaken)

1 Raise = 1 Wound
2 Raises = 2 Wounds
3 Raises = 3 Wounds
4 Raises = Out

**SOAK DAMAGE**

Costs 1 Benny
Make Vigor Check
Each Success and Raise removes 1 wound as it happens
Only 1 Per Attack, May reroll with Benny

SHAKEN

Spirit Roll at Start of turn to recover
Success = Act Normal
Fail = Free Actions Only
Benny to recover at any time

FATIGUE

Fatigued (-1 to Roll)
Exhausted (-2 to Roll)

**FEAR CHECK**

Spirit Roll

WOUNDS

Every Raise = 1 Wound
Extras Out on 1
Wild Cards Out on 4
-1 to Pace and Trait rolls for each Wound

BLEEDING OUT

Vigor Check at Start of Turn
Failure = Dead
Success = Survives
Raise = Stabilized
Continue until Stabilized

RANGE

Short (TN=4)
Medium (-2 to roll)
Long (-4 to roll)
Extreme (-8 to roll)

COVER

Light (-2 to Roll)
Medium (-4 to Roll)
Heavy (-6 to Roll)
Near Total (-8 to Roll)

PRONE

-4 to Hit at Range of 3
+2 to Hit if attacked by Melee
-2 to Attack Roll if in Melee

ILLUMINATION

Dim (-2 to Roll)
Dark (-4 to Roll)
Pitch Dark (-6 to Roll)

GANGING UP

+1 Fighting per additional adjacent attacker to a maximum of +4