

## Combat Turn Sequence

### 1. Initiative

-/+ mods (wounds, spells, boosters, etc.)

### 2. Create Turn Order

- Assign all initiative values to INI-chart.

### 3. Action Phase

A) Declare attack / action and target declares defense when possible

- Standard Defense, Dodge, Parry, Block, Full Defense (p168)

B) Attack (ATK) / action

- Roll **Skill + Attribute + mods [Limit]** to get **nATK** (n=nethits)

- Wound (p169)

- Environmental (2 worst, or if same +1 severity) (p175)

+ Environmental compensation

- Recoil (p175)

+/- Situational (p176)

C) Defense (DEF)

C-a) Roll selected defense when possible, standard (**R+I+mod**), to get **nDEF**

- IF **nDEF > nATK** => **Miss**

- IF **nDEF = nATK** => **Grazing Hit** (touch, no direct dmg) (p173)

- else **Hit**

C-b) Calculate damage type

- **nATK + DV = mDV**

- **DEF/AV - ATK/AP = mAV**

- IF **mDV ≥ mAV** damage is **type P**

- else damage is **type S**

D) Final Damage (FD)

- IF **mAV > 0**

roll **mAV + Body = FnDEF**

- else

roll **Body = FnDEF**

- Calculate **FD = mDV - FnDEF**

### 4. End of Action