

HERO COMBAT SURVIVAL GUIDE

If you are having problems:	And	Then Try...	Game Effect:
Hitting your foe (foe has high DCV)	Your Team outnumberers the foe	Flanking or surrounding	-1 DCV for each character on a target
	You are fearsome or the foe is a coward	A presence attack	Lowers opponents actions and may even lower DCV
	You are dealing plenty of damage if you hit	Spread your attack	+1 OCV for each -1d6 damage
	You are using a ranged weapon	Swap to melee weapon	No Range modifier
	You are okay with lowering your defenses until next phase with ranged weapon	Brace	+1 OCV with ranged weapon
	You are okay with taking a phase to aim with a ranged weapon	Set	+2 against range modifiers
	Its phase 12	Hold your phase until foe moves	They cannot abort to dodge or block and might use a maneuver that reduces DCV
	You are more mobile than opponent or can distract them	Attack from behind	Cuts DCV in half
	You have an area effect attack	Use AE on them	Only have to hit hex
Damaging your foe (foe has high defenses)	You are not having problems hitting your foe	Dial all levels into damage	Increases damage dealt for each 2 levels
	You don't mind being hit in the next attack	Try a haymaker	Adds 4 damage classes to attack
	You outnumber your foe	Coordinate your attacks	Makes it easier to stun foe
	Foe is unaware of you	Attack from surprise	Foe is 1/2 DCV and easier to stun
	You have special attacks	An Armor Piercing attack	Halves target's defenses
An NND attack		Ignores normal defenses	
Your foe is better in combat than you	Is faster than you	Hold your attack	Move in a segment foe does not
		Block your foe's attack	Move before foe next phase
	Is more accurate than you (higher OCV)	Dial levels to DCV	Raises your DCV

Aborting an attack = give up your next phase to move early for certain maneuvers.

Stunned targets are 1/2 DCV and can only recover from being stunned

If you are having problems:	And	Then Try...	Game Effect:
Being hit too easily	The terrain is varied	Get behind cover	Increases DCV
	You are in melee combat	Block your foe's attack	Stops damage and you go before foe next phase
		Half move away and dodge	Adds range, increases DCV
		Move away and use ranged weapon	Can fight from cover and add range modifiers to foe's OCV
	You are faster than your foe	Abort to dodge	+3 DCV and lose next phase
	You face multiple enemies	Try a sweep attack	Halves your DCV but can hit multiple targets
		Use AE attack	Only have to hit DCV 3
		Spread into multiple areas	Can hit adjacent foes
Autofire Sprayfire		Fire into multiple targets at -1 OCV per 2m area fired into	
Things getting desperate	You are getting worn out (low END)	Dodge and wait for post-12 recovery	Raises DCV until you can recover
		Get range from foe behind cover and recover	Gives cover and recovering heals lost END and Stun
	You are going to be defeated if you keep fighting	Half move away and dodge	Adds range and +3 DCV
		Shove your foe	Moves foe away

COMBAT MANEUVERS

MOVE	TIME	OCV	DCV	EFFECT	MOVE	TIME	OCV	DCV	EFFECT
Block	1/2	--	--	Blocks melee attacks, can abort for	Move Through	1/2	-v/10	-3	(STR+v/6)d6 damage to foe †
Brace	0	+2	1/2	OCV bonus vs range only	Pull your Punch	1/2	-1/5d6	--	Deal stun damage and 1/2 BODY
Disarm	1/2	-2	--	Beat their strength roll to disarm foe	Roll with the Punch	1/2	-2	-2	Take half damage, can abort
Dodge	1/2	--	+3	Dodge all attacks, can abort for	Set	1	+1	--	Extra time to aim with ranged attack
Dive For Cover	1/2	--	--	Avoid AE w/DEX roll, can abort	Shove	1/2	-1	-1	Push foe away 1m/5 STR used
Grab	1/2	-1	-2	Grab foe, can squeeze, slam, or throw	Snap Shot	1	-1	--	Fire and duck behind cover
Haymaker	1/2*	--	-5	+4 damage to any attack	Throw	1/2	--	--	STR damage and foe is prone
Move By	1/2	-2	-2	(STR/2)+(v/10)d6 damage to foe †	Trip	1/2	-1	-2	Knock foe prone

*Haymakers land the beginning of the next segment

Time = 1/2 or full phase action

† You may take a fraction of the damage from using these maneuvers