CCoommbbaatt SSuummmmaarryy

Determine initiative order by (I). If multiple combatants have tied (I), use (Agi) instead.

1. Determine Suprise!	Check Surprise.
2. Round begins.	Apply effects if necessary.
3. Combatants take turns.	Perform an Action and a Move in initiative order.
4. Round ends.	Apply effects if necessary.
5. Repeat steps 2-5.	

Surprise!

Hiding:	Make a successful Stealth Test in appropriate cover. Characters may oppose this with a Perception Test if they are wary.
Sneaky Tactics:	Attack from behind, in the dark, through heavy fog, or from above! The GM may allow a Perception Test to spot the incoming attackers.
Distractions:	Loud bangs, milling crowds or an especially engaging sermon
Unprepared Defenders:	If the enemy are particularly unwary, the attackers automatically surprise their victims.
Something Else:	Player ideas with GM discretion

If there is a chance the ambushers will be spotted, make an Opposed Stealth vs Perception Test, usually with the character with the worst Stealth opposing all potential spotters. If the ambusher wins, each defeated character gains the Surprised Condition.

If anyone is surprised, they can use a Resolve point to remove the Surprised Condition.

Surprised: You can take no Action or Move on your turn and cannot defend yourself in opposed Tests. Any opponent trying to strike you in Melee Combat gains a bonus of +20 to hit. The Surprised Condition does not stack. At the end the Round, or after the first attempt to attack you, you lose the Surprised Condition.

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