

DO SOMETHING UNDER FIRE

When you **do something under fire**, or dig in to endure fire, roll+cool. On a 10+, you do it. On a 7–9, you flinch, hesitate, or stall: the MC can offer you a worse outcome, a hard bargain, or an ugly choice. On a miss, be prepared for the worst.

ATTACK SOMEONE

When you **attack someone unprepared, unsuspecting, or helpless**, roll+hard. On a 10+, inflict full harm as established. On a 7–9, they're able somehow to dodge, block, or duck, or else you just don't quite strike home; inflict little harm. In either case, if they can and do choose to fight back, now you're doing battle with them. On a miss, be prepared for the worst.

DO BATTLE

When you **do battle with someone**, choose the appropriate extended battle moves with the MC, and see them through.

GO AGGRO

When you **go aggro on someone**, say what you want them to do, and say what you'll do if they don't. Roll+hard. On a 10+, they have to choose: force your hand, or cave and do what you want. If they force your hand, you can do what you threatened, including inflicting harm as established. On a 7–9, they can choose to force your hand or to cave, but they can also choose instead to fight back or make a break for it, and now you're doing battle with them. On a miss, be prepared for the worst.

SEDUCE OR MANIPULATE

When you **try to seduce or manipulate someone**, tell them what you want and roll+hot. For NPCs: on a hit, they ask you to promise something first, and do it if you promise. On a 10+, whether you keep your promise is up to you, later. On a 7–9, they need some concrete assurance right now. For PCs: on a 10+, both. On a 7–9, choose 1:

- *if they do it, they mark experience*
- *if they refuse, erase one of their stat highlights for the remainder of the session*

What they do then is up to them.

On a miss, for either NPCs or PCs, be prepared for the worst.

HELP OR INTERFERE

When you **help or interfere with** someone who's making a roll, roll+Hx. On a 10+, they take +2 (help) or -2 (interfere) to their roll. On a 7–9, they take +1 (help) or -1 (interfere) to their roll. On a miss, be prepared for the worst.

READ A SITCH

When you **read a charged situation**, roll+sharp. On a hit, you can ask the MC questions. Whenever you act on one of the MC's answers, take +1. On a 10+, ask 3. On a 7–9, ask 1:

- *where's my best escape route / way in / way past?*
- *which enemy is most vulnerable to me?*
- *which enemy is the biggest threat?*
- *what should I be on the lookout for?*
- *what's my enemy's true position?*
- *who's in control here?*

On a miss, ask 1 anyway, but be prepared for the worst.

READ A PERSON

When you **read a person** in a charged interaction, roll+sharp. On a 10+, hold 3. On a 7–9, hold 1. While you're interacting with them, spend your hold to ask their player questions, 1 for 1:

- *is your character telling the truth?*
- *what's your character really feeling?*
- *what does your character intend to do?*
- *what does your character wish I'd do?*
- *how could I get your character to ___?*

On a miss, ask 1 anyway, but be prepared for the worst.

OPEN YOUR BRAIN

When you **open your brain to the world's psychic maelstrom**, roll+weird. On a hit, the MC will tell you something new and interesting about the current situation, and might ask you a question or two; answer them. On a 10+, the MC will give you good detail. On a 7–9, the MC will give you an impression. If you already know all there is to know, the MC will tell you that. On a miss, be prepared for the worst.

SESSION END

At the end of every session, choose a character who knows you better than they used to. If there's more than one, choose one at your whim. Tell that player to add +1 to their Hx with you on their sheet. If this brings them to Hx+4, they reset to Hx+1 (and therefore mark experience). If no one knows you better, choose a character who doesn't know you as well as they thought, or choose any character at your whim. Tell that player to take -1 to their Hx with you on their sheet. If this brings them to Hx -3, they reset to Hx=0 (and therefore mark experience).

OVERVIEW

Battles play out in several stages.

First, **choose which kind of fight** best fits your circumstances:

- *an assault on a held position (and which side is which)*
- *single combat, hand to hand, gladiator pit optional*
- *a chaotic free-for-all*
- *a running gunfight*
- *a hunter's chase (and which side is which)*
- *a road war*
- *a massacre, a field massed with noncombatants*
- *cat and mouse, trying to get the drop on each other*

Once you've chosen, take a minute to **figure out harm as established**. Remember that you inflict harm equal to your weapons' harm minus your enemies' armor, and you suffer harm equal to your enemies' weapons' harm minus your own armor. While you're at it, remember that gangs of different sizes get harm and armor modifiers too.

If there are gangs involved, pull out the rules for when gangs take harm. If there are vehicles involved, pull out the rules for when vehicles take harm.

If you don't know how much harm you'll be inflicting and suffering, you'll make poor decisions during the battle, so hold your dice off the table and don't proceed until the MC tells you what's what.

Now **go ahead to the extended battle moves** you've chosen. They share three core features: rolling to spend blind, an exchange of harm as established, and then a decision point, whether the battle ends or continues into a next round.

Some of the moves give you the opportunity to spend 1 to **take a single, short, personal action**. Examples include attacking a single named enemy within your reach, slipping yourself or someone else out of the battle, stealing something while the battle's occupying everyone's attention, or making some other move of your own.

You can go ahead and choose this option when you want to, especially if it's obvious that the opportunity's there. If it seems iffy to you, you can still try it, just be prepared for the MC to have you back up and do something else instead.

Always work with the MC to integrate your personal business into the unfolding action. The MC's in charge of timing and resolving it, so don't push back.

ASSAULTING OR DEFENDING A HELD POSITION

When you **assault a held position** or **hold a position against assault**, both sides inflict and suffer harm as established. Roll+hard. On 10+, spend 3. On 7-9, spend 2. On a miss, spend 1. Spend them blind, on the following:

- *Provide supporting fire. Add +1harm to the harm your side inflicts.*
- *Provide covering fire. Add +1armor to your side.*
- *Lead an advance (attackers) or hold strong (defenders). Whichever side spends more on this, wins the round.*
- *Take a single, short, personal action.*

For any side with NPC combatants, the MC gets to spend 2 for that side as well. The MC may choose to spend 1 or 3 instead for either side, but must declare that she's doing so. 1 is for a gang weak, afraid, or lacking leadership or will; 3 is for a gang fearless, devoted, or mindless.

If the attackers win the fight, the defenders choose:

- *We flee.*
- *We surrender.*
- *We hold out and keep fighting, but suffer +1 harm for it. The battle continues to another round.*

If the defenders win the fight, the attackers choose:

- *We cede your position and withdraw.*
- *We dig in to wait you out.*
- *We rally and press the attack, but suffer +1 harm for it. The battle continues to another round.*

If it's a tie, then the attackers choose whether to withdraw or press the attack, in which case the battle continues to another round.

If the battle continues to another round, be sure to inflict harm first.

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SINGLE COMBAT, HAND TO HAND, GLADIATOR PIT OPTIONAL

When you **do single combat with someone**, both you and your enemy inflict and suffer harm as established. Roll+hard. On a 10+, spend 3. On a 7-9, spend 2. On a miss, spend 1. Spend them blind, on the following:

- *Strike hard. Inflict +1harm.*
- *Defend yourself. Gain +1armor.*
- *Seize the victory. Whichever of you spends more on this, wins the round.*

If your enemy is an NPC, the MC gets to spend 2 for her as well. The MC may choose to spend 1 or 3 instead, but must declare that she's doing so. 1 is for an NPC weak, afraid, or lacking will; 3 is for an NPC distinguished by her bloodlust.

Whichever of you wins, if the loser is still alive, the loser chooses:

- *You have me at your mercy. What do you do to me?*
- *You drive me into terrified flight. Do you pursue me?*
- *This is a fight to the death. We continue to another round.*

If it's a tie, then if both of you want to end the fight, it ends, but if either of you want to fight on, it continues to another round.

A CHAOTIC FREE-FOR-ALL

When you're involved in a **chaotic free-for-all**, the mass of combatants as a whole takes harm as established, as a single gang inflicting harm on itself. Roll+hard. On 10+, spend 3. On 7-9, spend 2. On a miss, spend 1. Spend them blind, on the following:

- *Add to the chaos. The combatants as a whole suffer +1harm.*
- *Defend yourself. Gain +1armor.*
- *Defend someone else. They gain +1armor.*
- *Take a single, short, personal action.*

For each named NPC in the fight, the MC gets to spend 1 as well. The MC can choose to spend 0 or 2 instead, but must declare that she's doing so. 0 is for unarmed or otherwise semi-incapacitated NPCs; 3 is for NPCs distinguished by their violent competence and calm in chaos. If the number of named NPCs is large, be patient while the MC lists her spends.

After the exchange of harm, the fight ends, unless or until someone reignites it.

A RUNNING GUNFIGHT

When you **engage in a running gunfight**, play it out in 2-stage rounds.

Stage 1: the MC tells you about the terrain you're navigating.

Stage 2: make your move and exchange harm.

If the battle isn't over, go back to stage 1 and do it all again.

THE TERRAIN

There's no safe and solid ground, not really. MC, choose at least 1 and describe it:

- *a precipice*
- *a wall*
- *shifting ground*
- *an exposed place*
- *an overhang*
- *broken ground*

During the rest of the round, if anyone manages to take real tactical advantage of the terrain, you can choose to give them a bonus. Judge the advantage they've taken and give them the bonus you think best:

- *+1 to a roll*
- *+1armor*
- *a shot where they had none*
- *-1 to an enemy's roll*
- *+1harm*
- *a move where they had none*

THE MOVE

Both sides inflict and suffer harm as established. Roll+hard. On 10+, spend 3. On 7-9, spend 2. On a miss, spend 1. Spend them blind, on the following:

- *Provide supporting fire. Add +1harm to the harm your side inflicts.*
- *Provide covering fire. Add +1armor to your side.*
- *Cover ground. Whichever side spends more on this, wins the round.*
- *Take a single, short, personal action.*

For any side with NPC combatants, the MC gets to spend 2 for that side as well. The MC may choose to spend 1 or 3 instead for either side, but must declare that she's doing so. 1 is for a gang weak, afraid, or lacking leadership or will; 3 is for a gang fearless, devoted, or mindless.

Whichever side wins, they choose:

- *We outdistance you and get away.*
- *We go to ground in a place of our choice.*
- *We corner you in a place of our choice.*

However, if they won by only 1 spend, the losers can defy their choice; the battle continues to the next round, with terrain, above. However, the winners keep their advantage, in the form of 1 free additional spend to cover ground.

If it's a tie, then the battle continues to the next round, with terrain, above.

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A ROAD WAR

When you **fight a road war**, play it out in three-stage rounds.

Stage 1: the MC tells you about the terrain you're tearing through.

Stage 2: the drivers make their move. This tells you where the cars and other vehicles are, relative to each other.

Stage 3: everybody else makes their move and you all exchange harm.

If the battle isn't over, go back to stage 1 and do it all again.

THE TERRAIN

There's no safe and solid ground, not really. MC, choose at least 1 and describe it:

- a precipice
- a wall
- shifting ground
- an exposed place
- an overhang
- broken ground

Before the drivers make their move, they each have to choose and tell you whether they'll drive cautiously to protect themselves from the terrain. If they do, they spend 1 less than their roll gives them. If they don't, have them act under fire or take other penalties for the danger the terrain represents.

Thereafter, **during the rest of the round**, if anyone manages to take real tactical advantage of the terrain, you can choose to give them a bonus. Judge the advantage they've taken and give them the bonus you think best:

- +1 to a roll
- +1armor
- a shot where they had none
- -1 to an enemy's roll
- +1harm
- a move where they had none

THE DRIVERS' MOVE

Roll+cool. On a 10+, spend 3. On a 7-9, spend 2. On a miss, spend 1. Spend them blind, on the following:

- *Shoulder another car. Spend more than 1 to more decisively shoulder the same car, or to shoulder another car too.*
- *Drive defensively.*
- *Pull ahead. Each 1 that you spend, you get +1position against the other cars.*

Spend for your car's battle tags, too:

- *Each +1massive lets you spend 1 more to shoulder another car, if you choose.*
- *Each +1handling lets you spend 1 more to drive defensively.*
- *Each +1speed lets you spend 1 more to pull ahead.*

For NPC drivers, the MC gets to spend 2. The MC may choose to spend 1, 3, or 4 instead, but must declare that she's doing so. 1 is for a poor or impaired driver; 3 is for a terror behind the wheel or an exceptionally powerful vehicle; and 4 is for both. If the number of NPC drivers is large, be patient while the MC lists her spends.

V-harm: when you shoulder another car, it takes v-harm equal to what you spent to shoulder it, minus what its driver spent to drive defensively.

When you suffer v-harm, roll+v-harm suffered. On a 10+, you lose control, and your attacker chooses 1:

- *You crash.*
- *You spin out.*
- *Choose 2 from the 7-9 list below.*

On a 7-9, you're forced to swerve. Your attacker chooses 1:

- *You give ground (-2 to your position).*
- *You're driven off course, or forced onto a new course.*
- *Your car takes 1-harm ap.*

On a miss, you swerve but recover without disadvantage.

When an NPC's car takes v-harm, the MC can ask you to roll it, or can choose to roll it herself.

Position: reorder the cars in cumulative position order, from least to greatest. Cars with the same position are in direct contact. Cars within 1position of one another are within hand weapon range. Cars within 3position of one another are within close weapon range. Cars beyond 3position of one another are within far weapon range.

EVERYBODY ELSE'S MOVE

Both sides inflict and suffer harm as established. Roll+hard. On 10+, spend 3. On 7-9, spend 2. On a miss, spend 1. Spend them blind, on the following:

- *Provide supporting fire. Add +1harm to the harm your side inflicts.*
- *Provide covering fire. Add +1armor to your side.*
- *Take a single, short, personal action.*

For any side with NPC combatants, the MC gets to spend 2 for that side as well. The MC may choose to spend 1 or 3 instead for either side, but must declare that she's doing so. 1 is for a gang weak, afraid, or lacking leadership or will; 3 is for a gang fearless, devoted, or mindless. It shouldn't take her long, but be patient while the MC lists her spends.

After the exchange of harm, if the trailing side wants to break off, they can, and the battle ends. Otherwise it continues to the next round, with terrain, above.

BOARDING A MOVING CAR

To board a moving car, roll+cool, minus the difference in position. On a 10+, you're on and you made it look easy. Take +1forward. On a 7-9, you're on, but *jesus*. On a miss, the MC chooses: you're hanging on for dear life, or else you're down and good luck to you.

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