

COMBAT REFERENCE

CORIOLIS - THE THIRD HORIZON

INITIATIVE & TURN ORDER

STEP	ACTION
1	All combatants roll 1D6 for initiative
2	Higher scores act first (ties: roll off)
3	Keep dice visible - score persists all combat
4	When all have acted, new turn begins
One combat turn = 10-20 seconds	

INITIATIVE MODIFIERS

SOURCE	MODIFIER
Surprise attack	+2 (first turn)
Weapon bonus	+X (must attack)
Bonus effect	+2 per six
Lower voluntarily	Any (permanent)

ACTION POINTS (AP)

EACH TURN

You receive **3 Action Points (AP)** to spend. AP refresh at the start of each turn.

TYPE	COST	EXAMPLES
SLOW	3 AP	Aimed shot, Full auto, First aid, Mystical power
NORMAL	2 AP	Melee attack, Normal shot, Reload, Ram vehicle
FAST	1 AP	Sprint (10m), Take cover, Draw weapon, Parry, Quick shot, Overwatch
FREE	0 AP	Roll armor, Defend (opposed), Quick shout

COMMON COMBINATIONS

3 Fast: Three quick actions

Normal + Fast: Standard attack + move

1 Slow: One careful action

MELEE COMBAT

MAKING AN ATTACK NORMAL - 2 AP

ROLL

MELEE COMBAT = Attribute + Skill + Weapon Bonus
Success = at least one 6

DEFENDING FAST REACTION - 1 AP

NPCs require 1 Darkness Point to defend

1. Declare **before** attacker rolls
2. Both roll MELEE COMBAT simultaneously
3. Defender spends sixes on effects

REQUIREMENT	DETAILS
Range	Close Range (~2m)
Posture	Must be standing
Weapon	Add Gear Bonus

QUICK MELEE FAST - 1 AP

- **-2 modifier** to attack
- Light weapons or unarmed only

EFFECT	RESULT
Decrease Damage	Cancel one attacker's six
Counterattack	Deal Weapon Damage
Disarm	Enemy drops weapon
Raise Initiative	+2 initiative
Unarmed vs. Weapon: -2 to defend	

MELEE BONUS EFFECTS (EXTRA SIXES)

EFFECT	COST	DESCRIPTION
Increase Damage	1 six	+1 damage (repeatable)
Critical Injury	Crit Rating	Roll D66 on critical table
Strike Fear	1 six	Target takes 1 stress (repeatable)
Raise Initiative	1 six	+2 initiative next turn
Disarm	1 six	Target drops weapon
Grapple	1 six	Pin opponent

BREAKING GRAPPLE

Opposed MELEE COMBAT. Normal action for pinned, free for grappler.

GRAPPLE ATTACKS

+2 modifier, unarmed only, target cannot defend.

RANGED COMBAT

ROLL

RANGED COMBAT = Attribute + Skill + Weapon Bonus + Modifiers | Success = at least one 6

RANGE MODIFIERS

DISTANCE	RANGE	MODIFIER
Close	~2m	-3 (melee) / +3 (unaware)
Short	~20m	0
Long	~100m	-1
Extreme	~1km	-2
Beyond range	+1 step	-3

TARGET SIZE

SIZE	MODIFIER
Prone/Small	-1
Normal	0
Large (vehicle)	+1
Huge	+2 or more

SHOT TYPES

TYPE	AP	MODIFIER	NOTES
QUICK SHOT	1	-2	Close/Short only; 3 quick shots = empty clip
NORMAL SHOT	2	0	Standard attack
AIMED SHOT	3	+2	Cannot use in melee
FULL AUTO	3	-2	Roll extra dice; 1 = empty clip

AUTOMATIC FIRE

1. Roll attack with **-2**
2. Keep rolling extra dice one at a time
3. **Roll a 1 = clip empty**
4. Can split dice between targets (Close Range apart)

RANGED BONUS EFFECTS

EFFECT	COST
Increase Damage	1 six (+1 dmg)
Critical Injury	Crit Rating
Suppressive Fire	1 six (1 stress)
Raise Initiative	1 six (+2)
Disarm	1 six

No Active Defense: You cannot defend against ranged attacks. Use **COVER** instead!

SPECIAL ACTIONS & TACTICS

COVER FAST - 1 AP

COVER TYPE	ARMOR
Divan	2
Table	3
Door	4
Inner Wall	5
Outer Wall	6
Brick Wall	7
Foxhole	8

Cover + Armor stack! Add dice together.

- **+1** to ranged attacks from cover (not quick shots)
- **Prone:** Enemies get **-1** to hit; you get **+1** fire support

ATTACK OF OPPORTUNITY FAST - 1 AP

Triggers when enemy:

- Moves **away** from melee with you
- Passes within Close Range

+2 modifier to attack roll

OVERWATCH FAST - 1 AP

1. Declare direction (90° arc)
2. Fire **normal shot (2 AP)** any time until next turn
3. Interrupts enemy actions

Breaks if you: Do other action, enter melee, or take damage

REACTIONS SUMMARY

REACTION	AP	TRIGGER
Defend (melee)	1	When attacked in melee
Attack of Opportunity	1	Enemy leaves/passes Close Range
Overwatch Fire	2	Enemy in your 90° arc

Save AP for reactions! Reactions use AP from current or upcoming turn.

DAMAGE & ARMOR

TAKING DAMAGE

1. Attack hits (rolled 6+)
2. Roll **Armor Rating** dice - each 6 = **-1** damage
3. Apply remaining damage to HP

BROKEN (0 HP)

- Cannot act or test skills
- Can still receive critical injuries
- **Recovery:** First aid (MEDICURGY, slow) or wait D6 hours

CRITICAL INJURIES

1. Spend extra sixes = weapon's **Crit Rating**
2. Roll **D66** on critical table
3. More sixes = reroll for worse

Fatal Injuries: Require first aid within time limit or death!

QUICK REFERENCE FLOWS

YOUR TURN

Start of Turn

Receive 3 AP

Choose Actions

Perform Actions

Save AP for Reactions?

End of Turn

MELEE ATTACK

Declare Attack (2 AP)

Target Defends?

No

Roll Attack

Yes

Both Roll

Any 6s? → Deal Damage

Apply Bonus Effects

RANGED ATTACK

Declare

→ Apply Modifiers
Range, Size, Type

→ Roll Attack

→ 6s?

→ Weapon Damage

Target: Armor + Cover

→ Bonus Effects

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