

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

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

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.

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

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

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

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

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

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

