

A review of how to resolve a round of combat

Once all players have selected and revealed their actions they are resolved in this order.

1: Attacks

By order of initiative, each attacker picks their target. If the attacker has a movement associated with their attack, they can use it to come into range, come back into range after a target moves, or step out of range after the attack.

If the target is not defending, the attacker rolls their fudge dice and reports the effect.

If the target is defending, the target may move 1 hex space. If they're still in range, or the attacker can move back into range, the target rolls their fudge dice to determine the success or failure of their defense.

2: Unattacked Defenders

Once all attacks have been resolved, any players who played a defense who were not attacked have the opportunity to move one hex space.

3: Movements

After resolving attacks and defenses, players who played a movement action have the opportunity to move. Moving later allows players to react to where their opponents moved, so the GM will assume all players wish to go in reverse turn order and start by asking the player lowest on the turn order who has played move to go first and proceeding upward. If a higher-initiative player wishes to move earlier in the turn order they're free to interject to exercise that prerogative.

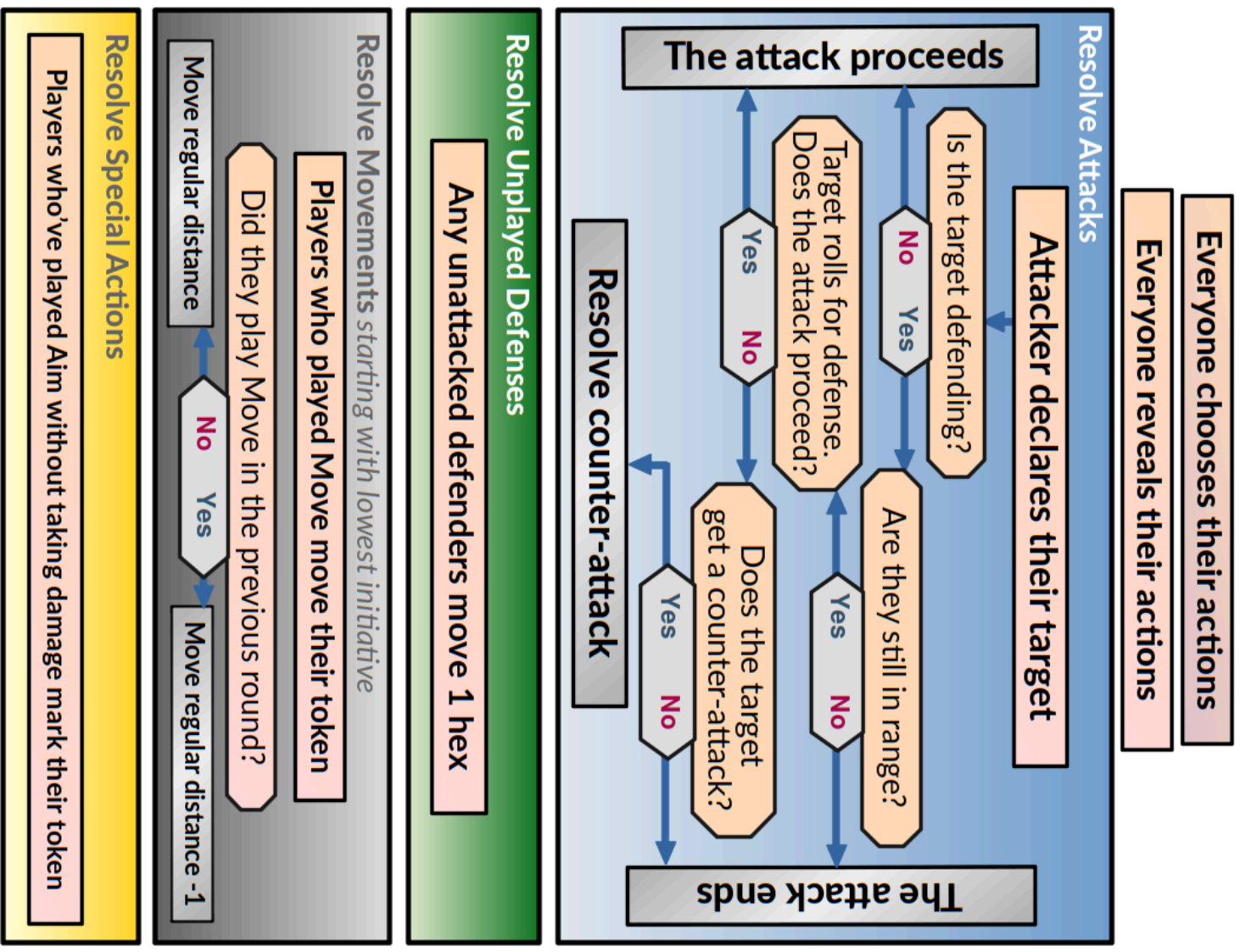
4 Aiming and Special Actions

After the movement phase is complete, any players who played an aim action and took no damage mark their tokens as having aimed. This is also when any other special actions like healing or hacking would take place.

The round ends. The GM should announce who is stunned, who has aimed, and who is behind cover and then tell players that they have 10 seconds to choose their action for the next round.

This concludes the basic combat rules! Further reading explains the effects of different attack cards and player special abilities and is optional. To see how these rules work in practice or try some scenarios yourself jump to the [Example Combat Encounter](#).

Below is a cheat sheet. It is not meant to teach the rules, only as a reminder.



Light Combat

The light combat system is meant to offer a succinct alternative to people who don't like devoting any more energy to preparing or running combat than necessary. Ultimately, it's assumed that most GMs run their combat as a hybrid of approaches rather than one system or another, so both the standard and light versions are presented as possibilities on a spectrum of options to be hacked as necessary.

Like the standard system, the light combat system consists of rounds in which GMs ask the players to quietly choose their action, then reveal them all simultaneously. However there is no map, and the system of determining effects is much more subjective.

Pre-game setup

- ☐ d10 Dice
- ☐ Character Sheets

Running Combat

Instruct players to declare their action for the round.

When a fight or other fast moving action sequence begins, ask everyone to think of what they do at that moment. Players may be advised to declare their action in similar terms to the standard combat actions listed on their character sheet ("Move", "Defend", "Punch", etc.), or just declare anything so long as it's a single non-run-on sentence.

Go around the table and resolve actions

Resolve actions by instructing players to make a relevant skill check, such as [Strength + Combat] or [Dexterity + Athletics] if necessary. Work clockwise or in whatever order makes sense based on the actions being played.

If so inclined, consider instructing players to declare when moving if they're moving into or out of cover or close contact.

Repeat until the pace of action doesn't require rounds

Have players declare their next action and repeat until the scenario no longer requires everyone describing what they're doing at the same moment.

Be sure to share what works for you!

If you find a variation on this that works for you or like to use a totally separate system entirely, share it with the community!

Additional Combat Rules

If a character has **armor** they subtract that value from the damage inflicted by each attack. Light armor reduces damage by 1 point. Heavy armor by 2 points. Each point of armor imposes a -1 disadvantage to Charisma checks.

If a character reaches or falls below 0 HP or is **restrained** using the restrain action then they become **incapacitated**. The effect is the same as being stunned. They remain lucid and can speak, but cannot perform any action besides defending at disadvantage. They may move one hex space per round.

If they fall below -10 HP then they are **dying**. They no longer can perform even the defend action. They remain conscious but take one additional point of damage for each round or every 30 seconds until stabilized. If they reach -20 HP then they are **dead**.

Discerning Cover and Line of Sight

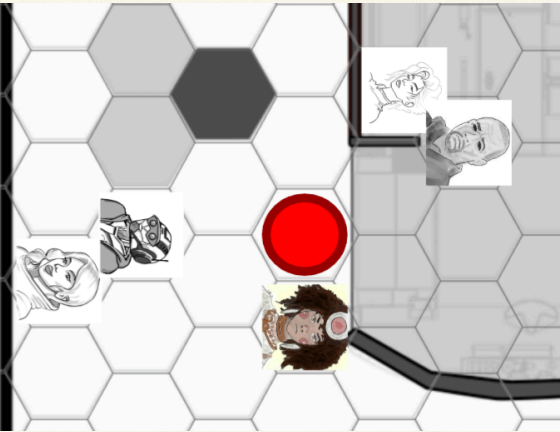
Here are some tips to help reduce uncertainty over whether a character is covered:

1. If a line can be drawn from any part of a target's hex to any part of their attacker's that doesn't pass through a full-height barrier like a wall, they have a line of attack.
2. If a line can be drawn from any part of a target's hex to any part of their attacker's hex that passes through an obstacle (and the target is adjacent to it), and they still have a line of attack, that's cover.
3. If in doubt, assume it's cover.

Ranged attacks require an unobstructed line of sight unless specified otherwise. When a line of sight is partially blocked or obscured by foliage or smoke the attack can be made at disadvantage. Players cannot target an object obstructed by another character.

A review of cover relative to the red dot:

- *Hiro is behind cover.* He can defend without disadvantage, and would take 1 less point of damage.
- *Pulsa is adjacent.* She can defend without disadvantage, but doesn't get the armor benefit of cover.
- *Hypebot is exposed.* If he defends, it's disadvantaged.
- Dusty is behind cover. She can defend without disadvantage. If dealt damage, she takes one point less, but Hypebot takes it instead.
- *Windrush is obstructed.* She can't attack or be attacked.



An **Attack** action deals the specified damage and effects to a target within range. Most attacks vary in their outcome based on the result of a 2dF roll. The outcome table applies a modifier to the standard effect, so an outcome of 0 on Rifle Fire action delivers the standard base damage of 6 HP.

*If an attack deals a **Stun** effect, the target is limited in the next round to defending with disadvantage. They may still use their one hex of movement. Multiple stun effects compound.*

Optional Rule: *If a character is stunned before they resolve an attack played in the current round, apply disadvantage.*

Ranged attacks can be attempted at a distance of 1 or 2 greater than their stated range, but are disadvantaged.

A character who is restrained is left in the stunned condition indefinitely. To restrain a character, the player must be adjacent and have more than 6 HP greater than their target.

- [-2] – The attempt fails; target gets a counter-attack w/ disadv.
- [-1] – The attempt fails, but the target takes 3 damage.
- [0] or higher – The target is restrained.

The restrain card can also be played to release a restrained ally.

Aim: If a player uses their action to **aim** and doesn't take damage during the round, then they can apply the aim condition to their action on the next round. If they take no damage, players can withhold their aim condition to the following round one time. After the second round it expires.

- Attacks made directly after aiming are rolled with advantage and impose any aim effects written at the bottom of the action card.
- Aim applies disadvantage to a target's Defend action.
- If a player moves after aiming they can choose to apply the aim condition to their move in order to move six hexes. Or they can move a normal distance and reserve the aim condition for the next round.
- If a player defends after aiming and is attacked, they defend with advantage unless they move out or range to prevent the attack. If so, they can reserve their aim condition to the next round.

Players also have the option to re-roll their initiative roll whenever they play the aim action, but must use the result.

Attack - Ranged

Rifle

Rifle Fire

Damage: 6

Range: 2 - 6

Range 7 - 8 with disadvant.

--	-4
-	-2
0	0
+	+2
++	+4

If Aimed:
+4 damage
+8 damage if 2 hexes away

Attack - Special

Restraints

Restrain

Disarm & indefinite stun

Damage: 0

Range: Adjacent

Must have 6 HP > target to use
Can be played to release allies

Falls & offers
counter attack w/ disadvant.
Falls, but +3 dam.

--	-
0	~
+	~
++	~

Action - Special

Aim

Advantages next attack
or defense

Applies aim effect
to next attack

Disadvantages defense
against next attack

Effect is retained for one
additional round if not used

Combat action full descriptions

Attack proficiencies are chosen during character creation based on the number of skill points allotted to Combat. These are listed on the character sheet under Combat Actions.

To use an armed combat action, players must have the required weapon on them. Characters are expected to carry weapons in a realistic manner. Some are discreet, but many are too large to conceal and will draw strong negative attention. There is no mechanistic effect to carrying a rifle, but the GM will roleplay NPC reactions accordingly.

Players can use a weapon they don't have proficiency in, but with disadvantage. Once players have decided which weapons they'd like to use within a session, they should place the relevant cards onto their Actions & Items sheet to reference during play. [Action cards for printing or copying can be found here.](#)

Players can print and cut out cards or copy and paste their images into whatever program lets them view images conveniently for virtual play, such as [LibreOffice Impress](#).

Weapon skills by cost					
Cost	Attack	Range	Weapon	Threat profile	Portability / Concealability
0	Punch	1	No	0	3
0*	Claws	1	No	0	3
0	Spray	2	Yes	1	2
0.5	Knife	1	Yes	1	2
0.5	Club / Improvised melee	1	Yes	1	1
0.5	Pistol	4	Yes	2	2
1	E-baton	1	Yes	1	2
1	Slingshot / Nanodart (includes Pistol)	5	Yes	2	2
1.5	Shortbow/Crossbow (includes nano)	4/8	Yes	2	0
1.5	Microdarter / Rifle (Comes with pistol)	6	Yes	2 3	0
1.5	Whip	4	Yes	2	1
2	Trained Strike (includes e-baton)	1	No	0	3
2	Sword (includes e-baton and club)	1	Yes	2	1
2	Bo Staff / Spear	2	Yes	1 / 2	2
2	Improvised throwable	4	Yes	1	3
	Shuriken/Throwing knives			2	2
2.5	Glue Gun (includes all gun weapons)	5	Yes	2	0

Move

The Move card allows players to move as their action for a round. The default movement distance is 4 hex spaces, though it can be increased

if they haven't played this card in the directly preceding round. If played in direct succession the following round then movement is limited to three hex spaces. Movement over rough terrain or across obstacles like furniture requires the use of one additional hex of movement.

Defend & Aim

The Defend action allows players to attempt to negate an adversary's attack and possibly deal a counter-attack. Its use assumes that the player is either performing a close-quarters defense or using environmental cover, which means that it is disadvantaged if a player is not adjacent to their attacker or cover.

The Aim action advantages a player's next action.

Action - Movement

Move

Move 4 hex

-1

hex if played previous round

-1

hex for rough terrain

-2

for moving another body.

Optional if Aimed:

Move 6 hex

Action - Movement

Move

Move 5 hex

-1

hex if played previous round

-1

hex for rough terrain

-2

for moving another body.

Optional if Aimed:

Move 6 hex

Defense

~

Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

--	Fail
-	Attack Disadvantaged
0	~
+	Counter Attack w/ Dis.
++	Counter Attack

Action - Special

Aim

Advantages next attack or defense

Applies Aim effect to next attack

Disadvantages defense against next attack

Effect is retained for one additional round if not used

Combat Actions

The **Move** action lets players move the specified number of hex spaces.

A standard movement distance is 4 hexes. Players can use an aim condition to move 6 hex spaces.

Movement through allies is unimpeded. Movement over furniture or challenging terrain or through an adversary costs an additional hex of movement. Moving another person – assuming they're not cooperating – costs two hexes of movement. Players also move one hex less if they played Move on the previous round.

The **Defend** action lets characters move one hex and roll to deter an attack against them. The result is based on a 2dF roll:

- [-2] – The defense fails and the attack proceeds.
- [-1] – The attack proceeds with disadvantage.
- [0] – The attack against them fails.
- [+1] – Attack fails; Defender counter-attacks with disadvantage.
- [+2] – The attack fails and the defender gets to counter-attack.

If moving takes a character out of attack range then the attack automatically fails without any dice rolls.

Defense is disadvantaged if a player is not adjacent to either the attacker or cover, and if the attack against them is aimed.

Cover is any feature of the environment that provides protective benefits while still allowing a player to attack. This includes low obstacles like tables and furniture as well as high obstacles like door frames and columns (and other characters!). To qualify as cover, three conditions must be met:

- ☐ Cover must at least partially obstruct the line of sight between attacker and defender.
- ☐ A character must be in a hex adjacent to a feature for it to qualify as cover.
- ☐ A character must be able to attack from their position.

The point of cover is that it assists in defense while still allowing a player to attack and be attacked. A player cannot hold a position from which they claim the ability to attack a target while also claiming to be obstructed from attacks from that target.

Cover does two things:

- 1) It allows a player to defend against ranged attacks without disadvantage, and
- 2) It reduces damage from ranged attacks across that cover by 1 point (regardless of whether Defend is played).

Action - Movement

Move

Move 4 hex

-1

hex if played previous round

-1

hex for rough terrain

-2

for moving another body.

Optional if Aimed:

Move 6 hex

Defense

~

Defend

Negate effect of attack and move 1 hex

Roll with Disadvantage unless adjacent or behind cover

--	Fail
-	Attack Disadvantaged
0	~
+	Counter Attack w/ Dis.
++	Counter Attack

Starting Combat

- ☐ Lay out tokens on the map - It's recommended that combat encounters start with adversaries about 10 spaces apart.
- ☐ Establish Turn order - Characters' turn order is their speed plus a 2d10 roll.
- ☐ Instruct players to select their first move - Once everyone has selected their first move, the first round starts and combat begins.

Running Combat

Instruct players to reveal their action for the round.

GMs should ask new or casual players to confirm that they're ready before instructing them to reveal their action. Once players understand combat though, it's recommended that the GM establish a ten-second selection period and then instruct players to reveal. Any player who hasn't decided on their action defaults to the Defend action.

Resolve Attacks.

Identify all players playing an attack action and instruct the one highest in the turn order to identify their target.

If their target is defending, have the target player move and roll if necessary to determine whether the attack proceeds. In combat, rolls are made with 2 fudge dice (2dF) and can range from +2 to -2. The effect of a given roll is listed in a table on the action card. Move through each attacker in order of initiative until all attacks are resolved.

Resolve unused Defend actions

Allow players who played a Defend action but weren't attacked to move one hex.

Resolve Movements

Allow players who played the Move action to move, typically in reverse of turn order.

Resolve aiming and any other special actions

Identify and mark any characters who successfully played Aim or another special action.

Instruct players to select their next round's action

Once a round is resolved, players select their action for the next round.

Restrain

The Restrain action is a special Attack intended to be used to end fights more quickly and with less violence than simply incapacitating adversaries. The player playing it must have more than 6 HP greater than their target to restrain them. This action requires the character to have restraints on them. From a narrative standpoint, restraints can be carried in a concealed manner, and the degree of menace carrying restraints would be circumstantial to the person carrying them. For players who are emergency responders of some kind, this would not appear to most people as untoward.

The action is successful unless a player rolls a [-], in which case they deal 3 damage but fail to restrain the target, or a [- -], in which case the target is afforded a Disadvantaged counter attack.

The restrain action can also be played to release a character from restraint. If a player wanted to attempt to break free from restraint, that would require a skill check determined by the GM, such as [Dexterity + Athletics] disadvantaged by 4.

Unarmed Attacks

Every character always has an unarmed attack that can be played without the use of a weapon. Like most close-quarters attacks, the unarmed attack affords one space of movement, before, during, or after performing the attack. An unarmed attack can also be played as Tackle. Doing so allows a player to play Move on the same turn, but in doing so will stun the attacker. This can be a useful tactic for bystanders with no other use in combat.

Attack - Special

Restraints

Disarm & indefinite stun

Damage: 0

Range: Adjacent

Must have 6 HP > target to use

Can be played to release allies

- -	Fails & offers counter attack w/ disadvant.
0	Fails, but +3 dam.
+	~
++	~

Attack - Close

Unarmed

Punch

Damage: 4

Range: Adjacent

1 hex of movement

- -	~
0	~
+	Stun
++	Stun

If Aimed: 8 Dam. & Stun

To tackle: Play Move, then take stun

Attack - Close

Unarmed

Trained Strike

Damage: 5

Range: Adjacent

1 hex of movement

- -	~
0	Stun
+	Stun
++	Stun

If Aimed: 10 Dam. & Stun

To tackle: Play Move, then take stun

Attack - Close

Unarmed (Claws)

Claw!

Damage: 5

Range: Adjacent

1 hex of movement

- -	~
0	Stun
+	Stun
++	Stun

If Aimed: 10 Dam. & Stun

To tackle: Play Move, then take stun

Spray, Taze Strike, and Club

The Spray, Taze, and Club attacks are all close-quarters non-lethal melee attacks. Spray costs 0 skill points, Club costs 0.5, and Taze costs 1. They must be performed adjacent to their target, but they offer one hex of movement that can be used to come into range, retreat, or come back into range after a target moves using the Defend action. The Spray action requires a chemical sprayer, and Taze Strike requires an electric baton (or similar). The Club action can use a collapsible baton, a cane, or a found item like a fire extinguisher.

They are designated as non-lethal to help facilitate roleplay. There is no strict rule governing differences in play between a lethal and non-lethal weapon, but when attempting to negotiate, the GM should apply appropriate modifiers to reflect how people respond differently to pepper spray versus a pistol.

Attack - Close	Sprayer
Spray	
Damage:	4
Range:	Adjacent
1 hex of movement	
--	~
-	Stun
0	Stun
+	Stun
++	2x Stun
If Aimed:	
(Advantage)	

Attack - Close	E-baton
Taze Strike	
Damage:	6
Range:	Adjacent
1 hex of movement	
--	~
-	Stun
0	Stun
+	Stun
++	2x Stun
If Aimed:	
10 damage & Advantage	

Attack - Close	Improv, Melee
Club	
Damage:	6
Range:	Adjacent
1 hex of movement	
--	~
-	~
0	~
+	Stun
++	Stun
If Aimed:	
10 Damage & Stun	

Staff Strike & Spear

Staff strike is a non-lethal melee attack that can be used from a distance of 2. It costs 2 skill points and comes bundled with Spear.

Either may be carried as a walking stick, worn across the back as a visible weapon, or come in a collapsible variety. For details on how to acquire a collapsible bo staff, see

Regulation of Weapons.

Attack - Close	Bo Staff
Staff Strike	
Damage:	6
Range:	Adjacent + 1
1 hex of movement	
--	~
-	Stun
0	Stun
+	Stun
++	Stun
If Aimed:	
10 Damage & 2x Stun	

Attack - Close	Spear
Spear	
Damage:	7
Range:	Adjacent + 1
1 hex of movement	
--	-2
-	-1
0	~
+	+2
++	+4
If Aimed:	
14 Damage & Stun	

Standard Combat

The standard combat system is meant to be simple without becoming determinative by relying on a rock-paper-scissors mechanic. If you think your opponent is going to play an attack, play Defend. If you think an opponent is going to defend, play the Aim action to buff your next action or the Move action to get to a better position. And if you think they're going to play the Aim or Move action, then attack.

Taken together, each player's available actions are few, but players' have open options for how aggressively or defensively they wish to approach an encounter.

Pre-game setup

- ☐ Map - Maps can be found in the game accessory files, and instructions for making maps are provided under Resources for GMs.
- ☐ 6-sided Fudge Dice - Also called Fate dice. Buy a set or use a virtual dice roller.
- ☐ Action Cards / Actions & Items sheets - The game does not require physical cards, but the action cards - held or arranged on the Actions & Items sheet - make referring to them easier.
- ☐ Character Tokens - These can be miniatures, coins, or small pieces of paper.
- ☐ HP Trackers - Our preferred tracker is a piece of cardboard with a plastic slider.
- ☐ Indicators - Anything you can place on a character token or beneath it for marking a character as stunned or having aimed
- ☐ A turn order tracker - We recommend writing names on a notecard.



Why Include Combat?

Admittedly, this can all feel incongruent to some readers. Why did we put so much effort into describing fighting? Isn't the game predicated on a world where people eschew a worldview of domination and violence?

First, keep in mind that you're free to disregard all this. You don't have to play combat scenarios, or use these systems.

That said, there were several reasons we developed them. The first is that physical confrontation is a staple of adventure games, and for understandable reasons. Not only have audiences always found violence narratively compelling, it is the inevitable final arena of conflict resolution when every other means has failed. By designing the system, we can design the experience. We can make violence feel threatening and unpredictable, as it should. We can also design it so that fights typically end in circumstances other than just bludgeoning an opposing miniature to death.

Even if you don't like running combat (and we're right with you), having a combat system that is easy for a GM to use raises the stakes when situations get tense. Knowing that a fight is possible and easy for the GM to run in-game makes the risk of violence more present from the metagame perspective of players. This increases the stakes and instills standoffs with a higher urgency to deescalate.

Lastly, there's just the simple fact that if we're going to release a game, it's our opportunity to do things the way we think is right. We'd never seen a combat system we liked, and we developed one that we happen to think is quite remarkable. So this was the chance to try to show off the way we think combat should be done.



Sean Bodley

Stab & Sword Strike

Stab costs 0.5 skill points and requires the character to have a knife. Sword Strike requires a sword and costs 2 skill points. The sword proficiency includes proficiency with a stun baton or improvised club as well. Like the other melee and close-quarters attacks, both allow for one hex of movement while attacking.

Pistol Shot and Rifle Fire

The pistol proficiency costs 1 skill point and does what a pistol does: it's small enough to hide, and dangerous enough to threaten and kill.

It can be used from five spaces away or less, or seven spaces with disadvantage. Aiming increases its damage by 4 in addition to providing Advantage. If fired from an adjacent hex after aiming, it deals 13 damage before applying the advantaged fudge dice modifier.

Slingshot & Nanodart

Slingshot and Nanodart cost one skill point for proficiency in both. The slingshot fires pucks that carry a stunning charge, while the nanodarter is a compact pistol-like version of a microdarter. They serve as simple, compact, non-lethal ranged weapons. Both have a range of 5, but can be fired from 7 hexes with Disadvantage. Both deal modest damage, but have a high likelihood of stunning.

Attack - Close

Knife

Stab!

Damage: 6

Range: Adjacent

1 hex of movement

--	-2
-	~ -1
0	~
++	+1 +2

If Aimed: 12 Damage

Attack - Close

Sword

Sword Strike

Damage: 8

Range: Adjacent

1 hex of movement

--	~
-	~
0	~ +2
+	++
++	++ +4

If Aimed: 18 Damage & Stun

Attack - Ranged

Pistol

Pistol Shot

Damage: 5

Range: ≤ 5

Range 6 - 7 with disadvant.

--	-2
-	-1
0	0
++	+1 +2

If Aimed: +4 damage & Advantage
+8 damage if adjacent

Attack - Ranged

Nanodarter

Nanodart

Damage: 4

Range: ≤ 5

Range 6 - 7 with disadvant.

--	~
-	~
0	Stun
++	Stun x2

If Aimed: 6 Damage & Stun

Attack - Ranged

Slingshot

Slingshot

Damage: 4

Range: ≤ 5

Range 6 - 7 with disadvant.

--	~
-	~
0	+1 & Stun
++	+1 & Stun x2

If Aimed: +2 damage & Advantage

Rifle Shot & Microdarter

The rifle deals high damage from a distance. It has a base damage of 6. Like the pistol, this goes up by 4 if aimed or 8 if aimed and fired from its closest range. Its range is 2 - 6 spaces, but it can be fired with Disadvantage from 7 or 8 spaces or an adjacent hex.

The microdarter is a non-lethal rifle that electromagnetically fires extremely thin metal darts.

The darts receive an electric charge when fired and are highly effective at stunning organic and mechanical creatures without causing gross bodily harm.

Proficiency in both costs 1.5 skill points and includes proficiency with a nanodarter & pistol.

Piercing & Stun Arrow

The piercing arrow and stun arrow attacks are similar to the rifle and microdart attacks, but for people who love archery. They can be described as using a shortbow or a miniature handheld crossbow. They cost 1.5 skill points and include the nanodart / slingshot proficiency.

Attack - Ranged

Rifle

Rifle Fire

Damage: 6

Range: 2 - 6

Range 7 - 8 with *disadvant.*

--	-4
-	-2
0	0
+	+2
++	+4

If Aimed: +4 damage & Adv. +8 damage if 2 hexes away

Attack - Ranged

Darter

Microdart

Damage: 4

Range: 2 - 6

Range 7 - 8 with *disadvant.*

--	~
-	Stun
0	+1 & Stun
+	+2 & Stun x2
++	

If Aimed: +4 damage & Advantage

Attack - Ranged

Shortbow

Piercing Arrow

Damage: 6

Range: 2 - 6

Range 7 - 9 with *disadvant.*

--	-2
-	-1
0	0
+	+2
++	+4

If Aimed: Advantaged even if disadvantages apply

Attack - Ranged

Shortbow

Stun Arrow

Damage: 4

Range: 2 - 6

Range 7 - 9 with *disadvant.*

--	-2
-	-1
0	Stun
+	Stun
++	Stun x2

If Aimed: Advantaged even if disadvantages apply

Combat Mechanics

Tastes vary, and as an open-source game, we strive to cater to that. Attitudes towards the role that combat should serve in a story and the player experience associated are diverse, and will shape a table's needs. We recommend several options to consider in how to approach combat.

Option 1: Fully Automated's standard combat

The standard combat system is a custom map-based fighting system that we think captures the chaos of a fight in a way that is fast, easy to plan, and surprisingly fun. It can be intimidating in appearance because it's unfamiliar, but we strongly encourage readers to try it before they dismiss it.

Option 2: Fully Automated's light combat

For readers who have no interest in preparing maps or simply like combat to be conducted through descriptions alone, we suggest our light combat system.

The light combat system is an adaptation of the standard combat system in which the map is replaced with descriptions and the outcomes are largely based upon the GM's discretion. Instructions for running narrative, mapless combat are provided after the standard combat system, as we suggest GMs familiarize themselves with the standard system in order to use it as inspiration when running the light combat system.

Option 3: Anything else you like

You may want a combat system your players are already familiar with, or you may want to adjust the sense of danger and lethality to the tone of your campaign, or to modulate the players' behavior.

GURPS or Apocalypse World may be decent candidates. There's an obscure cowboy game called [Boot Hill](#) with very dangerous, high-lethality combat that some players like because of the way it inspires a realistic fear of armed combat.

And if you and your players want to consider any physical altercation to be a failure state and simply hand wave it or roleplay the outcomes, that's your option as well.

If you try any of these substitutions, let us know how it goes! We're always looking for ways to provide additional resources and recommendations to our players.