

<i><b>ACTION</b></i>	<i><b>RATING <sup>1</sup></b></i>	<i><b>LOD <sup>2</sup></b></i>	<i><b>BASE DAMAGE</b></i>	<i><b>STUNS</b></i>	<i><b>SPECIAL</b></i>	<i><b>SECTION</b></i>
Strike	Strike	A-level	2+S-level	Yes		5.1.1
Throw	Throw	A-level	S-level	Yes	Free opposed S-check. Target prone.	5.1.2
Tackle	Tackle	A-level	3+S-level	Yes	Must attach risk. Overcome ½ S to knockdown	5.1.3
Armed	Armed	A-level	Varies	Yes	LOD and damage by weapon	5.1.4
Grab	Grab	A-level	None	No	Add half MOS to target's LOD	5.2.1
Hold	Hold	S-level	S-level	No	Injure at half Resilience. Force Submit. Base damage adds 1 every turn	5.2.2
Slam	Slam	S-level	4+ S-level	Yes	Requires grab and lift	5.2.3
Drop	Drop	S-level	3+S-level	Yes	Requires grab. Attacker prone	5.2.4
Lift	S	S-level	None	No	Requires grab	5.2.3
Exert	C	0	None	No	Free check. Add MOS to S for 1 check Costs Fatigue	7.5

<sup>1</sup> Rating uses your character's rating    <sup>2</sup> LOD uses opponent's levels

<i><b>DEFEND</b></i>	<i><b>RATING <sup>1</sup></b></i>	<i><b>LOD <sup>2</sup></b></i>	<i><b>SPECIAL</b></i>	<i><b>SECTION</b></i>
Dodge	A	Expert	Opposes combat or grab attacks	6.3.1
Block	Strike	Expert	Opposes strike or armed (at +2 LOD)	6.3.2
Block	Armed	Expert	Opposes strike or armed	6.3.2
Escape	Grab	Expert	Opposes grab	6.3.3
Shove	S	S-level	Faces additional LOD from opponent's grab	6.3.3
Brace	S	S-level + Risk	Add MOS to C-level. Costs 1 Fatigue	6.3.4
Evade	A	Number of enemy	Add half MOS to A-level	6.3.6
Resist stunning	S-level +Risk	D-check	S-level +Risk	6.2.4

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<i><b>COMBAT MIKE USE</b></i>				
<i><b>ACTION</b></i>	<i><b>RATING <sup>1</sup></b></i>	<i><b>LOD <sup>2</sup></b></i>	<i><b>SPECIAL</b></i>	<i><b>SECTION</b></i>
Work Crowd	Promo	Varies	Requires crowd. Add half MOS to fatigue	5.3.1
Intimidate	Intimidate	D-level	Add P-level to target's Initiative LOD	5.3.2
Distract	Trick	W-level	Target cannot use A-level	5.3.3
Play Possum	Trick	W-level	Feign weakness	5.3.3
Beg	Beg	D-level	User prone. Stops attacks.	5.3.4

<sup>1</sup> Rating uses your character's rating    <sup>2</sup> LOD uses opponent's levels

<i><b>LOD</b></i>	<i><b>SUGGESTION</b></i>
0	Getting characters to take actions they were probably going to do anyway.
+1	Suggesting a reasonable and (apparently) beneficial action
+2	Suggesting a reasonable action with a potential drawback
+3	Suggesting a reasonable action that goes against the character's current intent
+4	Suggesting a risky action that goes against the character's current intent
+5	Suggesting actions contrary to the character's general interests

<i><b>HEAT USE CHART</b></i>	
<i><b>USE</b></i>	<i><b>BURNS</b></i>
Shake Off Damage	1
Regroup	1
Save Face	1
Excel	1
Focus	2
Punctuate Attack	2
No Sell	2
Ignore Pain	3
Beat the Odds	3
Do the Impossible	5