

# COMBAT RULES

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## Rules

Your character packet (when you receive it) should include three playing cards. These are your combat cards, and represent your ability in combat. The cards range from Ace (1, the worst combat value) to 10 (the best combat value). If at any point in the game you wish to initiate combat with another character, point at that character and clearly say "COMBAT!"

Both players take out their combat cards, shuffle them, and hold them up as one would hold a poker hand. Each player draws a card randomly from the other person's hand. The card drawn from your hand counts as your character's combat skill for this round of combat. The higher number wins; aces are low. If there is a tie, the character who initiated combat wins.

Each combatant may have assistance from up to two other characters. In such cases, each assistant adds a +1 to the result for their side in this round of combat.

If there is a loser of combat, the loser is incapacitated. It is up to the winner to decide whether the loser is knocked down or knocked out. If they are knocked down, the winner has the chance to walk away. If they are knocked out, they are unconscious for two minutes, cannot hear or see anything around them, and anyone has the chance to freely search their person and take items, or restrain them.

In the case of restraint, a player can escape from restraint in five minutes, unless another character checks on and tightens the restraints during that time. At that point, the window for escape from restraints resets.

Some items you may receive during the game list bonuses to combat. Simply add the appropriate bonus to your drawn playing card before you determine the victor.

During Act 3, it is possible for characters to be killed. The would-be killer must have either a weapon with the ability to kill, or a combat card with a score of 8 or higher. The victim must either be knocked out or restrained at the time. The would-be killer must loudly state "I KILL YOU 1, I KILL YOU 2, I KILL YOU 3." Anyone present may interrupt by initiating combat with the attacker. If no one does so before the count is complete, the attack is successful and the target is killed.