

Melee

When you open yourself to danger and exchange violence with an enemy:

- On a 10+, exchange Harm and choose 3
- On a 7-9, exchange Harm and choose 1
 - Discharge your weapon with the discharge tag, and deal double its Harm.
 - Take evasive action and suffer -1 Harm. (may be taken more than once)
 - You hold a position or halt an advance.
 - You make an advance or force your enemy out of cover.
 - You impress, dismay, or frighten your enemy. If they are a PC, they also suffer 1 Stress.
 - You are able to disengage and take a moment to Recover.

[moves](#), [combat](#)

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