

# Tactics

Your knowledge and training allows you to assess a battle and know the correct tactical approach. Only one Tactic can be active at a time.

- **Aggressive**

When you [Melee](#), deal your damage even on a 6-.

- **Cautious**

You have +1 when you [pressure](#).

- **Reactive**

You cannot [Melee](#) or [\[\[sucker\]\]](#), but you can **Counterattack**:

- When you are attacked in melee and attempt to counter, roll
  - On a 7+, you expertly parry the attack.
  - On a 10+, you riposte and deal your damage.

- **Defensive**

When you use the Defend move, treat a 6- as a 7-9.

- **Reckless**

When you deal damage, you deal an additional level of harm. When you take damage, the harm is increased by a level

## Default Tactic

Choose a Default Tactic. By nature you always have this Tactic active until you Change Tactics. Aggressive, Cautious, Reactive, Defensive, Reckless

You may spend 1 Gambit to change back to this Tactic at any time

[moves](#), [leader](#), [signature](#)

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