

SAVAGE CORE Turn Sequence

PHASE 1: INITIATIVE

Each player's Boss makes a **Moxie** roll: high roll goes first in all phases. Ties go to the player whose Boss has the highest Moxie stat.

BONUS PHASE: DOUBLE TROUBLE

If two players roll the same number on the die (before adding their Boss' Moxie), choose and resolve a **Double Trouble** encounter.

PHASE 2: TRICKY CUSTOMER

Starting with the player who won initiative, each player may choose and resolve one Trick (Mob Scene, Relic, or Hero Surge). Each Trick may be used once per game.

If the roll required for a Mob Scene trick is failed, that trick may be reattempted on a later turn, but no other Trick may be used this turn.

PHASE 3: MOVEMENT

In initiative order, each player moves any or all of their figures. Each figure may move up to their **Clip** + a d10 roll in inches.

Influence Range: any Bod that begins its move more than 12" away from its Boss must first score 8+ on a **Guts** roll.

Rough Terrain costs double to move through (i.e. 2" of rough terrain would require 4" of movement).

Disengaging from close combat requires a **Guts** roll of 11 or more.

Rush: a figure may Rush an opposing figure that it can **Eyeball** and is within 6" (no Movement roll required). Move into contact with the target.

If the figure then makes a **Guts** roll of 10+ it will receive a +2 bonus when attacking that opponent, and **the opposing figure may not disengage**. These effects last until the end of the round.

A Rush may not be made into or through Rough terrain.

PHASE 4: CONFLICT

In initiative order, each player resolves any attacks against opposing figures.

Close Conflict

The attacker must be in base contact with the target. Both figures make a **Buff** roll: if the attacker's roll is higher, the target takes one hit.

Ranged Conflict

The target must be within 8" and Eyeball of the attacker. Both figures make a **Moxie** roll: if the attacker's roll is higher, the target takes one hit.

Eyeball (line of sight) is a straight line from the center of the figure's base to the base of the target. It may not pass through any object, effect, or other figure's base.

Damage from hits is not resolved until after all players have had a chance to attack. Track hits to each figure with markers, and **be sure to differentiate between ranged and close hits**.

PHASE 5: CONFLICT RESULTS

Roll on the following tables for each ranged and close hit taken.

Close Conflict Hits

1-5	You cut me! This figure loses a point of Tick (which means most Bods will be a goner).
6-7	It's all fun and games until someone gets hurt. This figure is Nobbled (next turn they must roll two dice and choose the worst result for all attacks and defenses).
8-10	You laugh in the face of death! The hit is negated.

Ranged Conflict Hits

1-4	Go on without me! This figure loses a point of Tick.
5-10	You almost had my eye out! The missile whizzes past the figure's ear (no damage).

SAVAGE CORE Turn Sequence

PHASE 1: INITIATIVE

Each player's Boss makes a **Moxie** roll: high roll goes first in all phases. Ties go to the player whose Boss has the highest Moxie stat.

BONUS PHASE: DOUBLE TROUBLE

If two players roll the same number on the die (before adding their Boss' Moxie), choose and resolve a **Double Trouble** encounter.

PHASE 2: TRICKY CUSTOMER

Starting with the player who won initiative, each player may choose and resolve one Trick (Mob Scene, Relic, or Hero Surge). Each Trick may be used once per game.

If the roll required for a Mob Scene trick is failed, that trick may be reattempted on a later turn, but no other Trick may be used this turn.

PHASE 3: MOVEMENT

In initiative order, each player moves any or all of their figures. Each figure may move up to their **Clip** + a d10 roll in inches.

Influence Range: any Bod that begins its move more than 12" away from its Boss must first score 8+ on a **Guts** roll.

Rough Terrain costs double to move through (i.e. 2" of rough terrain would require 4" of movement).

Disengaging from close combat requires a **Guts** roll of 11 or more.

Rush: a figure may Rush an opposing figure that it can **Eyeball** and is within 6" (no Movement roll required). Move into contact with the target.

If the figure then makes a **Guts** roll of 10+ it will receive a +2 bonus when attacking that opponent, and **the opposing figure may not disengage**. These effects last until the end of the round.

A Rush may not be made into or through Rough terrain.

PHASE 4: CONFLICT

In initiative order, each player resolves any attacks against opposing figures.

Close Conflict

The attacker must be in base contact with the target. Both figures make a **Buff** roll: if the attacker's roll is higher, the target takes one hit.

Ranged Conflict

The target must be within 8" and Eyeball of the attacker. Both figures make a **Moxie** roll: if the attacker's roll is higher, the target takes one hit.

Eyeball (line of sight) is a straight line from the center of the figure's base to the base of the target. It may not pass through any object, effect, or other figure's base.

Damage from hits is not resolved until after all players have had a chance to attack. Track hits to each figure with markers, and **be sure to differentiate between ranged and close hits**.

PHASE 5: CONFLICT RESULTS

Roll on the following tables for each ranged and close hit taken.

Close Conflict Hits

1-5	You cut me! This figure loses a point of Tick (which means most Bods will be a goner).
6-7	It's all fun and games until someone gets hurt. This figure is Nobbled (next turn they must roll two dice and choose the worst result for all attacks and defenses).
8-10	You laugh in the face of death! The hit is negated.

Ranged Conflict Hits

1-4	Go on without me! This figure loses a point of Tick.
5-10	You almost had my eye out! The missile whizzes past the figure's ear (no damage).