# Combat Stunts

## Close Combat

For every extra 6 you roll, choose one of these stunts:

* MORE DAMAGE: You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several 6s.
* UPPER HAND: You out-manoeuvre your enemy and get to exchange your initiative score (see page 87) with them, taking effect next Round. You can’t go back to your earlier initiative.
* DISARM: You knock or pull a weapon or other object from your opponent. You choose which. During combat, picking up a dropped object counts as a fast action.
* KNOCK OVER: Your opponent falls prone. This stunt can only be used on humanoid opponents.
* PIN: You pin your enemy in a tight clinch. See Grappling, below. This stunt can only be used on humans and synthetics.

## Blocking

For each 6 you roll, choose an effect below:

* DECREASE DAMAGE: You remove one of the enemy’s 6s. If they are left with no 6s, the attack misses. This effect can be chosen multiple times.
* COUNTERATTACK: You perform a counterattack, dealing damage to the attacker equal to the Damage rating of your weapon. You cannot spend additional 6s to increase the damage of your counterattack.
* DISARM: You disarm your enemy.

## Ranged Combat

For every extra 6 you roll, choose one of these stunts:

* MORE DAMAGE: You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several 6s.
* PIN: You pin down your enemy. PCs need to make a Panic Roll. NPCs instead miss their next slow action.
* UPPER HAND: You position yourself and get to exchange your initiative score (see page 87) with your enemy, taking effect next Round. You can’t go back to your earlier initiative.
* DISARM: Your target drops a weapon or another hand-held object. You choose which.
* KNOCKBACK: Your opponent falls to the ground or is pushed back, for example through an airlock.