Two teams, each holding an indefinite number of characters

**Initiative:**

1. Compare each character’s attr[“agility”] to that of the other characters, store them all in list order[] ordered from highest agility to lowest

**Attacking:**

1. Calculating hit chance:

SF = Self Fight, SM = Self Mods, OF = Opponent Fight, OM = Opponent Mods, D = Dice Roll

Miss: OF + OM + 10 vs SF + SM + D :Hit

* 1. Calculating Mods:

attr[“agility”]/4 + traits

1. Damage = Attack + Traits – (Armor – Traits)
   1. Attack = BaseAttack + Weapon + Traits
   2. Armor = (BaseArmor + Equipment + Traits) / ArmorDamage
      1. ArmorDamage = (Attack – Damage)/4