Tactics

Roll at the beginning of the combat vs DL 10

If you succeed, you get 1 tactics point. You gain an additional point for every 2 more you make the roll by.

You can spend TP as the combat goes on:

* Learn the CV of a foe (1 tp)
* Learn the detailed stats of a foe (2 tp)
* Learn specific weaknesses of a foe or their objective (3 tp)
* Identify the leader in a group of foes (2 tp)
* Give an ally a +1 to attack or defense for a round (1 tp)
* Give an ally the initiative (3 tp)