

COMBAT AND INITIATIVE

In 1-800(BIZARRE), the outcome of an **All-Out-Brawl** is determined by the player's wit & resources.

The order of combat for players is determined by the speed grade. If a player has a higher speed, they can act first.

All-Out-Brawls and other types of showdowns are presented by the GM during a mission or as an entanglement as the result of gaining a **Wanted Level**.