

# Surprise attacks

A surprise attack will give an attacker +30 offense on the attacking dice-roll.

When one initiates a surprise attack, there will be no initiative roll for the one being attacked.

The first attack cannot be avoided dodged or parried, but remember that an attack-roll of 01-09 is ALWAYS a miss.

The target of a successful surprise attack will be 100% susceptible to all forms of physical attack during the first turn and 1/2 the normal chance to avoid a Sudden-death or Annihilation-Strike (rounded down).

Avoidance-rolls vs. Magic, mental-attack and spiritual-attack can still be rolled for if it does not involve movement of the body to avoid it (this also will be at 1/2 the normal chance (rounded down)).

After a surprise attack (on the following turn) an initiative must be made by the targeted, or the second turn will also be considered as the first turn (Ability) surprise attack). If the targeted wins the initiative, defense will be possible on the second turn (but no offensive action can be taken whatsoever).

From the 3<sup>rd</sup> turn on, normal combat will begin. In other words, the targeted, if he or she can survive the surprise attack, can fight as normal.

See: "Attack Adjustments", in the A section of the this book. These adjustments apply during a surprise attack. Example: If the attacker gains a +30 to offense from the front, "Attack Adjustments" will further give a bonus to strike.