

FIVE ROUNDS, RAPID

The Brigadier's favourite solution to any problem: "Five rounds, rapid!" Characters with this Trait have an unsettling tendency to shoot first and ask questions later, but at least they're exceptionally good at shooting first!

Effect

Five Rounds, Rapid is a Major Good Trait that allows characters to shoot earlier. Instead of having to wait until the 'Fighters' part of an extended Conflict, they can opt to open fire earlier and use their actions in the 'Runners' or 'Doers' phases. 'Talkers' still go first. This can be a good thing, as the soldiers are able to open fire earlier, but it can also be a disadvantage – trigger-happy troops rarely leave anyone alive to answer questions or point them in the right direction to disarm that doomsday device.

[good](#), [major](#), [characters](#)

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