

DEFINITIONS:

- ACTION VALUE (A.V.): DIFFERENCE BETWEEN TARGET NUMBER AND BEST DIE ROLL.
- CRITICAL FAILURE: ROLL FAILED WITH -5 OR MORE.
- DAMAGE RATING (DR): RATING OF THE ATTACK.

COMBAT:

- COMBAT IS DIVIDED INTO ACTION ROUNDS; EACH CONSISTING OF ONE OR MORE ACTIONS.
- THE SEQUENCE AND NUMBER OF ACTIONS ONE CAN MAKE WITHIN AN ACTION ROUND IS DETERMINED BY THE ACTION VALUE OF AN INITIATIVE ROLL (2 DICE ON 5+REFLEXES). SEE TABLE 2 FOR NUMBER OF ACTIONS.
- BEST ACTION VALUE GOES FIRST.
- ONE ALWAYS HAS AT LEAST 1 ACTION, EVEN ON A FAILED INITIATIVE ROLL

DAMAGE RESOLUTION:

- SEE IF ATTACKS HITS (TABLE 1 - 6)
- IF HIT, DETERMINE DAMAGE SEVERITY (TABLE 7 - 10)
- RESOLVE WOUND/VEHICLE DAMAGE (TABLE 11/14)

1. STANDARD TASK DIFFICULTY P.109

DIFFICULTY	MODIFIER
FOOLPROOF	+5
ROUTINE	+3
EASY	+1
AVERAGE	—
COMPLICATED	-1
CHALLENGING	-3
FORMIDABLE	-5

2. MULTIPLES ACTIONS P.111

INITIATIVE ACTION VALUE	ACTIONS
+2 OR LESS	1
+3 TO +5	2
+6 OR MORE	3

3. RANGED COMBAT P.112/113

- **THROWING** P.52
- RANGE: 35+(10 X STR) M. PB/3, S/6, M/12, L/20+.
- FAILURE: NO MORE THAN 1/2 RANGE DEVIATION. SCATTER: 1/2N,3NE,4E,5SE,6/7S,8SW,9W,10NW
GRIT.FAIL: GM'S DISCRETION.

➤ **DISTANCE** P.112

DISTANCE	MODIFIER
POINT-BLANK	+2
SHORT	—
MEDIUM	-2
LONG	-4

➤ **TARGET SIZE** P.112

SIZE	MODIFIER
HUGE (MORE THAN TWICE HUMAN)	+4
LARGE (UPTO TWICE A HUMAN)	+2
AVERAGE (HUMAN-SIZE)	—
SMALL (HALF HUMAN)	-2
TINY (LESS THAN HALF A HUMAN)	-4

➤ **TARGET MOVEMENT** P.112

TARGET MOVEMENT RATE	MODIFIER
WALK/CRAWL	-1
SCRAMBLE	-2
SPRINT	-3

ATTACKER MOVEMENT RATE MODIFIER

WALK	-2
SCRAMBLE	-4
SPRINT	IMPOSSIBLE TO HIT TARGET

- **AIMING**
- +1 PER ACTION ROUND, MAXIMUM +3

- **RECOIL**
- 2 FOR EACH SHOT AFTER THE 1ST (DOUBLE IN FREEFALL)

➤ **TARGET COVER¹** P.113

TARGET COVER	MODIFIER
PARTIAL	-2
FULL	-4

¹ IF SHOT WOULD HAVE HIT IF NOT FOR COVER BULET PIERCES COVER; APPLY COVER TO ARMOR (P.113)

4. ATTACK MODIFIERS P.116

SITUATION	MODIFIER
POOR VISIBILITY	-2
BLIND FIRE	-5
UNDER WATER	-3
UNSTABLE FOOTING	-1
FIRING WITH OFF-HAND	-2
FIRING HANDGUN ONE-HANDED	-1
FIRING LONGARM ONE-HANDED	-3
UNDER HEAVY FIRE	-2
TARGET PRONE (POINT-BLANK)	+2
TARGET PRONE (SHORT RANGE)	-1
TARGET PRONE (MEDIUM RANGE)	-2
TARGET PRONE (LONG RANGE)	-3
HEIGHT ADVANTAGE	+1
FIREARM SUPPORTED	+1
FLANK ATTACK	+1
REAR ATTACK	+2
CALLED SHOT (P.118)	-1/ DAMAGE RATING. MODIFIER

5. POISON ATTACK P.119/120

- POISON ATTACK ONLY MODIFIED BY AMOUNT OF COVERED BODY TARGET HAS.

BODY COVERED	MODIFIER
MINIMAL (1/4 BODY COVERED)	-1
PARTIAL (HALF BODY COVERED)	-3
FULL (FULL BODY DRYSUIT)	-5

6. CLOSE COMBAT P.114

- ATTACK/DEFENSE IS DONE BY OPPOSED ROLLS.
- DEFENSE DOES NOT TAKE ACTIONS. ONE HAS TO BE AWARE OF THE ATTACK HOWEVER.

➤ **MULTIPLE DEFENSES**

-1 FOR EACH DEFENSE AFTER THE FIRST WITH AN ACTION ROUND.

➤ **COMPLETE DEFENSE**

+2 TO DEFENSE ROLLS IF NO ATTACKS MADE THIS ACTION ROUND.

6A.(UN)ARMED COMBAT P.114/115

OFFENSIVE MANEUVRES

➤ **STRIKE**

ATTRIBUTE: DEXTERITY FOR PUNCHING/ARMED. ABILITY FOR KICKING.

SKILL: ARMED / UNARMED COMBAT.
STANDARD (UN)ARMED COMBAT MANEUVRE.
DAMAGE RATING: WEAPON DR + STRENGTH

➤ **HOLD**

ATTRIBUTE: AGILITY.

SKILL: UNARMED COMBAT.

ALL PHYSICAL ACTIONS AT PENALTY EQUAL TO ACTION VALUE OF ATTACKER.CAN ONLY BE BROKEN BY SUCCESS-FULL OPPOSED (STRENGTH + UNARMED COMBAT) ROLL.

➤ **THROW**

ATTRIBUTE: AGILITY.

SKILL: UNARMED COMBAT.

ATTEMPT TO FLOOR OPPONENT. IF OPPOSED ROLL SUCCESSFULL YOU CAN HURL OPPONENT UPTO NUMBER OF METERS EQUAL TO RELATIVE ACTION VALUE (MAXIMUM 3 M).

DEFENSIVE MANEUVRES

➤ **PARRY**

ATTRIBUTE: DEXTERITY.

SKILL: ARMED / UNARMED COMBAT.

BLOCK OPPONENTS WEAPON.

IF ATTACKER ARMED AND DEFENDER UNARMED, DEFENDER SUFFERS -2 PENALTY

➤ **DODGE**

ATTRIBUTE: REFLEXES.

SKILL: NONE (BASE 5).

STANDARD DEFENSIVE MANEUVRE.

LEAVES DEFENDER OFF-BALANCE. UNLESS ACTION VALUE WAS +3 OR BETTER, NEXT ACTION MUST BE SPENT TO REGAIN BALANCE.

7. COVER ARMOR P.119/120	
COVER RATING	COVER ARMOR
BRUSH	1 / METER
ALUMINIUM	1 / 5 CENTIMETER
WOOD	1 / CENTIMETER
STONE	1 / 2 MILLIMETER
STEEL	1 / MILLIMETER
TITANIUM	2 / MILLIMETER
STANDARD/FLEX-GRADE BIOPLASTIC	1 / MILLIMETER
FOAMED BIOPLASTIC	1/2 MILLIMETER
INDUSTRIAL BIOPLASTIC	2 / MILLIMETER

8. AMMUNITION P.151	
TYPE	EFFECT
ARMOR-PIERCING	ARMOR RATING IS HALVED
EXPLOSIVE	DR+3; NOT SMALL / CONCEALABLE
FLECHETTE	ATTACK+1; DR+2; TARGET AR+3
STANDARD	

9. GRENADES P.153	
DESTRUCTIVE GRENADE	
ARMOR PIERCING	9, HALVES ARMOR RATING
CONCUSSION	8
FRAGMENTATION	10
INCENDIARY	2M RADIUS; BURNS FOR 30s

SUPPRESSION GRENADE	
ADHESIVE	5M RADIUS; STICKS. P.153
FLASH-BANG	3M RADIUS, STUNS AS PER STUN GUN
NAUSEA	3M RADIUS, ACTIONS -5; SUCC.WILL: -2
SLEEP	3M RADIUS(20m ³), SLEEP100-(10XFIT)
SMOKE	3M RADIUS(20m ³), DARKNESS

10. DAMAGE P.116/117

FALLING P.119
 DAMAGE RATING: 1 / METER FALLEN.
 IF LESS THAN 3 METER FALLEN, DAMAGE CAN BE AVOIDED BY A SUCCESSFULL ATTRIBUTE ROLL ON AGILITY.

EXPLOSIONS P.119
 DAMAGE RATING: -1 / 2 METER FROM CENTER.
 +3 IF UNDERWATER

BURNING AND ELECTRICAL SHOCK P.119
 DAMAGE RATING: 3 + 1/ACTION ROUND

HYPOTHERMIA P.119
 DAMAGE RATING: 5 + 1/10° BELOW FREEZING
 • IN FREEZING AIR; ROLL AGAINST DR EACH HOUR.
 IN COLD WATER (5°): ROLL AGAINST DR EVERY 10 MINUTES.

POISONING P.119/120
 DAMAGE RATING: PER POISON
 WHEN POISONED, GM RESOLVES DAMAGE. PLAYER DOES NOT NOTICE UNTIL AFTER ONSET TIME. IF TREATED BEFORE ONSET TIME ELAPSED; NO DAMAGE SUSTAINED.

SUFFOCATION AND DROWNING P.120
 • RESIST UNCONSCIOUSNESS FOR
 100 + (30 x END.) + (10 x AQUATICS) SECS
 • WHEN UNCONSCIOUS, A CHARACTER WILL DIE AFTER
 60 + (15 x ENDURANCE) SECS.

11. WOUNDS P.116/117

- MODIFY DAMAGE RATING WITH THOUGHNESS, ARMOR (AND, IF APPLICABLE, COVER. SEE TABLE 7)
- ROLL 3 DICE AGAINST MODIFIED DAMAGE RATING. COMPARE HOW MANY DICE ARE UNDER THIS SCORE.

SUCCESSSES	WOULD LEVEL
0	NONE
1	MINOR
2	SERIOUS
3	CRITICAL

- ALL IMPAIRMENT PENALTIES ARE CUMULATIVE
- PAIN INHIBITOR (P.135) REDUCES IMPAIRMENT PENALTY BY 1.

MINOR WOUNDS
 IMPAIRMENTS PENALTY : -1

SERIOUS WOUNDS
 IMPAIRMENTS PENALTY : -2
 STUN ROLL: WILL-2
SUCCESS: -2 PENALTY ON EVERYTHING.
FAILURE: INCAPACITATED; NO SKILLED TASKS POSSIBLE
CRIT. FAILURE: UNCONSCIOUS FOR (10 x A.V.) MIN

CRITICAL WOUNDS
 IMPAIRMENTS PENALTY : -3
 • SUCCESSFULL 'FIRST AID' WILL KEEP VICTIM ALIVE
 • WALKING/CRAWLING ONLY
 TRAUMA ROLL: FITNESS-3
SUCCESS: WOUND NOT LETHAL; MAKE A STUN ROLL (WILL-3, SEE SERIOUS WOUNDS)
FAILURE: CHARACTER DYING, DEAD IN (10 XA.V) MINS.
 MAKE A STUN ROLL (WILL-3, SEE SERIOUS WOUNDS)
 • CRIT. FAILURE: DEAD

12. STUNNING P.116/117

STUN WEAPONS P.147
 STUN GLOVES/BATONS: ELECTRICAL
 STUN GUNS: SONIC
 MAKE FITNESS ROLL,
 MOD. BY RANGE: PB-1 / M+1 / L+3.
 MOD. BY ARMOR: +2 IF HEAVY ARMOR.
FAILURE: ALL ACTIONS AT -7 FOR (100-30XFITNESS) SECS.
SUCCESS: DEAFENED SAME DURATION.
ELECTRICAL DAMAGE IN WATER IS NOT RECOMMENDED

13. HEALING P.120

FIRST AID P.118/133
 INTELLIGENCE + FIRST AID SKILL - TOTAL IMPAIRMENT PENALTY OF WOUNDED
 • MEDKITS GIVES +2 BONUS (P.133)
 • ONLY ONE TRY PER PATIENT
 • TREAT MINOR WOUNDS: IMPAIRMENT PENALTIES OF MINOR WOUNDS ARE REMOVED.
 • RECOVER FROM INCAPACITATION OR UNCONSCIOUSNESS
 • STABILIZE DYING PATIENTS

HEALING P.120

- ONLY ONE ROLL PER WOUND, TOTAL IMPAIRMENT PENALTY APPLIED TO EACH WOUND.
- CRITICAL WOUNDS MAY REQUIRE SURGERY
- ANY 'GENERAL MEDICINE' ROLL IS MODIFIED BY CIRCUMSTANCES (-5 FOR VERY POOR CONDITIONS UPTO +5 FOR WELL-EQUIPPED, MODERN HOSPITAL)
- MINOR WOUNDS: NEGLIGIBLE
- SERIOUS WOUNDS: (10 - FITNESS) WEEKS.
 A SUCCESSFUL 'GENERAL MEDICINE' ROLL MODIFIED BY THE PATIENT'S IMPAIRMENT PENALTIES WILL REDUCE THIS BY A NUMBER OF WEEKS EQUAL TO ITS ACTION VALUE.
- CRITICAL WOUNDS: (10 - FITNESS) MONTHS.
 A SUCCESSFUL 'GENERAL MEDICINE' ROLL MODIFIED BY THE PATIENT'S IMPAIRMENT PENALTIES WILL REDUCE THIS BY A NUMBER OF WEEKS EQUAL TO ITS ACTION VALUE.

14. VEHICLE DAMAGE P.121

• ALL IMPAIRMENT PENALTIES ARE CUMULATIVE
MINOR DAMAGE
 VEHICLE HAS SUSTAINED DAMAGE WHICH GIVES OPERATOR - 1 TO ALL MANEUVERE CHECKS

SERIOUS DAMAGE
 SIGNIFICANT DAMAGE.
 MANEUVERING PENALTY : -2
 DURABILITY ROLL: DUR-2
SUCCESS: -2 PENALTY ON MANEUVERES.
FAILURE: -2 PENALTY ON MANEUVERES, SPEED HALVED.
CRIT. FAILURE: VEHICLE INOPERABLE

CRITICAL DAMAGE
 SEVERE DAMAGE. VEHICLE MAY EXPLODE.
 MANEUVERING PENALTY : -3
 DURABILITY ROLL: DUR-3
SUCCESS: -3 PENALTY ON MANEUVERES, SPEED HALVED.
FAILURE: VEHICLE INOPERABLE
CRIT. FAILURE: VEHICLE DESTROYED, OCCUPANTS SUFFER WOUND EQUAL TO DAMAGE RATING OF ATTACK.