

ST Damage and BL Table:

ST	Thrust	Swing	BL
1	1d-6	1d-5	0.2
2	1d-6	1d-5	0.8
3	1d-5	1d-4	1.8
4	1d-5	1d-4	3.2
5	1d-4	1d-3	5
6	1d-4	1d-3	7.2
7	1d-3	1d-2	9.8
8	1d-3	1d-2	13
9	1d-2	1d-1	16
10	1d-2	1d	20
11	1d-1	1d+1	24
12	1d-1	1d+2	29
13	1d	2d-1	34
14	1d	2d	39
15	1d+1	2d+1	45
16	1d+1	2d+2	51
17	1d+2	3d-1	58
18	1d+2	3d	65
19	2d-1	3d+1	72
20	2d-1	3d+2	80

HP = **ST** ±2 Points ± 1 HP
Will = **IQ** ±5 Points ± 1 Will
Per = **IQ** ±5 Points ± 1 Per
FP = **HT** ±3 Points ± 1 FP

Basic Speed = (DX+HT)/4
Basic Move = Speed, drop fr.
Speed ±5 points per ±0.25 Speed
Move ±5 points per ±1 Move

Level of Encumbrance Table:

BL	Basic Move	Dodge
X1	X1	+0
X2	X0.8	-1
X3	X0.6	-2
X6	X0.4	-3
X10	X0.2	-4

Dodge = Basic Speed +3 (drop fr.)
Block = (Skill/2) +3. Shield, Cloak
Parry = (Skill/2) +3. Any Melee

One round is 1 second.

One Hex is 1 yard.

Lost HP: (Add all effects)

Less than 1/3: Halve Move and Dodge (Round up)

0 HP or less: On your turn, roll HT– (full multiple of total HP below zero), against Unconsciousness.

-1xHP: When you a hit multiple of negative HP, roll against death as you do K.O. Fail by 1 or 2 is dying.

-5xHP: Automatic death

-10xHP: Total bodily destruction

Lost FP: (Add all effects)

Less than 1/3: Halve Move, Dodge and ST (Round up)

0 FP or less: Lost FP also causes loss of HP. Will roll per action. On a failure, you collapse.

-1xFP: Unconsciousness. You recover FP as normal rest until positive FP. Any further FP lost turns to HP damage instead.

Critical Range:

Roll of 3-4 is always critical success.

Roll of 5 is critical success if effective skill is 15+.

Roll of 6 is critical success if effective skill is 16+.

Roll of 18 is always a critical failure.

Roll of 17 is critical failure if effective skill is 15 or less; otherwise, it's just failure. Any roll of 10 greater than effective skill is critical failure.

Skill Cost Table:

Level	E	A	H	VH	W
Att-3	-	-	-	1	3
Att-2	-	-	1	2	6
Att-1	-	1	2	4	12
Att+0	1	2	4	8	24
Att+1	2	4	8	12	36
Att+2	4	8	12	16	48
Att+3	8	12	16	20	60
Att+4	12	16	20	24	72
Att+5	16	20	24	28	84
Extra	+4	+4	+4	+4	+12

Shock

HP lost causes penalty on DX and IQ rolls, up to -4 *and* on your next turn only. Does not affect Active Defenses.

Major Wound

Occurs when injury is over ½ of HP or you are crippled.

Limb, injury over HP/2.

Extremity, injury over HP/3.

Eyes, injury over HP/10.

Injury two times Cripple threshold means dismemberment.

Knockdown

After a Major Wound, a hit in the head or vitals. Roll HT (-5 for face, vitals or male groin; -10 for skull or eye. +3 for High Pain Threshold). If failure, you get stunned, fall prone and drop everything. On a failure of 5 or more, you fall unconscious.

Mental and Physical Stun

You must take Do Nothing. Active defenses at -4 with no Retreat. After turn, roll HT or IQ to recover.

Knockback

Every full multiple of the target's ST-2 in cr dmg sends target a hex back. Cutting causes knockback if DR blocks all of the damage. Target rolls DX, Acrobatics or Judo. Failure means falling down.

Injury Modifiers:

Pi-	X0.5
Burn, cor, tox, fat, pi, cr	X1
Cut, pi+	X1.5
Imp, pi++	X2

Technique Cost Table:

Default	A	H
+1	1	2
+2	2	3
+3	3	4
+4	4	5
Extra +1	+1	+1

Maneuver Table:

Maneuver	Defense	Move
Aim	Any*	Step
All-Out Attack	None	Half Move
All-Out Defense Increased	Any	Half Move
All-Out D. Double	Any	Step
Attack	Any	Step
Change Posture	Any	None
Concentrate	Any*	Step
Do Nothing	Any	None
Evaluate	Any	Step
Feint	Any	Step
Move and Attack	No Parry	Full Move
Move	Any	Full
Ready	Any	Step
Wait	Any	Varies

*Taking Defense spoils skill bonus

STEP = 1/10 **Basic Move** (1 y. min)

Melee Attack Options:

Evaluate: Each gives +1 (up to +3)

Deceptive Attack: Every -2 penalty gives defender a -1

Feint: Melee skills or DX contest.

Penalty to defender equal to your Margin of Victory. Lasts 1 second.

Rapid Strike: Only one per turn.

Multiple attacks at cumulative -6.

Half it if you have TbaM or WM.

Ranged Attack Options:

Aim: Gives bonus equal to Acc.

Spray: Within 30° angle. If RoF 5+, pick as many targets as shots fired and say how many shots per target you do. If it's less than RoF 16, lose one shot per yard between targets. If RoF is more than 16, lose 2 per yard. For each target you shoot, add +1 to effective Recoil. Each attack is rolled separately.

Move and Attack: (Pick worse)

Melee: Flat -4 or skill on 9.

Ranged: Flat -2 or Bulk penalty.

Defense Options:

Dodge: One per attack

Block: One per turn

Parry: After first, cumulative -4 penalty. -2 if Fencing or with TbaM or WM. OR -1 if both conditions. If Off-Hand you take -2 penalty.

...And Retreat: +3 Dodge, Boxing, Judo, Karate or Fencing Parry; +1 otherwise. Go back a Step. Further Attacks may still follow you even when out of range. Attacker may pursue with Step. One per Round.

All-Out Attack Options:

Determined (melee): +4 bonus

Double: Two att. at same Target

Feint: Feint then Attack

Strong: Flat +2 *or* +1 per die (dmg)

Determined (ranged): +1 bonus

Suppression Fire: Lasts one entire Round. Sprays an Area of 2 Yards and attacks anyone who enters zone. If RoF is 10+, you can select multiple zones as long as you put 5 or more shots into each zone. Specify how many shots you put into each Area.

All-Out Defense Options:

Increased: +2 to one Defense

Double: May apply two different Defenses to the same attack.

Extra Effort:

Pay 1 FP to roll Will. On success you increase your physical capabilities. Ignore Will roll for the next *optional* combat options:

Feverish Defense: Spend 1 FP to get +2 to a single defense roll. You can use this to offset the penalty when parrying with same hand.

Flurry of Blows: Spend 1 FP per attack to get halve the penalty for Rapid Strike (drop fractions).

Mighty Blows: Spend 1 FP per attack to get the All-Out Attack (strong) bonus without losing defense rolls. Melee only.

Martial Arts Book Attack Options:

Telegraphic Attack: +4 to skill.

Target gets +2 to defend. Bonus won't affect critical range.

Defensive Attack: If you attack with balanced weapon, hand or shield, take +1 Parry or +1 Block. Unbalanced weapons may take +1 bonus on a different defense *despite* it lost balance. If you kick, you only take +2 to avoid Leg Grapples. In all cases, take worst of flat -2 dmg or -1 per dice.

Grapple targets get +1 on defense.

Committed Attack: Allows one or two steps. Second step gives -2 but can go after the attack. Cannot parry with the hand used to attack. Can't block if attacked with shield or cloak. Can't Dodge if kick. All defenses at -2. Can't Retreat.

...Determined: Skill +2

...Strong: Flat +1 Damage *or* +1 per two full dice before modifiers. ST based damage only.

Cross Parry: Uses both hands. +2.

Acrobatic Dodge: ±2 after skill roll.

Sideslip: Step to adjacent hex.

Distance with attacker must be the same after move. Defense at -1, but add your Retreat bonus.

Slip: Step in direction to attacker. Defense at -2 with Retreat bonus.

Humanoid Hit Location:

Location	Strike	Grapple	*
Skull	-7	-4	X
Eye	-9	-	X
Face	-5	-3	X
Neck	-5	-3	X
Arms	-2	-1	-
Hand	-4	-2	-
Torso	0	0	-
Vitals	-3	-	X
Groin	-3	-2	-
Legs	-2	-1	-
Foot	-4	-2	-

*if miss by 1, hit goes to torso

Random Hits: 3-4 Skull. 5 Face. 6-7 Right Leg. 8 Right Arm. 9-10 Torso. 11 Groin. 12 Left Arm. 13-14 Left Leg. 15 Hand. 16 Foot. 17-18 Neck.

Shield: Double the penalty to arm and hand.

Ranged distance Modifier:

Range	Modifier
Up to 2 Yards	+0
3 Yards	-1
Up to 5 Yards	-2
Up to 7 Yards	-3
Up to 10 Yards	-4
Every +50%	Extra -1

Rapid Fire Bonus:

Shots	Modifier
2-4 Shots	+0
5-8 Shots	+1
9-12 Shots	+2
13-16 Shots	+3
17-24 Shots	+4
25-49 Shots	+5
50-99 Shots	+6
Each x2	Extra +1

Cover DR Table:

Material	DR/Inch
Brick	5-8*
Concrete	6-9*
Glass, Window	5-8
Glass, Bullet resistant	10-20
Iron	40-60
Sandbags	3
Steel	50-60
Stone	8-13*
Wood	0.5-1*

*Repeated damage lowers DR.

Damage from Thrown Objects:

Weight	Thr. Damage
Up to BL/8	-2 per die
Up to BL/4	-1 per die
Up to BL/2	+0
Up to BL	+1 per die
Up to 2XBL	+0
Up to 4xBL	-0.5 per die (round down)
Up to 8xBL	-1 per die

Locations with Injury Modifiers:

Skull	All attacks x4 after DR 2
Eyes	As Skull but no DR
Neck	Cr and Cor x1.5. Cut x2
Groin	Males suffer x2 Shock against Crushing dmg
Limb	Pi+, pi++ and Imp is x1
Hand	Same as Limb

Slam:

Any Attack Maneuver. Roll for DX, Brawling or Sumo Wrestling. No Move and Attack penalty. Attack counts as Heavy Weapon. If it's Dodged, you move 2 yards past target if you have enough movement left.

On impact, both take dice equal to (other's HP x velocity)/100 crushing damage.

Velocity is equal to how much you moved and your opponent's previous moving distance. If dmg is less than 1d, treat up to 0.25 as a 1d-3. Up to 0.5 as 1d-2. If fractions are more than 0.5, round up to a full die.

When you do equal or more damage than your target, he must make a DX roll or fall down. Automatic if you do double damage. But you fall down if target does double your dmg.

Flying Tackle: As Slam, but you need two legs and one arm free. +4 bonus to hit and an extra yard of range. You may opt to roll Jumping to hit. In all cases, you end up lying down.

Shield Rush: As Slam, but rolled with Shield. Add DB to damage. Shield takes Damage for you, but you may still fall down.

Task Difficulty:

+10	Automatic
+9; +8	Trivial
+7; +6	Very Easy
+5; +4	Easy
+3; +2	Very Favorable
+1	Favorable
0	Average
-1	Unfavorable
-2; -3	Very Unfavorable
-4; -5	Hard
-6; -7	Very Hard
-8; -9	Dangerous
-10	Impossible

Probability of Success:

Effective Skill	Probability
3	0.5%
4	1.9%
5	4.6%
6	9.3%
7	16.2%
8	25.9%
9	37.5%
10	50%
11	62.0%
12	74.1%
13	83.8%
14	90.7%
15	95.4%
16	98.1%

Time Spent on Task:

Time	Modifier
Instant	-10
1/10	-9
Every - 1/10	-1
X2	+1
X4	+2
X8	+3
X15	+4
X30	+5

Reaction Table:

Roll	Response
0 or less	Disastrous
1 to 3	Very Bad
4 to 6	Bad
7 to 9	Poor
10 to 12	Neutral
13 to 15	Good
16 to 18	Very Good
19 or better	Excellent

Posture Modifiers:

Posture	Att.	Def	Move
Standing	+0	OK	Normal
Crouching	-2	OK	2/3
Kneeling	-2	-2	1/3
Crawling	-4	-3	1/3
Sitting	-2	-2	None
Lie Down	-4	-3	1

Only your melee attacks have penalty. Any posture other than Standing has a -2 on *ranged attacks* at torso, groin or legs.