

Melee Combat

How does the melee combat sequence work?

- 1 Make Attacker's Test – Roll combat skill plus and combat pool dice against TN 4 with modifiers.
- 2 Make Defender's Test – Roll combat skill plus and combat pool dice against TN 4 with modifiers.
- 3 Compare Successes – The character with more successes hits the other. Ties go in favor of the attacker.
- 4 Determine Damage – Damage level is increased by one level for every two net successes.
- 5 Resist Damage – Roll victim's body dice against the weapon's strength minus impact armor. Damage level is decreased by one level for every two successes.

What is reach and how does it work?

Reach is the measure of how long the weapon is. When squaring off against an opponent, the reach of their weapons are compared. For each net point of reach, the character with the longer weapon gets a -1 modifier to his combat roll while his opponent gets a +1 modifier.

Can I attack more than one opponent at a time?

Characters may attack more than one opponent with a complex action. Each attack uses his base combat skill but combat pool dice must be allocated separately to each roll. Each additional attack then adds a +2 modifier its roll.

Can I just try to dodge a melee attack?

Characters may choose to forego the opportunity to strike an attacker by declaring full defense. By doing so, the character may not add any combat pool dice to his defense dice. He may add combat pool dice to his body test however and if there are more combat pool dice successes than the attacker's number of successes, the attack is dodged and there is no damage.

How do I knock someone down?

Whenever a character is hit and takes damage in melee combat, he must make a separate body test against a TN equal to his opponent's strength. The successes must exceed a threshold based on the amount of damage done: 1 for L, 2 for M and 3 for S. If the number of successes does not exceed the threshold, the character is knocked back a meter. If the character cannot move back a meter, he then fights with a +2 modifier until he can move away. If there are no successes, the character falls prone.

Can I put someone in a hold so they can't move?

It is possible to subdue an opponent without knocking him unconscious. To do so, the attacker declares that that is what he's doing and adds a +2 modifier to his TN. Combat is resolved as normal except that whatever stun damage the attacker does is taken as temporary damage. If the attacker character no longer pursues subdual and fights normally, any temporary damage is erased, otherwise, damage modifiers for subdual damage apply as normal. When the unconscious level is reached, the character is completely subdued but not unconscious. Such damage is diminished at one box per minute. The subduing character may maintain this damage as often as desired by making an unarmed combat, strength or quickness test against the lesser of the target's unarmed combat, strength or quickness. Each success restores subdual damage. The defeated character may attempt to break the subdual by making the same test but with a +2 TN. Subdual combat may only be performed with weapons that do stun damage.

Can I stop someone from running past me?

If a character moves within one meter of another and attempts to pass by without attacking, the character being passed may make a free melee attack. The defending character is assumed to be in full defense. The character attempting to pass stops moving if he takes damage. Combat pool may used with these rolls.

Melee Combat Modifiers

Character has Friends in Melee	-1/Friend (maximum of -4)
Opponent has Friends in Melee	+1/Friend (maximum of +4)
Character's Weapon has Longer Reach	-1/point longer
Character's Weapon has Inferior Reach	+1/point longer
Character is Attacking Multiple Targets	+2/target
Character has Superior Position	-1
Opponent Prone	-2
Called Shot	+4

Visibility Modifiers for Melee Combat

Condition	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+3	+2/+1	+2/+1
Partial Light	+1	0	+1/0
Glare	+1	+2/+1	+2/+1
Mist	+1	+1/0	0
Light Smoke/Fog/Rain	+2	+2/+1	0
Heavy Smoke/Fog/Rain	+3	+3/+2	0
Thermal Smoke	per smoke	per smoke	as normal

Ranged Combat

How does the range combat sequence work?

- 1 Determine Range – Count the number of meters to the target to find the weapon's range category TN.
- 2 Apply Situational Modifiers
- 3 Attacker's Success Test – Roll combat skill plus any combat pool dice. Note the number of successes.
- 4 Resolve Target's Damage Resistance Test – Roll body plus any combat pool dice against power of the weapon minus any armor. Note the number of successes.
- 5 Determine the Result – Successes are compared. Damage is staged up or down for every two net successes. Attack is dodged if the defender's combat pool successes exceed all of the attacker's successes.
- 6 Apply Damage

How do I determine the base TN for a ranged attack?

The base TN is based on the range to target. Different weapons have different range distances but all ranged weapons have the same four range categories. The TN for each range category is as follows: short 4, medium 5, long 6 and extreme 9. Some weapons have a short range that starts above 0. This means that these weapons are ineffective at a distance closer than their minimum range. Image modification systems such as imaging scopes lower the range category of an attack by one for each point of rating they have.

What are the different fire modes for firearms?

There are four fire modes for firearms: single-shot, semi-automatic, burst-fire and full-auto. Some weapons may only use one mode while others have multiple modes which may be selected.

Firing a weapon in single-shot mode requires a simple action however that weapon may only be fired once per combat phase.

Firearms that may fire in semi-automatic mode may be fired twice per combat phase. Each shot requires the use of a simple action but the second shot gets a +1 modifier due to recoil.

Firing a weapon in burst-fire mode causes three bullets to be fired at a target. Each burst requires the use of a simple action, therefore two bursts may be fired per combat phase. Each burst imposes a +3 modifier which is a cumulative

penalty throughout the combat phase. A weapon fired in burst-fire mode is considered to have a +3 power rating and the damage level is increased by one. Should a burst be fired while there are only two bullets left, the weapon is considered to have a +2 power rating and there is no damage level increase.

Weapons capable of firing in full-auto mode continue to fire bullets as long as the attacker holds down the trigger. Firing in full-auto mode requires a complex action but any number of bullets over two may be fired. The attacker declares how many rounds are fired from the weapon at which targets. For every target there is +2 modifier to the TN. Each round after the first also imposes a +1 recoil modifier. For each grouping, the power rating of the attack is increased by one for each bullet fired after the first. For every three rounds fired in a grouping, the damage level is increased by one. Full-auto fire must be “walked” from target to target and each meter between targets causes the loss of one bullet fired. Weapons firing on full-auto fire mode with smartgun links never waste rounds.

How do I hit a specific part of a target?

After taking a free action to call a shot, a character may elect to attempt a strike on a specific area of a target instead of the general target. This cannot be done with full-auto fire. There is a +4 modifier to the TN and bonus effects may happen upon success depending upon the situation. If a called shot is used to strike a vital area of a target, such as a person’s head, the damage level is increased by one level.

How do smartlinks, smart goggles and laser sights work?

Smartlinks are cybernetic enhancements which some characters have surgically installed to better their aim when firing ranged weapons. The system has a subdermal induction pad which links with a weapon which has either an internal or external smartgun accessory. This takes information and relays it to the eye. The system then projects targeting information through the user's retina. Essentially, a targeting reticule appears within the character's vision to match wherever the smartgun is aimed. This gives a -2 modifier to any ranged combat. Use of a second firearm cancels out this effect.

Smart goggles do essentially the same thing as a smartlink but without the need for invasive cybernetic enhancement. They are not as accurate as the full system however, giving a -1 modifier to any ranged combat. Use of a second firearm cancels out this effect.

Laser sights are internal or external weapon accessories that shine a relatively harmless laser out to 50 meters. This gives a -1 modifier to any ranged combat within that range. Mist, smoke, fog and rain cancel out this effect as does the use of a second firearm.

These systems are mutually exclusive.

How can I reduce or eliminate recoil modifiers?

Gas vents, shock pads, bipods and tripods counteract recoil modifiers equal to their rating. These reductions cannot be used to counteract any modifiers other than recoil modifiers and they are not straight TN reductions.

Gyro stabilization harnesses are portable, stabilized firing platforms which counteract recoil and movement modifiers equal to their rating. These reductions cannot be used to counteract any modifiers other than recoil and movement modifiers and they are not straight TN reductions. Rifles and heavy weapons may be mounted to these platforms. Gyro stabilization and other recoil modifiers are cumulative. The system provides one point of ballistic and impact armor to the wearer. It takes five minutes to get into a gyro-mount harness and one complex action to release it. Attaching or removing a weapon from the mount requires two complex actions.

How is it determined if my opponents are still standing after I shoot them?

Whenever a character is hit and takes damage in ranged combat, he must make a separate body test against a TN equal to $\frac{1}{2}$ the power of the attack. The successes must exceed a threshold based on the amount of damage done: 1 for L, 2 for M and 3 for S. If the number of successes does not exceed the threshold, the character is knocked back a meter. If there are no successes, the character falls prone. Gel rounds use the full power of the attack.

What are my ammunition choices and what do they do?

Flechette rounds fire a large number of small, sharp metal fragments which are effective against unarmored targets but not as effective as normal ammunition when used against armored targets and barriers. Against unarmored targets the weapon's damage level is raised one level. Against armored targets, the target uses the higher of its ballistic armor rating or double its impact armor rating. Barrier ratings and vehicle armors are doubled.

Explosive rounds are solid slugs designed to fragment and explode on impact. The power rating of a weapon using explosive rounds is increased by one. Attempts to fire through a barrier use twice the normal barrier rating but the barrier itself takes damage as if it had half its rating. Explosive rounds misfire whenever all of the attack test dice come up ones. When this happens, the attacker is subjected to attack equal to the damage rating of the weapon without the explosive round modifier. The number of successes on the attack is determined by rolling 1D6. No Combat Pool dice may be used to resist a misfire.

Gel rounds are semi-rigid slugs that flatten on impact designed to take down a target without seriously wounding it. Weapons using gel rounds have their power ratings decreased by two. All damage is stun and the target's impact armor is used to resist, not its ballistic armor. Gel rounds also have an increased chance of knocking down an opponent.

APDS (Armor Piercing Discarding Sabot) rounds are bullets used by the military to fire through armor and barriers. Target ballistic armor is halved (rounded down) as are barrier's ratings when being fired through. Vehicle armor ratings are reduced by half (rounded down) and the weapon damage level is reduced by one.

How long does it take to reload?

The type of weapon used determines how long it takes to reload it. Removable clips take a simple action to remove or insert. A character can reload a number of bullets into a clip equal to his quickness rating for each complex action used. Break action weapons require one complex action for the insertion of two rounds. A character may insert a number of bullets into a weapon with an internal magazine equal to his quickness rating for each complex action used. Cylinder weapons may be reloaded at a rate of a number of bullets equal to the character's quickness for each complex action used. Cylinder weapons may also use speed loaders take a simple action to remove or insert. Speed loaders themselves are reloaded at the same speed as the weapon. It takes one complex action to insert or remove a belt into or from a belt-fed weapon. Belts themselves may be reloaded at a rate equal to ½ the character's quickness per complex action.

What if I want to fire buckshot rounds from my shotgun instead of solid slugs?

Shotguns normally fire solid slugs but may fire shot rounds instead. Shot rounds are treated as flechette ammunition with some additional rules. Shot rounds spread when fired, creating a cone of shot extending from the muzzle of the shotgun. This allows the shot to hit multiple targets but with reduced effectiveness. The mechanism that controls this spread is called the choke. The choke may be set anywhere between a setting of two to ten. The shot will spread one meter on either side of its fire line for every distance in meters equal to the shotgun's choke setting. For each increment of spread, the power level of the weapon is decreased by one as is the TN needed to hit the target. One attack roll is made and each target within the shot cone makes a resistance test against that roll. Targets beyond the first to be hit reduce the power rating of the attack by one for each target before them. A shotgun's choke can be linked to smartgun link at +10% the normal cost of the weapon. Smartguns give a -1 modifier to the TN for shot rounds. Laser sights and smart goggles aren't able to assist shot fire.

What does strength minimum mean for bows and crossbows?

Bows and crossbows have strength minimums which indicate the minimum strength a character must have in order to use the weapon effectively. With bows, there is a +1 modifier for each point of strength the character has below the weapon's strength minimum. With crossbows, reloading requires an additional complex for each point of strength the character has below the weapon's strength minimum.

Ranged Combat Modifiers

Recoil, Semi-automatic	+1 for second shot that combat phase
Recoil, Burst-fire	+3 per burst that combat phase
Recoil, Full-auto	+1 per previous round fired that combat phase
Recoil, Heavy Weapon	2 x uncompensated recoil (shotguns and weapons over LMGs)
Blind Fire	+8
Partial Cover	+4
Multiple Targets	+2 per additional target that phase
Target Running	+2
Target Stationary	-1
Attacker in Melee Combat	+2 per opponent
Attacker Running	+4
Attacker Running on Difficult Ground	+6
Smartlink (with Smartgun)	-2
Smart Goggles (with Smartgun)	-1
Laser Sight	-1
Using a Second Firearm	+2 to each as well as recoil modifiers to each
Aimed Shot	-1 per simple action
Called Shot	+4

Visibility Modifiers for Ranged Combat

Condition	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	per smoke	per smoke	as normal