

COMBAT AND MARTIAL MANEUVERS SUMMARY TABLE

Standard Maneuvers				
Maneuver	Phase	OCV	DCV	Effects
Block	½	+0	+0	Block, abort
Brace	½	+2	½	Vs. R. Modifier only
Disarm	½	-2	+0	Disarm, STR vs. STR
Dodge	½	-	+3	Abort, vs. all attacks
Grab	½	-1	-2	Grab 2 limbs; Squeeze, Slam, Throw
Grab by	½	-3	-4	Move & Grab; +(v/10) to STR
Haymaker	½*	+0	-5	+4 DCs; +1 Segment to perform
Move by	½	-2	-2	STR/2 + v/10; you take 1/3
Move Through	½	-v/10	-3	STR + v/6; you take ½ or full
Multiple Attack	1	Var	1/2	Attack multiple times
Set	1	+1	+0	Range attacks only
Shove	½	-1	-1	Push 1m per 5 STR
Strike	½	+0	+0	STR or Weapon
Throw	½	+0	+0	Throw w/STR damage
Trip	½	-1	-2	Knock target Prone
Optional Maneuvers				
Choke	½	-2	-2	Grab limb; NND 1d6; No talking
Club Weapon	½	+0	-0	Killing weapon does Normal Damage
Cover	½	-2	+0	Held at "gunpoint"
Dive for Cover	½	+0	+0	Avoid attacks; abort
Hipshot	½	-1	+0	+1 DEX to Initiative
Pulling A Punch	½	-1/5d6	+0	Strike; STUN Damage; ½ BODY
Roll With A Punch	½	-2	-2	Block after hit; take ½ damage; abort
Snap Shot	1	-1	+0	Duck back under cover
Strafe	½	-v/6	-2	Range attack while moving
Suppression Fire	½	-2	+0	Fire into area; must use Autofire
Martia lManeuvers				
Choke Hold	½	-2	+0	Grab limb; NND 2d6; No talking
Defensive Strike	½	+1	+3	STR Strike
Killing Strike	½	-2	+0	HKA 1/2d6
Legsweep	½	+2	-1	STR + 1d6; target falls
Martial Block	½	+2	+2	Block; abort
Martial Disarm	½	-1	+1	Disarm; +10 STR to roll
Martial Dodge	½	+0	+5	Dodge all attacks; abort
Martial Escape	½	+0	+0	+15 STR vs. Grabs
Martial Grab	½	-1	-1	+10 STR to hold on
Martial Strike	½	+0	+2	STR +2d6
Martial Throw	½	+0	+1	STR + v/10; target falls
Nerve Strike	½	-1	+1	2d6 NND
Offensive Strike	½	-2	+1	STR +4d6 Strike
Passing Strike	½	+1	+0	STR +(v/10)d6; Full Move
Sacrifice Throw	½	+2	+1	STR Strike; you and target fall
Extra Damage	-	-	-	Adds to all Martial Maneuvers
Class	-	-	-	
Weapon Element	-	-	-	Use Martial Maneuvers with weapons

THROWN OBJECTS RANGE MODIFIER TABLE

SKILLS MODIFER TABLE	
Modifier	Circumstance
+3 to +5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely Difficult
+1 to +3	Equipment Quality
+1 to +3	Good equipment
-1 to -5	Poor equipment, or lacks proper equipment
+1 to +3	Conditions
+1 to +3	Excellent
-1 to -5	Poor
-1 to -3	Combat conditions (skill not normally used in combat)
+1 to +3	Extensive knowledge of the object of the Skill Roll
+1 to +3	Good roleplay of use of Skill
-1 to -5	Extremely strange or weird object to use Skill on
See text	Taking more or less time (p.24)

DAMAGE CLASSES QUICK-REFERENCE TABLES

NORMAL DAMAGE						KILLING DAMAGE					
DC	+0	+1/4	+1/2	+3/4	+1	DC	+0	+1/4	+1/2	+3/4	+1
1	1d6	½d6	½d6	½d6	½d6	1	1 point	1 point	-	-	-
2	2d6	1d6	1d6	1d6	1d6	2	½d6, 1d6-1	½d6	1 point	1 point	1 point
3	3d6	2d6	2d6	1½d6	1½d6	3	1d6	1d6-1	½d6	½d6	1 point
4	4d6	3d6	2½d6	2d6	2d6	4	1d6+1	1d6	1d6	1d6-1	½d6
5	5d6	4d6	3d6	3d6	2½d6	5	1½d6, 2d6-1	1d6+1	1d6	1d6-1	1d6
6	6d6	5d6	4d6	3½d6	3d6	6	2d6	1½d6	1d6+1	1d6	1d6
7	7d6	5½d6	4½d6	4d6	3½d6	7	2d6+1	2d6-1	1½d6	1d6+1	1d6
8	8d6	6d6	5d6	4½d6	4d6	8	2½d6, 3d6-1	2d6	2d6-1	1d6+1	1d6+1
9	9d9	7d6	6d6	5d6	4½d6	9	3d6	2d6+1	2d6	1½d6	1d6+1
10	10d6	8d6	6½d6	5½d6	5d6	10	3d6+1	2½d6	2d6+1	2d6-1	1½d6
11	11d6	9d9	7d6	6d6	5½d6	11	3½d6	3d6-1	2d6+1	2d6	2d6-1
12	12d6	9½d6	8d6	7d6	6d6	12	4d6	3d6	2½d6	2d6+1	2d6
13	13d6	10d6	8½d6	7½d6	6½d6	13	4d6+1	3d6+1	3d6	2d6+1	2d6
14	14d6	11d6	9d6	8d6	7d6	14	4½d6	3½d6	3d6	2½d6	2d6+1
15	15d6	12d6	10d6	8½d6	7½d6	15	5d6	4d6-1	3d6+1	3d6-1	2d6+1
16	16d6	13d6	10½d6	9d6	8d6	16	5d6+1	4d6	3½d6	3d6	2½d6
17	17d6	13½d6	11d6	9½d6	8½d6	17	5½d6, 6d6-1	4d6+1	4d6-1	3d6+1	3d6-1
18	18d6	14d6	12d6	10d6	9d6	18	6d6	4½d6	4d6	3d6+1	3d6
19	19d6	15d6	12½d6	11d6	9½d6	19	6d6+1	5d6-1	4d6+1	3½d6	3d6
20	20d6	16d6	13d6	11½d6	10d6	20	6½d6, 7d6-1	5d6	4d6+1	4d6-1	3d6+1

PRESENCE ATTACK TABLE

Presence Attack Is	Effect
Target's PRE	Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase.
Target's PRE +10	Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.

STRENGTH TABLE

STR	Lift (kg)	Damage	Throw	Lifting Example
0	0	-	0m	-
1	8	-	2m	Most HTH Combat weapons, most guns, shot put
2	16	-	3m	Tavern bench
3	25	½d6	4m	Full suitcase, TV set, bicycle
4	38	½d6	6m	Small refrigerator, plate armor
5	50	1d6	8m	Adolescent human, recliner
8	75	1½d6	12m	Brass bed, washing machine
10	100	2d6	16m	Adult human
13	150	2½d6	20m	Refrigerator
15	200	3d6	24m	Two men, piano motorcycle boar
18	300	3½d6	28m	Medium floor safe
20	400	4d6	32m	Chariot, grizzly bear
23	600	4½d6	36m	Sailboat, cow, horse
25	800	5d6	40m	High-speed racing car, horse and rider
28	1,200	5½d6	44m	Compact economy car, medium missile
30	1,600	6d6	48m	Typical sedan or coupe, large missile
35	3,200	7d6	56m	Minivan, SUV, light-duty pick-up truck
40	6,400	8d8	64m	Heavy-duty pick-up truck, large SUV, small jet, large elephant
45	12.5 tons	9d6	72m	Freight truck without trailers, jet fighter, subway car
50	25 tons	10d6	80m	Freight truck and trailers (unloaded), frigate, small standing stone
55	50 tons	11d6	88m	Freight truck and trailers (fully loaded), bulldozer, tank
60	100 tons	12d6	96m	Space shuttle, blue whale
65	200 tons	13d6	104m	Statue of Liberty
70	400 tons	14d6	112m	Trawler, large starship
75	800 tons	15d6	120m	Drilling rig
80	1.6 ktons	16d6	128m	Small bridge
85	3.2 ktons	17d6	136m	Loader freighter (ship)
90	6.4 ktons	18d6	144m	Destroyer
95	12.5 ktons	19d6	152m	Small cruise ship
100	25 ktons	20d6	160m	Large bridge, castle

Lift: The maximum amount of weight a character can lift just off the ground, stagger with for a step or two, then drop (assuming a solid lifting surface)

Damage: Normal damage in HTH combat

Throw: Distance of a Running Throw; a Standing Throw is ½ this distance, and a Prone Throw is ¼ this distance (see Throw, p. 152). For Throw, the STR listed on the chart is the extra STR – the STR a character has beyond the STR needed to lift the object



DCV MODIFIERS

	DCV	Hit Locations
Character Is Affected by EGO +30 Mental Illusion	½	½
Affected by PRE +20 Presence Attack	½	Normal
Affected by PRE +30 Presence Attack	-0	½
Affected by Flash/Darkness/Invisibility		
Ranged, Makes Nontargeting PER Roll	Normal	Normal
HTH, makes Nontargeting PER Roll	-1	Normal
Ranged, Fails Nontargeting PER Roll	½	Normal
HTH, Fails Nontargeting PER Roll	½	Normal
Attacked from behind (Surprised) out of Combat	½	½
Attacked from behind (Surprised) in Combat	½	Normal
Braced	½	½
Bulky Focus, character is carrying	½	Normal
Climbing	½ to -0	Normal
Encumbered (depending on degree)	½ to -5	Normal
Entangled	-0	½
Fighting in a cluttered or cramped area	-2	Normal
Grabbed by another character	½	Normal
In the water	-2	Normal
Intoxicated	-2	Normal
In zero gravity	½	Normal
Knocked Out	0	½
On a narrow surface (tightrope, ledge)	-2	Normal
On ice, mud, or other slippery surfaces	-1	Normal
Prone	½	Normal
Recovering from being Stunned	½	½
Resisting Knockback with STR	½	Normal
Sleeping	0	½
STR 0	½	Normal
Stunned	½	½
Subject to Multiple Attackers Bonus	-1 to ½	Normal
Surprised (in combat)	½	Normal
Surprised (out of combat)	½	½
Taking a Recovery	½	½
Underwater	-2	Normal
Using Autofire Skills	½	Normal
Using Bulky Focus	½	Normal
Using Noncombat Movement	½	Normal
Using Power with Concentration	½	Normal
Using Multiple Attack	½	Normal

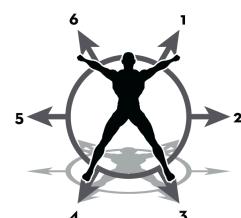
TELEPORTATION DAMAGE TABLE

2d6 Roll	Effect (Nd6s)
2-7	3d6 STUN
8-11	2d6 N
12	1d6 K

Effect Roll Modifier	Reason
+2	Nearest safe place is further than the character's Combat Movement with Teleportation
+4	Nearest safe place is further than 2x the character's Combat Movement with Teleportation

KNOCKBACK MODIFIERS TABLE

Circumstance	Dice Rolled for Knockback
Target is in the air	-1d6
Target Rolled With A Punch	-1d6
Target is in zero gravity	-1d6
Target is underwater	+1d6
Target is using Clinging	+1d6
Attack did Killing Damage	+1d6
Attack used a Martial Maneuver	+1d6



Target An Area
Unfamiliar Weapon
Weapon Size/Shape

COMBAT MODIFIERS TABLE

Modifiers	Notes	OCV	DCV
Area of Effect Attack	Must hit target point's DCV (3; 0 if Adjacent)	-	-
Autofire	More than one shot; 1 hit per 2 points roll succeeds by	+0	-0
Bouncing An Attack	Requires 1 Combat Skill Level per bounce	+1 to +3	-
Behind Cover	By Hit Location Table or: 1-10% (nearly all of the body showing) 11-24% (two-thirds of the body showing) 25-50% (half the body showing) 51-74% (one-third of the body is showing) 75-90% (head and shoulders showing) 91-100% (head showing)	-0 -1 -2 -3 -4 -8	- - - - - -
Coordinated Attacks	Combine damage for purpose of Stunning	-	-
Encumbrance	Character is weighted down	-	-0 to -5
Environmental Conditions	Various ambient conditions of situations (Chps Comp p.139)	Varies	Varies
Lack of Senses	Affected by Flash/Darkness/Invisibility Ranged, Makes Nontargeting PER Roll HTH, makes Nontargeting PER Roll Ranged, Fails Nontargeting PER Roll HTH, Fails Nontargeting PER Roll	½ ½ -0 ½ ½	-0 -1 - ½ ½
Multiple Attackers	-1 DCV per attacker after the first; must coordinate	Varies	-
Objects as Weapons (HTH)	STR>=PD+BODY, Max damage = PD+BODY	See Improvised Weapon Modifiers Table	See Improvised Weapon Modifiers Table
Off Hand	STR<PD+BODY +1d6/2 points greater. Max x2 damage dice	See Improvised Weapon Modifiers Table	See Improvised Weapon Modifiers Table
Prone Target	Using off hand	-3	-
Spreading an Attack	May be behind cover For one target, +1 OCV per -1 DC	-	½
Surprised	To hit multiple targets, -1d6 per additional 1m radius Area	Varies	-
Surprise Move	In combat	-	½
Target Size	Out of combat, take 2x Stun GM Decides	+1 to +3	-
	Large (up to 2x human sized)	+2	-
	Enormous (3-4x human sized)	+4	-
	Huge (5-8x human sized)	+6	-
	Gigantic (9-16x human sized)	+8	-
	Gargantuan (17-32x human sized)	+10	-
	Colossal (33-64x human sized)	+12	-
	...and so on		
	Small (down to ½ human size)	-2	-
	Diminutive (down to ¼ human size)	-4	-
	Tiny (down to 1/8 human size [about 1 foot])	-6	-
	Minuscule (down to 1/16 human size)	-8	-
	Minute (down to 1/32 human size)	-10	-
	Insectile (down to 1/64 human size [about 1 inch])	-12	-
	...and so on		
	Must hit target point's DCV (3; 0 if adjacent)	-	-
	Character lacks appropriate Weapon Familiarity	-3	-
	GM Decides	Varies	Varies

TIME CHART

1 Segment
1 Phase
1 Turn (Post-Segment 12)
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Season (3 months)
1 Year
5 Years
25 Years
1 Century

RANGE MODIFIER TABLE

Range	Modifier
Within	-0
Reach (1m)	-
2-8m	-0
9-16m	-2
17-32m	-4
33-64m	-6
65-125m	-8
126-250m	-10
and so forth	-

VELOCITY-BASED DCV TABLE

Velocity in Meters per Turn	Base DCV
1-64	1
65-125	3
126-250	5
251-500	7
501-1,000	9
1,001-2,000	11
2,001-4,000	13
4,0001-8,000	15
8,001-16,000	17
16,001-32,000	19
...and so forth	-



SPEED QUICK-REFERENCE TABLE

If Your SPD Is	You Have Phases in Segments
1	7
2	6, 12
3	4, 8, 12
4	3, 6, 9, 12
5	3, 5, 8, 10, 12
6	2, 4, 6, 8, 10, 12
7	2, 4, 6, 7, 9, 11, 12
8	2, 3, 5, 6, 8, 9, 11, 12
9	2, 3, 4, 6, 7, 8, 10, 11, 12
10	2, 4, 5, 6, 8, 9, 10, 11, 12
11	2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
12	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

IMPROVISED WEAPON MODIFIERS

Weight	OCV Modifier
Not Liftable	Can't use
Liftable with Casual STR	-0
Liftable with 1-10 STR beyond Casual	-1
Liftable with 11-20 beyond Casual	-2
...and so on	
Balance	OCV Modifier
Balanced (a lot, a telephone pole, most rocks)	-0 to -2
Poorly Balanced (a tree, a car)	-2 to -3
Unbalanced (a piece of rubble, a character)	-4 or worse
Size	OCV Modifier
Human-sized or smaller	-0
Large, but evadable	Use object's Target Size penalty as OCV bonus
Large, fills an Area	Attack versus DCV 3

SMELL PERCEPTION MODIFIERS	
Situation	Modifier
People	
Extremely smelly person	+4
Smelly person (unbathed or perfumed)	+2
Wind	
Downwind, light breeze	+1
Downwind, strong breeze	-1
Upwind, light breeze	-2
Upwind, strong breeze	-4
Miscellaneous	
Skunk	+5
Dung	+3
Gasoline	+3

HEARING PERCEPTION MODIFIERS	
Situation	Modifier
Doors	
Slamming a door	+2
Slowly open a door (Full Phase)	-2
Echoes	
Generally	+3
Locating source of echoes	-3
The Environment	
Quiet Area	+3
Downwind from noise	+1
High contrast sound	+1
Upwind from noise	-1
Foggy weather	-1
Noisy area	-3
Movement	
Run (12m+)	+1
Fast Walk (6m)	+0
Normal walk (4m)	-1
Careful walk (2m)	-2
Time Spent Listening	
Listen Close (Full Phase, ½ DCV)	+2
Listen (Half Phase)	+1
Vehicles	
Spaceship taking off	+5
Truck	+3
Hovercar	+1
Voices (and like noises)	
Whistle	+3
Shout	+2
Loud conversation	+1
Whisper	-3
Weapons	
Grenade	+6
Rifle	+5
Submachine gun	+4
Pistol	+3
Miscellaneous	
Siren	+4
Parabolic microphone	+4
Car alarm	+3
Breaking glass	+1
Sneeze	+1

* : Object Size modifiers apply when someone's trying to hide the object, it's a long way away, or the like. A small object isn't inherently hard to see when it's in plain sight.

FIRE TABLE		
Fire Type	Heat Damage	Other Damage
Blast Furnace	6d6 K	12d6 (Physical) if in furnace
Boiling Oil or Tar	2-4d6 K	May have Sticky effect
Electric Burner/Heater	½-1d6 K	
Molten Metal	4d6 K	14d6 N (Physical)
Oil or Chemical Fire	1 pip to 3d6 K	Toxic Smoke (as Text; +1d6)
Rocket Exhaust	6-8d6 K	18d6 N (Physical)
Superheated Steam	2-3d6 K	10d6 N (Physical) if in blast
Torch, wood	1 pip to 1d6 K	
Torch, Acetylene	2d6 AP	
Torch, Plasma	4d6 AP	
Wood or House Fire	1 pip to 2d6 K	Smoke (See Smoke Table)

AP: Armor Piercing
N: Normal Damage
K: Killing Damage

SMOKE DAMAGE	
Conditions	NND Damage
Confined area...	
Trace Smoke	1 point
Moderate amount of smoke	½d6
Large amount of smoke	2d6
Open area, large amount of smoke	1 point
Chemical fire	+1d6

OBJECT TABLE			
Materials or Object	PD	ED	BODY
Doors			
Airlock door	8	12	7
Interior wood door	2	2	3
Interior spaceship door	6	6	4
Metal fire door	5	5	5
Safe door	10	15	9
Large vault door	16	24	9
Furniture			
Computer, personal	2	2	2
Furniture, light wood	3	2	3
Furniture, heavy wood	4	3	5
Furniture, plastic	2	2	3
Furniture, steel reinforced	5	4	5
Lamp post (breakaway)	5	7	3
Mantel	3	2	3
Locks			
House door lock	3	3	2
Magnetic lock	5	5	3
Padlock	4	4	3
Machinery			
Light machinery	5	4	4
Medium machinery	7	6	6
Heavy machinery	9	8	8
Spacesuit	2	2	3
Other Items, Miscellaneous			
Awning	3	1	1
Boulder (single)	5	10	13
Bridge, small (1.6ktons)	9	9	21
Bridge, large (100 ktons)	9	9	27
Bushes	2	(1)	2
Cobblestone, single	4	6	4
Dirt (per cubic meter)	0	4	10
Flagpole (breakaway)	4	4	2
I Beam (per 2m length)	9	9	8
Manhole cover	9	9	5
Railroad tracks	4	4	5
Roadway (.5m thick)	5	8	11
Stone (per cubic meter)	5	10	19
Telephone pole	5	5	5
Walls			
Armed wall	13	18	7
Brick wall	5	10	3
Concrete Wall	6	10	5
Home inside wall	3	3	3
Home outside wall	4	6	3
Reinforced concrete wall	8	10	5
Spaceship interior wall	8	8	6
Wooden wall	4	3	3
Miscellaneous			
Barrel	3	2	6
Control console (per cubic meter)	4	X	4
Drum, 55 gallon, steel	4	6	6
Wooden crate (1m square)	4	3	7

Defense in (parentheses) is Normal Defense (i.e., it doesn't apply against Killing Damage)

CHEMICALS TABLE	
Type of Chemicals	Damage per Segment
Diluted, Weak	½d6
Diluted, Strong	2d6
Concentrated, Weak	1d6
Concentrated, Strong	4d6

ELECTRICITY TABLE			
Power Type	Insulated	Poorly Grounded	Well Grounded
Automobile Spark Plug	2d6 S	5d6 N	2d6 K
Electric Train, Overhead Line	5d6 S	8d6 N	3d6 K
Electric Train, Third Rail	3d6 S	5d6 N	2d6 K
Household Current, Standard	1d6 S	2d6 N	1d6 K
House Current, Heavy	3d6 S	5d6 N	2d6 K
Light Industrial Current	5d6 S	8d6 N	3d6 K
Heavy Industrial Current	7d6 N	11d6 N	4d6 K
Lightning Bolt	5d6 S	10D6 N	4D6K+
Power Transmission Line	9d6 N	14d6 N	5d6 K

S: STUN only damage
N: Normal Damage
K: Killing Damage

WALL BODY							
Material	4	8	16	32	64	125	250
Metal	1	3	5	7	9	11	13
Plastic	1	3	4	6	7	9	10
Stone	-	-	-	1	3	5	7
Wood	-	1	2	3	4	5	6
	500	1m	2m				

FALLING TABLE		
Segments Since Fall Began	Current Velocity	Total Distance Fallen
1		10m
2		20m
3		30m
4		40m
5		50m
6		60m
7		70m
...and so forth		

Short falls (<=20m) = 1d6 per full 2m fallen.
Long falls (>20m) = 1d6 per 2m per Segment of velocity

MATERIALS DEFENSE TABLE		
Substance	PD	ED
Metal		
Sheet Metal	4	6
Chain or heavy tube	5	8
Heavy bar	6	9
Plate	7	10
Casting	9	12
Hardened casting	9	14
Light armor	10	15
Medium armor	12	20
Vault doors	16	24
Heavy armor	19	28
Plastic		
Light plastic	1	1
Plastic castings	2	2
Light fiberglass	4	4
Heavy fiberglass	6	6
Armored plastics	8	8
Stone		
Brick	5	10
Concrete	6	10
Reinforced brick	7	10
Reinforced concrete	8	10
Wood		
Thin board	2	1
Plywood	3	2
Heavy wood	4	3
Very heavy wood	5	4

Hit Location						Armor & Shields					Ranged Weapons								
3d6 Roll	Location	STUNx	N STUN	BODYx	OCV	Armor/Shield Type	Defense	Mass	A/R Cost	Notes	Weapon	OCV	RMod	Damage	STUNx	Shots	STR Min	Notes	
3-5	Head	x5	x2	x2	-8	Fantasy, Cloth	1	3.5 kg	3/1		Assault Rifle, 5.56mm Colt M16	+1	+1	2d6	+1	30	13	2H; AF5	
6	Hands*	x1	x½	x½	-6	Fantasy, Leather	2	5 kg	6/2		Assault Rifle, 7.62mm Ak-47	+1	+1	2d6	+1	30	13	2H; AF5	
7-8	Arms*	x2	x½	x½	-5	Fantasy, Boiled Leather	3	7 kg	9/3		Blaster Pistol	+1	+0	9d6	-	32	8	ED; ND	
9	Shoulders*	x3	x1	x1	-5	Fantasy, Brigandine	4	10 kg	12/4		Blaster Rifle	+1	+2	12d6	-	64	12	2H; ED; ND; AF5	
10-11	Chest	x3	x1	x1	-3	Fantasy, Scale	5	14 kg	15/5		Bow	+0	+0	1d6+1	+0	10 RC	9	2H; Conc	
12	Stomach	x4	x1½	x1	-7	Fantasy, Chain	6	20 kg	18/7		Crossbow	+0	+1	1½d6	+0	10 RC	14	2H; Conc; ET: 1 Phase	
13	Vitals	x4	x1½	x2	-8	Fantasy, Plate & Chain	7	28 kg	21/8		Grenade, Fragmentation	+0	+0	2d6	+0	1		AoE:Ex; RBS	
14	Thighs*	x2	x1	x1	-4	Fantasy, Full Plate	8	40 kg	24/9		Grenade, Concussive	+0	+0	8d6	-	1	-	ND; AoE:Ex; RBS	
15-16	Legs*	x2	x½	x½	-6	Futuristic, Light Reflect	3	1.1 kg	4/2	ED Only	Laser Pistol	+1	+0	2d6	+0	32	9	ED; AP	
17-18	Feet*	x1	x½	x½	-8	Futuristic, Full Reflect	6	1.75 kg	9/4	ED Only	Laser Rifle	+1	+2	3d6	-	64	12	2H; ED; AP; AF5	
*= To determine left/right if needed, roll 1d6; 1-3 left; 4-6 right.						Futuristic, Advanced Polymers	12	80 kg	36/16		LAW Rocket	+0	+1	6½d6	+1	1	12	2H; AoE:Ex; AP; ET: Extra Phase	
STUNx: For Killing Damage, multiply the BODY by this to determine the STUN (instead of rolling ½d6).						Futuristic, Plasteel Modern Soft Body Armor	15	232 kg	45/20		Longbow	+0	+1	1½d6	+0	10 RC	12	2H; Conc; no horse	
N STUN: For Normal Damage, multiply the STUN by this (after defenses).						Modern, Hard Body Armor	6	10 kg	18/8		Revolver, .357 M Colt Python	+1	+0	1½d6	+0	6	10		
BODYx: For all attacks, multiply the BODY by this (after defenses).						Modern, Advanced Body Armor	9	28 kg	27/12		Revolver, .45 Colt Peacemaker	+0	+0	2d6-1	+1	6	10		
						Shield, Small	-	2 kg	5/2	+1 DCV; STR Min 5	Rifle, .30-06 Springfield M1903	+1	+1	2d6+1	+1	5	13	2H	
						Shield, Normal	-	4 kg	10/4	+2 DCV; STR Min 13	Rifle, .450 M H&H African	+0	+2	2½d6	+1	2	16	2H	
						Shield, Large	-	7 kg	15/5	+3 DCV; STR Min 18	S-A Pistol, .380 Walther PPK/S	+1	-1	1d6	+0	7	6		
						S-A Pistol, 9mm Browning Hi Power					S-A Pistol, .50 AE Desert Eagle	+0	+0	1d6+1	+0	20	7		
						SAM, Stinger Missile					SAM, Stinger Missile	+2	-	5d6	+1	1	12	2H; AoE:Ex; No Range Modifier; Increase Maximum Range (2x); ET 1 Turn; Requires Multiple Users (2)	
						Shotgun, 12 gauge Shot					Shotgun, 12 gauge Shot	+0	+0	2½d6	+1	5	10	2H; AoE: 1m Radius; LR (40m); Reduced By Range; Reduced Penetration	
						Shotgun, 12 gauge Slug					Shotgun, 12 gauge Slug	+0	+0	2½d6	+1	5	10	2H; LR (100m)	
						Sling					Sling	+0	-1	1d6+1	+1	10 RC	8	2H; Conc; RBS	
						Submachine Gun, 9mm Uzi					Submachine Gun, 9mm Uzi	+1	+0	1d6+1	+0	40	12	AF5	
						Submachine Gun, 1928 "Tommy Gun"					Submachine Gun, 1928 "Tommy Gun"	+0	+0	2d6-1	+1	50	14	AF5	
						Throwing Knife					Throwing Knife	+0	+0	1d6	+0	4 RC	7	RBS	
						Recovery Time Table					Disabling and Impairing Effects								
						STUN Total	OCV	Armor Coverage Table					Disabling and Impairing Effects						
						-0 to -10	Every Phase and Post-Segment 12	Protects Location					Disabling and Impairing Effects						
						-11 to -20	Post-Segment 12 only	Location					Disabling and Impairing Effects						
						-21 to -30	Once per Minute	Roll					Disabling and Impairing Effects						
						-31 or more	GM Option's (a long time)	Limitation					Disabling and Impairing Effects						
								Example					Disabling and Impairing Effects						
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