

1. Roll initiative to establish turn order.

**INITIATIVE = ROLL 1D10 + REF
(+ REF BOOST//COMBAT SENSE)**

Combat is divided into rounds.
A round represents 3 seconds.
Every round each player
gets to do a free action.

2. ACTION LIST

- Move up to full Movement [RUN]
- Attack up to weapons maximum Rate of Fire [ROF], or use melee.
- Dodge [Used against melee hits]
- Parry [Deflect damage onto weapon or something else]
- Escape a hold or trap
- Aim [+1 to hit every round. Max 3]
- Reload or change weapon.
- Mount or dismount from vehicle.
- Repair or give medical aid.
- Perform a non-combat task.

2.a ADDITIONAL ACTIONS

Are not free, but can be made with a - 3 penalty, stacking after each action.

- 1st action = Free
- 2nd action = - 3
- 3rd action = - 6
- 4th action = - 9

Party Initiative

Speed up combat! Decide a “party leader”. They will roll 1D10 and each person in the party will add their REF skill to determine their order.

Wait your Turn

Elect to act later in the round. Wait to a certain player and act afterwards.
e.g. Turn order is A, B & C. A waits until C has moved from cover, then take their action. By waiting the new turn order is B, C then A.

Fast Draw / Snapshot

You go in fast and reckless!
Declare a fast draw at the start of the round. Add +3 to initiative roll, take -3 penalty to hit.

**FAST DRAW =
+3 TO INITIATIVE, -3 TO HIT**

Ambushes & Backstabbing

Set up anytime if A) Opponent is unaware of your location and your intention to attack, victim makes AWARE roll greater than STEALTH+INT+1D10. or B) opponent’s attention is on another situation. Gain +5 to hit advantage. Does not affect initiative. Attacker may not attack person as they do not know if they are in danger.

**AMBUSH =
+5 TO HIT FOR 1 ROUND**

Two Weapon Attacks

Can be made with a -3 to hit penalty on BOTH weapons used.

Do you have Line of Sight? Then you can attack!

Ranged [shot or thrown]

1.

ATTACK ROLL = REF STAT + WEAPON SKILL + 1D10

This is to your **Attack (to-hit) Roll**. This needs to be **equal or higher** than a specific to-hit number. Hit number is determined by range between you and the target.

HIT NUMBERS

Point Blank 10 [MAX DMG]
 Close 15 [1/4]
 Medium 20 [1/2]
 Long 25 [Listed Range]
 Extreme 30 [x2]
e.g. A Pistol has listed 50m range. An extreme shot is 100m, long shot is 50m, medium 25m, close 12.5m and point blank is 1m.

MODIFIER (GM Decides)

Add or subtract any and all modifiers that apply to the combat situation.

2.

HIT LOCATION

Roll 1D10 to determine where your shot struck. Locations of body parts are located on your character sheet.

SPECIFIC LOCATION

-4 to to Attack Roll, declare before making an attack roll.

3.

DAMAGE

Determined by rolling D6 dice.
e.g. Roll 2D6+1 is rolling two six sided die and then add 1 to total.

Melee [hand wep, brawling, CQC]

1.

Melee attacks differ from range as you oppose enemies instead of targeting.

ATTACK ROLL =
ATTK REF STAT + SKILL + 1D10
VS.
DEF REF STAT + SKILL* + 1D10

**Martial arts, Fencing, Melee, Dodge or Athletics can be used, depending on the situation and Referee decision.*

2.

BRAWLING & MARTIAL ARTS

Strike: 1D6/2 + Damage Modifier.

Kick: 1D6 + Damage Modifier.

Block/Parry: Stop or absorb damage.

Dodge: -2 attackers hit roll.

Disarm: knock or remove weapon.

Throw: Grapple first. 1D6 + Damage Modifier & -2 stun roll.

Hold: Grapple first. Target immobile.

Escape: Free of the hold.

Choke: Hold or Grapple first. 1D6 pr T.

Sweep/Trip: -2 attacker, +2 for you.

Grapple: Grabbing or holding move.

2.a

MELEE DAMAGE

Damage modifier based on char body.

BLADE BASED

Double damage on natural 10.
 Will break on a 1 fumble.

You got hit! What next?

1. When armour is struck by a round:

Damage - Armour SP
= Remaining Damage

Check Armour&Cover 04 for more information on those topics.

2. Subtract Body Type Modifier [BTM] from the total amount of damage.

3. **Wounds**

For each point of damage taken, check off one box, moving from left to right, top to bottom in the wound section under armour. Each section tells the state of the char's health.

4. **Stun Shock Saves**

Everytime you take damage, roll a stun save. This is modified by a stun number in the health chart, **minus** this from your **save** number. Roll a 1D10, number needs to be **equal** to or **lower** your save number. Failed roll Char out of action. Can be recovered by a successful roll next round.

5. **Death Saves (Mortal Saves)**

Entering Mortal chance of dying. Roll a 1D10 **equal** to or **lower** to save subtracting the mortal number e.g. Your body/save is 8, you are at mortal 5 and you roll a 6. $8-5=3$ rolling the 6 is higher than 3 & you die .

5.a **Stabilise**

Stop someone from dying out. Stops them from needing to death save. Roll **equal** to or **higher** than total damage.
STABILISE = TECH STAT + MEDICAL SKILL + 1D10

BODY TYPE MODIFIER TABLE

2pts = Very Weak -0

3-4pts = Weak -1

5-7pts = Average -2

8-9pts = Strong -3

10pts = Very Strong -4

Super Human* -5

*Possible only with cybernetics.

May never reduce damage to less than 1. Automatically 1 damage.

WOUND EFFECTS TABLE

LIGHT = No penalty.

SERIOUS = -2 REF stat to all actions.

CRITICAL = REF, INT & COOL are halved (round up).

MORTAL = REF, INT & CL are reduced to 1/3 (round up)

Limb Loss

+8 damage in one area in one attack, the area is destroyed. If head wound, will kill automatically.

Headshots

Always double damage.

Death State (Trauma Team)

When you die, you ain't dead. You have entered DEAD 1. It goes up to 10 level with that being true death. You have one last chance of being revived by a Trauma Team™ unit. They always arrive within (1D6+1 GM rolls) minutes of your call. The TT needs to roll (1D10 higher GM rolls) than your DEAD state. For every 1minute (6 turns) that you are clinically dead, the death state increases by 2 levels.

Armour**Armour SP (Stopping Power)**

All armour has a SP value and what part of the body this protects. This number is what absorbs damage. If the damage is less than the SP, no damage is done.

Armour Piercing Rounds

A type of ammunition that pierces armour. If a piece of armour is hit by an AP round, the armour SP is treated as halved. The damage is absorbed and the remaining damage done by these rounds are also halved.

Proportional Armour

When layering armour or wearing armour behind cover. Subtract the small SP from the larger SP. *e.g. Armour 18, Stone Wall 30. $30-18=12$. This 12 gives a bonus number of +3. Add the bonus number on to the larger SP and this is now your overall protection in that situation.*

Staged Penetration

Armour doesn't absorb damage forever. Each time the armour is struck by damage that exceeds the Armour's SP, it's SP degrades by 1.

Layering Armour

Maximum of 3 layers of armour can be worn at any time. Can have a max of 1 Hard armour 2 Soft or max of 3 Soft. The 2nd layer has an extra EV penalty of -1; the 3rd layer has an additional penalty of -2. Subdermal & Bodyplating cyberware are considered a layer, Skinweave is a layer but no penalty.

Cover**COMMON COVER SP's**

5	Sheetrock Wall
30	Stone Wall
30	Large Tree, Phone Pole
25	Brick Wall
10	Concrete Block Wall
5	Wood Door
15	Heavy Wood Door
20	Steel Door
35	Concrete Utility Pole
25	Data Term TM
10	Car Body, Door
40	Armoured Car Body
40	AV-4 Body
35	Engine Block
25	Mailbox
35	Hydrant
25	Curb

Proportional Armour Table

<u>Difference in SP</u>	<u>Bonus Number</u>
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27	+0

Armour Types**Soft & Hard Armour**

<u>Soft</u>	<u>Hard</u>
Heavy A Jacket	Metal Gear
Med A Jacket	Police Riot A
Police patrol A	Door Gunner
M78 RPA A	Steel
Light A jacket	Flak
Kevlar	Ballistic Nylon
Heavy Leather	Corp Mil A
Skintight Padding	C-Ballistic

Automatic Weapons

Three Round Burst

Conserve ammo, improve accuracy. Made as one action, used against a single target. It gives +3 to-hit advantage on CLOSE and MEDIUM range only. If successful hit, roll a 1D6/2 to see how many rounds hit the target.

Full Auto

Used to cover a wide range of enemies or to make sure single target 6 feet under. Cannot use scope or take aim to improve shot. Full auto is based on ROF. If attacking more than 1 target, divide ROF by amount of targets (round down). Roll each target indiv.

Close Range: For every 10 rounds fired, +1 to Attack Roll.

Medium, Long & Extreme Range: Every 10 rounds fired, -1 to Attack.

Every point of success over required to -hit roll, one round hits the target.

Suppressive Fire

Used to cover an area with bullets (a fire zone), making the area hazardous to pass through. You may overlap fire zones. Any target crossing the area must make a save against taking a bullet. Athletics+Reflex+1D10.

If they fail, target takes 1D6 rounds, each randomly located.

SAVE=NO: OF ROUNDS DIVIDED BY THE WIDTH OF THE FIRE ZONE IN METERS.

e.g. 64 rounds into a 2m area would require a save of 32 or higher. 64 rounds into a 5m area would require a save of 12 or higher.

Area Effect Weapons

Shotgun Table

Range	Size of Pattern	Damage
Close,PB	1meters	4D6
Medium	2meters	3D6
Long	3meters	2D6

Autoshotguns

ROF on fullauto, each shot must be within 1m of each other with a penalty of -2 past the intial shot.

Armour Piercing Slugs

Hard Armours are not halved, Soft Armours are halved.

10ga. slugs 5D6+3

12ga. slugs 4D6+2

20ga. slugs 3D6+1

Grenades

Fragmentation, incendiary, stun, dazzle, sonic, concussion & gas. Can also be detonated by timers, radio controls, tripwires or remote detonators.

Body Type x10 = throw distance m.

Gas Grenades

Determine point of impact. 3m radius affected immediately. Next turn determine wind direction, the turn after the gas dissappates. Stun saves vs gas. On a succesful save take half effects

Gas Type	Effects	Damage
Nausea	illness	- 4REF
Tear Gas	tearing	- 2REF
Sleep Drugs	sleep	None
Biotoxin i & ii	death	4/8D6
Nerve Gas	death	8D10

Area Effect Weapons

Flamethrowers

Swept between two points. Decide a starting and ending point. Use attack roll. If a failed roll, the attack scatters. Uses Heavy Wep skill and cyber uses Handgun skill. 1st turn 2D10 dam, 2nd 1D10 & 3rd 1D6. Hard Armour protects normally & Soft Armour needs to be >15SP to protect. Damage 2pts/hit.

Mines

Two types, Land Mines & Claymores. Land mines for vechiles & other heavy objects, detected by magnetic sensors. Damage is 4D10. Claymore are designed for people. Can be triggered by tripwires, time delays & remote switches. They have an hourglass shaped area of effect. 4D10 damage.

RPG's

They have backblast making them impossible to fire in a confined space except for ArmBurst RPG. Use Heavy Wep Skill, the damage is 6D10.

Molotov Cocktails

Covers 2m for every litre of fuel used. Damage 2D10 is applied to the overall body, rather than to a location.

Explosives

The more you use the bigger the blast area. Damage to body than location.

Plastique 1kg 4m 7D10

C6 1kg 5m 8D10

TNT 1stick 3m 4D10

e.g. Toss bundle of 4TNTsticks

10meters away. 1 sticks = 3m.

4x3 = 12m. You will be caught in your own explosion.

Missiles & Rockets

Use Heavy Wep Skill. Treat as rifle-fired grenades with longer ranges & larger area of effects. Damage varies. If armour piercing warhead, armours SP is halved but the damage is not.

Unusual Ranged Weapons

Airguns

Deadly advanced paintball gun.

Paint: Headshot 5in10 chance of blinding for 3 rounds. 4in10 destroying eye. **Poison/Drugs:** Make a save throw. **Acid:** 1D6 dam per pellet. Eats armour, reduce SP 1D6 per round for 3 rounds.

Tasers

Victim rolls stun save. Save reduced -2 for every shot within 3 turn time period.

Dart & Needleguns

Poison or drugs. Hit 1d6 + effect.

Power Squirtgun

Drugs or Acid. Squirt = 2 pellets.

Bows, Crossbows, Spears & T. Stars

Throwing or archery skill. All non-grenade throws are BODx3 meters.

Lasers

Hold 10 six sided die. min 1D6 or max 5D6 in a single shot. Once 10 dice are used. Recharge. 1D6 per hour charge.

Microwave

1D6 burn damage. Target within 1m rolls 1D6 on microwave table determine cyberware side effects.