

Initiative

- > [1D10 + REFLEX]

Party Initiative

- > [Leader Roll + Indivi. REFLEX]

Ranged Attack:

- > [REF + WEAPON SKILL + 1D10]

Aiming:

- > [+1 to Attack per turn (max 3)]

Fast Draw

- > [+3 to initiative, -3 to hit]

Melee Attack

- > [Attacker: REF + SKILL + 1D10]
- > [Defender: REF + SKILL + 1D10]

Additional Actions

- > [-3 penalty per successive action]

Two Weapons

- > [-3 to hit on both weapons]

Wounds

- > [Light: No penalties]
- > [Serious: -2 to all REF actions]
- > [Critical: REF, INT and CL halved]
- > [Mortal: 1/3rd of REF, INT and CL]

Death Save

- > [1D10 <= BT - Mortal Wound Level]

Ambush

- > [+5 to attack for 1 round]

Armor Piercing Damage

- > [((½ SP - Damage / 2) - BTM)

Penalty to REF in Armor

- > [REFLEX - TOTAL ARMOR EVs]

Body Type Modifier:

- > [2 (Very Weak) -0]
- > [3-4 (Weak) -1]
- > [5-7 (Average) -2]
- > [8-9 (Strong) -3]
- > [10 (Very Strong) -4]
- > [11+ (Superhuman) -5]

* BTM may never reduce damage to less than one

Cover Modifiers

- > Target Silhouetted +2
- > Target crouched/kneeling -1
- > Target prone -2
- > Half body visible -2
- > Only head and shoulders visible -3
- > Blinded -5
- > Head only -4
- > Behind someone else -4

Three Round Burst:

- > [+3 to HIT, Close/Medium only]
- > Success: 1D6/2 rounds hit target
- > Single target only.

Full Auto

- > [Close range: Per 10 rounds fired = +1 attack total.]
- > [Medium+ range: Per 10 rounds fired = -1 attack total.]
- > [Aiming/Scope impossible]
- > [If attack > 1 target, divide ROF by # targets]
- > [Successes over required hit roll = Round hits target. Up to maximum ROF for weapon.]

Suppressive Fire

- > [Targets entering fire zone must make a save of Athletics + REF + 1D10 > save number.]
- > [Save number = ROF / width of zone]
- > [Failed save = Hit by 1D6 rounds]
- > [Can be overlapped]
- > [Minimum width of fire zone: Two meters]

Shotgun Table

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

Melee Dodge/Parry

- > [Dodge: -2 to attacker's roll, -3 to defender's actions]
- > [Parry: Stops attack. -3 to defender's other actions.]
- > [Parry with bladed weapon: Breaks if fumble on save]
- > [Must be announced at the start of the turn]

Proportional Armor

- > [SP after layer = Larger SP + Bonus from table]
- > [If three layers: Calculate from inside out.]
- > [Maximum 3 layers.]
- > [Maximum 1 hard armor.]

Proportional Armor Table

Difference in SPs	Bonus Number
0 - 4	+5
5 - 8	+4
9 - 14	+3
15 - 20	+2
21 - 26	+1
27+	+0

ATTACK MODIFIERS

WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing	10m x BOD (-10m/kg. > 1)

TO HIT NUMBERS

Point Blank (Touching to 1m)	10
Close (1/4 Long range)	15
Medium (1/2 Long range)	20
Long (Full range)	25
Extreme (2x Long range)	30

MODIFIERS (ADD TO ATTACKER'S ROLL)

Target immobile	+4
Target dodging (melee only)	-2
Moving Target REF >10	-3
Moving Target REF >12	-4
Moving Target REF >14	-5
Fast draw/Snapshot	-3
Ambush	+5
Aimed shot at body location	-4
Ricochet or indirect fire	-5
Blinded by light or dust	-3
Target silhouetted	+2
Turning to face target	-2
Using two weapons	-3 on both
Firing while running	-3
Firing shoulder arm from hip	-2
Turret mounted weapon	+2
Vehicle mounted, no turret	-4
Large target	+4
Small target	-4
Tiny target	-6
Aiming	(+1 each round, up to 3 rounds)
Laser Sight	+1
Telescopic Sight	+2 Ext, +1 Med
Targeting scope	+1
Smartgun	+2
Smartgoggles	+2
Three Round Burst	
(Close/Medium only)	+3
Full Auto, Close	+1 for every 10 rnds
Full Auto, all other	-1 for every 10 rnds

AREA EFFECT TABLE

Type	Area
Grenades	5m
Molotovs	2m /liter
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from center of explosion
C-6	5m /kg
RPG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Lng/Ext)	3m
Micromissile	2m each

GRENADE TABLE

	10	
7	8	9
5	TARGET	6
2	3	4
	1	

ROLL 1D10 IF GRENADE THROW MISSES; ROLL SECOND D10 FOR METERS FROM TARGET SPACE

DRUGS & POISON

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep†	None
Biotoxin I	Death	4D6
Biototoxin II	Death	8D6
Nerve Gas	Death	8D10

†Half effect is drowsiness, -2 to all stats.

MICROWAVE EFFECTS

MICROWAVER SIDE EFFECTS

- Cyberoptics short for 1D6 turns
- Neural pulse! If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
- Cyberaudio shorts for 1D6 turns.
- Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, rerolling if no limb present
 - 1-2 .. Right Arm
 - 3 Left Leg
 - 4 Right Leg
 - 5-6 .. Left Arm
- Total Neural breakdown! Character reduced to twitching, epileptic fit for 1D6/3 turns.
- No Effect.

ADD TO DAMAGE

Strength	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

COMMON COVER SPS

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

ARMOR SPS

Type of Armor	SP*	EV†
Cloth, leathersv	0	+0
Heavy Leather	4	+0
Kevlar T-Shirt, Vests	10	+0
Steel helmet	14	+0
Light Armor Jacketv	14	+0
Med Armor Jacket	18	+1
Flack vests	20	+1
Flack Pantsv	20	+1
Nylon Helmet	20	+0
Heavy Armor Jacket	20	+2
Doors Gunner's Vest	25	+3
MetalGear™	25	+2

*AP rounds: treat Armor as if half SP

v=Edged weapons treat SP as half

† (EV) Encumbrance Values should be added together and subtracted from character's total REF Stat.

CYBERWEAPON DAMAGE

Weapon	Damage
Scratchers	1 D6/2
Fangs	1D6/3
Rippers	1D6+3 (AP^)
Wolvers	3D6 (AP^)
Big Knucks	1 D6+2
Slice n' Dice	2D6 (mono)
Cybersnake	1D6
Hammerhand	1D10
Buzzhand	2D6+2
Spikehand	1 D6+3 AP
Talon Foot	1D6
Spike Heel	2D6AP
Flamethrower	2D6 (1D6/2†)
Micro Missile	4D6ea
Capacitor Laser	3D6
Cyber Strike	1, 2* or 3D6**
Cyber Kick, Crush	2, 4* or 6D6**

**with hydraulic rams *thickened myomar

† secondary damage 3 rounds.

^ knife AP