

## Combat Related Rules

### Revised directional AP mine rules. (Pg, 222)

Burst Radius	Range	10d6 hits	5d6 hits	1d6 hits	Damage	Pen
Primary	1x burst	1-4	5-8	9-10	2d6	1
Secondary	2x burst	1-2	3-5	6-10	1d6	nil

Note: Fragments that fail to penetrate vests or helmets will still inflict 1 blunt damage per blocked damage die.

### Rules for radio communication.

Talk aloud in your channel, unless those in your channel wouldn't be able to overhear your side of the conversation. GM will relay your message to the designated player via PM, and any response will be likewise relayed to the original sender via PM.

### Revised Noise/Stealth movement rules. (Mercs 2000 pg, 84) (\*Tactical Visibility, pg 223)

Characters can be detected without being visually spotted, primarily by the sound they make. In normal conditions Running movement can be heard at 30 meters, Walking movement at 20, and Crawling at 10.

A character may attempt to avoid detection by moving silently. Moving silently is a task (Easy: Stealth), and is possible only while walking or crawling at half the normal rate. A character can attempt to move silently at the normal speed of movement (Crawling: 5, Walking: 10) at one difficulty level higher (Average: Stealth). Moving silently cannot be heard at greater than 2 meters.

A character must re-roll stealth each 5 second phase (turn) that they are moving.

Moving silently can also be used to perform sneak attacks. While approaching a target from the rear, a character may attempt to silently subdue their target.

If the character is within 2 meters of the target, they may attempt to break the target's neck. This is an Unarmed Martial Arts: Difficult task. Likewise, a character may also attempt to use a

bladed weapon to eliminate their target. This is an Armed Martial Arts: Difficult task. A failure in either of these attempts will range from noisily killing the target, to failing to eliminate the target entirely, depending on the degree of failure.

Characters may attempt to non lethally subdue a target as well. This is an Unarmed Martial Arts: Formidable task. It takes Four (4) turns to completely incapacitate a target, including the turn the action was initiated on.

During this time, the target may attempt to break free. To prevent this, the attacking player must control their target. On the turn following the initiation of the attack, at the attacking player's first initiative step, it requires a Unarmed Martial Arts: Difficult roll to control the target. At each subsequent turn, the difficulty becomes one step easier as the target grows weaker, until the target is completely unconscious.

Failure to control the target sets you back one step. Failure to control a target on the first step results in the target breaking free. A target who breaks free from an unexpected attack has a chance to panic, as described in the rules on pg 197.

Characters who stealthily advance to within five (5) meters of an unaware target, may attempt to use a direct fire small arm to eliminate their target with a precision shot. Characters must first spend a turn aiming. While the target can be more than 5m away while aiming, they must be within 5m while firing. Firing can be accomplished as an interrupt action. Only weapons firing single shots can attempt this.

The firing player must declare if they are firing at the target's head, or center mass. Attempting to hit the head is with the first shot is a Small Arms: Average task. Attempting to hit the chest with the first shot is a Small Arms: Easy task. All subsequent shots are resolved at one difficulty step higher.

On an Outstanding Success (Beat hit number by 10) the player has placed their shots so well than any armor the target may be wearing is completely useless.

To resolve damage for these attacks, for every successful hit to the head that completely penetrates the helmet (pen1, 2d6 or higher after helmet) or avoids it completely (Assuming the target is even armored) roll 3d10 to check for instant death. For every successful hit to the head where one d6 of damage would be done, roll 2d10 to check for instant death. If no instant death is rolled, resolve damage as normal.

For every successful hit to the chest that penetrates the vest completely (Pen 1 or at least 2d6 damage after vest) or avoids it completely roll 2d20 to check for instant death. For every successful hit to the chest where one d6 of damage would be rolled, roll 1d20 to check for instant death. If no instant death is rolled, resolve damage as normal.

While it is not necessary that suppressed weapons be used for this action, it is certainly recommended.

A silenced weapon (II) can be clearly heard at 10 meters, and detected up to a maximum range of 20 meters. A suppressed weapon (III) can be clearly heard at 40 meters, up to a maximum of 80 meters. A regular small arm (IV) can be heard at 500 meters clearly, up to a maximum of 1000 meters.

Louder noises make it more difficult to detect quieter noises. All noise detection distances are based on the loudest noise at the time. Every level makes it 1/4th as easy to hear the next quieter sound. For example, during a regular gunfight (IV) a suppressed weapon (III) would only be clearly audible at 10 meters, up to a maximum of 80.

If weather is being used, it is first factored before other noises.

### **Weather (Noise) - Optional**

Terrain and meteorological circumstances can also affect the distance at which noises can be heard. Rain or snow reduces distance by one third. Brush, woods, or built up areas reduce the distance by one fourth. Heavy rain, heavy wind, or blizzard conditions half the range at which sound is detectable.

### **Revised Combat Rules - (This is too autistic and I'm not using them anymore.)**

#### **Weapon Parameters (pg. 201)**

Only those values differing from the book will be listed.

**Pump Action:** A pump action weapon can fire up to 3 shots per turn, at up to 2 different targets. If 3 shots are fired, the second target must be within the same range band as the first, in the same general direction, out to medium range. If 2 shots are fired, the targets can be up to 1 range band apart, in the same general direction, out to long range.

**Double Action Revolver:** A double action revolver can fire up to 3 shots per turn, at up to 3 different targets. If 3 shots are fired, the subsequent targets must be within the same range band as the first, in the same general direction, out to short range. If 2 shots are fired, the targets can be up to 1 range band apart, in the same general direction, out to medium range.

**Semi Automatic (Pistol):** A SA pistol can fire up to 5 shots in a turn, at up to 3 different targets. If

5 shots are fired, the subsequent targets must be within the same range band as the first, in the same general direction, out to short range. If 4 shots are fired, the targets can be up to 1 range band apart, in the same general direction, out to medium range.

Semi Automatic (Rifle): A SA rifle can fire up to 5 shots in a turn, at up to 2 different targets. If 5 shots are fired, the subsequent targets must be within the same range band as the first, in the same general direction, out to medium range. If 4 shots are fired, the targets can be up to 2 range bands apart, in the same general direction, out to long range.

Automatic Weapons: Automatic weapons may fire up to 4 single shots in a turn, or up to 5 bursts in a turn. Automatic weapons with a blk of 4 or less may be fired at up to 3 different targets out to medium range that are in the same range band and in the same direction, or two targets that are one range band apart. Automatic weapons with a blk of 5 or more may be fired at up to 2 different targets that are in the same direction that are up to 1 range band apart, out to long range.

Automatic weapons equipped with a bipod can be fired at up to 4 different targets while using burst fire. The targets may be no more than one range band apart.

Automatic weapons that are vehicle mounted, or equipped with a tripod can be fired at up to 5 different targets while using burst fire. The targets may be no more than one range band apart.

### **Close Combat (pg. 202)**

When in a combat situation and targets are less than 1/4th the listed range for shotguns, and automatic weapons with a blk rating of 4 or less, only quick shots can be taken. However, the task will be at one difficulty step lower (Average difficulty.) Rifles and automatic weapons with a blk rating of 5 or more resolve the task at one difficulty step higher (Formidable.)

### **Combat Effects**

For determining knockdown (pg 211) Characters may elect to use their constitution score in the place of their agility score.

If a vehicle catches on fire as a result of combat damage, each turn a d100 will be rolled against the percentage of fuel remaining in the tank to determine if it explodes until extinguished or exploded.

## Noncombat Rules

### WATER RULES

More even than food, and only less than oxygen, a character requires water. To support normal operations, a character requires at least 3 liters of water a day. While in hot climates, this climbs to 4. In very hot climates, 5 liters of water per days is required. Additionally, hard work increases the demand for water. For every period of hard work (excluding combat) an additional liter of water is required.

For every day that a character fails to drink at least half his required water, he will gain 2 levels of fatigue due to improper hydration. For every day that a character drinks at least half the required amount, but not the full amount, 1 level of fatigue is inflicted. Properly hydrating removes 2 levels of fatigue (from dehydration) per day.

### HYGIENE RULES - Optional

Prior to the second world war, following the discovery of penicillin, the majority of casualties on the battlefield came not from direct enemy action, but rather from disease. With the Twilight war bringing production of pharmaceuticals to a near halt, this trend is primed to make a comeback.

Characters who fail to properly take care of **themselves** are even more at risk. Those who consistently fail to perform basic hygiene tasks for a period of two weeks suffer a chance to become infected.

After two weeks, characters will roll a d20 per leg to determine if they've caught an infection, and will continue to roll each subsequent day until they either wash the afflicted area or are infected.

After three weeks, character will roll a d20 per hit location for infection, following the same rules as above.

Cold, hot, or persistently rainy environments decrease time to infection by one week.

### Armor Rules

[02:07] <@Valetni> 1mm of armor is 6.5kg

[02:07] <@Valetni> 1mm of steel is 7.85

[02:07] <@Valetni> You need 6mm of steel at 47.1kg to be AV1

[02:08] <@Valetni> and 5mm of armor at 32.5kg to be AV1

### **SLEEPING ON GUARD RULES**

[00:09] <Valetni> falling asleep on guard duty

[00:20] <Valetni> This will be an optional rule, and checks will only be made when called for.

[00:20] <Valetni> Default is an easy roll vs constitution

[00:21] <Valetni> For every period of hard work since the last period of sleep, the difficulty will be increased by one step

[00:21] <Valetni> 1 period of rest will cancel out 1 period of hard work for the purposes of these rolls

[00:21] <Valetni> checks will be performed at intervals as indicated by the GM

[00:22] <Valetni> If a guard falls asleep, and the next person to be on duty is also asleep, that person will not be woken up to begin their shift and will continue to sleep.

### **Task Difficulty Levels**

<b><u>Difficulty</u></b>	<b><u>Asset</u></b>
Easy	X4
Average	X2
Difficult	X1
Formidable	X1/2
Impossible	X1/4

Small Arms: A Catastrophic Failure at firing any small arms indicates the weapon jammed (at the referee's option). Clearing a jam is Average.

(Referee's General ruling -