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| **IP – SKILL USE** | **IP** |  | **IP** |
| Often, not always effective | 1 | Critical for this session | 7 |
| Effectively | 2 | Critical for entire group this session | 8 |
| Frequent and effective | 3 | Incredible | 9 |
| Out of the ordinary | 4 | Study & Practice 1 day (max +2) | 1 |
| Very clever or effective | 5 | Lesson (max Avg Teach+Skill). | 1-5 |
| Extremely clever or effective | 6 |  |  |

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| **TASK** | **DIFF** |
| EASY | 10+ |
| AVERAGE | 15+ |
| DIFFICULT | 20+ |
| VERY DIFFICULT | 25+ |
| NEARLY IMPOSSIBLE | 30+ |

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| **MODIFIER** | **DIFF** | **MODIFIER** | **DIFF** |
| Complex Repair | +2 | Has never performed task before | +1 |
| Very Complex Repair | +4 | Difficult Acrobatics involved | +3 |
| Never been done | +6 | Very Difficult Acrobatics involved | +4 |
| Don’t have right **parts** | +2 | Impossible Acrobatics involved | +5 |
| Don’t have right tools | +3 | Information hidden, secret, or obscure | +3 |
| Unfamiliar tools, weapon, vehicle | +4 | Well-hidden clue, secret door, panel, etc | +3 |
| Under Stress | +3 | Complex program | +3 |
| Under attack | +3 to +4 | Very complex program | +5 |
| Wounded | +2 to +6 | Target on guard or alerted | +3 |
| Drunk, drugged, or tired | +4 | Brightly lit area | +3 |
| Hostile environment | +4 | Insufficient light | +3 |
| Very Hostile Environment | +6 | Pitch blackness | +4 |
| Lack of instructions for task | +2 | Trying to perform secretive task under observation | +4 |
| People “kibbitzing” near you | +3 |  |  |

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| Subject humiliated | -1 | Actor on home turf | +1 |
| Subject holds a trumpet card | -2 | Actor bigger than subject | +1 |
| Subject has melee weapon | -2 | Actor much bigger than subject | +2 |
| Subject has gun | -4 | Actor brandishing melee weapon | +2 |
| Subject is on Drugs (STR of Drug) | \* | Actor brandishing gun | +4 |
| Subject is Cyberpsycho | -2 to +2 | Actor has backup | +2 w/+1 |
| Actor on Drugs (STR of Drug | \* | Actor Rep | + ½ REP |

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| **EMP TASK DIFF** |
| Target DIFF is target’s COOL \* 2.5 |
| **HAGGLING** |
| Streetdeal vs non-street deal is 5% per point of success  Streetwise vs non-streetwise deal is 2% per point of success |

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| **FUMBLE** | | | |
| **REF** (Combat) | |  |  | | --- | --- | | 1-4 | No Fumble | | 5 | Drop Weapon | | 6 | Reliability or strikes something harmless | | 7 | Weapon jams (REL roll) or imbeds in ground for 1 turn | | 8 | Wound yourself | | 9-0 | Wound another member of the party | | **EMP**  (convince, fast talk, seduce) | |  |  | | --- | --- | | 1-4 | No fumble | | 5-6 | Leave them cold (-4 on all EMP tasks to future rolls) | | 7-0 | You make them hostile. Roll 1d10, on a 1-4 they seek you harm. | |
| **REF** (Athletic) | |  |  | | --- | --- | | 1-4 | No fumble | | 5-7 | Fail miserably, take 1pt of damage | | 8-0 | Fail abysmally. 1d6 damage and STUN save -1 | | **INT**  (figure out, notice, catch a clue) | |  |  | | --- | --- | | 1-4 | No fumble | | 5-7 | No clue. Make a Convince check at -2 so no one notices. | | 8-0 | Oblivious and everyone knows it. | |
| **TECH** (Repair, create) | |  |  | | --- | --- | | 1-4 | No fumble | | 5-7 | You make it worse. Try again at +5 DIFF | | 8-0 | Damage the device creation beyond repair | | **INT** (netrun) | |  |  | | --- | --- | | 1-4 | Program is delayed, no activation | | 5-7 | Deck is slow, lose 1 action for 1-3 turns. | | 8-9 | Program crashes and corrupt. Reinstall | | 0 | Deck crashes. Dropped from NET | |

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| **TASK TIMES** | | | |
| Fixing simple electronic device | 5 min. | Opening simple mechanical Lock | 1-2 min. |
| Fixing complex electronic device | 20 min. | Opening complex mechanical lock | 5-10 min. |
| Fixing a gun | 5 min. | Opening simple electronic lock | 3-4 min. |
| Fixing a laser, taser, or maser | 10 min. | Opening complex electronic lock | 5-10 min. |
| Fixing a tire | 5-6 min. | Searching a database | 5-20 min. |
| Fixing an engine | 10-20 min. | Designing a cyberdeck | 1-3 days |
| Rebuilding an engine | 2 days | Putting on disguise | 3 min. |
| Looking for hidden object | 2-5 min. |  |  |

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| **ACTIONS** |
| Move up to full MA |
| Attack up to ROF |
| Dodge |
| Parry |
| Escape a hold/trap |
| Aim |
| Reload/Change weapon |
| Mount/dismount vehicle |
| Repair or give Medical Aid |
| Perform non-combat task |
| *\* -3 for each successive action* |

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| **TYPE** | **BODY** | **BTM** | **DMG** | **CAST** |
| Very Weak | 2 | 0 | -2 | -1 |
| Weak | 3-4 | -1 | -1 | -1 |
| Average | 5-7 | -2 | 0 | 0 |
| Strong | 8-9 | -3 | +1 | +1 |
| Very Strong | 10 | -4 | +2 | +1 |
| Superhuman | 11-12 | -5 | +4 | +2 |
| Superhuman | 13-14 | -5 | +6 | +3 |
| Superhuman | 15+ | -5 | +8 | +4 |

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| **HEALING** | |
| First Aid skill check | 0.5pt/day |
| Medical Tech skill check | 1pt/day |
| Speed Healing (Reduce REF 1d6/3 for a week) | +1pt/day |
| Nanotechnology (Req Hospital or bioware implant) | X2 Normal |
| Enhanced Antibodies | +1pt/day |

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| **WOUND EFFECTS** | |
| LIGHT | NA |
| SERIOUS | -2 REF |
| CRITICAL | ½ REF, INT, COOL |
| MORTAL | 1/3 REF, INT, COOL |
| Limb Loss: more than 8 dmg, requires Death Save | |
| Head Shot double dmg after SP | |

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| **SURGERY** | | | | | |
|  | **Require** | **Time** | **Dmg** | **Cost** | **DIFF** |
| **N**egilible | Clinic, bodyshop | 1 hr | 1pt | 0 | 10 |
| **M**inor | Med center, Ripperdoc | 2 hrs | 1D6+1 | 500 | 15 |
| **MA**jor | Hospital w/ surgery center | 4 hrs | 2D6+1 | 1,500 | 20 |
| **CR**itical | Hospital w/ surgery center | 6 hrs | 3D6+1 | 2,500 | 25 |

NETRUNNING

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| **THE MENU** | |
| LOG ON/OFF | Log on/off the NET |
| RUN PROGRAM | Runs a program in memory |
| LDL | Bypass LDL security |
| COPY | Copy program/file to another chip |
| ERASE | Deletes program/file from deck or connected system |
| READ | Read file |
| EDIT | Edit a file |
| CREATOR | Create virtual constructs |
| LOCATE REMOTE | Find remote in 400m |
| CONTROL REMOTE | Take control of remote with utility program |

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| **INITIATIVE** |
| Computer INT + 1D10  VS  Netrunner REF + DECK SPEED + 1D10 |
| **ROUNDS & ACTIONS** |
| 3 NET Round to every Cmbt Round Computer Actions: 1 + 1/2 CPUs over 1 |
| **RANGE** |
| 20 spaces |
| **MOVEMENT** |
| 5 spaces, no diagonal moves |

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| **STEALTH/EVASION & DETECTION** |
| Attacking Program STR + 1D10  Vs  Defender Program STR + 1D10 |
| **INTRUSION/DECRYPTION** |
| Attacking Program STR + 1D10  Vs  CODE/DATAWALL STR + 1D10 |
| **ANTI-SYSTEM** |
| Attacking Program STR + 1D10  Vs  CODE/DATAWALL STR + 1D10 |
| **ANTI-PERSONNEL** |
| Attacker Program STR + INT + INTERFACE + 1D10  Vs  Defender Program STR + INT + INTERFACE + + 1D10 |
| **ANTI-PROGRAM** |
| Attacking Program STR + 1D10  Vs  Defending Program STR + 1D10 |
| **CONTROLLERS/UTILITIES** |
| 1D10 <= Program STR |

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| **KEYBOARD NETRUN** |
| Program Interface with Programming DIFF 25 or Expert [Complex Computer lang.] DIFF 20 |
| Modify Software (DIFF 20) |
| Replace Interface with Expert [Complex Computer Lang.] and REF with INT. |
| -3 All actions with keyboard |
| Initiative = 1D10 + Processor Speed |
| Not effected by Anti-personal programs |

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| **LDL SECURITY** | | |
| D10 >= Security level | | |
| 1-4 | Cut off & charged for call | |
| 5 | Cut off & NETWATCH is after you | |
| 6 | Netcops bust you, roll 1D6 | |
|  | 1-2 | Fined 1D6x100eb |
|  | 3-5 | Escaped but looking for 1D6+1 days |
|  | 6 | Escape but have a ANB on you |

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| **NET ENCOUNTERS** | |
| 1-2 | Nothing |
| 3 | Random program passes |
| 4 | Friendly Netrunner |
| 5 | Hostile Netrunner |
| 6 | NETWATCH |

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| **HIT LOCATIONS** | |
| 1 | Head |
| 2-4 | Torso |
| 5 | R Arm |
| 6 | L Arm |
| 7-8 | R Leg |
| 9-10 | L Leg |

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|  | **Point Blank** | **Close (x1/4)** | | **Medium (x1/2)** | **Long (x1)** | **Extreme (x2)** |
| **WEAPON** | **10** | | **15** | **20** | **25** | **30** |
| **Cast weapon** | **-5** | | **0** | **+5** | **+10** | **+15** |
| Handgun | 1m | | 12m | 25m | 50m | 100m |
| SMG | 1m | | 37m | 75m | 150m | 300m |
| Shotgun | 1m | | 12m | 25m | 50m | 100m |
| Rifle | 1m | | 100m | 200m | 400m | 800m |
| Throw | 1m | | BOD x 2m | BOD x 5m | BOD x 10m | BOD x 20m |

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| **FLAMETHROWER** |
| 2D10 1st turn, 1D10 2nd turn, 1D6 3rd turn |

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| **SUPPRESSIVE FIRE** |
| Athletics VS # Rounds in 1m Width  Failure 1d6 rounds hit |

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| **GRENADE TABLE** | | |
|  | 10 |  |
| 7 | 8 | 9 |
| 5 | Target | 6 |
| 2 | 3 | 4 |
|  | 1 |  |
| Roll 1d10 for miss. Another for # of meters missed | | |

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| **DRUGS & POISON** | | |
| **Type** | **Effect** | **Damage** |
| Hallucingen | Confusion | -4 INT |
| Nausea | Illness | -4 REF |
| Teargas | Tearing | -2 REF |
| Sleep Drugs | Sleep | -2 to all stats if saved |
| Biotoxin I | Death | 4D6 |
| Biotoxin II | Death | 8D6 |
| Nerve Gas | Death | 8D10 |

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| **MICROWAVE EFFECTS** | |
| 1 | Cyberoptics short for 1D6 turns |
| 2 | Neural Pulse! If has interface plugs, boostware, or other hardwiring, REF stat reduce by 1D6/2 till repaired. |
| 3 | Cyberaudio shorts for 1D6 turns |
| 4 | Cyberlimb Malfunction. Lose use for 1D10 turns.  1-2 Right Arm, 3 Left Leg, 4 Right Leg, 5-6 Left Arm |
| 5 | Neural Breakdown! Twitching fits for 1D6/3 turns |
| 6 | No Effect |

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| **DEMOLITIONS** | |
| Using a grenade/claymore/shell to blow hole in structure | DIFF 20 |
| Using proper explosive as grenade/thrown bomb | DIFF 15 |
| Tamping Explosive | DIFF 15 |
| Evaluating structure for weak points | DIFF 20 |

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| **EXPLOSIVES** | | |
| **Units** | **Multiplier** | **Radius Band** |
| 1 | X1 | 1 |
| 2 | X1.5 | 1 |
| 3 | X2 | 2 |
| 5 | X2.5 | 2 |
| 8 | X3 | 3 |
| 10 | X3.5 | 3 |
| 12 | X4 | 4 |
| 17 | X4.5 | 4 |
| 21 | X5 | 5 |
| 27 | X5.5 | 5 |
| 33 | X6 | 6 |
| 37 | X6.5 | 6 |
| 41 | X7 | 7 |
| Concussion: ½ damage stun/blunt trauma. No Armor. Soft armor loses 2SP, Hard takes ¼ of explosion damage. | | |
| Shrapnel Damage: Anyone in 2 bands out will take 1D10 damage to location. SP Armor protects as normal | | |

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| **AREA EFFECT** | |
| **Type** | **Area** |
| Grenades | 5m |
| Molotov | 2m/l |
| Flamethrower | 2m |
| Flamethrower, cyber | 1m |
| Mine | 2m |
| Claymore | 6m\* |
| C-6 | 5m |
| RPG | 4m |
| Missile | 6m |
| Shotgun (Close) | 1m |
| Shotgun (Med) | 2m |
| Shotgun (Lng/Ext) | 3m |
| Micromissile | 2m |
| Nitrogen Tri-Iodide | 3m |
| Nitroglycerine | 3m |
| Guncotton | 3m |
| TNT | 3m |
| Plastique | 4m |
| Detcord | 1m |

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| **COMBAT MODIFIERS** | | | | | |
| Target Immobile | +4 | Ambush | +5 | Aiming (max +3) | +1/rd |
| Target Dodging (melee) | -2 | Fast draw/Snapshot | -3 | Laser Sight | +1 |
| Target Moving (REF 10+) | -3 | Turning to face target | -2 | Telescopic Sight, Ext | +2 |
| Target Moving (REF 12+) | -4 | Using 2 weapons | -3 | Targeting scope, Med | +1 |
| Target Moving (REF 14+) | -5 | Firing while running | -3 | Targeting scope | +1 |
| Target Prone, Close > | -2 | Firing Shoulder arm from hip | -2 | Smartgun | +2 |
| Target Prone, Point blank | +2 | Firing prone | -2 | Smartgoggles | +2 |
| Target Silhouetted | +2 | Blinded by light or dust | -3 | 3 Round Burst (Close/Med) | +3 |
| Aimed shot at body location | -4 | Ricochet or indirect fire | -5 | Full Auto, Close per 10rds | +1 |
| Large Target | +4 | Dark | -2 | Full Auto, Other ranges per 10rds | -1 |
| Small Target | -4 | Turret mounted weapon | +2 |  |  |
| Tiny Target | -6 | Vehicle mounted, no turret | -4 |  |  |

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| **MARTIAL ARTS** | |
| Strike | REF + M. Arts/Fencing/Melee + Key + WA |
| Cast | REF + MArts/Athletics + Key + WA + Range Penalty |
| Punch/Kick | REF + MArts/Brawling + Key |
| Disarm | REF + Marts/Fencing/Melee/Brawling + Key + WA + Defender Weapon Size VS *Dodge & Escape, Athletics, Martial Arts* Sizes: Normal (0), Small (-4), Tiny (-6) |
| Sweep/Trip | REF + MArts + Key + WA VS *Dodge & Escape, Athletics, Martial Arts*  -2 to defender till stands, +2 to attackers |
| Sweep Kick | REF + MArts + Key – 3 VS *Dodge & Escape, Athletics, Martial Arts*  Damage 1D6+3, STUN Save -2. (Cyber get +3 damage) |
| Block/Parry | REF + MArts/Fencing/Melee/Brawling + Key + WA  Parrying weapon may break and will take damage. See parry items Extra damage passes through. If Block is key, then -MArts lvl from damage |
| Dodge | REF + MArts/Dodge & Escape/Athletics + Key |
| All Out Parry and Dodge | As Dodge and Block/Parry  -3 to all actions and damage reduction is x2 |
| Grapple | REF + MArts/Brawling + Key Defender at -2 to actions except Escape. Required for Throw, Hold, Choke |
| Throw | REF + MArts/Athletics + Key  Victim takes 1d6 + MArts + BOD damage Mod, no armor, and STUN Save +2. Victim is prone |
| Hold/Break | REF + MArts + Key  Immobilize defender. Break do 1d6 + MArts + BOD damage Mod and STUN Save +2. Ignore armor. If Hold successful Choke/Crush is automatic with action. |
| Choke/Crush | REF + MArts/Brawling + Key  Defender is -2 all actions but Escape. 1d6 Damage + MArts + Body Bonus + WA. Most armor not effective. |
| Escape | REF + MArts/Dodge & Escape + Key  Breaks Grapples and Holds |
| RAM | REF + MArts/Athletics + Key – Dash penalty  See Ram Damage Chart |
| Jump Kick | -5 penalty to perform, damage is 1d6 +5 (Cyberlimb gets +5) |
| Stun Attack | -6 penalty to perform. Success Defender makes a STUN Save – ½ MA. 1pt Damage |
| Knockout Attack | Requires Martial Arts 3+. Attack mod -3. Opponent makes a STUN Save -2 or be stun for 2xMA rounds. |
| Coup De Grace | Requires Martial Arts 3+. Attack mod -2. Opponent must be stunned. Opponent makes DIFF 25 vs Endurance or unconscious for 1 minute per point failed. Apply normal weapon damage. |
| Cruelest Cut | Opponent stunned or unconscious takes max damage of hand to hand weapon. |

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| **RAM DAMAGE CHART** | |
| **BODY** | **Damage** |
| 2 | 1D6-2 |
| 3-4 | 1D6-1 |
| 5 | 1D6 |
| 6-7 | 2D6 |
| 8-9 | 2D6+1 |
| 10 | 2D6+2 |
| 11-12 | 3D6+4 |
| 13-14 | 3D6+6 |
| 15 | 3D6+8 |
| 16-20 | 4D6+8 |
| Each + | +1D6 |

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| **Parrying Item** | **PP** |
| Blowgun | 0 |
| Bow | 5 |
| Pistol | 10 |
| SMG | 15 |
| Rifle/Shotgun | 20 |
| Melee Weapon | Max Dmg it can do |

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| **Parrying Item** | **Break (1D10)** |
| Normal Edge Weapon | 1 |
| Mono-Two | 1-2 |
| Normal Monoblade | 1-4 |
| Powersword | 1-5 |

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| **DASH ATTACK** | | |
| **Distance** | **Damage Bonus** | **Penalty** |
| None | 0 | 0 |
| ¼ of Run | ¼ MA | -2 |
| 1/3 of Run | 1/3 MA | -4 |
| ½ of Run | ½ MA | -6 |

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| **SP DIFF** | **BONUS** |
| 0-4 | +5 |
| 5-8 | +4 |
| 9-14 | +3 |
| 15-20 | +2 |
| 21-26 | +1 |
| 27+ | 0 |

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| **COVER** | **SP** | **COVER** | **SP** | **COVER** | **SP** |
| Sheetrock wall | 5 | Heavy Wood Door | 15 | AV-4 Body | 40 |
| Stone Wall | 30 | Steel Door | 20 | Engine Block | 35 |
| Tree, Phone Pole | 30 | Concrete Utility Pole | 35 | Mail Box | 25 |
| Brick Wall | 25 | Data Term | 25 | Hydrant | 35 |
| Concrete Block Wall | 10 | Card Body, Door | 10 | Curb | 25 |
| Wood Door | 5 | Armored Car Body | 40 |  |  |

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| **VEHICLE LOCATIONS** | |
| Civilian Ground | |  |  |  | | --- | --- | --- | | 1-4 | Tire/GE Skirt/Track | 1/3 SDP. At 50% damage ½ Top Speed, -3 maneuver. | | 5 | Engine | 1/3 SDP. At 50% damage ½ Top Speed, -1 maneuver, 1in10 Fuel explodes | | 6 | Driver/Crew | Random. Personal SP is deducted | | 7-0 | Vehicle Body | Vehicle SDP | |
| Military Ground | |  |  |  | | --- | --- | --- | | 1-3 | Tire/GE Skirt/Track | 1/3 SDP. At 50% damage ½ Top Speed, -3 maneuver. | | 4 | Engine | 1/3 SDP. At 50% damage ½ Top Speed, -1 maneuver, 1in10 Fuel explodes | | 5 | Driver/Crew | Random. Personal SP is deducted | | 6-8 | Vehicle body | Vehicle SDP | | 9-0 | Turret/weapon | Weapon 10SDP, 1in10 explodes. Turret: 1/3 SDP. 2in10 weapon is useless | |
| Aircraft | |  |  |  | | --- | --- | --- | | 1-2 | Engine | 1/3 SDP. At 50% damage ½ Top Speed, -1 maneuver, 1in10 Fuel explodes | | 3 | Pilot/Crew | Random. Personal SP is deducted | | 4-5 | Wings/rotor/fans | 1/3 SDP. At 50% damage ½ Top Speed, -3 maneuver. | | 6-0 | Fuselage | Vehicle SDP | |
| Walker | |  |  |  | | --- | --- | --- | | 1-3 | Legs | 1/3 SDP. At 50% damage ½ Top Speed, -3 maneuver. | | 4 | Engine | 1/3 SDP. At 50% damage ½ Top Speed, -1 maneuver, 1in10 Fuel explodes | | 5 | Pilot/Crew | Random. Personal SP is deducted | | 6 | Weapon | Weapon 10SDP, 1in10 explodes | | 7-0 | Vehicle | Vehicle SDP | |

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| **VEHICLE FIRING MODIFIERS** | | | |
| +4 | Firing at large target (vehicle) | -3 | Firer is moving, using non-stabilized weapon |
| -4 | Firing at small target (exposed weapon or person) | +4 | Heat-seeking missile fired at AV or Jet |
| -6 | Firing at tiny target (nonexposed weapon) | -2 | Rocket Salvo |
| +2 | Firer has vehicle link/cyber control | -10 | Chaff vs laser/radar guidance |
| -2 | Firer turning weapon to face target | -10 | Flares vs thermal/IR guidance |
| -3 | Darkness or target obscured | -5 | IR Baffling vs thermal/IR guidance (AVs/Jets) |
| +2 | Using turret-mounted weapon | -10 | IR Baffling vs thermal/IR guidance (others) |
| Var. | Targeting Computer | -15 | IR Smoke vs thermal/IR/Optical guidance |
| +4 | Target stationary | -15 | Smoke vs optical guidance |
| -1 | Per 20mph target is moving | -15 | Jamming/ECM vs radar guidance |
| -1 | Per 40mph target is moving toward you | -15 | Stealth vs radar guidance |
| -2 | Target is making evasive maneuver | +3 | “Paint” Missile |
| -2 | Firer is making evasive maneuver | +15 | Smart Missile (Thermal or Optical) |
| -2 | Target is out of control | +20 | Smart Missile Radar |

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| **VEHICLE – ARMOR** | |
| Weapon does 1D6 | SP x 2 |
| HEAT round | SP X ½ |
| HEAT round vs Composite Armor | SP |
| Non-HEAT AP | SP X ½ |
| Front | SP |
| Front/Bottom (AV/Helicopter) | SP |
| Side | SP x ¾ |
| Rear, bottom, or top | SP X ½ |

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| **DOG FIGHTING** | |
| DIFFERENCE | Advantage |
| -10 or more | Can’t Shoot |
| -9 to -2 | Turret weapon -5 WA |
| -1 to 1 | Normal |
| +2 to +9 | +3 WA to target |
| +10 or more | +5 WA to target |

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| **VEHICLE CRASHES** | |
| **Missed Points** | **Effect** |
| 1-5 | Briefly out of control. Weapon fire -5 this turn |
| 6-9 | Out of control. -10 to weapon fire this and next turn. DIFF 20 to regain control or crash. |
| 10+ | Crash. No weapon fire this turn |
| Damage: 1D10/5mph. Head-on collision and from both vehicles. | |

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| **VEHICLE CHASE/RACES** | |
| **PILOT/DRIVE/MOTORCYCLE** | |
| **Terrain/Maneuvers** | **DIFF** |
| Open terrain/sky | 10 |
| Stress Take-off (aerial) | 10 |
| Stress Landing (aerial) | 15 |
| Hard turn/bank (45 o), emergency stops, Jinking | 20 |
| Controlled skids (ground) | 20 |
| Rapid Dive/Climb, loop (Aerial) | 20 |
| Impossible turns (46-60o) | 25 |
| Bootlegger reverse (ground) | 25 |
| Hazardous terrain | +5 |
| Very Hazardous terrain | +10 |
| Every 10% of speed over ½ Top Speed | +1 |
| Driver/Pilot can’t see/no sensors | +10 |
| Driver/Pilot doing something else besides driving/flying | +5 |