

QUICK REFERENCES

RANGED COMBAT MODIFIERS TABLE

Situation	Modifier
Recoil, Semi-automatic	+1 for second shot that Combat Phase
Recoil, Burst-fire	+3 per burst that Combat Phase
Recoil, Full-auto	+1 per round fired that Combat Phase
Recoil, Heavy weapon	2 X uncompensated recoil
Blind fire	+8
Partial Cover	+4
Visibility Impaired	See Visibility Table
Multiple Targets	+2 per additional target that Combat Phase
Target Running	+2
Target Stationary	-1
Attacker in Melee Combat	+2 per opponent
Attacker Running	+4
Attacker Running (difficult ground)	+6
Attacker Walking	+1
Attacker Walking (difficult ground)	+2
Attacker Wounded	See Injury Modifier
Smartlink (with integral smartlink)	-2
Smartlink (with external smartlink/goggles)	-1
Laser Sight	-1
Using a Second Firearm	+2
Aimed Shot	-1 per Simple Action
Image Magnification	Special
Recoil Compensation	Reduces recoil modifier
Gyro Stabilization	Reduces recoil or movement modifier
Shock Pad	Reduces recoil modifier
Stock/Folding Stock	Reduces recoil modifier

MELEE MODIFIERS TABLE

Situation	Modifiers
Character has friends in the melee	-1/Friend (max -4)
Opponent has friends in the melee	+1/Friend (max +4)
Visibility Impaired	See Visibility Table
Character is wounded	See Injury Modifier
Reach	See House Rules
Attacking multiple targets	+2/Target
Character has superior position	-1
Opponent prone	-2

WEAPONS RANGE TABLE				
	4	5	6	9
	Short	Medium	Long	Extreme
Pistol	0-5	6-15	16-30	31+
SMG	0-10	11-30	31-80	81+
Shotgun (Shot)	0-10	11-20	21-50	60+
Sporting Rifle	0-30	31-60	61-150	151+
Sniper Rifle	0-40	41-80	81-200	201+
Assault Rifle	0-15	16-40	41-100	101+
LMG	0-20	21-40	41-80	81+

VISIBILITY TABLE			
Condition	Type of Vision		
	Normal	Low-Light	Thermographic
Full Darkness	+8	+8/+8	+4/+2
Minimal Light	+6	+4/+2	+4/+2
Partial Light	+2	+1/0	+2/+1
Glare	+2	+4/+2	+4/+2
Mist	+2	+2/0	0
Light Smoke/Fog/Rain	+4	+4/+2	0
Heavy Smoke/Fog/Rain	+6	+6/+4	+1/0
Thermal Smoke	As Smoke	As Smoke	+6

BARRIER RATING TABLE	
Material	Rating
Standard Glass	2
Cheaper Material/Regular Tires	3
Average Material/Ballistic Glass	4
Heavy Material	6
Reinforced/Armored Glass	8
Structural Material	12
Heavy Structural Material	16
Armored/Reinforced Material	24
Hardened Material	32

RUNNING TABLE	
Race	Modifier
Human	X3
Dwarf	X2
Elf	X3
Ork	X3
Troll	X2

COMBAT PROCEDURE CHEAT SHEET

COMBAT TURN SEQUENCE

1. Determine Initiative (Reaction + Initiative Dice)
2. Characters Take Actions in Phases (Descending in initiative total)
 - a. Character's Dice Pools Refresh (first PHASE of TURN only)
 - b. Character's Actions Declared
 - c. Character's Actions Resolved
 - d. Progress to Next Highest Initiative Total
3. Begin New Combat Turn (Repeat Step 1)

MELEE COMBAT PROCEDURE

1. Attacker Rolls (Skill + Combat Pool versus TN 4 + relevant modifiers)
2. Defender Rolls (Skill + Combat Pool versus TN 4 + relevant modifiers)
3. Compare Successes
 - a. IF Counterattacking (Requires a free action from defender AND/OR Counter Strike Adept power)
 - i. Highest Total Wins (Tie considered a deadlock)
 - b. IF NOT Counterattacking (No free action from defender to defend)
 - i. Highest Total Wins (Ties go to attacker.)
4. Determine Damage (Winner does damage with net successes staging up)
NOTE: Remember that if ONLY your combat pool successes exceed the attacker's successes the attack is a COMPLETE MISS!
 - a. If the Counter Strike Adept power is used WITHOUT a free action to defend, only the counter strike successes may be factored into the damage calculation if any net successes are left over after step 3.
5. Resist Damage (Body Dice + allocated Combat Pool Dice versus damage TN minus Impact Armor)

RANGED COMBAT PROCEDURE

1. Determine Range (Consult weapon range + any modifiers like Vision Magnification)
2. Apply Situation Modifiers to Base Range TN (See tables)
3. Resolve Attacker's Success Test (Skill + Combat Pool versus final TN)
4. Resolve Defender's Damage Resistance Test (Body + Combat Pool Dice versus weapon's damage TN minus appropriate armor)
5. Compare Successes & Determine Results (Compare net successes and stage damage accordingly) NOTE: Remember that if ONLY your combat pool successes exceed the attacker's successes the attack is a COMPLETE MISS!
6. How bad is it, Sarge? (Apply damage)

SPELL CASTING & SPIRIT CHEAT SHEET

SPELLCASTING PROCEDURE

1. Determine Spell & Force (Spell & Force determine TNs for casting and drain)
2. Determine Target (Type of target may affect TN)
3. Apply Situational Modifiers (Cover, visibility, injury, etc.)
4. Make Spell Success Test (Force + Magic Pool allocated versus TN to cast)
5. Target Makes Spell Resistance Test (Normally, but not always, body or willpower versus spell force as TN. If using damaging manipulations, make damage resistance test as per ranged combat)
6. Determine Result (Caster needs more successes than target, otherwise the spell has no effect! Ties normally go in favor of the attacker. See SRII pp 131. After comparing successes, subtracting one from the caster's total for each success the defender had, stage the damage up normally, if necessary)
7. Make Drain Resistance Test (Willpower + Magic Pool allocated versus drain)

CONJURING PROCEDURE

1. Roll Conjuring Dice Versus TN (Force of spirit is TN)
2. Resist Drain (Charisma dice + dice equal to initiate grade versus Force of spirit. The damage code is determined by the spirit's force in relation to the summoner's charisma. Drain is staged up one level if force is greater than summoner's magic. See SRII pp 140 for drain table)
3. **NOTE:** One favor is owed for every success on the conjuring test. Totem modifiers for conjuring may be applied to one test, or split between the conjuring and drain tests as the summoner chooses. Hermetic summoning takes one hour per point of force & requires a hermetic circle of the appropriate rating. Summoning a nature spirit takes a complex action.

SPIRIT BANISHING/COMMANDING PROCEDURE

1. Make Magician's Conjuring Test (Conjuring dice + Spirit Foci + Totem modifiers. If the summoner is banishing his own conjuration, he may add his charisma dice to this test. Count the successes)
2. Make Spirit's Force Test (Roll Spirit's Force versus magician's magic rating. Count the successes)
3. Determine Effect (Compare successes. Whichever side achieves more successes wins. For every TWO successes over the loser's total, the loser's magic rating or force is reduced by one as appropriate. If commanding a spirit, every two successes equals one service owed at which point the spirit is controlled and the contest stops.)
4. Continue Contest (The winner decides whether there will be another round. If so, neither combatant may do anything else until the winner's next action: They are locked in magical combat.)