



# CORIOLIS

# RELOADED

## THE COMBAT OVERHAUL

FREE LEAGUE

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## FOREWORD

This overhaul is dedicated to Brother Baru, Yara and Kharim. A charismatic crew of rock-hoppers, cut down one by one in our very first Coriolis combat encounter. I have learned a lot since then, and over the years our troupe has adopted a plethora of house rules to reign in the inherent lethality of the Year Zero system.

It was at the zenith of the pandemic when I got in touch with a group of german players who wanted in on our houserules, and the overhaul project kinda snowballed from there. What you have in your hand (or on your monitor) is the James Holden of rules supplements; the collaborative bastard child of no less than eight game groups, tirelessly playtested and edited to provide a more streamlined and tactical combat experience.

Coriolis Reloaded is meant to replace the entire Combat chapter (Chapter 5) in the Coriolis Core Rulebook. The foundation of this ruleset is built on the Year Zero Open Game License (OGL). The OGL provides a polished foundation and brings Coriolis up to speed with the Free League's latest games, such as Alien, Forbidden Lands and Twilight 2000. This means that you should have a full read-through of the overhaul before implementing it for your campaign.

And remember - you are the master of your own Horizon. Adopt the rules you like, and discard the ones you don't.

-J

CHAPTER V

# COMBAT



## ROUNDS & INITIATIVE

Combat is measured in Rounds. Each Round lasts for approximately 10 seconds. When combat begins, it is time to draw initiative. Note that Sneak Attacks and Ambushes ([page 8](#)) take place before initiative is drawn.

### DRAW INITIATIVE

To determine initiative, use the official Coriolis deck of Icon Cards. When combat is initiated, shuffle the deck and then have everyone involved draw one card from the deck. The two-digit number at the bottom of the card determines the order in which participants act during combat, from highest to lowest. Card 66 acts before card 65, and so on down to card 11. When all participants have acted, the round is over and the next round begins. The initiative order remains the same throughout the entire combat. You only draw initiative once: At the beginning of the first round.

If you do not have the deck of Icon Cards, build a deck of 10 regular playing cards, numbered from 1 (Ace) to 10. The participant who draws the highest number acts first: 10 acts before 9 and so on.

### SURPRISE

If you initiate combat against unaware opponents, you may, at the GM's discretion, benefit from the advantage of surprise. If this is the case, you make the first draw from the deck by drawing two initiative cards, and choose the best one. The card you do not choose is put back in the deck, which is shuffled again before other combatants draw their cards.

### GROUP INITIATIVE

If your combat encounter features several enemies of the same type, or if you're using the rules for Minions ([see page 19](#)), you can have those enemies act as a group, with the same initiative. Simply draw one card to represent the initiative value of the entire group.

### CHANGING INITIATIVE

You may never draw a new initiative card during a fight, but you can exchange your initiative card – and thus your initiative for the round – with another character. This can be done at the start of the fight or at the start of the round, but never during a round. You and the other character must be able to speak to each other to exchange initiatives. At the end of the round, you revert back to your original initiative.

## ACTIONS

When it is your time to act in the round, you can perform one slow action and one fast action, or two fast actions. A slow action usually consists of rolling for a skill. A fast action is quicker and doesn't always require rolling dice, though it might.

### HELPING OTHERS

If you help another player character or NPC perform an action, it costs you one action of the same type (slow or fast). For instance, if you want to help another character with a ranged attack, you must spend a slow action of your own. You have to state that you are helping someone before any dice are rolled. Helping others breaks the initiative order in the Round.

## THE BATTLEFIELD

### BATTLEMAPS

In order to keep track of enemy positions, cover and other battlefield details it is recommended that you use a map of some kind, even if it's just a quick sketch on a piece of paper. If you don't want to use a battlemat, it is perfectly fine to play out encounters in the "theater of the mind".

### BATTLEFIELD FEATURES

#### DIFFICULT TERRAIN

When passing through an area that is covered by dense undergrowth or filled with debris of some sort, your movement speed is reduced by half. The GM has final say on what qualifies as difficult (or impassible) terrain.

#### DARKNESS / FOG

Dark or foggy areas impose a -2 modifier on Ranged combat and Observation skill checks.

#### COVER

Most battlefields feature some kind of cover, be it natural elements such as large trees or boulders, or manufactured objects such as pillars, vehicles, or furniture. Cover comes in two categories – Light and Heavy – and provides damage reduction (DR) against incoming ranged attacks. You can read more about cover on [page 13](#).

**TABLE 1 - SLOW ACTIONS**

ACTION	PREREQUISITE	SKILL
Crawl	Being Prone	-
Charge (10m)	Standing, Clear path to target	Melee combat
Melee Attack	-	Melee combat
Ranged Attack	Ranged weapon	Ranged combat
Full Auto	Ranged weapon	Ranged combat
Reload	Ranged weapon	-
First Aid	Target is Broken or Dying	Medicurgy
Rally	Target is Panicking	Medicurgy / Command
Activate Mystical Power	Mystical Power	Mystical power
Command	Character who can hear you	Command
Persuade	Character who can hear you	Manipulate
Use item	Item	Varies

**TABLE 2 - FAST ACTIONS**

ACTION	PREREQUISITE	SKILL
Run (10m)	Standing	-
Go prone / stand up	Standing / Prone	-
Draw weapon / pick up item	Weapon / Item within reach	-
Retreat	In Melee combat	Dexterity
Block	Attacked in melee	Melee combat
Aim	Ranged weapon	-
Overwatch	Ranged weapon	-
Quick Shot / Quick Strike	Ranged weapon / Melee weapon	Ranged / Melee combat
Dodge	Target of blast weapon	Dexterity

# RANGE

In combat, the distance between objects are divided into five range categories (see Table 3 below). These categories are usually used for ranged attacks or for setting up ambushes.

# MOVEMENT

## RUN

Running during combat is a fast action that lets you move up to 10 meters. To run, you must be standing. If you stop during your movement, to perform another action for instance, your remaining movement is forfeit. There are talents and equipment that can increase your movement speed.

## CRAWL

If you are prone, you cannot run. Instead, you must crawl. Crawling works just like running – you may move up to 10 meters and if you stop during your movement, your remaining movement is forfeit. Unlike running, crawling is a slow action. That means you can't crawl twice in the same round. Crawling combatants are considered prone for attack or defense purposes.

## RETREAT FROM MELEE COMBAT

If you have an active enemy at engaged range and want to move away from them you must use the Retreat action (see [page 9](#)).

# SNEAK ATTACKS & AMBUSHES

Often, the key to winning a conflict is to start the fight when your enemy least expects it. You can achieve this in two ways.

## SNEAK ATTACK

When you stalk someone and your attack catches them unawares, it's called a sneak attack. First, make an opposed skill roll, using your Infiltration against your target's Observation. You get a modifier depending on how close you want to go; see Table 4 below. If you want to attack in close combat, you usually have to move to within Engaged range of your enemy. If you fail, your opponent spots you at your starting distance – draw initiative.

If you succeed, you get a free action (slow or fast, but not both) before all combatants draw initiative. Your target cannot block a sneak attack. Sneak attacks are always done individually, by one attacker against one target.

## AMBUSH

Instead of sneaking up on someone, you can lie in wait and attack when your enemy comes close. This is called an Ambush. Make an opposed skill roll, using your Infiltration against your target's Observation. You get a +2 modifier to this roll, as it is your target that is moving.

Ambushes can be carried out by a whole group of attackers. The character with the lowest Infiltration skill rolls for the attackers, while the target with the highest Observation skill rolls for the targets.

TABLE 3 - RANGE

RANGE	DESCRIPTION
Engaged	Within arm's reach
Short	Up to 5 meters away
Medium	Up to 25 meters away
Long	Up to 100 meters away
Extreme	Up to 1000 meters away

TABLE 4 - SNEAK ATTACK / AMBUSH MODIFIERS

RANGE	MODIFIER
Engaged	-2
Short	-1
Medium	0
Long	+2
Extreme	+4
Ambush	+2



## MELEE COMBAT

When you attack someone with your bare fists or with a melee weapon, you use the Melee combat skill. Melee combat usually happens at Engaged range from your target. Drawing a melee weapon from its sheath is a fast action, while making a Melee Attack is a slow action.

### STAND UP, SOLDIER!

To attack an opponent using Melee combat, you need to be standing on your feet. If you are prone, you must first spend a fast action to get up before you can attack. **While you are prone, standing enemies get a +2 modifier on all close combat attacks against you.**

## RESOLUTION

If your attack hits, you inflict damage to your target equal to the weapon's Damage rating. Damage may be mitigated by armor (see [page 13](#)). For every extra success you roll, choose one of the following bonus effects:

- ◆ **EXTRA DAMAGE:** You inflict 1 additional point of damage. You can choose this effect multiple times.
- ◆ **CHANGE INITIATIVE:** You have positioned yourself advantageously. As a result, you get to exchange your initiative card with your opponent's card, taking effect next round. You can't go back to your earlier initiative.
- ◆ **RECOVER:** You recover 1 Mind Point. You can choose this effect multiple times.
- ◆ **DISARM:** You disarm your enemy.
- ◆ **KNOCK PRONE:** Your target falls to the ground or is pushed back.
- ◆ **GRAPPLE:** You hold the opponent in a grapple.

## CRITICAL INJURIES

If the damage inflicted is equal to or higher than the crit threshold of your weapon, you also inflict a critical injury on the target (see [page 16](#)).

## BLOCKING

If you are attacked in close combat, you can attempt to block the attack to avoid being hit. Blocking is a fast action, and you roll for Melee combat. You must declare that you are going to block before the attacker rolls for their strike. For each success you roll, choose an effect below:

- ◆ **Block:** You remove one of the enemy's successes. If they

are left at no successes, the attack misses. This effect can be chosen multiple times.

- ◆ **Counterattack:** Deal damage to the attacker equal to the Damage rating of your weapon. You cannot spend additional successes to increase the damage of your counterattack.
- ◆ **Change initiative:** You have positioned yourself advantageously. As a result, you get to exchange your initiative card with your opponent's card, taking effect next round. You can't go back to your earlier initiative.
- ◆ **Disarm:** You disarm your enemy after their attack has concluded.

## SPECIAL ATTACKS

### CHARGE

Charging is a slow action that allows you to make a full move action, followed by a standard Melee Attack against an opponent within range.

### RETREAT

If you are engaged in Melee combat with an active opponent, you must make a dexterity roll to disengage from them. If you fail, you still move, but your enemy gets a free close combat attack against you. The free attack doesn't count toward their actions in the round, and you can't block it.

### QUICK STRIKE

You get a -2 to your attack roll, but the attack is a fast action instead of a slow action.

### GRAPPLE

If you grapple your opponent as a bonus effect in close combat, both you and your opponent fall to the ground. The opponent drops any weapon they were holding, and cannot move. The only action they can perform is an attempt to break free – which is a slow action that succeeds if the opponent wins an opposed Melee combat roll against you.

While you are grappling, the only action you can perform (apart from releasing your opponent) is a grapple attack. This works as a normal unarmed attack, but is a fast action and cannot be blocked.

# RANGED COMBAT

When you shoot at someone from a distance or throw an object at them, roll for Ranged combat. To draw a weapon is a fast action, while firing a weapon is a slow action.

## MODIFIERS

### AIM

If you take your time to aim carefully before squeezing the trigger, you get a +2 modifier to your attack roll. Aiming is a fast action. If you do anything else except shoot your weapon after you have aimed, you lose the effect and you need to spend another fast action to aim again.

### RANGE

The farther away your target is, the harder it is to hit. Each weapon has a maximum range, at which the weapon can be used effectively. Targets beyond a weapon's maximum range cannot be targeted. Firing at a target while engaged in Melee combat suffers a -3 modifier, since it's hard to draw a bead on an opponent while trying to stay alive. You don't get this penalty if you fire at a defenseless or unwitting enemy – instead, you get a +3 bonus.

### TARGET SIZE

Firing at a large target, such as a vehicle, gives a +2 modifier to the attack. Firing at a small or prone target gives a -2 modifier.

## RESOLUTION

If your attack hits, you inflict damage to your target equal to the weapon's Damage rating. Damage may be mitigated by Damage Reduction (see [page 13](#)). For every extra success you roll, choose one of the following bonus effects:

◆ **EXTRA DAMAGE:** You inflict 1 additional point of damage. You can choose this effect multiple times.

◆ **CHANGE INITIATIVE:** You have positioned yourself advantageously. As a result, you get to exchange your initiative card with your opponent's card, taking effect next round. You can't go back to your earlier initiative.

◆ **RECOVER:** You recover 1 Mind Point. You can choose this effect multiple times.

◆ **DISARM:** You disarm your enemy.

◆ **KNOCK PRONE:** Your target falls to the ground or is pushed back.

## CRITICAL INJURIES

If the damage inflicted is equal to or higher than the crit threshold of your weapon, you also inflict a critical injury on the target (see [page 16](#)).

## SUPPRESSION

When a ranged attack has been resolved, the target must immediately make a Suppression Check (see [page 18](#)).

TABLE 5: RANGE MODIFIERS

RANGE	MODIFIER
Engaged (in Melee combat)	-3
Engaged (defenceless target)	+3
Short	0
Medium	-1
Long	-2
Extreme	-3

TABLE 6: OTHER MODIFIERS

FACTOR	MODIFIER
Aiming	+2
Large Target	+2
Small / Prone Target	-2
Darkness / Fog	-2

## RELOADING

Most firearms have large enough magazines that you don't need to worry about counting individual bullets. Reloading is a slow action. You must reload your weapon when:

- ◆ The GM spends 1 Darkness Point to make you run out of ammunition.
- ◆ After performing a Full Auto attack.

## SPECIAL ATTACKS

### QUICK SHOT

You get a -2 modifier to your attack roll, but the attack is a fast action instead of a slow action. You can only make a quick shot against an enemy within medium range or less.

### FULL AUTO

Automatic weapons are capable of firing long bursts of projectiles at the expense of accuracy. This counts as a normal ranged attack, with the following exceptions:

- ◆ Your weapon must have the automatic fire feature.
- ◆ Your enemy must be within medium range or less.
- ◆ Make three ranged attacks against a single enemy, or three separate attacks against up to three different enemies within short distance from each other.
- ◆ Each attack suffers from a -2 modifier.
- ◆ This attack does not benefit from the Aim action.
- ◆ This attack leaves you exposed until your next round: you do not benefit from damage reduction gained from cover (see [page 13](#)).
- ◆ You have to reload your weapon after this attack.

Sarrouk is taking cover behind a pillar, when a group of Arif gangers charges out from behind a cargo container. Sarrouk sets his carbine to full auto, pops out of cover and lays down a withering hail of vulcan fire. He makes three separate attacks, each using 6 dice (after the -2 modifier for making a full auto attack). Two of the Arif gangers go down immediately, and the third one stumbles into cover. The threat is temporarily averted, but the vulcan carbine is now out of ammunition - leaving Sarrouk open for a melee charge next round.

## OVERWATCH

As a fast action, you can assume an overwatch position in a specified direction, as long as you have a ranged weapon and no enemies within Engaged range. This means that you aim in the specified direction and are ready to shoot. Between the time you assume the overwatch position and your time to act in the next Round, you can fire your weapon against a target in the chosen direction.

You can fire whenever you want in the round order, and your shot is resolved before all other Actions – even if they are already declared. For example, if there's an opponent in the direction you are aiming and that opponent declares they intend to fire a weapon at a specific target, you can shoot first. The enemy is not allowed to change their action after your overwatch attack. In the above situation, if they cannot fire their weapon as a result of your overwatch attack, they lose their action.

Firing when in overwatch position counts as a normal attack (a slow action). Therefore, you must save your slow action in the Round for any overwatch attack you want to make. If both you and an enemy assume overwatch positions against each other, and both choose to fire against each other, then an opposed Ranged combat roll will determine who goes first. This roll does not count as an action for either of you.

### LOSING OVERWATCH

You keep your overwatch position as long as you do nothing but shoot in the chosen direction. If you perform any other action, the overwatch position is lost. It is also immediately lost if:

- ◆ You are attacked in close combat.
- ◆ You suffer damage.

## BLAST WEAPONS

### GRENADES

Throwing a grenade counts as a normal ranged attack (roll for Ranged combat), with these exceptions:

- ◆ Thrown grenades have a medium maximum range.
- ◆ Grenades launched from a mortar or a grenade launcher have the same maximum range as the weapon.

### RESOLUTION

If you roll a success, the explosive goes off as intended and deals the listed weapon damage to targets within engaged range. Anyone else caught within the radius of the explosion suffers damage equal to the weapon's Blast rating. Damage may be mitigated by Damage Reduction (see [page 13](#)). For every extra success you roll, choose one of the following bonus effects:

- ◆ **EXTRA DAMAGE:** You inflict 1 additional point of damage to a target of your choice within the blast radius. This effect can be chosen multiple times – either adding a point of damage to a previously affected target, or inflicting a point of damage against a new target within the blast radius.
- ◆ **SHELL SHOCK:** One target of your choice within the blast radius suffers a +2 modifier to their Suppression Check. This effect can be chosen multiple times – either adding the modifier to a previously affected target, or applying the modifier to a new target within the blast radius.

If you roll no successes, something goes wrong. It is up to the GM to decide whether the grenade throw was off, or if the explosive is defective. A nefarious GM may spend 1 DP to scatter the grenade in any direction of their choosing.

### GRENADES AND COVER

A target hit by a successful grenade attack does not benefit from Damage Reduction gained from cover. Note that secondary targets within the blast radius may still benefit from cover. Read more about cover on [page 13](#).

### DODGE

If you're targeted by a grenade, you may attempt to escape the blast by throwing yourself out of harm's way. You must declare that you are going to dodge before the attacker rolls their attack. Dodge is a fast action, and you roll for Dexterity: each six you roll lowers the damage by 1. You must be aware of the grenade attack in order to attempt to dodge it.

### EXPLOSIVES

Don't make a skill check when setting off an explosive. Instead, when an explosive detonates, make an attack with a number of D6 equal to the explosive's Power rating.

# ARMOR & COVER

## ARMOR

To protect yourself from harm, you can wear armor. The effectiveness of armor is illustrated by its Damage Reduction - DR. When taking damage from an attack, each point of Damage Reduction reduces the damage by 1. See [page 25](#) for a full list of armor.

## HELMETS

Helmets come in a wide variety of shapes and sizes and protect your head from serious trauma. When rolling for critical injuries, if you roll a 65 ([Crushed Brain](#)), treat it as 13-14 ([Concussion](#)) instead. The helmet then breaks from the impact and must be discarded.

## SHIELDS

Shields come in several different varieties, from primitive tribal shields made out of wood and leather to bullet-proof combat shields used in Legion boarding actions. While wearing a shield, you count as being in light cover (DR 1), even when in Melee combat. Cannot be combined with regular cover.

## COVER

Hiding behind cover provides additional Damage Reduction in a firefight. If you end a movement action behind cover, you count as being in cover. A flanking attack that can draw line of sight without going through cover negates the Damage Reduction (GM's discretion). Cover does not protect against Grenade or Melee Attacks. The Damage Reduction gained from Cover and Armor can be combined.

TABLE 7: COVER

COVER	DR
Light (Light metal, House walls, Wood )	1
Heavy (Thick metal, Concrete, Rock)	2

## ARMOR PENETRATION

Some weapons are specifically designed to punch through armor. Each point of Armor Penetration (AP) cancels one point of Damage Reduction. For example; an AP value of 1 negates 1 point of Damage Reduction.

An assassin has taken up position on a rooftop, and takes a carefully aimed shot at Sarrouk with an accelerator carbine. The assassin rolls 10 dice, and gets 3 successes for a total of 5 damage (3 from the weapon, and 2 from the bonus effects). Sarrouk has a damage reduction of 2 (1 from his light combat armor, 1 from hiding behind light cover). However, the accelerator carbine has an AP value of 1, and reduces the total damage reduction to 1. Sarrouk takes 4 points of damage (5-1) from the attack.

## DAMAGE

You always run the risk of being injured in combat. Everything from fatigue, to bruises and smaller cuts is summarized as damage. How much damage you can take is determined by your Hit Points (HP).

## STARTING HIT POINTS

You start the game with a number of HP equal to the sum of your Strength and Agility characteristics. Some talents can modify your HP total.

## BROKEN

As you suffer damage, your HP is reduced. If something reduces your HP to zero, you are broken. You can crawl and mumble through the pain but you cannot perform any other actions or roll for any skills.

## KILLING BLOW

A person who is broken is defenseless. If it's a human being and you want to kill them outright, you must fail an Empathy roll. If the roll succeeds, you simply cannot force yourself to commit the deed. Even if the roll fails and you do kill the victim, you suffer 1 point of stress – killing in cold blood is not easy.

## GETTING BACK UP

Being broken is not fatal in itself: only fatal critical injuries can kill you. There are two ways to get back up after being Broken, assuming you're not dead:

◆ **FIRST AID:** Someone can help you back on your feet by using the Medicurgy skill. This is a slow action. Certain equipment can give bonuses to the roll. If the roll is successful, you get back up immediately, recovering HP equal to the number of successes in the skill roll.

◆ **ON YOUR OWN:** If you're Broken and no one is around to help you, you automatically recover one HP when the combat is over, and can then get back up on your own.

## CRITICAL INJURIES

As long as you still have HP left, damage represents fatigue, bruises or smaller cuts. Critical injuries represent a much more dangerous form of injury that can maim or kill you.

When attacking an enemy, if the damage you inflict is equal to or higher than the crit threshold of your weapon, after damage reduction from armor and cover, you inflict a critical injury on that enemy. Roll a d66 and consult the critical injury table on [page 16](#) to determine the critical

injury.

Each critical injury has a specific effect that the target suffers during the indicated recovery time, which can be measured in rounds or days. Some injuries, such as losing limbs, are permanent.

In a previous example, our hero Sarrouk took a massive hit from an assassin armed with an accelerator carbine. Since the inflicted damage (4) is equal to the crit threshold of the weapon, Sarrouk must roll on the Critical Injury Chart. He rolls a 54, and groans in pain as the accelerator slug slams through his side, causing internal bleeding.

## SEVERE INJURIES

If the damage of your attack is equal to twice the weapon's crit threshold or more, the critical injury is severe. This means that you roll twice on the critical table and use the highest result. If the damage inflicted is three times higher than the crit threshold or more, you roll three times on the critical table, and so on.

## FATAL INJURIES & STABILIZE

If you suffer a critical injury described as fatal in the critical injury table on [page 16](#), someone must Stabilize you, or you will die when the time limit runs out. Stabilize is a slow action that requires a Medkit and a successful Medicurgy skill check. Some critical injuries are so severe that a negative modifier is applied to the Medicurgy check.

As long as you are not broken, you can try to stabilize yourself, but you get a -2 modifier to the roll. Each person who attempts to stabilize you can try only once: to make a second attempt, better medical equipment is needed.

## BROKEN AND DYING

If you are both Broken and have sustained a fatal critical injury (or several), two separate Medicurgy checks must be rolled: one to get you back on your feet, and another to save your life. These two rolls can be made in whichever order you prefer.



## INSTANT DEATH

Note that there are 2 critical injuries (results 65–66) that will kill you outright. If you roll any of these, the Lady of Tears arrives to convey your soul to the afterlife.

## HEALING

When you are no longer Broken, you recover 1 HP per hour of rest. The recovery time for Critical injuries can be found in the critical injury table on [page 16](#). Note that you can recover all your lost HP, but still suffer the effects of a critical injury.

## PERMANENT INJURIES

Some critical injuries, such as severed limbs or facial scarring, are permanent. The only way to remove the effects from one of these injuries are by replacing the lost limb with cybertech, or undergoing cosmetic surgery.

## MEDICAL CARE

If someone tends to you during the process of healing a critical injury, and makes a successful Medicurgy check, the remaining healing time is reduced by half. Stabilizing a critical injury does not count: a new roll is required to reduce healing time. This check may be attempted only once per critical injury.

## M-DOSES

M-Doses contain powerful stimulants and opioids that provide immediate pain relief during combat encounters. Administering an M-dose is a slow action that automatically restores 2 HP.



**TABLE 8 - CRITICAL INJURIES**

D66	INJURY	FATAL	TIME LIMIT	EFFECT	RECOVERY
11-12	Wind knocked out	No	-	Lose next fast action	-
13-14	Concussion	No	-	Lose next slow action	-
15-16	Crippling pain	No	-	Suffer 1 Stress	-
21	Sprained ankle	No	-	Run becomes a slow action	4 rounds
22	Sprained hand	No	-	Two-handed weapons cannot be used	4 rounds
23	Dislocated shoulder	No	-	-1 to Melee combat	4 rounds
24	Forehead gash	No	-	-1 to Ranged combat	4 rounds
25	Slashed thigh	No	-	-1 to Dexterity	4 rounds
26	Broken nose	No	-	-1 to Manipulation	D6 days
31	Severed tendons	No	-	Run becomes a slow action	D6 days
32	Broken hand	No	-	Two-handed weapons cannot be used	D6 days
33	Snapped collarbone	No	-	-2 to Melee combat	D6 days
34	Crushed fingers	No	-	-2 to Ranged combat	D6 days
35	Severed ear	No	-	-2 to Observation	Permanent
36	Shattered teeth	No	-	-2 to Manipulation	Permanent
41	Broken leg	No	-	Run becomes a slow action	2D6 days
42	Broken Elbow	No	-	Two-handed weapons cannot be used	2D6 days
43	Broken Ribs	No	-	-2 to Melee combat and Dexterity	D6 days
44	Busted Eye	No	-	-2 to Ranged combat and Observation	Permanent

D66	INJURY	FATAL	TIME LIMIT	EFFECT	RECOVERY
45	Crotch Hit	No	-	1 damage for each melee attack until first aid is given.	D6 hours
46	Ruined face	No	-	-2 to Manipulation	Permanent
51	Busted kidney	Yes	D6 Days	Run becomes a slow action, -2 to Dexterity	D6 days
52	Ruptured Intestines	Yes	D6 Days	-1 to all skill checks.	D6 days
53	Punctured Lung	Yes (-1)	D6 Days	-2 to all skill checks.	D6 days
54	Internal Bleeding	Yes (-1)	D6 Days	-2 to all skill checks.	D6 days
55	Severed Arm Artery	Yes (-1)	D6 Hours	Take 1 damage per round until first aid is given. Two-handed weapons cannot be used.	D6 days
56	Severed Leg Artery	Yes (-1)	D6 Hours	Take 1 damage per round until first aid is given. Run becomes a slow action	D6 days
61	Severed Leg	Yes (-2)	D6 Minutes	Take 1 damage per round until first aid is given. Run becomes a slow action	Permanent
62	Severed Arm	Yes (-2)	D6 Minutes	Take 1 damage per round until first aid is given. Two-handed weapons cannot be used.	Permanent
63	Severed Jugular	Yes (-2)	D6 Minutes	Take 1 damage per round until first aid is given. -2 to all skill checks	2D6 days
64	Severed Aorta	Yes (-4)	D6 Minutes	Take 1 damage per round until first aid is given. -2 to all skill checks	2D6 days
65	Crushed Brain	Yes	-	May the judge treat you fairly. Create a new PC.	-
66	Pierced Heart	Yes	-	May the lady of tears caress your soul. Create a new PC	-

# STRESS

The mind is a fragile thing. Everything from shell shock to provocations, lack of sleep and encounters with the unexplainable is summarized as stress. The amount of stress you can handle is determined by your number of Mind Points (MP)

## STARTING MIND POINTS

You start the game with a number of MP equal to the sum of your Wits and Empathy characteristics. Talents and permanent mind trauma can modify your MP total.

## PANIC

As you suffer stress, your MP is reduced. If something reduces your MP to zero, you panic. Your character may collapse into uncontrollable sobs or go catatonic. You may crawl but cannot perform any other actions or roll for any skills. After 1d6 rounds, you regain some control of yourself and recover 1 MP.

## RALLY

You can use either the Command or Medicurgy skills to treat someone who is suffering from panic. If your roll is successful, the person you are treating regains 1 MP for each success you roll. Each attempt is a slow action.

## SUPPRESSION CHECK

When automatic fire whizzes above your head and mortar shells tear your cover to shreds, you're at risk of becoming suppressed. Make a Suppression Check (1d6 + your current amount of stress) and consult table 9 whenever one of these events occur:

- ◆ You're the target of a ranged attack
- ◆ You suffer damage by a melee weapon with the stun effect
- ◆ You're in the blast radius of a grenade or an explosive

TABLE 9: SUPPRESSION CHECK

RESULT	EFFECT
1-2	Unaffected: Nothing happens
3-5	Shaken: Suffer 1 Stress
6-8	Suppressed: Suffer 1 Stress, lose your next fast action.
9+	Pinned Down: Suffer 1 Stress, lose your next slow action

Reeling with pain from an unexpected ranged attack, Sarrouk is forced to perform a suppression check. Sarrouk has already suffered 2 points of Stress over the course of the firefight. This means that he must make his suppression check with a +2 modifier. He rolls a 4, for a total of 6 and becomes suppressed!

## RECOVERY

You automatically recover 1 MP per 10 minutes of resting. Some items, such as drugs, can help you recover MP. Some conditions, such as being exhausted or freezing (see the chapter on 'Atypical Damage', starting on page 95 in the Coriolis Rulebook), may prevent you from recovering MP until they are removed.

## MINIONS

This chapter introduces a new type of NPC to the battlefields of the Third Horizon. While normal NPCs bring leadership, specialized combat capabilities and important narrative elements to an encounter, groups of Minions form the cannon fodder. They are nameless, disposable combatants, designed to speed up large encounters and to let the players show off their character's combat prowess. You can find a few minion statblocks on [page 30](#).

### WHO'S A MINION?

The nameless soldier, corsair, beast or gang member is a Minion. Bakra, the right hand man of the Arif Syndicate, probably isn't. Minions usually accompany a leader of some sort: a brutish gang leader, a calculating security emir, or a scarred Nekatra Alpha.

### HOW DO THEY WORK?

Minions follow all of the rules outlined in the core rulebook and this combat overhaul. They have attributes and skills, weapons and armor. These are the only exceptions:

- ◆ A Minion may never pray to the Icons
- ◆ A Minion doesn't have hit points. Instead, whenever a minion suffers damage from an attack, they are immediately taken out of action.
- ◆ A Minion doesn't have mind points. Instead, whenever a Minion suffers stress from an attack, they automatically become suppressed and lose their next fast action.
- ◆ In large encounters, Minions may form teams sharing initiative and attack rolls instead of making individual attacks (or skill checks). Each additional Minion, up to a maximum of three, adds a +1 modifier to the attack roll.
- ◆ A Minion may be attached to an NPC, in which case the Minion adds a +1 modifier to all attack rolls (and relevant skill checks) made by that NPC. The GM may spend 2 Darkness Points to let a Minion suffer the full force of an attack intended for that NPC.





## APPENDIX 1

# EQUIPMENT

You're only as good as your gear. It is a common saying, but it's true - especially in the deadly battlezones of the Third Horizon. This chapter contains an updated gear list meant to supersede the one found in the Coriolis Rulebook. Please refer to the Coriolis Rulebook for weapon descriptions and images.

### GEAR STATS

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#### AP - ARMOR PENETRATION

The potential of a weapon to penetrate armor. One point of AP negates one point of Damage Reduction. Read more about armor penetration on [page 13](#).

#### BLAST

The amount of blast damage dealt to all targets within the radius of a blast weapon. Blast weapons are explained in detail on [page 12](#).

#### BONUS

The amount of bonus dice rolled when making an attack with the weapon.

#### COST

Cost is an universal stat - everything costs money. Or in the case of Coriolis - birr.

#### CRIT

The critical threshold of the weapon. Critical Injuries are explained in detail on [page 14](#).

#### DR - DAMAGE REDUCTION

The stopping power of armor. One point of DR negates one point of Damage.

#### DMG - DAMAGE

The base damage of the weapon.



## FEATURES

Most weapons have special features that set them apart. All weapon features are described in detail on [page 26](#).

## POWER

The power rating of an explosive. Explosives are explained in detail on [page 12](#).

## RADIUS

The radius of a blast weapon. All targets caught within the radius of an explosion suffer Blast damage. Blast weapons are explained in detail on [page 12](#).

## RANGE

The range of a weapon. Melee weapons are usually only usable in Engaged range, while some ranged weapons can hit targets a kilometer away. Range and range modifiers are explained on [page 10](#).

## TECH

The technology tier of the weapon. You can read more about technology tiers on page 104 in the Coriolis Rulebook. Weapons marked with a tiny 'R' are restricted and can only be purchased by Player Characters with the Licensed Talent.

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## MELEE WEAPONS

AXE WEAPONS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Axe	0	3	3	-	Engaged	Heavy	P	150
Axe, Duralite	0	3	3	1	Engaged	Heavy	O	2000
Halberd	+1	3	3	-	Engaged	Heavy, Slow	P	300
Halberd, Duralite	+1	3	3	1	Engaged	Heavy, Slow	O	2500

BLADE WEAPONS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Knife	0	2	3	-	Engaged	Light	P	50
Knife, Duralite	0	2	3	1	Engaged	Light	O	500
Knife, Mercurium	+1	2	3	2	Engaged	Light	A	1500
Sword	+1	2	3	-	Engaged		P	200
Sword, Duralite	+1	2	3	1	Engaged		O	1600
Sword, Mercurium	+2	2	3	2	Engaged	Light	A	3000

## MELEE WEAPONS, CONTINUED

BLUNT WEAPONS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Unarmed	0	1	3	-	Engaged		P	-
Brass Knuckles	0	2	3	-	Engaged	Light	P	50
Blunt Instrument	+1	2	3	-	Engaged	Light	P	-
Baton	+1	2	3	-	Engaged	Light	P	100
Staff	+2	2	3	-	Engaged		P	50
Power Glove	+1	2	3	-	Engaged	Light	O	1500
Mace	0	3	4	-	Engaged	Heavy	P	100
Power Sledge	0	4	5	-	Engaged	Heavy, Slow	O	1000

ENERGY WEAPONS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Stun Baton	+1	2	2	-	Engaged	Stun	O	500
Shock Whip	+1	1	1	-	Short	Ensnare, Light, Stun	O	800
Energy Staff	+2	2	2	-	Engaged	Stun	A	1000

EXOTIC WEAPONS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Whip	0	1	3	-	Short	Ensnare, Light	P	50
Fighting Claws	0	2	3	-	Engaged	Light	P	400
Fighting Claws, Duralite	0	2	3	1	Engaged	Light	O	600
Ahlam's Hand Fan	+1	2	3	1	Engaged	Light	F	2500
Thermal Cutter	0	3	3	2	Engaged	Slow	A	3000

## RANGED WEAPONS

PISTOLS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Accelerator Pistol	+2	2	3	1	Long	Slow	O	700
Stun Gun	+1	2	2	-	Short	Stun	A	2000
Thermal Cricket	+1	3	4	2	Medium	Light	A <sup>R</sup>	2500
Thermal Pistol	+1	3	4	2	Medium		A <sup>R</sup>	2300
Vulcan Cricket	+1	2	3	-	Medium	Light	O	700
Vulcan Pistol	+1	2	3	-	Medium		O	500
— Arax Omir	-	3	4	-	Medium	Threatening	O <sup>R</sup>	1200
Vulcan Scorpion	-	2	3	-	Medium	Automatic	O	1000

CARBINES	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Accelerator Carbine	+2	3	4	1	Long	Slow	O	2000
— Twin Carbine	+2	4	5	1	Long	Slow	O	3500
Thermal Carbine	+1	4	5	2	Medium	Automatic, Heavy	A <sup>R</sup>	6000
Vulcan Carbine	+1	3	4	-	Long	Automatic	O	2000
— Legion 'Dayal 3'	+1	3	4	-	Long	Automatic, Grenade Launcher, Threatening	O <sup>R</sup>	3000
— PDW	+1	3	4	-	Medium	Automatic, Light	O	2500

GRAPE GUNS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Grape Gun	+1	2	3	-	Medium	Grapeshot	O	400
— Saladin	+1	2	3	-	Medium	Single Shot, Grapeshot	P	200
— Sawn Off	+1	2	4	-	Medium	Grapeshot, Light	O	400
— Nestera Efreet	+1	2	3	-	Medium	Automatic, Grapeshot	O <sup>R</sup>	2500

## RANGED WEAPONS, CONTINUED

RIFLES	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Accelerator Rifle	+2	3	4	1	Extreme	Scope, Slow	O	3000
— Nestera Parox	+2	4	4	2	Extreme	Heavy, Scope, Slow	O <sup>R</sup>	4500
Long Rifle	-	2	3	-	Long	Scope, Single Shot	P	100
Thermal Rifle	+1	5	6	3	Long	Heavy, Scope	A <sup>R</sup>	8000

HEAVY WEAPONS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Accelerator Launcher	+1	GR	GR	GR	Extreme	Heavy, Single Shot	O <sup>R</sup>	8000
Grenade Launcher	-	GR	GR	GR	Long	Single Shot	O <sup>R</sup>	1200
Flamethrower	+2	2	4	-	Medium	Automatic, Heavy, Fire	O	1800
Missile Launcher	-	7	2	2	Extreme	Heavy, Single Shot	O <sup>R</sup>	900
Thermal Machine Gun	+1	4	5	2	Long	Automatic, Heavy	A <sup>R</sup>	22000
Vulcan Machine Gun	+1	3	4	-	Long	Automatic, Heavy, High Capacity	O <sup>R</sup>	4000

PRIMITIVE WEAPONS	BONUS	DMG	CRIT	AP	RANGE	FEATURES	TECH	COST
Blowpipe	-	1	4	-	Medium	Light, Single Shot	P	50
Combat Bow	+1	2	3	-	Long	Single Shot	P	500
Harpoon	+1	2	3	-	Medium	Single Shot	P	200
Throwing Knife	-	1	3	-	Short	Light	P	50
Throwing Spear	-	2	3	-	Medium		P	150
Throwing Axe	-	3	3	-	Short		P	300

## BLAST WEAPONS

GRENADES	BONUS	DMG	BLAST	CRIT	AP	RADIUS	FEATURES	TECH	COST
Fragmentation	-	2	2	3	-	Short		O	500
High Explosive	-	2	1	3	-	Short		O	400
Inferno	-	4	2	6	-	Short	Fire	A <sup>R</sup>	4000
Smoke	-	-	-	-	-	Short	Smoke Screen	O	800
Stun	-	2	1	2	-	Short	Stun	O	800
Thermal	-	5	2	6	3	Short		A <sup>R</sup>	2000

EXPLOSIVES	POWER	DMG	BLAST	CRIT	AP	RADIUS	FEATURES	TECH	COST
Small	6	3	1	2	-	Short		O	500
Medium	8	4	2	2	-	Medium		O <sup>R</sup>	2000
Large	10	6	3	2	-	Medium		O <sup>R</sup>	10000
Massive	12	8	4	2	-	Medium		O <sup>R</sup>	40000

## ARMOR

ARMOR	DR	FEATURES	TECH	COST
Flight Suit, Uniform	0		O	500
Light Armor, Primitive	1	Bulky	P	300
Light Armor	1		O	5000
Heavy Armor, Primitive	2	Heavy, Bulky	P	600
Heavy Armor	2	Heavy	O	10000
Exo, Basic	1	Bulky, Vacuum suit	O	2000
Exo, Reinforced	2	Bulky, Vacuum suit	O	3000
Exo, Combat	2	Vacuum suit, Reinforced exo servos	A <sup>R</sup>	60000
Combat Shield	0	Heavy, Portable Cover	O	800
Helmet	0	Life Preserver	O	10%*

\*10% of total armor cost. E.g. buying a new helmet for light armor is 500 birr.

## WEAPON FEATURES

### AUTOMATIC

This weapon is capable of making Full Auto attacks (see [page 11](#)).

### FIRE

Targets hit by this weapon is set on fire. At the end of each activation, the affected target suffers 2 points of damage. DR gained from armor is effective against this damage, but cover is not. To put out a fire, the target must succeed with a Dexterity roll (slow action).

### ENSNARE

Weapons with this feature may grapple an opponent even without rolling additional sixes - the first six rolled can be used to achieve a grapple hold. Read more about grappling on [page 9](#).

### GRAPESHOT

Grapeshot weapons are extremely deadly up close, and deals double damage to targets within engaged and short range.

### HEAVY

Heavy objects count as two items in the character inventory.

### HIGH CAPACITY

This weapon features an extra-large magazine. You can make a fourth ranged attack when performing a [Full Auto](#) attack.

### LIGHT

This weapon only count as half an item in the character inventory. It is also easier to carry concealed, and requires an observation test for someone to spot it.

### SCOPE

A scope that provides the shooter with an enlarged view of the target and a crosshair for firing reference. Makes it easier to hit targets at Long range and above (+1 to Ranged combat) when the shooter uses the aim action.

### SINGLE SHOT

This weapon must be reloaded between each shot.

### SLOW

This weapon can only be used for one attack every round.

### SMOKE SCREEN

This grenade creates a smoke screen (short radius) that lasts for 2 rounds . All ranged attacks against targets obscured by the smoke receives a -2 modifier. Thermal optics can see through smoke.

### STUN

Stun weapons can never cause a critical injury. Instead, whenever you inflict damage equal to or higher than the crit threshold of your stun weapon, the target adds a +2 modification to their Suppression check.

Melee weapons with this feature forces their target to roll for suppression, just like ranged weapons do.

### THREATENING

Anyone targeted by this weapon must add a +2 modification to their Suppression Check. You also gain +2 to manipulation when brandishing this weapon.

## ARMOR FEATURES

### BULKY

Bulky armor gives the wearer a -2 to Dexterity rolls.

### PORTABLE COVER

While wearing a shield, you count as being in light cover (DR 1), even when in Melee combat. Cannot be combined with regular cover.

### LIFE PRESERVER

When rolling for critical injuries, if you roll a 65 ([Crushed Brain](#)), treat it as 14 ([Concussion](#)) instead. The helmet breaks from the impact and must be discarded.

### HYDROSTATIC GEL

Counts as Hard Cover against explosions or fall damage.

### REINFORCED EXO SERVOS

This suit is equipped with an exo skeleton that magnifies the wearer's strength. The wearer gains +2 to Force rolls.

### VACUUM SUIT

This suit is designed to keep a human alive in the harsh environment of outer space. Aside from protecting against radiation (DR2), it contains eight hours worth of oxygen and comes with electromagnetic boots that can stick to ship hulls.



# MEDICAL EQUIPMENT

## M-DOSE

A one-use injector with powerful stimulants and analgesics designed to restore combat function to a battered combatant. Administering an M-dose is a slow action that automatically restores 2HP. May be used by anybody – on themselves or on others.

## COMBAT STIMS

Psychoactive substances designed to suppress fear and hunger, increase wakefulness and reduce empathy among active combatants. Highly addictive. Comes in an auto-injector for ease of use. Administering combat stims is a slow action that automatically restores 2MP. May be used by anybody – on themselves or on others.

## MEDKIT

+2 to all Medicurgy skill checks. Required for when you want to [Stabilize](#) a broken character, or when providing [Medical care](#).

## MEDLAB

+4 to all Medicurgy skill checks. Required for when you want to [Stabilize](#) a broken character, or when providing [Medical care](#). A medlab cannot be carried around and takes up space equivalent to one spaceship module.

MEDICAL EQUIPMENT	WEIGHT	TECH	COST
Combat Stims	Light	O	200
M-Dose	Light	O	200
Medkit	Normal	O	700
Medlab	Special	O	5000

## APPENDIX 2

# UPDATED TALENTS

### GENERAL TALENTS

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#### COMBAT VETERAN

You can draw two initiative cards instead of one during the initiative draw. You draw before other combatants. Choose the card you want to use, and shuffle the other card back into the deck before others draw their cards.

#### MACHINEGUNNER

Firing full-auto is the only way to get the job done. Ignore the -2 modifier when making full auto attacks against targets within Medium range.

#### POINT BLANK

When you shoot someone and hit, you automatically add an extra success to your roll – but only if you attack from Engaged Range.

#### RAPID RELOAD

You can reload a weapon as a fast action, rather than as a slow action.

#### RUGGED

You are used to extreme weather and other natural hazards (cold, storms, strong gravity, fire, etc.). The talent counts as “armor” with a Damage Reduction of 1 against natural damage. You can combine Rugged with Resistant, for a total Damage Reduction of 2 against natural damage.

#### SPRINTER

Your Movement Rate is increased from 10 to 15 meters. This talent cannot be combined with Cybernetic Muscles or Quick.

### HUMANITE TALENTS

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#### RESISTANT

Your body can endure extreme weather and other natural hazards. The talent counts as “armor” with a Damage Reduction of 1 against natural damage. You can combine Resistant with Rugged, for a total Damage Reduction of 2 against natural damage.

### CYBERNETIC TALENTS

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#### BODY ARMOR

You are cybernetically armored, giving you an extra 1 point of Damage Reduction. The implant’s damage reduction is added to any other armor you may wear as well. The implants give you a -1 to Dexterity.

#### CYBERNETIC MUSCLES

Your muscles are cybernetically altered for incredibly explosive speed, making you a fast runner. Your Movement Rate is increased from 10 to 15 meters. This talent cannot be combined with Quick or Sprinter. You can jump five meters horizontally from standing still, 15 meters with a running start, and two meters vertically.

### BIONIC TALENTS

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#### QUICK

Your muscles are bionically altered for incredible speed, making you a fast runner. Your Movement Rate is increased from 10 to 15 meters. This talent cannot be combined with Cybernetic Muscles or Sprinter. You can jump five meters horizontally from standing still, 15 meters with a running start, and two meters vertically.

## APPENDIX 3

# NEW TALENTS

### GENERAL TALENTS

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#### **FINESSE**

You may use Agility instead of Strength when making Melee combat attacks, but only when fighting unarmed or using light weapons. You ignore negative modifiers when defending while unarmed.

#### **RESILIENT**

You've seen it all before. You gain 2 additional Mind Points.

#### **SQUAD LEADER**

You can use Command to give orders in combat as a fast action, instead of a slow action. This means that you can give orders twice in a single round, but you cannot give the same order twice.

#### **UNYIELDING**

You keep a cool head when under fire. You get a -2 modifier to all Suppression Checks.

# APPENDIX 4

## ADVERSARIES

### HUMAN MINIONS

LOWLIFE GANGER	
<b>VULCAN SCORPION: 6</b> DMG 3 / CRIT 4 / Automatic	<b>BLUNT INSTRUMENT: 7</b> DMG 2 / CRIT 3
<b>DAMAGE REDUCTION: 0</b>	<b>DEXTERITY: 6</b>

PEACEKEEPER	
<b>VULCAN PISTOL: 7</b> DMG 2 / CRIT 3	<b>STUN BATON: 7</b> DMG 2 / CRIT 2 / Stun
<b>DAMAGE REDUCTION: 1</b>	<b>DEXTERITY: 5</b>


  

SOLDIER	
<b>VULCAN CARBINE: 8</b> DMG 3 / CRIT 4 / Automatic	<b>DURA KNIFE: 8</b> DMG 2 / CRIT 3 / AP1
<b>DAMAGE REDUCTION: 2</b>	<b>DEXTERITY: 4</b>


  

MARTYR COMMANDO	
<b>VULCAN CARBINE: 8</b> DMG 3 / CRIT 4 / Automatic	<b>DURA KNIFE: 9</b> DMG 2 / CRIT 3 / AP1
<b>DAMAGE REDUCTION: 2</b>	<b>DEXTERITY 5</b>
<b>FANATIC:</b> Ignore the first damaging attack in a combat encounter.	


### HUMAN OPERATIVES

 <b>FIELD COMMANDER</b>		
<b>VULCAN PISTOL: 6</b> DMG 3 / CRIT 4 / Automatic	<b>DURA KNIFE: 5</b> DMG 2 / CRIT 3 / AP1	
<b>DAMAGE REDUCTION: 1</b>	<b>HP: 6</b>	<b>MP: 8</b>
<b>SKILLS:</b> Command 8, Dexterity 6, Infiltration 6, Observation 6		
<b>SQUAD LEADER:</b> Can use Command as a fast action, instead of a slow action.		
<b>INSPIRATIONAL:</b> Minions within medium range become immune to suppression.		

 <b>SUPPRESSOR</b>		
<b>VULCAN CARBINE: 8</b> DMG 3 / CRIT 4 / Automatic	<b>STUN GRENADE: 7</b> DMG 2 / BLAST 1 / CRIT 2	
<b>DAMAGE REDUCTION: 1</b>	<b>HP: 7</b>	<b>MP: 6</b>
<b>SKILLS:</b> Dexterity 4, Infiltration 4, Observation 8		
<b>MACHINE GUNNER:</b> Ignore the -2 modifier when making full auto attacks.		
<b>RAPID RELOAD:</b> You can reload a weapon as a fast action, rather than as a slow action.		

 <b>CYBERNETIC BRUTE</b>		
<b>POWER SLEDGE: 8</b> DMG 4 / CRIT 5	<b>VULCAN PISTOL: 5</b> DMG 2 / CRIT 3	
<b>DAMAGE REDUCTION: 3</b>	<b>HP: 8</b>	<b>MP: 6</b>
<b>SKILLS:</b> Dexterity 4, Infiltration 6, Observation 6		
<b>BODY ARMOR:</b> Gain 1 point of Damage Reduction, and a -1 penalty to Dexterity.		
<b>UNYIELDING:</b> You get a -2 modifier to all Suppression Checks.		

## BEAST & CONSTRUCT MINIONS

### NEKATRA BETA

**RENDING CLAWS: 8**  
DMG 3 / CRIT 4 / AP1

**VICIOUS BITE: 6**  
DMG 2 / CRIT 3 / AP2

**DAMAGE REDUCTION: 2**

**DEXTERITY 8**

**FAST:** Once every round, this enemy may perform a free run action.

### BYARA

**VICIOUS BITE: 6**  
DMG 2 / CRIT 3 / Plague

**DAMAGE REDUCTION: 0**

**DEXTERITY 6**

**FAST:** Once every round, this enemy may perform a free run action.

**DARK VISION:** The Byara has perfect vision in all kinds of darkness and smoke.

**PLAGUE:** If the attack deals damage, the GM may spend 1DP to inflict a disease from beyond the stars. The victim must be treated within 24 hours (Medicurgy -2) or succumb to a fever that ultimately leads to death.

### MODIFIED MINING DRONE

**THERMAL CUTTER: 6**  
DMG 3 / CRIT 3 / AP2 / Slow

**RIGGED EXPLOSIVE: 6**  
DMG 3 / BLAST 1 / CRIT 2

**DAMAGE REDUCTION: 4**

**DEXTERITY 4**

**CONSTRUCT:** Immune to suppression

## BEAST & CONSTRUCT OPERATIVES



### NEKATRA ALPHA

**RENDING CLAWS: 10**  
DMG 3 / CRIT 4 / AP1

**VICIOUS BITE: 10**  
DMG 2 / CRIT 3 / AP2

**DAMAGE REDUCTION: 2**

**HP: 10**

**MP: 6**

**SKILLS:** Command 6, Dexterity 8, Infiltration 8, Observation 8

**FAST:** Once every round, this enemy may perform a free run action.

**RELENTLESS (2MP):** May rise again with 2HP as a fast action after being broken in combat.



### SCARAB SWARM

**SWARM ATTACK: SEE BELOW**  
DMG 2 / CRIT 4 / AP1

**DAMAGE REDUCTION: 0**

**HP: 20**

**MP: -**

**SKILLS:** Dexterity 4, Observation 6

**CONSTRUCT:** Immune to suppression

**SWARM:** The swarm gets to act twice in each round of combat. Roll two initiative values at the start of combat. When the swarm attacks, roll one dice for each remaining Hit Point. When the swarm reaches 4 hit points, it disperses and counts as destroyed.

## APPENDIX 6

# ENCOUNTER DESIGN

You've created your characters, tied them together with a common backstory, built your ship and created a thriving sandbox for your campaign. But in your very first adventure, the captain of the ship suffers a critical hit in a bar fight and has his head blown off.

We've all been there. Lethality in Year Zero games is nothing to scoff at, and while there are some ways to negate damage - the player characters aren't protected by heaps of hit points or 'death saving throws'. In this chapter, I will go through some tips and tricks that might help you build better encounters, or at least ease you into the prospect of accidentally killing off a player character or two.

### NARRATIVE VS TACTICAL COMBAT

There are multiple ways of running a combat encounter, and it all depends on the kind of tension you want to build around the table.

#### NARRATIVE COMBAT

Narrative Combat works best when the stakes are low. Take for example Han Solo and Chewbacca as they flee through the Death Star, pursued by scores of Stormtroopers. This scene is merely a transportation device, and the blasters and shouts is simply there to keep the audience on the edge of their seats. If Han Solo were to be gunned down by a stray blaster shot, the scene would've ended up feeling anticlimactic.

In Narrative Combat we can skip the combat rules, initiative decks and skill checks altogether. Instead, the encounter is played out as a free-form roleplaying exchange between the GM and the players. As the GM, you keep feeding your players with dramatic challenges, and they get to describe how their characters deal with them. A player character can certainly die during a narrative encounter, but it is usually an active decision made by the player and not the result of a dice roll.

#### TACTICAL COMBAT

Tactical Combat excels when the stakes are high and the outcome is decided by the clattering of dice. A tactical encounter often marks the climax of a story arc, when your crew finally catches up with their nemesis and their minions. Brewing rivalries come to fruition, and the player crew need to utilize every inch of their wit, equipment and

tactical capabilities to ensure their survival. In order to accomplish this tension, we (as the GM) need to be ruthless and transparent. The moment we start to roll attack dice in secret, fudge results or pull our punches - the tension goes out the window. As much as we are fans of our player characters, we should only ever run a tactical encounter if we are prepared for the player crew to fail.

## BUILDING THE ENCOUNTER

### 1) KNOW YOUR CREW

Before we even start working on an encounter, we need to know our crew. What are their strengths? What are their weaknesses? What gear do they have? Who can take a beating? Who can't? By asking ourselves these type of questions, we can come up with interesting encounters that not only challenges the crew, but also lets the player characters show off their abilities.

For example; a group that is heavily dependent on slow-firing accelerator weapons can easily be swarmed by large groups of minions, but that swarm might provide the perfect spotlight for the ship's engineer who's rocking a fully automatic vulcan carbine!

### THIS AINT A SOUK, IT'S AN ARMS RACE

Many GM:s inevitably find themselves in an arms race with the players. As the crew obtain new and improved equipment, you feel forced to scale up the opposition, and on it goes. The key here is communication. Talk to your players, and make sure that you all agree on what kind of campaign you're running. It might be admissible to bring a high-powered, tank busting Parr Nesteria accelerator rifle for a one-time job in the partisan war on Kua, but unless the campaign shifts into a full-on military campaign, that kind of gear is going to attract a lot of unwanted attention. Having a license doesn't necessarily mean that you can bring the weapons wherever you want, and going to Souk Alesh on Coriolis decked out for the Zahedan Civil War is likely to cause panicked traders to call for station security.

### LET SARROUK DO IT!

Not all group concepts are combat focused, but this doesn't mean that you shouldn't run combat encounters! The concept of Hirelings is as old as roleplaying games,



and putting them in harms way is a very viable tactic to keep a player character alive. In this overhaul, we call them Minions (read more about them on page XX), and for a fee, your players may hire a few ex-legionnaires that can soak up incoming fire and deal some damage in return. By time, chances are high that your players get attached to their hirelings - are they really going to let the mystic stowaway who's saved the group on occasion after occasion, selflessly sacrifice themselves so that the group can get away?

### **GIVE EVERYONE SOMETHING TO DO**

Not everyone is cut out to be a legionnaire, and you should keep this in mind when designing your encounter. Doors needs to be hacked, cargo needs to be moved around in hauler exos and bystanders needs to be ordered around. With the inclusion of the new suppression rules, non-combat characters can now contribute to the fights as crowd controllers, suppressing enemies while their teammates move around the battlefield setting up flanking attacks. Combat encounters are at their best when every action matters, and everyone feels included.

## **2) GET THEM INVOLVED**

Why should the crew risk their lives? What's in it for them? If we can't answer these questions, odds are that we'll be running a combat encounter that feels pointless and forced. By tying the combat encounter to the goals of the crew or the outcome of an adventure, we reduce the likelihood of the crew backing out of the conflict.

### **EXAMPLES:**

- ◆ The crew must steal a shipment of Zero-G meds for their starving prospector clan
- ◆ The crew must find information about an impending terror attack before it is carried out
- ◆ Dar Quda betrayed a friend of the crew and must pay for his crimes

## **3) CREATE EPIC LOCATIONS**

You can run a perfectly good combat encounter in an empty old hangar with some containers for cover, but in order to make the encounter memorable you should come up with a few evocative keywords that makes the location stand

out and inspires the crew to use the environment for their benefit. I usually make a mental note whenever I see a cool location in a game or a movie, and re-use parts of it for my location descriptions.

### **EXAMPLES**

- ◆ A consortium hangar on the rimward space station Celestra. Several work crews are spread out in the area and some containers contains livestock that might be awakened and stampede by the fighting.
- ◆ A massive apartment complex in the conglomerate on Kua. One half of the complex consist of freedom fighter sympathizers, the other half are innocent workers, likely to get caught in the line of fire.
- ◆ A majestic sky mansion hovering over the Bahri sea on Dabaran. The setting sun paints the white marble in a foreboding, red light.

### **ON BATTLEMAPS!**

Some people hate them. Personally I love them. It really helps the player crew make decisions and prevents needless arguments ("but I thought I was in cover?"). It doesn't need to be more complicated than laying out a sheet of paper on the table, drawing out the general features with a black marker and using tokens for the characters. Light and heavy cover can be marked out by using two shades of highlighter pen.

## **4) BUILD THE OPPOSITION**

I like to think of the opposing force as a puzzle that the player crew needs to solve. I use different combinations of minions and specialists to create variety and force the crew to make tactical choices. A simple puzzle could consist of a prophet using the field commander archetype, surrounded by a horde of suicidal fanatics. Will the players try to flush the prophet out of cover so that they can take him down, or do they slog through a horde of minions that are immune to suppression?

## EXAMPLES

- ◆ The Arif gang, led by madame Siwa and her cybernetic brute Borma
- ◆ Algolan freedom fighters and their lieutenant.
- ◆ Dar Quda, his household guards, and the fabled miran assassin Farida Hawazin

## ENCOUNTER BALANCE

There's no simple way of properly balancing encounters in Coriolis. Instead, I'd recommend to start each encounter with a few darkness points and bring in additional reinforcement if you feel that the pacing is off. In general, for an easy encounter with four player characters, I usually bring two specialist NPC:s and two groups of four minions.

## RUNNING THE ENCOUNTER

### IMPROVISE AND ADAPT

No plan ever survives an encounter with the player characters, but as the GM you have full control of how long the encounter lasts. If the player crew burns through your carefully prepared ambush in the first round of combat, you can always bring in reinforcements using darkness points. It's ok for combat to last for a while as long as interesting things are happening and you're not just trading shots. If the players struggle to take down the last remaining martyr fanatic - simply lower their hitpoint threshold and have them die on the next attack.

### DELEGATE

You don't have to keep track of everything yourself! I always delegate the initiative tracker to one of my players so that I can focus on putting the hurt on their characters!

Target Selection and Bonus Effects

Sometimes it's hard to know who you are going to attack, and it's easy to fall into the trap of attacking the sturdiest player character. When you find yourself in this position: make a dice roll to select a target at random. Battles are chaotic and it makes sense for enemies to act on instincts.

When it comes to bonus effects, you should always put yourself in the mind of the attacker. An assassin is definitely going to inflict as much damage as possible, while a peacekeeper might use bonus effects to knock someone prone instead.

### "DESCRIBE YOUR KILLING BLOW!"

When a player lands a killing blow, or takes out several minions with a single attack, ask them what happens. This is a great way to let players immerse themselves in the encounter, and not have every turn be about modifiers and dice rolls. With time, players tend to get very creative with their gory descriptions.

## EMBRACE DEATH

Given enough time, the inevitable will happen. As GM:s we often come to adore the cast of our campaigns, and it is easy to see the death of a character as something disruptive. A personal storyline gets cut off, it's emotional for everyone involved and it takes a while to get the game back on track. But after several campaigns, and several character deaths, I've come to realise that death is not the end of the story, it is the beginning of a new one: the story about a crew that has lost someone important.

### IT'S YOUR FAULT, AND THAT'S OKAY

As GM:s, we create the prerequisites for disaster. We plan the combat encounters and we direct the flow of battle. It's only natural to feel guilty for a character death, but it is important to remember that death makes risk meaningful. Without death, we might as well stick to narrative combat, without life-or-death consequences (and where's the fun in that?)

### GIVE THEM A PROPER SEND-OFF

Don't just brush off the death of a character. Let the player describe their last moments and thoughts before the Messenger comes to escort their soul to the afterlife. Let their crewmates say their goodbyes, and make sure to take some time after the session to check in with the players.



## APPENDIX 5

# COMBAT EXAMPLE

Baru and Sarrouk have chased an assassin into a warehouse owned by the Okra Darma - a gang of smugglers operating on Mira. They've made it to the office where the records are kept, and hope to search it for clues to the whereabouts of The Miran Falcon - a statue rumored to have been blessed by the Lady of Tears, granting it mystical powers. The search will have to wait, though...

**GM:** "Baru, I need you to make an Observation roll..."

**BARU:** (rolls) "One success. What do I see?"

**GM:** (rolls) "I have three successes. Someone was expecting you, it seems. As you approach the office, you see the slender, lightly armored figure of your assassin lean out of the doorway and take a shot at you. I'm afraid she has the drop on you and (rolling dice)... oh."

**BARU:** "Two successes? Really?"

**GM:** "Sorry. Yeah. She's packing an accelerator carbine and it'll deal four points of damage."

**BARU:** "I'm wearing light armor and there are crates everywhere in the warehouse - do they count as light cover?"

**GM:** "Yeah - I'll give you that."

**BARU:** "Okay, so that's two points of damage reduction, so I take two points of damage."

**GM:** "Accelerator weapons have an armor penetration value of one though, so you'll actually take three points of damage. You don't hear the shot, railguns being silent and all - you simply hear the thud as the slug slams into the metal crate you tried to duck behind and then rips through your shoulder."

**BARU:** "Ah! The Icons have abandoned me this day!"

**GM:** "Perhaps they have: make a Suppression Check."

Baru's player makes a Suppression Check by rolling 1d6, and adding his current stress (0). He rolls a 3, for a total of 3.

**GM:** "You're shaken: Take one point of stress. Now that the ambush is over, we need to draw for initiative."

*The GM, Baru, and Sarrouk each draw cards from the Icon Deck. Baru pulls the "33" card, while Sarrouk draws "15". The GM draws last and reveals the "11" for the assassin. But then, the GM notices his pile of Darkness Points has grown quite large. He picks up three of the tokens, rubs them together while he considers, then nods and*

*tosses them into the discard pile.*

**GM:** "It's about to get a whole lot worse: The assassin isn't your only problem."

*The GM reaches for the Icon Deck and pulls initiative for the new group of baddies. It's the "53"! Since initiative order runs highest to lowest, the baddies go first...*

**GM:** "Sarrouk - you hear a noise and round just as a group of Okra Darma gangers barge in through the entrance on your left, brandishing Vulcan Scorpions. Their leader points in your direction, and the group advances, taking pot-shots along the way."

**SARROUK:** "Bring it on!"

**GM:** "Since they've just arrived I'll randomly pick their target (rolls a die) - and it's you, Baru!"

**BARU:** "If I survive this, I'm going to visit a temple and buy a new medallion of preservation. The one I got from that marabout back on Dabaran is less effective than a gas mask in a dromedon barn."

**GM:** "What can I say? The Icons work in mysterious ways. Okay - the gangers: There's four of them but they're Minions so they work as a group. I'll make a joint attack with a +3 modifier... and I rolled one success."

**BARU:** "What's that, two points of damage?"

**GM:** "Yes, two damage. And you have two points of damage reduction, but..."

**BARU:** "Praise The Deckhand!"

**GM:** "...you still have to make a Suppression Check."

Baru's player makes another Suppression Check and rolls a 5, this time adding his current stress (1) for a total of 6.

**GM:** "You keep your head down as a hailstorm of Vulcan rounds slams into your cover. You suffer another point of stress - and you'll lose your next fast action."

**BARU:** "This is just getting better and better."

**GM:** (consulting initiative cards) "It's your round now, though."

**BARU:** "Great. There are four gangers?"

**GM:** "Correct."

**BARU:** "I set my Vulcan Carbine to full auto."

**SARROUK:** "Attaboy!"

**GM:** (Whistles)

**BARU:** "I rise up behind my cover, swearing in Algolan, and strafing these Salbara-lovers with Vulcan fire!"

**GM:** "What exactly do you say?"

**BARU:** "Something along the lines of... 'May a diseased elephant foul your graves, you Miran scum!'"

**GM:** "Nice! Make the attack rolls!"

*Full auto allows Baru to make three separate attacks, each at a -2 modifier*

**BARU:** “Okay, so I’ll attack the three gangers closest to me. I got one success on my first attack...two successes on my second... and a miss on the last one, but I’ll pray... um, “May The Judge consider my appeal!”... and, Yes! One more success!”

*The GM takes one Darkness Point token for the prayer and adds it to his pile.*

**GM:** “Nicely done!. They’re simple Minions so go ahead and describe what happens.”

**BARU:** “Sweet. Alright - they really weren’t expecting me to get up, so I catch them in the open. I figure they’re still shooting at me.”

**GM:** “Nice detail.”

**BARU:** “And I just...mow them down you know? Bare chests popping as my Vulcan rounds slam into their bodies.”

**GM:** “Some of them are cybernetically enhanced, so there are a lot of sparks mingled with the blood. One of them is screaming something about The Judge before you cut him off.”

**BARU:** “Yeah, they drop to the floor like sacks of elephant feed. The fourth ganger stumbles into cover, panicking and yelling for reinforcements.”

**GM:** “Great. Your carbine clicks as you run out of ammunition. Oh and you had one bonus effect on your second attack, you want to use that to recover?”

**BARU:** “Yeah I’ll recover one Mind Point. I’m feeling confident now that our flank is safe.”

**GM:** “Golden. Sarrouk, you’re up!”

*Sarrouk reaches for the dice...*

**SARROUK:** “About that assassin...”

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