

COMBAT CHEAT SHEET

Initiative Rules

- Make a DEX or INT roll (add respective modifier)*
*If applicable, make a Tactics roll (apply the effect to initiative score)

- If same initiative, highest DEX wins. If draw roll off

Implant: Peripheral Vision Enhancement DM +1

Ambush (Attacker)** DM +6

Ambush (Defender)** DM -6
**Only applies to first combat round

Combat Options

- 1 Significant Action + 1 Minor Action
or
- 3 Minor Actions
- Reactions = DEX
- Free Actions = Reasonable

Firearms Rules/Difficulty Levels

- Roll 8+ on DEX (add DEX modifier)

Short Range = ¼ Base Range

Base Range = Standard

Long Range = Outside Base Range, ≤ x2 Base Range

Extreme Range = > x2 Base Range*

*Unless a weapon is scoped, all attacks over 100m are Extreme Range

Firearms Modifiers

Aiming (per Minor Action) (max +6) DM +1

Target at Short Range DM +1

Gun Combat Skill (Archaic, Energy, Slug) DM +X

Attachment: Laser Sight ≤ 50m DM +1

Attachment: Holographic Sight > 50m DM +1

Attachment: Intelligent Weapon DM +1

Attachment: Smart Tracker (Consecutive Shots) DM +1

Equipment: Computer Weave DM +1

Equipment: Personal Heads Up Display DM +1

Implant: Ballistic Tracking Lenses DM +1

Elevated Position DM +1

Gun Combat Skill (Archaic, Energy, Slug) DM -X

Fast Moving Target DM -1

Target Dodged DM -1

Target Prone DM -1

Target Dived for Cover DM -2

Target in Cover DM -1

Target at Long Range DM -2

Target at Extreme Range DM -4

Firearms Modifiers Cont.

Target in Dim Light DM -1

Target in Darkness DM -2

Extreme Weather DM -1

Melee Rules/Melee Modifiers

- Roll 8+ on STR or DEX (add respective modifier)
- Pistols can be used but may be parried

Parry: Attackers roll reduced by Defenders melee skill modifier

Dodge: Attackers roll reduced by Defenders DEX/Athletics (Dex) modifier

- Dodging inflicts DM -1; per dodge, on the characters next action
- Dodging is applicable to both melee and ranged attacks

Grappling: Opposed Melee (unarmed) roll, highest wins

The winner may make any of these choices:

- Disarm the opponent. If effect is 6+ you may take their weapon
- Drag opponent up to 3m
- Escape and move away (up to normal movement range)
- Force opponent prone
- Inflict damage equal of 2 + Melee (unarmed) modifier
- Inflict damage with a pistol or small melee weapon
- Throw opponent up to 1D metres, for 1D damage

Melee Combat Skill (Blade, Bludgeon, Natural, Unarmed) DM +X

Melee Combat Skill (Blade, Bludgeon, Natural, Unarmed) DM -X

Optional Hit Locations*

*Use if the shot wasn't called but achieved a critical

Die Roll	Location
1—3	Right Leg
4—6	Left Leg
7—10	Abdomen
11—15	Upper Torso/Back
16—17	Right Arm
18—19	Left Arm
20	Head

Cover Armour Values

Vegetation	+2	Civilian Vehicle	+10
Tree Trunk	+6	Armoured Vehicle	+15
Stone Wall	+8	Fortifications	+20

Movement During Combat

6 metres per Minor Action*

*Non-humanoid species will have different movement ranges

Effects on movement:

Difficult Terrain ½ distance

Prone ¼ distance

Implant: Enhanced Mobility +1.5m-6m distance