

Space Hybrid:The Players Guide

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Chapter 1

Introduction

1.1 The Beginning

Welcome to Space Hybrid. Whether you are new to Role Playing Games or an experienced veteran I hope that you will find the game well worth the time and energy involved in learning ...

There were a number of reasons for the creation of Space Hybrid. The first and foremost was the need , as I saw it, for a Science Fiction Role Playing Game that could comfortably model a wide range of the science fiction works available. Whether attempting to run a campaign like that of E.E. Doc Smith's Lensman Series or the delightfully swashbuckling Star Wars movies the need for a consistent role playing system for all ...

The second was to produce a game system in which the consistency and clarity of the rules would allow the Games Master to react flexibly and smoothly to the ever changing requirements of the players without having to lay down arbitrary barriers. ...As part of this process the discussion of the rules comes complete with designer's notes. These notes discuss why a specific rule has been enacted and what the rationale behind what they model.

The third goal was to produce rules that helped to cut bookkeeping down to reasonable levels. There is no way to avoid bookkeeping in a science fiction game, but Space Hybrid should allow the player to generate a character in something less than 24 hours and once generated the upkeep required should be minimal.

1.2 What and Where

The Space Hybrid game is broken into several books. Each book has a specific target in terms of audience and what that book is supposed to achieve.

The first book is the Space Hybrid Paradigm Manual. A paradigm is a model. The Space Hybrid Paradigm Manual is attempt to detail the rules and much of what the Games Master must know in order to design a campaign. Not just the rules but guides on how to approach Gamesmastering and what will aid the GM in his task. If all has been done correctly a player should rarely need to reference thses pages.

The second book is the Space Hybrid Players Guide. It includes some of the rules and tables from the Paradigm Manual that are of use to the player in generating characters and playing.

The Third book or series of books in the Space Hybrid Instance Manuals. These are discussions of campaign specific information that can help the GM supplement his own universe.

I hope that Space Hybrid will bring you hours of enjoyment and diversion.

Jim Mochel

1.3 Read me in this order

1.4 How to Play

Space Hybrid is a role-playing game or RPG. An RPG can be considered to be a game based on improvisational acting. The players each assume the persona of a character they have designed and detailed out on a character sheet, and by interacting with the gamesmaster (GM) they create a story about those characters.

The key to all of this is the interaction between the gamesmaster and the player's characters (PC). The GM creates the background of the world in which the PCs find themselves. He or she sets the stage for the PCs by describing what they see, hear, otherwise sense.

1.5 Requirements for Play

Very little is required for a game. The rules books, the GM's notes and a set of percentile dice are all that is needed. There are however a number of items that will make the GMs life a great deal easier.

A hexmap of some type such as a battlemap is a very good idea. A Calculator would be useful. Markers would be awesome.

More detail on Gamesmatering can be found in the chapter titled Gamesmastering.

Chapter 2

Rolling the Dice

2.1 Outline

This chapter discusses the way in which dice are used in Space Hybrid.

2.2 The One True Roll

There is one main type¹ of die roll in Space Hybrid. The roll is made with percentile dice against a Target Number (TN). Normally the TN is derived by multiplying the Ease Factor (EF) of the roll times the Stat Basis (SB) of the roll. The difference between the Target Number and the actual die roll is the Success Number (SN). To determine the effects of greater than average or less than average success numbers the (Optimistically named) Success Table is used. If the Gain associated with the roll is numeric, the effect of the Success Table is multiplied by the Gain associated with the roll. If the Gain associated with the roll has a non-numeric value, then the subjective result portion of the Success Table should be used and the GM has to make a judgement call. In SH, wherever we expect a subjective result to be typical, guidelines will be listed.²

2.2.1 Examples

As an example, let us look at a simple roll. The character must make a ease factor 7 roll against a stat basis of 8. The target number is thus: $7 * 8 = 56$. The character rolls a 4 on percentile dice. The target number - the roll is

¹Excluding Rolls against a table

²discuss loss numbers also

52. So the success number is 52. This is enough to bring us into the 1.5 effect of the success table. If there was a specific numeric gain associated with this roll the character would have achieved 1.5 times that gain. The numeric quantity gain is referred to as Gain Number (GN).

Some typical rolls are displayed below.

- An EF = 4 roll, SB = 7, TN = 28
- An EF = 10 roll, SB = 8, TN = 80
- An EF = 6 roll, SB = 5, TN = 30

2.2.2 Calculating Success

In calculating the effects of a SN one simply takes the expected gain of the roll and multiply by the Effect Number on the right hand side of the table.

In the case of non-numeric gains it is up to the GM to decide what is the overall gain of the roll.

Table 2.1: Success Table

SN	SN	EN	Subjective Result
-200	-176	-3.0	
-175	-151	-2.5	
-150	-126	-2.0	
-125	-101	-1.5	Amazing Failure
-100	-076	-1.0	Notable Failure
-075	-051	-0.5	Solid Failure
-050	-001	+0.0	Normal Failure
-000	-000	+1.0	Near Failure
+001	+050	+1.0	Normal Success
+051	+075	+1.5	Solid Success
+076	+100	+2.0	Notable Success
+101	+125	+2.5	Amazing Success
+126	+150	+3.0	
+151	+175	+3.5	
+176	+200	+4.0	

Chapter 3

Character Generation

3.1 What a character is

A Player Character or PC for short is a description , both in terms of mathematical values (statistics) and in a written description of the skills possessed by the character, of a imaginary individual with his or her own physical and mental abilities, skills, history, etc ...¹

This chapter, and the next few chapters discusses the method by which characters are generated. They includes all the tables needed and the information is presented in roughly the order needed to actually perform the character generation.

3.2 An Overview

The character generation process is broken up into four major sections.

- Initial Point Allocation
 - Allocate Primary Statistics
 - Calculate Secondary Statistics
 - Calculate Tertiary Statistics
- Education
 - Pick basic skills derived from education
- Background Generation

¹Describe what can and cannot be generated by the system (Persona and suchlike)

- Pick a career or a set of careers
 - Pick the skills gained from those careers
 - Rearrange Point Pool Gains
- Limits and Enhancements
 - Pick Limitations and Enhancements

Chapter 4

General Playing Mechanics

4.1 Introduction

This chapter discusses various critical pieces of the game system that effect just about every character. They are not specific to either combat or non-combat situations.

In situations that involve any type of conflict, whether physical, mental or verbal, the decision on who acts first may be critical¹.

The total model of Space Hybrid centers around an reaction/action sequence. The character determines when his reaction will occur and at that time declares his action. The action speed is added to the time of the reaction and the total is when the actual action finishes. Once the action has occurred the character rerolls initiative unless he is acting on a preset action.

4.2 Time Scale

Time is typically broken down into the following common units:

In general the more tense or critical an action is, the smaller the unit of time that is used by the GM.

¹Note in the design notes that we have intentionally removed first action determination from the Combat section

4.3 Initiative or Reaction

Each entity that is involved in a conflict of any type must roll an EF -3 (not actively alert), EF +0 (Alert), or EF +2 (Actively expecting trouble) initiative roll. Using the Initiative Roll Table the character uses the SB and the EF to get the value that is added to a d10 roll and that is the time (generally in counts) it takes before a character can react. Characters can specify that they wish to utilize a specific form of Awareness such as PAW. If they do so they add an additional EF +2 to rolls requiring that Stat but get an EF -4 modifier to all other rolls utilizing the complementary stats.

All initiative rolls are also open ended upon a roll of 10 or 1.²³

The concept of surprise as such does not really exist as a separate state. A character who is surprised is one who was not actively watching who got a poor roll at EF -3.

4.4 Preset Reactions

A character may decide to preset a reaction. A preset reaction is attempt to make yourself sensitive to a specific stimuli to the exclusion of all other stimuli. The advantage is that it allows an additional EF +2 to an initiative roll and a -3 to all subsequent initiative rolls. The disadvantage is that it adds EF -3 to any other perception roll. Gunfighters waiting on someone else's draw of a weapon would preset a reaction. A character must be actively watching in order to preset a reaction^{4,5}.

A Preset reaction may only be held for MST in the time scale that the players are working in before a drain roll is required.

If a character fails one of a series of preset actions he must roll EF-3 against GAW to avoid losing the series⁶.

²The Formula for initiative is quite simple : $Init = Roll_{d10} + (15 - (SB * EF)_{over10})$

³Should this be an open ended roll

⁴This is necessary because you are dealing with a reaction rather than an action.

⁵When are presets declared?

⁶Is a preset series broken or is it simply slower as a result of the need to recover?

Table 4.1: Time Scale

Pulse	1/5 Second
FivePulse	1 Second
TenPulse	10 Pulses = 2 seconds
Round	50 Pulses = 10 seconds

Table 4.2: Initiative Roll Table

	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11
3	18	17	17	17	16	16	16	15	15	15	15	14	14	14	13	13	13	12	12	12	12	11
4	19	18	18	17	17	17	16	16	15	15	15	14	14	13	13	13	12	12	11	11	11	10
5	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11	10	10	9
6	21	20	19	19	18	18	17	16	16	15	15	14	13	13	12	12	11	10	10	9	9	8
7	22	21	20	19	19	18	17	17	16	15	15	14	13	12	12	11	10	10	9	8	8	7
8	23	22	21	20	19	19	18	17	16	15	15	14	13	12	11	11	10	9	8	7	7	6
9	24	23	22	21	20	19	18	17	16	15	15	14	13	12	11	10	9	8	7	6	6	5
10	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
11	26	24	23	22	21	20	19	18	17	16	15	13	12	11	10	9	8	7	6	5	4	3
12	27	25	24	23	22	21	19	18	17	16	15	13	12	11	10	9	7	6	5	4	3	1
13	28	26	25	24	22	21	20	18	17	16	15	13	12	11	9	8	7	5	4	3	2	0
14	29	27	26	24	23	22	20	19	17	16	15	13	12	10	9	8	6	5	3	2	1	-0
15	30	28	27	25	24	22	21	19	18	16	15	13	12	10	9	7	6	4	3	1	0	-1
16	31	29	27	26	24	23	21	19	18	16	15	13	11	10	8	7	5	3	2	0	-1	-2
17	32	30	28	26	25	23	21	20	18	16	15	13	11	9	8	6	4	3	1	-0	-2	-3
18	33	31	29	27	25	24	22	20	18	16	15	13	11	9	7	6	4	2	0	-1	-3	-4
19	34	32	30	28	26	24	22	20	18	16	15	13	11	9	7	5	3	1	-0	-2	-4	-5
20	35	33	31	29	27	25	23	21	19	17	15	13	11	9	7	5	3	1	-1	-3	-5	-7

Isaac (GAW = 20) expects to be attacked while walking in the alley. He states that he is actively watching for attack and , when he is attacked, he will dodge. When he is attacked he gets to roll initiative.

Since he is actively watching he gets an EF +2 modifier to his initiative roll in addition to the EF +2 modifier for the preset. His total is $EF = 7 + 2 + 2 = 11$. The Initiative Table shows a 4 in the EF=11, SB=10 position. He rolls a 5 so $5+4 = 9$. So at count 9 Isaac will start to perform a dodge.

Reginard (PAW = 18) is tucked around a corner in the alley listening for someone to mug. He is using only his hearing and is actively listening. When he hears someone just around the corner he is going to jump around the corner and slash at him with a dagger.

Because he is actively listening he gets EF +2. Because he is concentrating on PAW he gains an additional EF +2. Because he is using a preset he gets an EF +2. The total is $EF = 7 + 2 + 2 + 2 = 13$. The initiative table says that the Initiative

modifier for SB=9 and EF = 13 is 3. He rolls a 6 which, when added to the 3 modifier, gives a reaction of 9. So at 9 Reginard starts to do his attack.

4.5 Actions

Actions normally begin at the count given by the initiative roll. The decision about what action is to be performed, if not already made, must be made at this point. The speed of the action is determined and the character takes this action on a pulse given by Initiative + Action Speed.

Rashid "the Twitch" (GAW=24) is walking past an alley when he notices the altercation in the alley. He is not actively watching (EF -3), so he rolls on the EF= 4 column. This gives him an initiative modifier of +10. Rashid rolls an 8 and is thus unable to start his action until count 18.

4.6 Speeds of Actions

Most actions have a speed associated with them. All simple actions , unless otherwise noted, have a standard speed of 5 counts.

Isaac starts his dodge on 9, the speed of the dodge is 5 counts so Isaac starts his dodge on 9 and ends it on count 14.

Reginard starts his jump and attack at 9, both actions take 5 counts and they are occurring simultaneously so the actions start at 9 and end on 14.

Table 4.3: Initiative Roll Modifiers

Situation	Modifier
Blinded	-5 EF
Deafened	-3 EF
Drunk/Stoned	-5 EF
Asleep	-4 EF
Poor Lighting	-3 EF
Not Actively Watching	-3 EF
Alert	+0 EF
Kata Action	+0.5 EF

4.7 Speeding up Actions

Speeding up an action to $1/2$ as long, causes the action to have $1/2$ the Ef. Round to the Worst. At no point can an action take less than $1/3$ of its base speed.

4.8 Drawing a Tool or Weapon

This most often applies to drawing a weapon but can also apply to other tools.

In general, when a weapon is in hand, all normal weapon speeds apply.

In order to get a weapon into ones hand it takes $2 \times Speed_{weapon}$ in pulses.

In order to get a weapon in hand faster than $2 \times Speed_{weapon}$ requires a fast draw or ready roll against the weapon's skill. A successful ready roll brings the tool or weapon to bear at $Speed_{weapon}$.

When count 18 comes around Rashid attempts to fast draw his Isaac starts his dodge on 9, the speed of the dodge is 5 counts so Isaac starts his dodge on 9 and ends it on count 14.

4.9 Resolving an Action

Actions usually require only a skill roll to be made.

The Isaac starts his dodge on 9, the speed of the dodge is 5 counts so Isaac starts his dodge on 9 and ends it on count 14.

4.10 Resolving Multiple Actions

For each "Task" there are a number of actions that can be performed. If the actions involved in the task are simple the GM may choose to resolve

Table 4.4: Speeds of Basic Actions

Action	Speed
Lift Light object	5
Lift Heavy Object	10
Any Simple Physical Action	5
Perception	5

them with one roll rather than resolving each individual action. This may best be done when each action is simple (i.e. EF = 6).

Jogging across the street and leaping a small fence is something suited to being a task. Normally though, the GM would not normally even ask the character to roll. a task roll simply because the actions are all very easy. But if the character stands the chance of being exposed to someone looking for him then a roll should be made.

The EF for the “Task” Roll is given by

$$EF_{Task} = 5 - (1/2 \times \text{Number of Actions})$$

The Gain Value for task roll is excellent success. This is a “Shifted Result” roll. It is shifted to the less severe result. A Normal failure is a success, a Normal Critical Failure is a Normal Failure, etc . . .

The experience points gained from a task roll match whatever the final roll is. Those points may be distributed among any of the skills used in the task.

4.11 PFT Cost of Actions

An individual can use a great deal of energy in performing actions in combat or doing other simple tasks. For each period of activity *when the activity is over a drain roll is made. The drain roll is an EF=6 roll against PEN. The Loss is PFT based on what type of action he is engaging in.*

All normal modifiers apply to this roll. So if someone is 50% wounded in PBD his Drain roll is made at $EF = 7 - 3 = 4$.^{7 8 9}

Table 4.5: PFT Loss Numbers for a given activity

<i>Activity</i>	<i>LN</i>
<i>Close Combat</i>	<i>8</i>
<i>Melee Combat</i>	<i>6</i>
<i>Walk</i>	<i>2</i>
<i>Jogging</i>	<i>4</i>
<i>Running</i>	<i>8</i>
<i>Dash</i>	<i>10</i>

⁷How to handle decay of Drain Roll EF with time

⁸What are the time interval breakdowns for PFT loss

⁹Should there be drain rolls for each strike in combat ?

4.12 MFT Cost of Actions

An individual can use a great deal of energy in performing actions in studying or doing other simple tasks. For each period of activity when the activity is over a drain roll is made. The drain roll is an EF=5 roll against MEN. The Loss is PFT based on what type of action he is engaging in.

All normal modifiers apply to this roll. So if someone is 50% wounded in MBD his Drain roll is made at $EF = 5 - 2 = 3$.

Table 4.6: MFT Loss Numbers for a given activity

Activity	LN
Psionic Combat	8
Training	6

4.13 Physical Movement

Each character has a statistic named Physical Movement. This is the character's movement in meters/second at a dash. There are a total of five different types of movement that a character may utilize. Each type of movement has its own movement rate which is derived from the character's movement statistic. Ideally the player will have the full range of movements listed on his character's sheet.

Table 4.7: Movement Types

Movement Type	Rate of Movement (meter/second)
No Move	$0 * Movement$
crawls, slow walks	$0.50 * Walk$
Walking	$0.50 * Jog$
Jog	$0.50 * Run$
Run	$0.50 * Dash$
Dash	$1.00 * Movement$

As an example, Joe Daring has a PST of 16 and a PAG of 16. His movement is $\frac{(16+16)}{4=8}$. So Joe can Dash at 8 m/sec, run at 4 m/sec, jog at 2 m/sec, walk at 1m/sec and crawl at .5 m/sec.

If the movement is being resolved during a time scale of greater than every pulse one can get the distance traveled by simply multiplying the

movement of the individual times the time spent moving. The time spent accelerating is ignored as being negligible.

Let us say that Joe Daring spends 15 seconds running down a deserted street. If he doesn't run out of street he will have covered $4 * 15 = 60$ meters. If this seems a bit short, keep in mind that a run is not a full dash. At a full dash Joe would have covered twice the distance and would be slowing down pretty drastically due to losing wind.

4.13.1 How to Handle Acceleration

In dealing with movement on a pulse by pulse scale we need to actually deal with acceleration. The sequence is quite simple. Whatever the final movement rate is that the character intends to use is considered the target movement rate. When the character first starts moving he makes an acceleration roll in order to start moving at the movement rate just below the target movement rate. Once the roll is made the character is now moving at that lower rate. On his next initiative the character may attempt to accelerate to the target movement. Note that the gain number is the movement rate. If an acceleration roll is failed the end result is that the character drops to the next lowest available movement rate. Of course each of these acceleration rolls has its own EF modifier.

Table 4.8: Acceleration Modifiers

Movement to Accelerate to	EF Modifier
Dash	-5
Run	-3
Jog	-2
Walk	0
Crawl	+2

Reed Johnson has a movement of Dash 10, Run 5, Jog 2.5, Walk 1.3, Crawl .6

4.13.2 Movement Modifiers

4.14 Mental Movement

This is a measure of the character's speed of mental travel. It is usually only used in Psionics and Computer usage.

Table 4.9: Targeted Action Movement Modifiers

Slow move: crawls, slow walks (combat)	EF -1
Normal move: Walking	EF -2
Double Move: jog	EF -3
Triple Move: Run	EF -4
Fast move: Dash	EF -5
Vehicular Movement	EF -6

4.15 Opposing Skill Rolls

An opposing skill roll is a roll in which the character attempts to undo an action done previously by another character. Typically the SN of the original action is taken as a negative modifier to the current skill roll.

4.16 Stealth and Concealment

Opposing Skill Rolls

4.17 Deception and Detection

Opposing Skill rolls

Chapter 5

Combat Mechanics

5.1 Outline

The combat section details the types of actions that may be taken while in combat. The chapter on General Play Mechanics must be understood before working with the combat details.

5.2 Description

Combat normally occurs on a pulse by pulse basis. The process is fairly simple: Determine First Reaction. For each of those reactions in order determine the action or attack, the damage from the attack (if any), the secondary effects of that damage (if any). Take a breath. Continue.

5.3 First Action Determination

As detailed in the chapter on General Play mechanics.

5.4 Attack

5.4.1 Calculating Chances to Hit

The attack is assigned an Ease factor. There are a wide range of factors that modify an attack. All the typical modifiers for any action are in effect plus some special. Melee weapons base all their attacks on PCA. Missile and thrown weapons base all their attacks on ACC.

Mental actions performed against inanimate objects is based on FCS and mental attacks against an entity are based on MCA.

5.4.2 All out attack

A character may choose to perform an all out attack and thus gain EF +2 to his attacks and lose his MDF or PDF. This is simply an extension to the concept of applying Total Concentration as detailed in the General Play Mechanics chapter.

5.4.3 Called Shots

In any physical targeted action there is the potential to specify the location of the strike. That of course entails modifiers to the actions EF. Shots to the head EF -7, To the Chest -4, To the Hand -9. To the Arm or Leg Ef -6.

5.4.4 Hit Location

The target number is calculated , the roll is made. If the attack is a success then the damage is applied against the armour and then the target.

All hits are checked against the hit location table.

Table 5.1: Hit Location

Roll	Location
01-06	Head
07-30	Chest
31-48	Abdomen
49-56	Groin
57-64	Right Upper Leg
65-72	Left Upper Leg
73-78	Right Lower Leg
79-84	Left Lower Leg
85	Right Foot
86	Left Foot
87-89	Right Upper Arm
90-92	Left Upper Arm
93-95	Right Lower Arm
96-98	Left Lower Arm
99	Right Hand
100	Left Hand

5.4.5 Indirect Fire

Indirect fire (i.e. a Lob) requires an additional EF -2.¹

5.5 Damage

5.5.1 General Notes

All damage is calculated and then applied to the location specified by the hit location table. If that area is armoured the damage is first applied to that armour. Damage is then applied against the appropriate type of Fatigue such as PFT or MFT and then against the PBD or MBD of the entity.

If the weapon has any secondary effects such as knockback or radiation they are applied and calculated.

5.5.2 Critical Damage

Any attacks that cause critical damage apply the additional damage to the PBD or MBD after armour.

5.5.3 Types of Damage

There are several types of damage. There is Crushing, Cutting, Piercing, Projectile, Laser, Energy, and explosive damage. Each one is typically associated with a specific weapon type.

Crushing Damage

Crushing damage is damage caused by low speed blunt weapons such as a club, a staff, a fist, or a chair.

Cutting Damage

Cutting damage is caused by the use of slicing or chopping motions with an edge weapon. Both types of damage are lumped together into one category because the protection offered by various tyupes of armour is similiar for the two actions.²

¹does a lob get range modifiers ?

²You are welcome to argue this with me if you would like, Xanda.

Piercing Damage

Piercing damage is caused by low speed pointed objects entering the body along the axis of the point.

Projectile Damage

Projectile damage is caused by objects moving at high speeds. The only real difference between piercing or crushing and projectile damage is that the weapon moves at a high speed and imparts a high amount of kinetic energy to the target.

Laser Damage

Laser damage is caused by optical lasers. Damage caused by non-optical lasing devices such as Masers and Xlasers is classified as Energy damage.

Energy Damage

Energy damage (abbrev. NRG) is typically associated with non-optical electromagnetic weapons. The reason that all of these wavelengths are associated together is that the protections for all of them are similar.

Explosive Damage

Explosive damage is, quite logically, caused by explosions. It is the result of an expanding wave front of gasses or minute particles.

5.5.4 Secondary effects

There are several types of secondary effects. There is knockback, bleeding, and Shock.

Knockback

Knockback is the result of a high amount of kinetic energy being imparted to the entity taking the damage. It is only necessary when more than half of the entities PFT or PBD is taken away in a single attack by a crushing or projectile attack and is always associated with an explosive attack. The Knockback resistance roll is EF -1 with a gain of no Knockback. If failed the entity is knocked back 1 meter. The stat basis is typically PST or PAG whichever is greater.

Bleeding

Bleeding is the result of a cutting or piercing attack that has done actual PBD damage. The Bleeding resistance roll is EF4 with a target of no bleeding. If failed the end result is 1 point of PFT loss to bleeding per 10 pulses. The stat basis is PEN.

Shock

Shock is the state brought on by massive disruption of the nervous system of the entity. There are two types: Mild Shock and Major shock. Mild shock is also known as being stunned. Major shock is known as being unconscious. Shock secondary effects are caused by taking more than 1/2 of your PBD or MBD or by specific energy weapons such as Charged particle or TASER weapons.

5.6 Defenses**5.6.1 Passive Defense****Rolling with the blow**

The act of rolling with the blow involves an attempt to take the allotted damage but absorb it in such a way that the normal secondary effects such as stun or knockback do not take effect. The action requires no time but does require that the defender be aware of the attack and declare that he wishes to roll with the attack. The base roll goes against PAG for physical attacks and MAG for mental attacks. It adds EF +5 to the System Shock roll if any is made.

5.6.2 Active Defense

Evasion GN = 2 * PDF in defense.

Dodge SB = PAG, GN = 3 * PDF in defense, 5 Pulses Recovery roll is needed if a failure occurs

Parry The parry can be done with shield or weapon. EF -2, SB = Wpn SB, GN = 2 * Wpn SB in defense, speed as per wpn. EF -3 against Thrown EF -7 against Projectile EF -15 against NRG

Block Can be done with Weapon or Shield. EF -2, SB = Wpn SB, GN = Wpn Damage in armour, speed as per wpn.

Disarm EF = -3, SB = Weapon SB, GN = Save against disarm, speed as per wpn..

5.7 Fancy Maneuvers

Table 5.2: Melee Combat modifiers

Spinning	EF -1.5 DAM 1.5* SPD 1.5*
Jumping	EF -2.5 DAM 1.5* SPG 1.5*
Speeding the strike	EF -0.0 DAM inverse to SPEED
Two Handed	EF -0.0 DAM 2.5* SPD 1.5

5.7.1 Feint

A feint is used to distract an opponent or to trigger an opponents preset actions.

The main thing to remember that a feint is, in effect, a deception roll. It involves a weapon skill roll to convince the other individual that an attack is being made. The feint roll takes and EF of -4. All who are within range may roll a EF -3 roll to save against being fooled by the feint.

5.8 CLoose Conflict

5.8.1 Outline

5.8.2 Closing

Closing entails getting in to a range with the opponent that precludes the use of most melee weapons.

A roll is made against PCA. If the opponent is aware of the attack and has a viable initiative he may actively resist the closing action . To do so he must make an skill roll using a weapon or just against PDF.

It is treated as any other attack form and all active defenses can be performed against it.

Once a character has closed with an opponent he may proceed to grapple, to throw, or to overbear.

5.8.3 Overbear

An overbear is simply performed by closing with an opponent and then making a normal attack using SB=PCA. Like any other attack it may be repulsed or actively countered.

The gain for such an attack is to have the opponent on the ground. Damage for an overbear attack is simply equal to the attackers PSE.

5.8.4 Throw

A throw is simply performed by closing with an opponent and then making a normal attack using SB=PCA. Like any other attack it may be repulsed or actively countered.

The gain for such an attack is to have the opponent on the ground. Damage for an overbear attack is simply equal to the attackers PSE * 2.

EF -3.

5.8.5 Grapple

A grapple is simply an attempt to get a hand hold on the opponent. It is like any other attack in that it may be countered normally.

A successful grapple gives a EF +3 modifier to any other close combat attack such as throw, overbear, and Hold.

5.8.6 Hold

A hold is initiated by a grapple action and the initial strength of a hold is given by the SN of the grapple. If the attempt to hold or immobilize someone is the sole aim of the attack then the attacker may choose to improve the hold by rolling again. For each attempt to improve the hold the attacker may only add 1/2 of the SN of the roll. No hold may be greater in strength than 5 * PST of the holder. The opponent may reduce the strength of a hold by the SN of any grapple skill rolls he makes³.

³Does a successful attack affect an opponents initiative