Skill Level	1	2	3	4	5	6	7	8	9	10
IP Cost	10	10	20	30	40	50	60	70	80	90
Total IP Cost	10	20	40	70	110	160	220	290	370	460

TASK DIFFICULTIES Easy ..... 10

Average ..... 15

Difficult ...... 20

Very Difficult ...... 25

Nearly Impossible . 30

HEALING RATES

Treatment-Pts./day

Medical Tech ..... 1

Speedheal ...... +1

Antibodies...... +1

Nanosurgeons... x2

(First Aid not

cumulative with

Med Tech)

Enhanced

### **IP AWARD GUIDELINE**

- 1 Used Skill often, but not effectively
- **2 Used Skills effectively 3 Frequent and effective use** of skill
- 4 Did something out of the ordinary
- 5 Very clever/effective use of this skill
- 6 Extremely clever/effective use of skill
- 7 Skill critical to player in this session
- 8 Skill critical to all group this session
- **9** Performed incredible feat with skill

### HOW LONG WILL IT TAKE?

Fix simple electronic device or gun 5 min
Fix complex electronic device 20 min
Fix a laser, taser, or maser 10 min
Fix a tire 5-6 min
Fix an engine 10-20 min
Rebuild an engine 2 days
Look for hidden object 2-5 min
Open simple mechanical lock 1-2 min
Open complex mechanical lock5-10 min
Open simple electronic lock
Open complex electronic lock 5-10 min
Search a database5-20 min
Design a cyberdeck 1-3 days
Put on a disguise 3 min
Decryption 100hrs/skill

MOVEMENT

Run: MAx3 for a singleround, time 3 again for full te second turn. Multiply MA by 2 to determine MP

Leap: Single rour run divided by 4 t vertical distance feet, ten second divided by 4 for horizontal distan in feet

**TERRAIN MODIFIE** Easy (street, plain No reduction Rough (woods, sa 1/2 MA Very Rough (mud, s 1/4 MA WEATHER MODIFIE Light rain, flurrie No reduction Heavy rain, snov 1/2 MA Blizzard 1/4 MA

	AWARENESS MODIFIERS
	Taret firing+4
es	Target moving+5
m	Target in cover
	Unit camouflaged
§	Militech "Ghostsuit"4/-2, -1/10m
н	Gibson "Sneak Suit"4, -1/10m
nd	Militech "Mirage Gear"2/-1, -1/10m
for	Cam-O-Skin1/20m
in	Target a normal sized Remote5
run	Target a small sized Remote10
run	Spotter in vehicle
ce	Spotter in AFV (total -10)
ce	Spotter doing something else10
	Computer-assisted Optics
ERS	Cyberlinked into vehicle+2
ns)	Darkness
	Using IR, to find IR-baffled target5
nd)	Image Enhancement/Intensifiers+2
now)	Kiroshi MonoVision+1
,	Revelation Cyberoptic+1
ERS	Echolocation (total darkness)1
85	Nanooptical Upgrade(night vision)+2
	Tactile Boost (touch)+2
w	Olfactory Boost (smell)+2
	Amplified Hearing+1
	Sound Editing(specific convers.) +2

_		_			_	_	_
DI	FFI	CU	LTY	MO	DI	FI	13:63

Complex repair+2	Full-Spectrum Booster(+disease) +4
Very complex repair+4	Anti-Plague Nanotech (disease) +3
"It's never been done before" +6	SWIMMING
Don't have the right parts	Web Foot+3
Don't have the right tools+3	Web Hand+2
Unfamiliar tool, weapon, vehicle+4	COOLWILL
Under stress+3	Life Scan Body Monitor+1
Under attack +3 to 4	Stress Chip (morale)+1
Wounded	Facedown Chip(Facedown rolls)+1
Drunk, drugged or tired	INTERROGATION
Hostile environment	Voice Stress Analyser
Lack of instructions for task +2	Hand Held VSA
	RESIST TORTURE/DRUGS
Other characters "kibitzing" +3	Biomonitor
Never performed task before +1	EMPATHY
Difficult acrobatics involved +3	Stress Chip (human interaction) +1
Very difficult acrobatics involved+4	HUMAN PERCEPTION
Impossible acrobatics involved +5	Voice Stress Analyser
Information hidden,	
secret, obscure+3	Hand Held Voice Stress Analyser+1 PERFORM
Well-hidden clue, door, panel +3	
Complex program+3	AudioVox+2
Very complex program+5	Sound Optimization Sys+1
Complex lock+3	PERSUASION/ FAST TALK
Very complex lock+5	Tailored Pheromone-Gullible +1
Target on guard or alerted+3	Nymph Perfume+2
Brightly lit area+3	Forked Tongue (Audio-Vox)+1
Insufficient light+3	SEDUCTION
Pitch blackness+4	Nymph Perfume+2
Secretive task under observation+4	Forked Tongue (Audio-Vox)+1
Add LUCK points1 to -10	Mr.Studd/Midnight Lady+1
Manipulation with natural claws +3	Maximum Lover Chip+2
Cybercontrols2	Tailored Pheromore-Love+1
Mag-Duct spots & cybercontrols1	INT
Model 100 plugs & cybercontrols. +2	Cyber-PCX (skills)+1
Excellent tools/ equipment1 to -2	Cyber-"E-Book" (skills)+2
Excellent conditions	Tailored Pheromone-Confusion(1m)-1
Rushing the task+2	PhotoMem RAM Chip(remember)+2
STAT & SKILL MODIFIERS	INTERFACE
	Trode Set
ATTR Bodycure (1d6 days)+2	Terminal
	Model 100 Plugs(+2 vs Black ICE)2
Autotanner (1d6 days)+1	DIAGNOSE
Royo Bodyfree Masks +1/+2	Medscanner+2
PERSONAL GROOMING	CompuMod Medscanner+1
Nano-Groomers +2 to +4	Portable Intern Unit+2
WARDROBE AND STYLE	Archaesthetic+1
Romanova Cyberlegs+1	MEDTECH
'Farinata' or 'Venedico' Tool Kit +1	Archaesthetic+1
'Francesca' Techscanner	MedicGear Med Armor(on the spot)+2
Buchsterhude Tool Kit+1	SHADOW TRACK
Very Good Quailty Clothes+1	Olfactory Boost (scent)+2
Designer Quality Clothes +2	WILDERNESS SURVIVAL
Superchic Quality Clothes	NeoAppendix+2
BODY	"Freezeban" Bioconstruct
Pacesetter Heart +1	REF
Pacesetter 2000 Heart+2	Adrenal Booster (1d6+2 turns) +1
Adrenal/Endorphin Surge(3/24hr)+1	Boostmaster (need boosterware)+1
ENDURANCE	SuperSized Arm (with that arm)2
EnduroDrink (2 hours)+1	Enable Cyberlimb (with that limb)1
Variable-Chambered Heart	ATHLETICS
"Freezeban" Bioconstruct +1	Gyro-Stabillizer +1
Hemological Replacement+1	0-G MANEUVER
RESIST DRUG/POISON	Gyro-Stabillizer+1
Hemological Replacement	CLIMB
T-Maxx Cyberliver (ingested) +4	Grip Foot
Nasal Filtors (inhaled)+4	STEALTH
Toxin Binders+2	Catspaw Stealth Foot
BoozeMaster (alcohol)+1	Total Body Plating

#### ACTIONS:

During your part of the round, you may perform one of the following actions without penalty:

Move up to your full Movement (3x your Movement Allowance In meters) per round. Actions (such as reloading, defending, or Combat Actions) made during the full movement are possible, but incur a –3 penalty. Or you may move up to 1m and perform any other action.

### Reload or change weapons.

Mount or dismount from a vehicle. Or stand from a prone position. Making an additional action (reloading, defending, or Combat Actions) is possible, but any action made will incur a –3 penalty.

Escape a hold or trap.

Aim (gaining +1 to hit every round of aiming up to 3 rounds)

Perform a non-combat task.

Dodge or Block a melee attack. Everyone gets one free dodge per round, after that any Dodges/Blocks are considered part of their Combat Actions. Two weapon attacks can be made at a -3 penalty on both weapons used. If a character is Ambidextrous (as per the optional Innate Ability rule) he may ignore this penalty.

Make your maximum allowable number of Combat Actions

#### COMBAT ACTIONS:

To determine a characters number of Combat Actions:

A) Add your Initiative skill+Combat Sense+any other Initiative modifiers applicable, the final result is known as the Reaction Total (RT).

B) Add your RT to your Applicable Combat Skill (Handgun, Submachine Gun, Rifle, Heavy Weapons, Archery, Martial Arts, and Brawling/Melee) to determine your maximum number of Combat Actions (CA) allowed in a round with that skill.

C) There are 3 types of CA's, Quick, Normal, and Full. To determine the number of actions allowed by each type, consult the following.

Quick Combat Actions: (RT+Skill divided by 5) Firing a semi-automatic weapon (Handgun, Submachine Gun, Rifle, Heavy Weapons), a Quick Melee punch, kick or strike, Cast an ultra/extra-light weapon, and Block/Parries,

Normal Combat Actions: (RT+Skill divided by 10) Nock/fire an Arrow on a Bow, fire a 3-round burst, fire and re-chamber a Pump, Bolt, Lever, or Single Action weapon, ,Sweeps, Disarms, Escapes, Grapples, Holds, Breaks, Throws, 1 normal Melee Punch, Kick or Strike, Cast a Light Weapon, Fast Draw (-3 to hit), and Dodges,

Full Combat Actions: (RT+Skill divided by 15) Single Shot or Fully Automatic Weapons, Choke, Crush, Ram and a Full Melee Punch, Kick or Strike, Cast a medium or larger weapon, and drawing a weapon

The player must specify the number of shots or maneuvers to be performed before the first dice (after initiative) is rolled per round.

If attacking more than one target regardless of your RT, you lose a Quick Action, this effect is cumulative. In Close Quarters situations, using any weapon with a Conceilability rating of N, you lose a Normal action (2 Quick Actions) every time you change targets.

Regardless of RT or Skill level, only a character's first shot can be a Called Shot per round. This rule also applies to martial arts and melee attacks but only within normal striking range. More than 1 yard of movement limits a character to 1 Martial Art attack per round. (For example if a character has to close distance, or wants to perform a running attack, he only gets the 1 attack).

After the first combat action, all following Combat Actions allowed take a cumulative -1. Combat Actions taken beyond those allowed by your RT acquire a -3 cumulative penalty, on top of the penalty already acquired. Maximum number of additional Combat Actions is x2 what is allowed.

If the weapons BOD minimum is higher than the characters BODY, divide the number of Combat Actions allowed by Half, (rounding down). Different types of Combat Actions may be performed. A full Combat Action = 1

Normal CA and 1 Quick CA, or 3 Quick CA's. A Normal CA = 2 Quick CA's. A character may even use 2 separate skills to perform multiple Combat Actions, however the number of actions are determined by the LOWEST skill being used.

(When applying this rule be sure to use discretion, common sense will tell you if what a character is attempting is feasible.)

INITIATIVE = ROLL 1D10+REF+INITIATIVE SKILL.

AMBUSH = +5 TO ATTACK FOR 1 ROUND

	ANGED COMBAT TO-HIT NUMBERS
Handguns/SMGs 50m	Point Blank (Touching-1m) 10
Shotguns 25m	Close (1/4 Long range) 15
Assault Rifles 250m	Medium (1/2 Long range) 20
Sniper/Hunt.Rifles500m	Long (Full range) 25
Throwing 3m x BOD	Extreme (2x Long range) 30
	AND COVER MODIFIERS
Target silhoue	tted +2
	ed/kneeling1
	ole2
201 (Constant Party )	Iders only visible3
	ne else
RANGED COMBAT TO-	
	3/extra action
	-3
	from hip2
	ck +5
	inds, feet
	<u>1</u>
	iighs2
	aced)1 to 2
	1
	-2
	re5
	3
Moving target	
	r 2 points of MA above 5)
	eye, vital area)
	ation, <1m)4 animal)+2
	animai)
	, wany +4 +1/turn
	+1/cum
	+1
Scoperight	
Computer Sights	+3 Long/Ext, +1 Med
	+2
	+2
Three round burst (Cla	se/Medium)+3
Full auto Close	+3
Full auto, close	+1/10 mds 
Autositotyuli	-2/autitional shot

#### RECOIL & BODY MINIMUM Weapon Type Base BOD Mir

D6 weapons	(Max Damage/6)
D10 weapons	(Max Damage/5)
Shotguns	Max SHOT Damage x0.25
Grenade launchers	(Diameter in mm) x0.3

#### Modifiers Multiply all mods together

1-handed (handgun)x2.0
2-handed, no brace* (SMGs & shotguns)x1.0
2-handed & brace* (rifles, MGs, other SMGs)x0.5
High-pressure/high-velocity grenadesx1.5
EAP (railguns)
ROF 1-3 (semiauto)x1.0
ROF 3-16 x1.75
ROF 16-30x2.0
ROF 31-60x2.5
ROF 61-120x3.0
DOF 121+ v3.5

\*Brace=stock, arm brace, shoulder strap, harness, sling, mono/bi/tripod, gyro-mount, etc. In near future and beyond settings,

A Cyberarm acts as BOD 12 for pistol recoil purposes. A Powered Exo-Mount has BOD 18 for recoil purposes.

#### FULL AUTO RULES

At Close Range: For every 10 rounds fired at Close range, add 1 to your Attack Total.

At Medium, Long and Extreme Ranges: For every 10 rounds fired at Medium, Long and Extreme ranges, subtract 1 from your Attack Total.

#### NUMBER OF HITS = **# POINTS >THAN TO HIT NUMBER**

Suppressive Fire: Suppressive fire is used to cover an area (called a fire zone) with bullets, making the area hazardous to pass through. All targets entering or crossing the fire zone during this attack must make a "save" against taking a bullet by rolling their Athletics SkIII + REF + 1D10 and beating a save number. A failed Save means the target takes 1D6 rounds, each randomly located.

This save number is determined by dividing the total number of bullets fired by the width of the fire zone.

#### SAVE = NUMBER OF ROUNDS DIVIDED BY THE WIDTH OF THE FIRE ZONE IN METERS

You may overlap the fire zones of more than one weapon, dividing the total number of shots to determine the save number. For example, two Uzis with an ROF of 32 would place 64 bullets into the fire zone.

#### FULL AUTO AT MULTIPLE TARGETS

If attacking more than one target, you must roll for each target individually. When firing full-auto at multiple targets the distance between targets is included when dividing the number of possible hits. So two characters 5 meters apart = 7, 6 targets over 8 meters = 10, etc. The ROF of the weapon is divided by this number to determine the maximum number of hits per target. If ROF is 30 and targets are 5 meters apart (7 including targets themselves) then 30/7 = 4; a maximum of 4 rounds per target. Roll as per FULL AUTO rules.

#### FIRE CORRIDORS & GRAZING FIRE

A fire corridor is where you plot an area where the enemy can advance, then set up a machine gun, or other automatic weapon, to cover it with sweeping fire. That way you don't have to aim when the enemy starts moving through it, you just hold down the trigger and sweep. This Ambush doesn't grant +5 to Attack rolls, but +10 to Initiative. Grazing fire is where you set the machinegun at knee level and fire; this way, you usually hit not-so-well-armored legs. Grazing fire is considered a use of Suppressive Fire that only hits legs.

AREA EFFE	ECT TABLE
Туре	Blast Radius
Grenades	1m per Die of damage
Gas Grenade	3m
Molotovs	2m/liter
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from explosion
6	5m/kg
SMG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Lng/Ext)	3m
Micromissile	2m each

ize of Damage

4D6

3D6

2D6

DRUG & PC					
Туре	Effect	Damage			
Hallucinogen	Confusion	-4 INT		TGUN TAE	
Nausea Drugs	lliness	-4 REF	Range	Size of	Dar
Sleep Drugs	Sleep**	None		Pattern	
Biotoxin I	Death	4D6	Close, PB		4
Biotoxin II	Death	8D6	Medium	2 meters	3
Nerve Toxin/gas		8D10	Long	3 meters	2
** Half effect it drowsiness, -2 to all					
5	stats.				

	-		
AMMO TYPE	DAMAGE	COST	NOTES
5mm	1d6	5	
.25 ACP	1d6+1	7	
.22 Long Rifle	1d6	6	
6mm	1d6+1	8	
7mm	1d6+2	9	
.38	1d6+2	10	
9mm	2d6+1	12	
.41 CL	2d6+1	14	
.45 Cal ACP	2D6+2	15	
10mm	2d6+3	16	
Militech 88 ISTS	3d6	20	8.8mm Necked-Down 10mm
.338	3d6	17	cicinii i concu 2 contri i cinii i
.357 Magnum	3d6+1	18	
.45ACP	2d6+2	18	
.400 Cor-Bon	3d6	22	Necked-Down .45ACP
.405 &W	2d6+3	18	Necked-Down Abace
11mm	200+5 3d6	20	
CA 10.4mm	3d6+3	20 35	Necked-Down 11mm round
			Necked-Down 11mm round
.408 Magnum	3d6+2	25	
.41 Magnum	3d6+2	24	
12mm	4d6+1	30	
.44 Magnum	4d6	35	
.454 Casull	4d6+3	40	
.50AE (12.7mm)	4d6+2	42	Desert Eagle & Jericho load
.44 Cor-Bon Magnum	4d6+3	55	Necked-Down .50AE round
.525 Magnum Express	5d6	55	
.577 Boomer	5d6AP	60	
Magnums			
14mm Malorian Short	6d6	70	
RIFLE AMMO			
4.5mm Liquid Prop	4d6	50	
5.5mm Chinese	4d6+2	40	
5.56mm NATO	5d6	35	
5.54mm PACT	5d6	40	
5.7mm Caseless	3d6	25	
6mm Caseless	5d6	40	
7mm Fed. Caseless	5d6	30	
.30-06	6D6	25	
7mm Can Long	6d6-2	40	
7.62mm Sov Short	5d6+2	45	
7.62mm Sov Long	6d6	50	
7.62mm NATO Long	6d6+2	65	
6.5CL Hybrid	6d6-1	50	
9mm CL Long	2d6+4	20	
Arasaka 10mm Rifle	8d6	80	
.300 Winchester Mag.	7d6+3	100	
12.7mm /.50 BMG	6d10	100	
20mm Reduced	4d10	75	
14.5mm	4d10 7d10	100	
14.5mm 15mm BMG	7d10 7d10	110	
15mm BMG 15mm Kurz	7d10 4d10+3	110	Available in KTW &
15mm Kurz	4010+3	150	Explosive
20mm	8d10	200	Available in EHI
30mm	10d10	200 500	Available in EHI Available in EHI
30mm	10d10	500	
30mm SHOTGUN AMMO	10d10	500 35	Available in EHI *indicates Damage at close,
30mm SHOTGUN AMMO .20 Gauge	10d10 * 3d6/2d6/1d6	500 35 40	Available in EHI *indicates Damage at close,
30mm SHOTGUN AMMO .20 Gauge .12 Gauge .10 Gauge	10d10 3d6/2d6/1d6 4d6/3d6/2d6 5d6/4d6/3d*	500 35 40 50	Available in EHI *indicates Damage at close, medium, and long ranges
30mm SHOTGUN AMMO .20 Gauge .12 Gauge .10 Gauge SHOTGUN	10d10 * 3d6/2d6/1d6 4d6/3d6/2d6 5d6/4d6/3d* SLUG/SAB	500 35 40 50 011ED	Available in EHI *indicates Damage at close, medium, and long ranges ROUND DAMAGE
30mm SHOTGUN AMMO .20 Gauge .12 Gauge .10 Gauge	10d10 3d6/2d6/1d6 4d6/3d6/2d6 5d6/4d6/3d*	500 35 40 50 011ED	Available in EHI *indicates Damage at close, medium, and long ranges
30mm SHOTGUN AMMO .20 Gauge .12 Gauge .10 Gauge SHOTGUN	10d10 * 3d6/2d6/1d6 4d6/3d6/2d6 5d6/4d6/3d* SLUG/SAB	500 35 40 50 011ED	Available in EHI *indicates Damage at close, medium, and long ranges ROUND DAMAGE AP Armor ½ - Dam full on Hard ½ on Soft AP Armor ½ - Dam full on
30mm SHOTGUN AMMO .20 Gauge .12 Gauge .10 Gauge SHOTGUN 20ga. slugs	10d10 * 3d6/2d6/1d6 4d6/3d6/2d6 5d6/4d6/3d* SLUG/SAB 3D10	500 35 40 50 011ED X2/x3	Available in EHI *indicates Damage at close, medium, and long ranges ROUND DAMAGE AP Armor ½ - Dam full on Hard ½ on Soft

Choos or roll	e CRITICAL SUCCESS EFFECT
	Weapon does x2 damage
2	Weapon does Maximum Damage as if from a point blank
3	You may choose Hit Location instead of rolling (Head, Arm, etc.)In case of called shot, you may choose specific location (Eye, Finger, Groin, etc)
4	Weapon hits weak spot in opponents armor (view slits, joints, between seams) armor is treated as being at 1/4 <sup>th</sup>
:5:	Weapon hits 2 targets (via ricochet, over penetration, etc.) second target takes half damage
6	Weapon hits something explosive or flammable (explosives, ammo, fuel, etc.) on opponent or target, and detonates or ignites (only applicable if something of this nature is available)
7	Impact from your weapon automatically disarms opponent
8	Blood, Shrapnel, or other substance released from your weapons damage gets into targets eyes, blinding him for 1 round
9	Weapon shocks enemy more than normal, stun save at -2
10	Weapon knocks opponent off his feet.
FUMB	LE TABLES X - Combat
	fumble. You just screw up. drop your weapon.
	pon discharges or strikes something harmless.
	pon jams or imbeds itself in the ground for one turn.
	manage to wound yourself.
9-10 Y	ou wound a member of your party.

Difference	Bonus	Concrete Block Wall	10 30/m
in SPs	Number	Reinforced Wall	20 60/m
0-4	+5	Brick Wall	25 75/m
5-8	+4	Stone Wall	30 90/m
9-14	+3	Reinforced Wall	40 120/m
15-20	+2	External Wall	50 150/m
21-26	+1	Floor / Ceiling	25 75/m
27+	+0	Heavily Reinforced Floor	100 300/m
in the second second		Office/Wood Door	5 15
Staged Pen	etration	Heavy Wood Door	15 45
Armor does	n't just	Concealed Security Door	15 45
		Steel/Security Door	20 60
keep absorbing damage indefinitely. Every time the armor is hit, it is reduced by one point of SP. Each time the armor is struck by a		Reinforced Steel Door	50 150
		Plexiglas Windows	12 15/m
		Bulletproof Glass	15 45/m
		External Windows	25 75/m
		Car Body, Door	10 30
	attack	Data Term	25 75
		Mailbox	25 75
penetrating attack (i.e., an attack that actually exceeds the armor's SP), it's SP is reduced by an additional 1 point for		Curb	25 75
		Armored Fridge	30 90
		Weapon Emplacement	30 90 30 90
		Tree, Phone Pole	
every 4 poin penetration		Concrete Utility Pole	35 105
halving for A		Engine Block	35 105
narving for /	-0.000/1-		in the second

Hydrant

Armored Car Body

AV-4 Body

Jersey Barrier

COMMON COVER

Office/Sheetrock Wall

SP SDP

5 15/m

35 105

40 120

40 120

40 120

GRENADE TABLE
---------------

	10	
7	8	9
5	Target	6
2	3	4
	1	

PROPORTIONAL

ARMOR TABLE

Piercing and the like).

When the SP reaches

0, the armor will no

longer stop damage.

#### Roll 1D10 to determine Point Of Explosion. To determine effects and damage for anyone caught in the Blast Radius of the Explosion, first determine the targets distance from the center of the blast. Next figure the Area Of Effect Range.

For every meter away from the Point Of Explosion damage is reduced by 1 Die increment (shaped or directional charges are reduced by 2 Die increments).

Explosive damage is taken to 1 location for every 2 Die of damage (round up) the character(s) in the Blast Radius receives.

Average	Missiles, Rockets, And To	orpedos
Туре	Blast Radius	Damage
Rocket	5m	13d6
Missile	4m	12d6
Torpedo	10m*	13d6
Torpeuo	* underwater only	130

Note: for Rockets and Missiles: If a rocket or missile has an Armor-Piercing warhead, the armor's SP is halved, but the damage that penetrates is not.



- 9-10 You wound a member of your party.
- **REFLEX** Athletics
- 1-4 No fumble. Make an idiot of yourself.
- 5-7 Fail miserably. 1 point of damage (sprain, fall), make a Stun save
- 8-10 Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.
- TECH Repair or create
- 1-4 No fumble. You can't get it together.
- 5-7 You make it worse, +5 Difficulty for next attempt.
- 8-10 You damaged the device or creation beyond repair.
- EMP Convince, Fast Talk, Seduce
- 1-4 No fumble. They just won't buy it.
- 5-6 You not only don't convince them, they are left totally cold (-4 to next roll).
- 7-10 They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.
- INT Figure out, Notice, catch a clue
- 1-4 No fumble. Don't know how to do it, or what's going on.

5-7 You don't know anything about what's going on. Fast Talk -2 to see if anyone else notices how dumb you are.

8-10 You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

	EXPLOSIVE R	ANGES	
Explosive	Unit	Area	Damage
Plastique	1kg	7m	7D10
C6	1kg	8m	8D10
TNT	1 stick	4m	4D10

Take the area covered by one unit of explosive and multiply this by the total number of units.

EXPLOSIVES RULES
Use grenade to damage structure
Use explosive as thrown bomb 15
Tamping an explosive (5 min+) 15
Minimize C-6+ shockwave (33%) 20
Enhance C-6+ shockwave (+100%) 20
Shaping charge (1/3 <sup>rd</sup> AOE,x2 damage)30
EVALUATE STRUCTURE FOR WEAKNESS
x2 damage 20
x3 damage 30
x1 Failure
x1/3 Fumble
MAKING EXPLOSIVES
Nitroglycerine (lab, 24eb/kg) 15
Guncotton (lab, 10eb/kg) 15
TNT (full lab, 20eb/kg) 20
Plastique (full-lab, 50eb/kg) 25
C6 (full-lab, 75eb/kg) 35
Chemical delay fuses (25eb-75eb) 20

Loca	tion Head	Torso	OCATION R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0
D6	E HEAD		D LOCATIO	ON TABL		G
1	Skul		Necklin	e Sho	oulder	Hip
2	R/L Che Back of S	000100.00	Chest/ Upper Ba		er Arm	Thigh
3	R/L Eye R/L Ear		Sternum Spine	i/ El	bow	Knee
4	Nose/ Back of Skull		Ribs	Fo	rearm	Calf/ Shin
5	Mouth/ Back of Skull		Stomach Lower Ba	101 - 1	/rist	Ankle
6	Neck		Groin	H	and	Foot

If you hit a body location that is behind cover, do not re-roll, keep it and hope your weapon does enough damage to penetrate the cover, if not, tough luck. The GM may decide allowances are in order, but only within reason

LIGHT	SERIOUS	CRITICAL	MORTALO	MORTALT
Stun 0	Stern 1	Stun 2	Seam. 1	Stun 4
MORTAL 2	MORTALS	MORTAL4	MORTAL S	MORTAL 6
Stun - 5	Stun 6	Stun= 7	Stun - 8	Stun 9

#### CRITICAL WOUNDS

10 points in an arm or leg means it cannot be used until medical attention is sought. Single wounds causing 10 or 11 points of damage to one area cause critical effects as follows:

10 points in the head requires an instant Mortal 4 save and in any case renders the victim into a coma lasting 2D10 days. A mortal 3 death save must be passed every day for the first half of this time. There is a 50% chance of brain damage. This is permanent and reduces INT by D6/2.

10 points in the torso, requires a single mortal 1 save, (death and stun) and needs a save each minute after the wound at one mortal level greater, (i.e. 2 then 3 then 4 then 5 etc...). This continues till the patient is stabilized, healed or dies....

10 points to any arm or leg will break it, immobilizing it so it cannot be used until it has been re-set, (this means it cannot be used for 1D10 weeks from when it is re-set).

Single wounds causing 12 or more points of damage will cause a mortal effect as described below:

12 points to the head, (after doubling), will kill the character outright. They automatically drop to death state 10 as their head is literally blown off!!!!

12 points to the torso, (14 for decentralized heart), will automatically put the victim at death state 1 regardless of wounds, this increases as per normal. This represents major internal organ damage.

12 points to any arm or leg will either mangle it or sever it completely. This means the victim must make a mortal 0 stun and death save, with another save one level more each turn, (i.e. mortal 1, then 2 then 3 etc...).

#### WOUND EFFECTS

Light (1)0
Serious (5)2 to all Actions/-1 Stun Saves
Critical (9)4 to all Actions/-2 Stun Saves
Mortal (13)6 to all Actions/-3 Stun Saves/-0 Death Saves
Mortal 1 (17)8 to all Actions/-4 Stun Saves/-1 Death Saves
Mortal 2 (21)10 to all Actions/-5 Stun Saves/-2 Death Saves
Mortal 3 (25)12 to all Actions/-6 Stun Saves/-3 Death Saves
Mortal 4 (29)14 to all Actions/-7 Stun Saves/-4 Death Saves
Mortal 5 (33)16 to all Actions/-8 Stun Saves/-5 Death Saves
Mortal 6 (37)18 to all Actions/-9 Stun Saves/-6 Death Saves

Deg	ree	Dama	age	Progressive Effects Per Location of Burn		
1 <sup>st</sup>	Lig	ht	Red	Iness and Pain		
2 <sup>nd</sup>	Me	dium	Blis	stering		
3rd	Sei	rious	Sca	arring (-1 ATTR) Epidermis burned away		
4 <sup>th</sup>	4 <sup>th</sup> Critical		Sev	Severe Scarring (-2 ATTR) Ligaments and Tendons		
11,225			bur	ned, (-2 to all physical actions with limb)		
5 <sup>th</sup>	Mo	rtal 0	Hid	eous Scarring (-3 ATTR) Possible Limb Loss		
120			(Bu	rned to Muscle Tissue)		
6 <sup>th</sup>	6 <sup>th</sup> Mortal 1			b Loss or Death (burned down to bone)		

Source	Damage
Average Taser	1D6
Powerful Taser	2D6
Car Battery	2D6
Electrical Outlet	3D6
Transformer	4D6
Lightning Strike	6D6
FBC'S	
Full conversion take damage electricity the sa human does, a their Stun Sa applies, unless The encumbrance for additional la cyborg applie	from me way a as such ve still shielded. se penalty yers on a

STABILIZATION MO	DIFIERS
Full Hospital & Surge	ry +5
Trauma Team Ambul	ance. +3
Life Suspension Tanl	k +3
Clinic	+2
Veterinary clinic	+2
Portable Intern Unit .	+1
Blood Substitute	+1
First Aid Kit	+1
Full Field Trauma Kit	+2

#### HOLLYWOOD OVERACTING EFFECTS

1 ......Creams, windmills arms, falls 2 ...... Crumples like a rag doll 3 ...... Spins around in place, falls 4..Clutches wound, staggers and falls 5 Stares stupidly at wound, then falls 6 .......Slumps to ground, moaning

INFECTION CHANCE TABLE SITUATION	SAVE MODIFIER
Untreated wound in a filthy environment	-5
Untreated wound in a Normal Environment	-3
Untreated Wound in a clean environment	-2
Untreated wound in a Sterile Environment	- 1
Treated Wound in a Filthy Environment	-3
Treated Wound in a Normal Environment	-2
Treated Wound in a clean environment	0
Treated Wound in a Sterile Environment	+2
Wounded by Filthy object	-2
Wound is a burn	-3
Wound is from Laser	+1
Wound is left untreated	0
Wound is cleaned and dressed regularly	+3
Light Wound	0
Serious Wound	-1
Critical Wound	-2
Mortal Wound	-3

DC	Sample Target
15	Household name Corporation or Establishment Website
20	Low threat target (School or small business networks)
25	Personal computer IP's
30	Police, Govt. or Corporate networks
35+	Top Secret Corporate and Military servers and networks
Rnds Req.	INFILTRATION ACTIONS Sample Actions
1	Make a System Knowledge check, Delete a File, Copy a small file, take over an automated Process.
2	Copy or Edit a mid-sized file, plant a virus,
3	Edit a small Program
4	Copy or Edit a large file
5	Edit a medium program
6	Copy or Edit a Huge file
7	Edit a large program
DC	SampleTarget File or System
10	Computer Program (start menu)
15	Common File/Trash (desktop acess)
20	Remote System (security door locks, automated machinery)
25	Buried Data File or Folder, Secured Remote Sytem
30	Hidden or Protected Data file or Folder,
35+	Top Secret Data, Bank Transaction Sytem, heavily protected automated system
	COMPUTER INTRUSION xer: INT + Programming Skill + Interface + Comp. Speed + 1D10 Vrs. get Computer: Comp. Speed + CPU + Protection (DWx3)USER:
	INT + Awareness/Notice + Interface + 1D10 Vrs. Hacker: INT + System Knowledge + Interface + 1D10
	COMPUTER COMBAT ker: INT + Programming Skill + Interface + Comp. Speed + 1D1 Vrs. User

Defender: INT + Programming Skill + Interface + Comp. Speed + 1D1( Or vrs. Cybermodem Comp. Speed + CPU + Protection (DWx5) +1d10

ATTACKER: RE	F+Skill+Bonuses/Pe	nalties+1D10		
	VS. F+Skill+Bonuses/Pe			
	r+skill+Bonuses/Pe ie goes to Defender	nalties+1D10		
	AND COMBAT MOD	IFIEDS		
	ging			
	light or dust			
	nted (grapple/escape			
	isible			
	houlders only visible			
Head only v	/isible	2		
	neone else			
	e at vitals			
Improvised	weapon	2		
RANGE PENALTY RANGE				
		ALTY 5		
Hitting Close		5 0		
Medium		0 5		
Long		5		
Extreme		15		
		15		
COUNTER ATTA	have attacks still ava	vilable in the		
	attempt a counter at			
	dge) anytime your o			
	5 points or anytime			
	e of him leaving hin			
COUNTER ATTACK TABLE				
COU	NTER ATTACK TAB	LE		
COU OPPONENTS	NTER ATTACK TAB DEFENDERS			
OPPONENTS ATTACK	DEFENDERS	COUNTER		
OPPONENTS ATTACK Strike	DEFENDERS Strike, Sweep, K	COUNTER Kick, Punch,		
OPPONENTS ATTACK Strike Punch	DEFENDERS Strike, Sweep, K Punch, Kick, Swe	COUNTER Kick, Punch, eep, Grapple		
OPPONENTS ATTACK Strike Punch Kick	DEFENDERS Strike, Sweep, F Punch, Kick, Sw Kick, Sweep	COUNTER (ick, Punch, eep, Grapple ), Punch		
OPPONENTS ATTACK Strike Punch Kick Sweep	DEFENDERS Strike, Sweep, F Punch, Kick, Sw Kick, Sweep Kick, Pu	COUNTER Kick, Punch, eep, Grapple o, Punch inch		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple	DEFENDERS Strike, Sweep, F Punch, Kick, Sw Kick, Sweep Kick, Pur Grapple, Pur	COUNITER (ick, Punch, eep, Grapple o, Punch inch inch, Kick		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram	DEFENDERS Strike, Sweep, F Punch, Kick, Sw Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki	COUNTER (ick, Punch, eep, Grapple o, Punch inch inch, Kick ick*, Throw#		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick	DEFENDERS Strike, Sweep, F Punch, Kick, Sw Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep,	COUNTER Kick, Punch, eep, Grapple p, Punch inch inch, Kick ick*, Throw# Kick, Punch		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic	COUNTER Kick, Punch, eep, Grapple p, Punch inch inch, Kick ick*, Throw# Kick, Punch		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing positiol	DEFENDERS Strike, Sweep, F Punch, Kick, Sw Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic	COUNTER Kick, Punch, eep, Grapple b, Punch inch inch inch, Kick ick*, Throw# Kick, Punch k from a		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic n	COUNTER Kick, Punch, eep, Grapple p, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic n ere your opponent i sible to throw him w	COUNTER Kick, Punch, eep, Grapple b, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic n	COUNTER Kick, Punch, eep, Grapple b, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic n ere your opponent i sible to throw him w	COUNTER Kick, Punch, eep, Grapple b, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him.	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic n ere your opponent i sible to throw him w	COUNTER (ick, Punch, eep, Grapple b, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first n momentum		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him.	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic n ere your opponent i sible to throw him w e, as you use his ow	COUNTER (ick, Punch, eep, Grapple b, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first n momentum		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him.	DEFENDERS Strike, Sweep, F Punch, Kick, Swe Kick, Sweep Kick, Pu Grapple, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic n ere your opponent i sible to throw him w e, as you use his ow	COUNTER (ick, Punch, eep, Grapple o, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first n momentum IERS Human Perception		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him.	DEFENDERS Strike, Sweep, M Punch, Kick, Sweep Kick, Sweep Kick, Pur Grapple, Pur Sweep, Jump Kic Throw#, Sweep, ttempt the Jump Kic here your opponent is sible to throw him w e, as you use his ow	COUNTER Gick, Punch, eep, Grapple o, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first n momentum		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him.	DEFENDERS Strike, Sweep, M Punch, Kick, Sweep Kick, Sweep Kick, Pur Grapple, Pur Sweep, Jump Kic Throw#, Sweep, ttempt the Jump Kic here your opponent is sible to throw him w e, as you use his ow	COUNTER (ick, Punch, eep, Grapple o, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first n momentum IERS Human Perception		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him. SURPR Circur In the He	DEFENDERS Strike, Sweep, K Punch, Kick, Sweep Kick, Sweep Kick, Pur Sweep, Jump Ki Throw#, Sweep, ttempt the Jump Kic here your opponent i sible to throw him w e, as you use his ow ISE ATTACK MODIF mstance	COUNTER (ick, Punch, eep, Grapple o, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already rithout first n momentum IERS Human Perception Modifier		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him. SURPR Circur In the He Neutral E Peaceful E	DEFENDERS Strike, Sweep, F Punch, Kick, Sweep Kick, Sweep Kick, Pur Sweep, Jump Kic Throw#, Sweep, Jump Kic Throw#, Sweep, Jump Kic here your opponent i sible to throw him w e, as you use his ow ISE ATTACK MODIF Instance at of Battle nvironment Environment	COUNTER (ick, Punch, eep, Grapple o, Punch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first n momentum IERS Human Perception Modifier +5		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him. SURPR Circur In the He Neutral E Peaceful E	DEFENDERS Strike, Sweep, F Punch, Kick, Sweep Kick, Sweep Kick, Pur Sweep, Jump Ki Throw#, Sweep, thempt the Jump Kic nere your opponent i sible to throw him w e, as you use his ow	COUNTER (ick, Punch, eep, Grapple p, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already rithout first n momentum IERS Human Perception Modifier +5 +1		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him. SURPR Circur In the He Neutral E Peaceful E In Public or 0	DEFENDERS Strike, Sweep, F Punch, Kick, Sweep Kick, Sweep Kick, Pur Sweep, Jump Kic Throw#, Sweep, Jump Kic Throw#, Sweep, Jump Kic here your opponent i sible to throw him w e, as you use his ow ISE ATTACK MODIF Instance at of Battle nvironment Environment	COUNTER (ick, Punch, eep, Grapple o, Punch inch inch, Kick ick*, Throw# Kick, Punch k from a is already vithout first n momentum IERS Human Perception Modifier +5 +1 -1		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him. SURPR Circur In the He Neutral E Peaceful E In Public or of	DEFENDERS Strike, Sweep, F Punch, Kick, Sweep Kick, Sweep Kick, Pur Sweep, Jump Ki Throw#, Sweep, Jump Kic here your opponent i sible to throw him w e, as you use his ow ISE ATTACK MODIF Instance at of Battle Invironment Environment Crowded Place	COUNTER Gick, Punch, eep, Grapple p, Punch inch, Kick ick*, Throw# Kick, Punch k from a is already rithout first n momentum IERS Human Perception Modifier +5 +1 -1 -1		
OPPONENTS ATTACK Strike Punch Kick Sweep Grapple Ram Jump Kick *You may only at standing position #In situations wh moving, it is pos making a grapple against him. SURPR Circur In the He Neutral E Peaceful E In Public or of Isolated Enemy	DEFENDERS Strike, Sweep, K Punch, Kick, Sweep Kick, Sweep Kick, Pur Grapple, Pur Sweep, Jump Kic Throw#, Sweep, ttempt the Jump Kic nere your opponent i sible to throw him w e, as you use his ow ISE ATTACK MODIF Instance at of Battle nvironment Environment Crowded Place Location	COUNTER Gick, Punch, eep, Grapple p, Punch inch, Kick ick*, Throw# Kick, Punch k from a is already rithout first n momentum HERS Human Perception Modifier +5 +1 -1 -1 +2		

Circumstance	Perception Modifier
In the Heat of Battle	+5
Neutral Environment	+1
Peaceful Environment	-1
In Public or Crowded Place	-1
Isolated Location	+2
Enemy Territory	+3
Home or Safe Haven	-2
Attacker is an enemy	+5
Attacker is a Stranger or Neutral	+1
Attacker is a Friendly	0
Acquaintance	
Attacker is Trusted	-5
Friend/Lover/Family	
Defender perceives Attacker as	-2
Helpless/Incapacitated	
Other Situational Modifiers*	Varies*
Attacker is a Child or Elderly	-2

\* Any situation which would change the defenders perception of the attacker, such as a heated argument, a friend acting strangely, or a friend being influenced by another, may result in a GM set modifier of a positive or negative value between –5 and +5.



Body Strength		ength	BTM	H-H	Cast	Throw	Ram	
Туре		-		Dam.	Dam.	Distance	Dam.	
1-2			-0	-1	-1	5y	1D6-2	
3-4			-1	+0	+0	10y	1D6	
		erage	-2	+1	+1	40y	2D6	
7-8		rong	-3	+2	+1	60y	2D6+1	
9-10 11-12		Strong rhuman	-4	+3 +4	+1 +2	80y	2D6+2 3D6+4	
11-12	Supe	muman	-5	+4 +6	+2 +3	100y 120y	3D6+4 3D6+6	
15-14				+8	+4	140v	3D6+8	
17-18				+10	+5	160y	4D6+8	
19-20				+12	+6	180y	5D6+8	
Carry = 10	k BT in k	g./Dead lif	ft = 40x I	BT in kg. Ma	artial Artis	ts add skill leve	l to damage	
				HAND MAN			-	
STRIKE	/CAST:	Attack w	vith a ha	nd held or t	hrown me	lee weapon		
P	UNCH:			, elbows, he	adbutts			
	KICK:	Attack w	vith feet,	knees				
	SARM:			nts weapon				
	WEEP:			ponent to t				
BLOCK/P	ARRY:	Use Bod	y or wea	apon to inte	rcept opp	onents attack		
_	ODGE:	Evade o						
	APPLE:		•		,	ke, or throw		
-	HROW:			opled oppor				
HOLD/B		Immobil	ize or do	damage to	grabbled	opponent		
CHOKE/C			or incapacitate grappled opponent					
ES	SCAPE:			m a grapple				
	RAM:	Slammin				onent as an atta	ack	
				TO HAND R	ANGES			
	NGE			IFIER		KEY ATTAC		
Ca	sting			-0	E	Block, Dodge, Ju		
				ious		Cast, Ram		
Hit	tting			+5 +3	_	Polearm Stri		
				-0	D	Normal Weapon unch, Kick, Disar		
<u> </u>		<del>-  </del>		•••	P	<i>( )</i>	- <u>(</u>	
<u> </u>		<b> </b>		-3		Sweep, Block, Dodge Grapple		
<u> </u>				-5		Cast		
Gra	bbing,			-0		Disarm, Grapple, Throw		
0.10					Hold, Choke, Esca			
				-3 Punch, Kick, Sweep,				
	odge			-5		Normal Stril		
REQUIREN	MENTS F	OR RANG						
	Cast	ting to Hitt	ing: If	you have the	e greater M	MA you may be a	ble to enter	
				itting range.				
Hitting to Grabbing: Make Grapple roll.								
Grabbing to Hitti				ake Parry or				
Hitting to Casting: If you have the greater MA you m			nA you may be a	ble to enter				
Casting range.								
DASH MODIFIER TABLE								
Dachi	ng Dista	000	DASH		TABLE	Donalty	To Hit	
	ing Dista e (up to 2			Damage -0		Penalty To Hit		
- None	m)		-U +1/4 of MA		-0			
	5m						-	

Dashing Distance	DASH MODIFIER TABLE Damage	Penalty To Hit
None (up to 2m)	-0	-0
5m	+1/4 of MA	-2
10m	+1/3 of MA	-4
15m	+1/2 of MA	-6
20m	+ MA	-8
25m	+ 1 ¼ MA	-10
30m	+ 1 1/3 MA	-10
The	40	

The penalty to hit stops at -10, anyone who can run faster than that is going to be too quick to react any more than that.

### FALLING DAMAGE

Damage from a fall is determined at a rate of 1d10 per ten feet (ignore the first 10 feet, An Athletics roll is permissible, with the difficulty raising by 5 for every ten foot increment of fall. For every point over success, the character may ignore 5 feet of the fall. Soft armor is completely ineffective against falling damage, Hard armor is 1/2.

#### IMPACT DAMAGE

Impact Damage is determined at a rate of 1d10 per 10 MPH, if two objects collide head on, both objects take the combined damage determined by the speed of each object. If collision occurs from a forward angle, the damage is reduced by 25%, damage from the side is at half to both objects but only the impacting object determines damage, and damage from behind a or from rear angle is reduced by 75%, again only the impacting object determines damage. Impact Damage is also modified by weight. For every 50% weight difference, modify damage up or down by 50%.

		DEFENDERS WEA		PENALTY		
		Heavy: Great Swo				An
		vy: Rifle, Long Swo Pistol, SMG, Larg		-3		Sh
		iken, Small Knife,		-5		Med
Attac	ckers Weapon			PON BREAKS ON	A D10	Lor
٧	/ery Heavy	Very Heavy 1	Heavy 1-2	Medium 1-3	Light 1-4	12550
	Heavy	Very Heavy 0	Heavy 1	Medium 1-2	Light -3	Diffe
	Medium	Very Heavy 0	Heavy 0	Medium 1	Light 1-2	Armor
	Light	Very Heavy 0	Heavy 0	Medium 0	Light 1	Anno
	Hvy Weapon y Weapon			, Sledgehammer, I, Steel Staff, Rifle		Razo
	Medium			chete, Knife, Nunc		
	Light		NAMES OF TAXABLE PARTY OF TAXABLE PARTY.	ringer, Foil, Blowg		Barbeo
		wood are automat				succes
		en shafts (Just the				
mag		stal or leather are ragile (such as gla				Arrow
_	moren					
	1 10 100		E WEAPON QUA			Co
0		, breaks on any fu			-	Ha
1		eaks on a roll of 4				Comp
		are treated as bei	-			Mediu
2	CONTENDED	ty-breaks on 2 or le y are treated as be			200 C 100 C #1.00	Mediur
				· · · · · · · · · · · · · · · · · · ·	20.1.03.025	
3		rd Quality, hard to	• •		and the second s	
4		ality, long lasting, e e to damage witho				Activity
		y are treated as be				Level
5	1	k Quality, even tryi			Contraction of the second second	Light
<b>.</b>	SPECIAL DOCUMENTS	ins can achieve thi		것은 이상 등은 이상에 대한 가슴에 올랐다. 전성 관계	Service 1874 (1975) (1976) (1976)	
	000554455582		s higher on the B			
						Medium
			RUN			Medium
		far a character car	n run in a single c			Medium
neter	rs, multiply the	e characters MA by	n run in a single c / 3. The character	can then run x3 t	his	
neter İstar	rs, multiply the nce in a full 10	e characters MA by -second turn. Writ	n run in a single c / 3. The character e this in the RUN	can then run x3 t	his	Medium Heavy
neter istar	rs, multiply the nce in a full 10	e characters MA by e-second turn. Writ e: MA of 7 would w	n run in a single c 7 3. The character e this in the RUN rrite 21/63 AIN MODIFIERS	can then run x3 t section on your C	his	
etei istai	rs, multiply the nce in a full 10	e characters MA by second turn. Writ e: MA of 7 would w bian Easy (sidewalk,	n run in a single c 73. The character e this in the RUN rrite 21/63 AIN MODIFIERS plains) No r	can then run x3 t section on your C eduction	his	Heavy Any time
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Arrow/BOLT s	No. of Concession, Name	Damage	
Short Bow / Ha Crossbow	and	1d6 + BT da	mage
Medium Cross	bow	2D6 + BT da	mage
Long Bow / He Crossbow	avy	3d6 + BT da	mage
Different arrow h	neads may i damage		rease
Armor Piercing	½ damage	Broadhead	+ 1D6
Razor Tipped	+ 1D6	Blunt	Stun Only
Barbed Arrows do uccessful first aid to		ade at a difficul	

Shortbows have a maximum BT of 6 Longbows have a maximum BT of 10. Compound Bows have a maximum BT of 16. Hand Crossbows have a maximum BT of 5. Compound Hand Crossbows have a max BT of 10. Medium & Larger Crossbows have a max BT of 10. Medium & Larger Compound Crossbows have a max BT of 20

Range =BT x 5m ENDURANCE Requires Check at Examples:

Level	each Increment:	
Light	BOD + Endurance = x2 Hours	Driving, Working on Computer, Walking, Guard Duty, Paperwork,
Medium	BOD + Endurance = x10 Minutes	Manual Labor, Jogging, Climbing, Heavy Lifting (Carry Max),
Heavy	BOD + Endurance = x2 Rounds	Fighting, Running, Extreme Lifting (Dead Lift Max)

Any time a character exceeds the amount of time allowed for an activity, he must make an Endurance Check at a difficulty of 10. For every Increment after, (Light = Hours, Medium = Minutes, Heavy = Rounds) the difficulty of the check raises by +1 modified by the following conditions:

SAMPLE CONDITIONS	MODIFIERS
Under Pressure	-3
Unskilled at Activity (0 skill level)	-3
Lightly Skilled (1-3 Skill Level)	0
Moderately Skilled (3-5 Skill Level)	+1
Highly Skilled at activity (6-8) skill level)	+2
Expertly Skilled at activity (9-10 Skill Level)	+3
Combat Situation	-1
Adverse Conditions (mild rain, slightly hot or cold, sand, snow, etc)	-2
Severe Conditions (Heavy Rain, Extreme Heat or Cold, mud, ice, etc)	-4
Exceeding Weight allowance	-4
In some instances, Cool may replace BOI	) for

purposes of Endurance Checks, at GM Discretion

POISON/DRUG/DISEASE DAMAGES				
TYPE	MILD	STRONG	POWERFUL	
Damage	1-4 D6	5-10 D6	11-20 D6	
Poison	Belladonn a	Arsenic	Stonefish Venom	
Drug	Alcohol	Sodium Pentathol	LSD	
Illness	Measles	Pneumonia	Plague	

VEHICULAR MANEUVER DIFFICULTY TABLE	
Difficulty Level:	DC Modifier (base 10)
Driving at Speed Limit	0
Driving over speed limit/safe driving speed	+1 per 5mph
No traffic	-1
Light traffic (1-6 vehicles)	+1
Medium Traffic	+2
Heavy Traffic	+3
Extreme Traffic	+4
Attempting a turn traveling faster than vehicles top speed for degree of turn. Usually involves a "drift" or "power slide" maneuver	+1 per 2mph over turn top speed
Driving in reverse	+1 per 5mph
Driving under fire	+4
Driver distracted (talking on hand held phone, eating)	+2
Recovering from loss of control (ignore 1 10mph increment for every +1 of maneuverability, if the vehicle has negative maneuverability, add a 10mph increment for every –1)	+1 per 10mph
Vehicle traveling faster than 80% of listed top speed	+3
Vehicle traveling more than 80 mph regardless of top speed (Add or reduce 10mph to the 80 for every bonus or minus to maneuverability a vehicle possesses.)	+3 every 20mph over 80 (round up)
Making a full deceleration	+1
Slamming on the brakes	+3
Doing something crazy, like attempting a jump, driving under a truck, driving in oncoming traffic or other insane stunt. (May be modified by circumstance at GM discretion)	+6
Recovering from a sideswipe or a ram from behind (either as attacker or target)	+2
Recovering from impact from side or behind greater than 10 degrees (either as attacker or target) (receives additional +1 for every 10 degrees up to 90)	+3
Driving with flat tire (non steering tire) (vehicles with more than 2 non steering tires reduce this penalty by half)	+2 difficulty (per flat tire)
Driving with flat tire (steering)	+3
Treaded vehicle	-3
Driving blind	+10
Extra actions w/ cybercontrols (Near Future+ settings only)	-1/action
DRIVING OFF-ROAD	
Fairly flat field	+2
Partially wooded, rocky, and/or hilly terrain	+4
Densely wooded, very rocky, and/or steep hills	+6
Flat, hard packed desert	0
Loose sand	+3
High dunes, drifting sands	+6
Off-road capable vehicles treat off-road conditions as having modifier	El 924 antista en
Treaded vehicles treat off-road conditions as having a 4 point	t lower modifier

MPH to KM/H Simple	TOP TURNING SPEED						
5 mph = ~10 km/h	Radius	Top Speed	Radius	Top Speed			
10 mph = ~15 km/h 15 mph = ~25 km/h	15 degree	70 mph	105 degree	10 mph			
20 mph = ~30 km/h	30 degree	60 mph	120 degree	0			
25 mph = ~40 km/h 30 mph = ~50 km/h	45 degree	50 mph	135 degree	0			
35 mph = ~55 km/h	60 degree	40 mph	150 degree	0			
40 mph = ~65 km/h	75 degree	30 mph	165 degree	0			
45 mph = ~70 km/h 50 mph = ~80 km/h	90 degree	20 mph	180 degree	0			
60 mph = ~100 km/h 70 mph = ~115 km/h 80 mph = ~130 km/h	G.	ijā — ij		je			

	121-122		Motorcycle				
	2-3	Compact (	t Car, Midsize, Car Sedan,				
	6	Luxur	y Vehicle, Spo	ortscar			
	7-8	SUV, Pic	SUV, Pickup Truck, or Minivan				
	9	Large SU	Large SUV, Van, or Light Truck				
	10	0	Truck or Larg				
1d1	n	RANDOM TRA	FFIC GENER	ATOR			
1			ad Clear	_			
2-6		122	fic 1d6 Vehicl	es			
7-9							
10			ffic 3d6 Vehic	112,23			
		ytime, (normal hour		3700			
o 9PM							
	Hour (7AN	1-9AM and 4PM-6PM	) doubles the	number of			
light t	ime (9PM	-12PM) 1/2 of the ve	hicles rolled	round down)			
ate ni lown)		morning (12pm-5an	1) 1/3 of vehic	les rolled, (round			
ligh p	opulation	Area = x2 Vehicles	rolled				
Rural /	Area = 1/2	vehicles rolled (rou	nd down)				
		nterstates between		e back roads,			
		cles rolled (round d					
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		disrepair raise diffic					
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Difficu For ew speed Roll or and ag The de anes o MPI poste +5 +10 +15 +20 1 1010 1 2 3 4 5-6 7	ound dow ity Modifi ery 2 vehi limit as b in the table ain for the fault is for oncoming H over d speed mph 0 mph 0 mph	wn), treat speed limit er level raises by 2 icles over 5 per lane eing 10% lower in the e above once for trat e traffic in the oncou- or a 4-lane road (2 lai )). For every addition re-roll times modified by speed 10 rounds (30 seconds) 9 rounds (27 seconds) 8 rounds (24 seconds) 7 rounds (21 seconds) 6 rounds (18 seconds) 6 rounds (18 seconds) 7 rounds (18 seconds) 8 rounds (18 seconds) 7 rounds (18 seconds) 8 rounds (21 seconds) 7 rounds (21 seconds) 7 rounds (18 seconds) 8 rounds (21 seconds) 9 rounds (21 seconds) 7 rounds (21 seconds) 7 rounds (21 seconds) 9 rounds (21 seconds) 7 rounds (21 seconds) 7 rounds (21 seconds) 9 rounds (21 seconds) 7 rounds (21 seconds) 7 rounds (21 seconds) 7 rounds (21 seconds) 8 rounds (21 seconds) 9 rounds (21 seconds) 7 rounds (21 seconds) 9 roun	t as if half pos in an increment fic moving in ming lanes. nes moving y nal lane add 1 MPH over posted speed +25 mph +30 mph +35 mph +35 mph +40 mph +50 mph 0N RESULT rol of vehicle le table) ion, cannot re- sely does wha 0% chance he Speeds up lows down iolently, if drivoulder or side to oncoming to ning lane reg ms on breaks	eted, and ent, treat posted your direction, our direction, 2 (d6 vehicles, re-roll times modified by speed 5 rounds (15 seconds) 4 rounds (12 seconds) 3 rounds (9 seconds) 2 rounds (6 seconds) 1 rounds (3 seconds) 1 rounds (3 seconds) (7 rounds (3 seconds) 1 rounds (3 seconds) (7 rounds (7 rounds (3 seconds) (7 rounds (7 rounds (3 seconds) (7 rounds (7 rounds (3 seconds) (7 rounds (7 rounds (7 rounds (7 rounds) (7 rounds (8 rounds) (7 rounds) (7 rounds (8 rounds) (7 ro			

Traffic Random Vehicle Generator:

VEHICLE

Motorcycle

1D10

1-2

L

_	
	RANDOM INTERSECTION TABLE
1-2	Side streets have stop signs
3	You have stop sign
4-5	4-way stop sign
6-10	
red in f For eve	top light roll 1d6: 1-3 green, 4 yellow, 5-6 red (if yellow it will change to 1d6/3 rounds (3-6 seconds) ery 15 seconds it takes you to reach the intersection, there is a 25% e a light will change color.
	OM ROAD OCCURRENCES
1D100	RESULT
1-3	Driver ahead slams on brakes
4-10	Opening in traffic, Road clear ahead for 2 increments (comes in to play next increment)
11-20	Vehicles ahead of you are side by side and blocking you from passing
21-24	Opportunity for cinematic maneuver (ramp allowing for jump, vehicle with loose cargo, etc) (Comes into play next increment)
25-29	As you move to pass a vehicle it suddenly swerves into your lane (18 difficulty to avoid
30-35	Traffic closes behind you, hindering pursuit for 2 increments
36-38	Animal, person runs out into road ahead of you (18 difficulty to avoid)
39-42	Vacant lot, open field on side of road
43-45	Something falls from a vehicle in front of you (20 difficulty to avoid)
46-50	Emergency vehicle, lights and siren on, pulls onto road ahead of you, moves 20mph faster than posted speed limit, stays on road 2d10 rounds
51-55	Collision between one or more vehicles in front of you (23 to avoid)
56-60	Road ends in a T-Junction (if on rural road, road becomes dead end, if on interstate, ignore and re-roll)
61-65	Road Damage (large potholes, etc)
65-72	Road changes size (even larger, odd smaller), Roll 1D6/2 to determine additional lane increase/decrease. Even numbers always result in the lanes distributed equally to both outbound and inbound lanes, if the roll is odd, the GM determines placement of the lane (if the road gets smaller and decreases to 1 lane, the road becomes 1-way).
73-78	Oil, Ice (15 difficulty to keep control, or glass, nails, debris, etc (10% chance of blowout)
79-84	Sharp Curve ahead, increases difficulty modifier by one level.
85-87	Driver from side street runs light or stop sign (24 difficulty to avoid)
88-93	Traffic Jam ahead, all traffic comes to a complete stop
94-96	Oncoming traffic suddenly swerves into lane (difficulty 26 to avoid)
97-100	Vehicle broken down in middle of the road
	ery increment of random traffic rolled, there is a 10 percent chance of presence
	CONTROL LOSS / CRASH!
Tot	al up the amount by which you missed the Driving/Piloting roll, and apply below:
1-5	Vehicle slews briefly out of control. Weapons fire at -5 this turn.
6-9	Vehicle slews out of control. All weapons fire at -10 this turn and next.
10+	Vehicle crashes. No weapons fire from this vehicle.
VEHIC	
VEHIC	LE QUALITY RATING
Break	down chance is rolled once per day vehicle is used. There is ALWAYS

Breakdown chance is rolled once per day vehicle is used. There is ALWAYS at least a 1% chance of vehicle breakdown.

For every 20% of SDP damage taken a vehicle drops one category and must make an immediate breakdown chance roll.

Quality Rating	Chance of breakdown per day
Last Legs	20%
Used and Abused	15%
Normal	10%
Maintained	5%
Showroom Quality	1%

Other quality rating modifiers					
New vehicle (1 year old or less)	- 10%				
Used (2-10 years old)	+5%				
Well Used (11-20 years old)	+10%				
Classic (21-30 years old)	+15%				
Antique (31+ years old)	+20%				
Standard Maintenance	0				
Well Maintained	-5%				
Lovingly Maintained by Top Grade Professional mechanics	-10%				
No Maintenance	+10%				

D10	VEHICLE HIT LOCATION TABLE Civilian Ground Vehicle Location
1	Tire track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4-6	Driver, crew, or passenger (unless otherwise noted glass is 4 SP / 2 SDP)
7-9	Vehicle body (Full SP/SDP)
10	Cargo
D10	Military Ground Vehicle Location
1	Tire/GE skirt/track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4	Driver or crew (unless otherwise noted glass is 4 SP / 2 SDP)
5	Subsystem.
6-8	Vehicle body (full SP/SDP)
9-10	Turret (body if not present) ( turret is full SP / 1/3 SDP)
D10	Aircraft Location
1-2	Engine (full SP/ x3SDP)
3	Pilot or crew (unless otherwise noted glass is 5 SP / 3 SDP)
4-5	Wings/rotors/fans (unless otherwise noted 1/2 SP / full SDP)
6	Subsystem.
7-10	Vehicle body (full SP/SDP)

AERIAL VEHICLE TERRAIN	Diff
Open Sky	0
Hazardous (within 300m of ground)	+5
Very Hazardous (nape of Earth)	+10
AERIAL MANEUVERS	
Hard banks (up to 45°)	+3
46-90 degree banks	+5
Controlled skids (sideways drift)*	20
Emergency deceleration (x2 Dec rate)	+6
Bootlegger reverses (-1/2 speed)	+5
Rapid dives and climbs	+3
Loops (reverse direction) **	+2
Corkscrew**	20
*Can't be done by Fixed Wing Aircraft **Can't be done by non-fixed wing aircraft	
Jinking (reduce chance of being hit) 20	1
Stress Take-off (under fire, danger) 10	1
Stress Landing (under fire, danger) 15	
Rapid Direction Change 20-25	8
Moving Pivot (hovers, AVs, helis) 15	3
DOGFIGHTING	
Each contestant declares the maneuver they wish to ma	ke that tur

Each contestant declares the maneuver they wish to make that turn and which particular target he's dogfighting. All contestants make appropriate skill tests. Count the difference between the skill roll and the difficulty and compare below, subtracting lower differences

from higher:

Difference	Result	
-10 or more	You can't get a shot	
-9 to -2	Only use turret weapons at -5	
-1 to +1	Shoot at normal WA	
+2 to +9	+3WA vs chosen target	
+10 or more	+5WA vs chosen target	













ATTACKER: RE	F+Skill+Bonuses/Pe	enalties+1D10			
	VS. F+Skill+Bonuses/Pe	nalties₊1D10			
Ti	e goes to Defender				
HAND -H	AND COMBAT MOD	IFIERS			
Target dodging2 Blinded by light or dust3					
	ited (grapple/escape				
Half body v	isible	1			
	houlders only visibl				
	visible eone else				
	e at vitals				
Improvised	weapon	2			
RANGE PENALTY					
RANGE Hitting		ALTY 5			
Close		0			
Medium		5			
Long		10			
Extreme		15			
COUNTER ATTA					
	nave attacks still ava attempt a counter a				
of your free door	aftempt a counter a lge) anytime your o	pponent fails			
by more than	5 points or anytime	he fumbles,			
	e of him leaving hin				
	NTER ATTACK TAB				
OPPONENTS ATTACK	DEFENDERS	COUNTER			
Strike	Strike, Sweep, I	Kick. Punch.			
Punch					
Kick	Kick, Sweep				
Sweep	Kick, Pu				
Ram	Grapple Grapple, Punch, Kick Ram Sweep, Jump Kick*, Throw#				
Jump Kick	Throw#, Sweep,	Kick. Punch			
	tempt the Jump Kic				
standing position					
	ere your opponent				
	sible to throw him w e, as you use his ow				
against him.	, ao you uoo iiio Ow				
SURPR	ISE ATTACK MODIF				
Circur	nstance	Human Perception			
Clicul	listance				
In the He	at of Battle	Modifier +5			
Neutral E	nvironment	Modifier			
Neutral E Peaceful E	nvironment Invironment	Modifier +5 +1 -1			
Neutral E Peaceful E In Public or 0	nvironment Environment Crowded Place	Modifier +5 +1 -1 -1			
Neutral E Peaceful E In Public or ( Isolated	nvironment invironment Crowded Place Location	Modifier +5 +1 -1 -1 +2			
Neutral En Peaceful E In Public or ( Isolated Enemy	nvironment invironment Crowded Place Location Territory	Modifier +5 +1 -1 -1			
Neutral En Peaceful E In Public or ( Isolated Enemy Home or S	nvironment invironment Crowded Place Location	Modifier +5 +1 -1 -1 +2 +3			
Neutral En Peaceful E In Public or C Isolated Enemy Home or S Attacker is a St	nvironment invironment Crowded Place Location Territory Safe Haven s an enemy ranger or Neutral	Modifier +5 +1 -1 -1 +2 +3 -2			
Neutral En Peaceful E In Public or C Isolated Enemy Home or S Attacker i Attacker is a St Attacker is	nvironment Invironment Crowded Place Location Territory Safe Haven s an enemy ranger or Neutral s a Friendly	Modifier +5 +1 -1 +2 +3 -2 +5			
Neutral En Peaceful E In Public or C Isolated Enemy Home or S Attacker i Attacker is a St Attacker is Acqua	nvironment Invironment Crowded Place Location Territory Safe Haven s an enemy ranger or Neutral s a Friendly intance	Modifier +5 +1 -1 -1 +2 +3 -2 +5 +5 +1 0			
Neutral En Peaceful E In Public or C Isolated Enemy Home or S Attacker is Attacker is a St Attacker is Acqua Attacker	nvironment invironment Crowded Place Location Territory Safe Haven s an enemy ranger or Neutral s a Friendly intance is Trusted	Modifier +5 +1 -1 +2 +3 -2 +5 +1			
Neutral En Peaceful E In Public or C Isolated Enemy Home or S Attacker is Attacker is a St Attacker is Acqua Attacker Friend/Lo	nvironment invironment Crowded Place Location Territory Safe Haven s an enemy ranger or Neutral s a Friendly intance is Trusted over/Family	Modifier +5 +1 -1 +2 +3 -2 +5 +1 0			
Neutral En Peaceful E In Public or ( Isolated Enemy Home or 3 Attacker is Attacker is a St Attacker is Acqua Attacker Friend/Lo Defender perce Helpless/Ir	nvironment Environment Crowded Place Location Territory Safe Haven s an enemy ranger or Neutral s a Friendly intance is Trusted over/Family eives Attacker as incapacitated	Modifier +5 +1 -1 -1 +2 +3 -2 +5 +1 0 -5			
Neutral En Peaceful E In Public or O Isolated Enemy Home or S Attacker is Attacker is a St Attacker is Attacker is Acqua Attacker Friend/Lo Defender perce Helpless/Ir	nvironment invironment Crowded Place Location Territory Safe Haven s an enemy ranger or Neutral s a Friendly intance is Trusted over/Family eives Attacker as	Modifier +5 +1 -1 -1 +2 +3 -2 +5 +1 0 -5			

\* Any situation which would change the defenders perception of the attacker, such as a heated argument, a friend acting strangely, or a friend being influenced by another, may result in a GM set modifier of a positive or negative value between –5 and +5.



1									
Body	Str	ength	BTM	H-H	Cast	Throw	Ram		
Туре			<u>^</u>	Dam.	Dam.	Distance	Dam.		
1-2		y Weak	-0	-1	-1	5y	1D6-2		
3-4 5-6		Veak	-1 -2	+0	+0	10y	1D6 2D6		
		erage	-2 -3	+1 +2	+1 +1	40y			
7-8 9-10		trong	-3 -4	+2 +3	+1	60y	2D6+1 2D6+2		
9-10 11-12	Very Strong Superhuman		-4 -5	+3 +4	+1	80y 100y	2D6+2 3D6+4		
13-14	Supe	muman	-5	+4 +6	+2	120y	3D6+4 3D6+6		
15-14				+0	+3	140y	3D6+8		
17-18				+0	+4	140y 160y	4D6+8		
19-20				+12	+5	180y	5D6+8		
	v BT in k	a /Dead lift	- 40v B			ts add skill leve			
				HAND MAN			a to damage		
STRIKE	/CAST:	Attack wit	th a hand	d held or tl	nrown mel	ee weapon			
P	UNCH:			elbows, he	adbutts				
	KICK:	Attack with							
	SARM:			ts weapon					
	WEEP:	Trip or kn	ock opp	onent to th	ne ground				
BLOCK/P		Use Body	or weap	on to inte	rcept oppo	onents attack			
	ODGE:	Evade op			hald shal				
	APPLE: HROW:		onent to initiate a hold, choke, or throw ss grappled opponent						
HOLD/B				damage to		oppopopt			
CHOKE/C				icitate gra					
	SCAPE:			n a grapple					
	RAM:					onent as an atta	ack		
				D HAND R					
RA	NGE			MODIFIER KEY ATTACKS					
Cas	sting		-0		B	Block, Dodge, Jump Kick			
			Vario	bus		Cast, Ram			
Hit	tting		+5	5		Polearm Strike			
			+3	3		Normal Weapon Strike			
			-0	1		m, Ram,			
				Sweep, Block, Doc			odge		
			-3	-3 Grapple					
			-5			Cast			
Grat	bbing,		-0		C	isarm, Grapple,			
						Hold, Choke, Escape			
			-3		Pu	nch, Kick, Swee	p, Block		
	Dodge					Normal Stril			
REQUIRE	MENTS F	OR RANGE	CHANC	E					
	Cas	ting to Hittir	ng: If yo	ou have the	e greater M	A you may be a	ble to enter		
			Hitt	ing range.	-	-			
		g to Grabbir		ke Grapple	roll.				
		ping to Hittir	ig: Mal	g: Make Parry or Dodge roll.					
	Hitti	ng to Castir	ng: If ye	If you have the greater MA you may be able to enter					
			Cas	sting range					

	DASH MODIFIER TABLE	
Dashing Distance	Damage	Penalty To Hit
None (up to 2m)	-0	-0
5m	+1/4 of MA	-2
10m	+1/3 of MA	-4
15m	+1/2 of MA	-6
20m	+ MA	-8
25m	+ 1 ¼ MA	-10
30m	+ 1 1/3 MA	-10
The negative to bit stops of	40 annuana unha ann mus faat	an them that is naived to be

The penalty to hit stops at –10, anyone who can run faster than that is going to be too quick to react any more than that.

#### FALLING DAMAGE

Damage from a fall is determined at a rate of 1d10 per ten feet (ignore the first 10 feet, An Athletics roll is permissible, with the difficulty raising by 5 for every ten foot increment of fall. For every point over success, the character may ignore 5 feet of the fall. Soft armor is completely ineffective against falling damage, Hard armor is ½.

#### IMPACT DAMAGE

Impact Damage is determined at a rate of 1d10 per 10 MPH, if two objects collide head on, both objects take the combined damage determined by the speed of each object. If collision occurs from a forward angle, the damage is reduced by 25%, damage from the side is at half to both objects but only the impacting object determines damage, and damage from behind a or from rear angle is reduced by 75%, again only the impacting object determines damage. Impact Damage is also modified by weight. For every 50% weight difference, modify damage up or down by 50%.

		PON SIZE DISARM	PENALTY				& BOLT			
	Heavy: Great Sw y: Rifle, Long Sw		0			ow/BOLT size rt Bow / Han			Damage 1d6 + BT damage	
Medium:	Pistol, SMG, Larg	je Knife	-3			Crossbow				-
Light: Shuri Attackers Weapon	iken, Small Knife,	Derringer DEFENDERS WEAP	-6			um Crossbo Bow / Heav		2D6 + E 3d6 + B		
Very Heavy	Very Heavy 1	Heavy 1-2	Medium 1-3	Light 1-4		Crossbow				0
Heavy	Very Heavy 0	Heavy 1	Medium 1-2	Light -3	Differe	ent arrow hea			r decr	ease
Medium Light	Very Heavy 0 Very Heavy 0	Heavy 0 Heavy 0	Medium 1 Medium 0	Light 1-2 Light 1	Armor F	Piercing	damage ½	Broadhe	ead	+ 1D6
Very Hvy Weapon		Axe, Great Sword,					damage			0
Hvy Weapon		le Axe, Longsword			Razor	прреа	+ 1D6	Blun	C .	Stun Only
Medium Light		Spear, Pistol, Macl Knife, Dagger, Derri				Arrows do ar				
Weapons made of	wood are automa	tically treated as be	eing no higher the	an Medium,	successt	ul first aid cl to 5 ·	heck is ma + damage		fficult	y equal
this includes woode		e wooden part) on s automatically treat								
		iss) will break on a				s that miss h Shortbows h				aking
	MEL	EE WEAPON QUAL	.ITY			ongbows ha				
0 Fragile,	breaks on any fu	mble, 50% chance	of breaking durin	g use.		pound Bows d Crossbow				
		on a 1D10 after an				und Hand Cr				
		ing 2 categories lo				& Larger Ci				
		less on a 1d10 after eing 1 category low			wealum	& Larger Co	BT of 20		snave	a max
	,	o damage, breaks o				Ra	nge =BT x	c 5m		
		can take abuse, mi				=	NDURAN	CE		
		out specifically inte eing 1 category hig			Activity Level	Requires C each Incre	Check at	Example	es:	
		ing, it is near impo is. Weapons of thi			Light	BOD + End	lurance	Driving,		
finest weapon		es higher on the Br		ted as being		= x2 Hours	5	Comput Guard D	uty,	alking,
		RUN		ĺ	Medium	BOD + End	lurance	Paperwo Manual		
To determine how f		n run in a single co				= x10 Minu	ites	Jogging	, Clim	bing,
meters, multiply the distance in a full 10-								Heavy L Max),	ifting	(Carry
Sheet. (For example				na actei	Heavy	BOD + End		Fighting		
		AIN MODIFIERS	-lucation			= x2 Round	ds	Extreme (Dead Li		
		plains) No re I, sand)				a character		he amoun	t of tir	ne
	Very Rough (ma	rsh, snow)				or an activity a difficulty o				
		HER MODIFIERS es No re	duction		(Light = H	lours, Mediu	m = Minut	es, Heavy	= Ro	unds)
	Steady rain, hea	vy snow	. 1/2 MA			ulty of the ch conditions:	eck raises	s by +1 mo	odified	d by the
	Blizzard		1/4 MA			CONDITIONS	S		MOL	DIFIERS
To determine the dis	stance of a chara	LEAP: cters standing jum	p, divide the char	acters RUN	Under Pre	essure				-3
by 12, this is how m	any meters the c	haracter can jump.	For a running ju	mp, divide		at Activity ( killed (1-3 Sk		ei)		-3 0
the characters full 1 in meters. Vertical			w far the characte	er can jump	Moderate	ly Skilled (3-	5 Skill Lev			+1
		CLIMBING:				illed at activ Skilled at act				+2 +3
Characters can clim Average Athletics c					Level)					-
Strength Feat check	should be made	for the character to	o hang on, climbi	ng can	Combat S					-1
resume next round. meters. The GM sho						Conditions (i d, sand, sno		Siigntiy		-2
checks according to	o the sheerness a	nd angle of the sur	face being climbe	ed.	Severe Co	onditions (He	eavy Rain			-4
Every point of Ath	letics will modify:	Run by 1 meter/ro	ound, Leap by 6 ce	entimeters		Heat or Cold		, etc)		-4
	5 centimeters He	eight, and Climb by	.5 meters a round	u	In some in	nstances, Co	ool may re			
MI 1. Cyberoptics sho		E EFFECTS ON CY	BERNETICS		purposes	of Endurand	ce Checks	, at GM Di	iscreti	ion
2. Neural pulse! if c		rface plugs, Reflex	boosts or other I	hardwiring,		POISON/DRU				
REF stat reduced by	y 1D6/2 until repa			<b>.</b>	TYPE	MILD 1-4 D6	STR( 5-10			ERFUL 20 D6
3. Cyberaudio shor 4. Cyberlimb malfu		se of cyberlimb for	1D10 turns. Roll	1D6 for	Damage Poison	1-4 D6 Belladonn				nefish
limb, re-rolling if n	o cyberlimb is pro	esent:				а			Ve	nom
1-2 5. Total Neural brea		t Leg 4 Right Leg r reduced to twitch		or 1 D6/3	Drug	Alcohol	Sodi Penta		Ľ	SD
turns.			0, F - F		Illness	Measles	Pneun		Pla	igue
6. No Effect.										

### ACTIONS:

During your part of the round, you may perform one of the following actions without penalty:

Move up to your full Movement (3x your Movement Allowance In meters) per round. Actions (such as reloading, defending, or Combat Actions) made during the full movement are possible, but incur a -3 penalty. Or you may move up to 1m and perform any other action.

Reload or change weapons.

Mount or dismount from a vehicle. Or stand from a prone position. Making an additional action (reloading, defending, or Combat Actions) is possible, but any action made will incur a –3 penalty.

Escape a hold or trap.

Aim (gaining +1 to hit every round of aiming up to 3 rounds)

Perform a non-combat task.

Dodge or Block a melee attack. Everyone gets one free dodge per round, after that any Dodges/Blocks are considered part of their Combat Actions. Two weapon attacks can be made at a -3 penalty on both weapons used. If a character is Ambidextrous (as per the optional Innate Ability rule) he may ignore this penalty.

Make your maximum allowable number of Combat Actions

### COMBAT ACTIONS:

To determine a characters number of Combat Actions:

**A)** Add your Initiative skill+Combat Sense+any other Initiative modifiers applicable, the final result is known as the **Reaction Total (RT).** 

**B**) Add your RT to your Applicable Combat Skill (Handgun, Submachine Gun, Rifle, Heavy Weapons, Archery, Martial Arts, and Brawling/Melee) to determine your maximum number of **Combat Actions (CA)** allowed in a round with that skill.

**C**) There are 3 types of CA's, **Quick**, **Normal**, and **Full**. To determine the number of actions allowed by each type, consult the following.

Quick Combat Actions: (RT+Skill divided by 5) Firing a semi-automatic weapon (Handgun, Submachine Gun, Rifle, Heavy Weapons), a Quick Melee punch, kick or strike, Cast an ultra/extra-light weapon, and Block/Parries,

**Normal Combat Actions: (RT+Skill divided by 10)** Nock/fire an Arrow on a Bow, fire a 3-round burst, fire and re-chamber a Pump, Bolt, Lever, or Single Action weapon, ,Sweeps, Disarms, Escapes, Grapples, Holds, Breaks, Throws, 1 normal Melee Punch, Kick or Strike, Cast a Light Weapon, Fast Draw (-3 to hit), and Dodges,

**Full Combat Actions: (RT+Skill divided by 15)** Single Shot or Fully Automatic Weapons, Choke, Crush, Ram and a Full Melee Punch, Kick or Strike, Cast a medium or larger weapon, and drawing a weapon

The player must specify the number of shots or maneuvers to be performed before the first dice (after initiative) is rolled per round.

If attacking more than one target regardless of your RT, you lose a Quick Action, this effect is cumulative. In Close Quarters situations, using any weapon with a Conceilability rating of N, you lose a Normal action (2 Quick Actions) every time you change targets.

Regardless of RT or Skill level, only a character's first shot can be a Called Shot per round. This rule also applies to martial arts and melee attacks but only within normal striking range. More than 1 yard of movement limits a character to 1 Martial Art attack per round. (For example if a character has to close distance, or wants to perform a running attack, he only gets the 1 attack).

After the first combat action, all following Combat Actions allowed take a cumulative -1. Combat Actions taken beyond those allowed by your RT acquire a -3 cumulative penalty, on top of the penalty already acquired. Maximum number of additional Combat Actions is x2 what is allowed.

If the weapons BOD minimum is higher than the characters BODY, divide the number of Combat Actions allowed by Half, (rounding down).
Different types of Combat Actions may be performed. A full Combat Action = 1
Normal CA and 1 Quick CA, or 3 Quick CA's. A Normal CA = 2 Quick CA's. A character may even use 2 separate skills to perform multiple Combat Actions, however the number of actions are determined by the LOWEST skill being used.
(When applying this rule be sure to use discretion, common sense will tell

you if what a character is attempting is feasible.)

INITIATIVE = ROLL 1D10+REF+INITIATIVE SKILL.

AMBUSH = +5 TO ATTACK FOR 1 ROUND

	ANGED COMBAT TO-HIT NUMBERS
Handguns/SMGs 50m	Point Blank (Touching-1m) 10
Shotguns 25m	Close (1/4 Long range) 15
Assault Rifles 250m	Medium (1/2 Long range) 20
Sniper/Hunt.Rifles500m	Long (Full range) 25
Throwing 3m x BOD	Extreme (2x Long range) 30
	AND COVER MODIFIERS
Target silhoue	tted +2
	ed/kneeling1
	-2
Half body visi	ble2
	ulders only visible3
	-4
	ne else4
RANGED COMBAT TO-	
Extra actions	
Lising off hand	
Using two weapons	
Firing while running	
Firing a shoulder arm	from hip2
Fast draw/Snapshot	
	ck+5
Aimed shot at vitals	6
Aimed shot at head, ha	ands, feet4
Aimed shot at stomac	h
Aimed shot at arms, th	nighs2
Aimed shot at chest	-1
Bipod (stationary & br	aced)1 to 2
Gvro-Mount	
	-2
Ricochet or indirect fi	re
	-3
	r 2 points of MA above 5)
	eye, vital area)
Small target (builseye,	eye, vital alea)
Small target (body loca	ation, <1m)4
Large target (car, large	animal) +2
	<, wall) +4
Aiming (max +3)	+1/turn
Laser sight	+1
Telescopic sight	+2 Ext, +1 Med
Targeting scope	+1
	+2 Long/Ext, +1 Med
Computer Sights	+3 Long/Ext,+2 Med
	+2
Smartgoggles	+2
	se/Medium)+3
Full auto, Close	+1/10 rnds
Autoshotgun	
, atoonorgan minimum	

### **RECOIL & BODY MINIMUM**

Weapon Type Base BOD Min	
D6 weapons	
Shotguns	
Grenade launchers (Diameter in mm) x0.3	
Modifiers Multiply all mods together	
1-handed (handgun)x2.0	
2-handed, no brace* (SMGs & shotguns)x1.0	
2-handed & brace* (rifles, MGs, other SMGs)x0.5	
High-pressure/high-velocity grenadesx1.5	
EAP (railguns)x1.8	
ROF 1-3 (semiauto)x1.0	
ROF 3-16 x1.75	
ROF 16-30x2.0	
ROF 31-60x2.5	
ROF 61-120x3.0	
ROF 121+ x3.5	

\*Brace=stock, arm brace, shoulder strap, harness, sling, mono/bi/tripod, gyro-mount, etc. In near future and beyond settings, A Cyberarm acts as BOD 12 for pistol recoil purposes.

A Powered Exo-Mount has BOD 18 for recoil purposes.

#### FULL AUTO RULES

At Close Range: For every 10 rounds fired at Close range, add 1 to your Attack Total.

At Medium, Long and Extreme Ranges: For every 10 rounds fired at Medium, Long and Extreme ranges, subtract 1 from your Attack Total.

#### NUMBER OF HITS = # POINTS >THAN TO HIT NUMBER

Suppressive Fire: Suppressive fire is used to cover an area (called a fire zone) with bullets, making the area hazardous to pass through. All targets entering or crossing the fire zone during this attack must make a "save" against taking a bullet by rolling their Athletics SkIII + REF + 1D10 and beating a save number. A failed Save means the target takes 1D6 rounds, each randomly located. This save number is determined by dividing the total number of

bullets fired by the width of the fire zone.

SAVE = NUMBER OF ROUNDS DIVIDED BY THE WIDTH OF THE FIRE ZONE IN METERS

You may overlap the fire zones of more than one weapon, dividing the total number of shots to determine the save number. For example, two Uzis with an ROF of 32 would place 64 bullets into the fire zone.

## FULL AUTO AT MULTIPLE TARGETS

If attacking more than one target, you must roll for each target individually. When firing full-auto at multiple targets the distance between targets is included when dividing the number of possible hits. So two characters 5 meters apart = 7, 6 targets over 8 meters = 10, etc. The ROF of the weapon is divided by this number to determine the maximum number of hits per target. If ROF is 30 and targets are 5 meters apart (7 including targets themselves) then 30/7 = 4; a maximum of 4 rounds per target. Roll as per FULL AUTO rules.

#### **FIRE CORRIDORS & GRAZING FIRE**

A fire corridor is where you plot an area where the enemy can advance, then set up a machine gun, or other automatic weapon, to cover it with sweeping fire. That way you don't have to aim when the enemy starts moving through it, you just hold down the trigger and sweep. This Ambush doesn't grant +5 to Attack rolls, but +10 to Initiative. Grazing fire is where you set the machinegun at knee level and fire; this way, you usually hit not-so-well-armored legs. Grazing fire is considered a use of Suppressive Fire that only hits legs.

AREA EFFECT TABLE			
Туре	Blast Radius		
Grenades	1m per Die of damage		
Gas Grenade	3m		
Molotovs	2m/liter		
Flamethrower	2m		
Cyberlimb flamethrower	1m		
Mine	2m		
Claymore	6m line from explosion		
6	5m/kg		
SMG	4m		
Missile	6m		
Shotgun (Close)	1m		
Shotgun (Med)	2m		
Shotgun (Lng/Ext)	3m		
Micromissile	2m each		

DRUG & POISON EFFECTS		
Туре	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea Drugs	Illness	-4 REF
Sleep Drugs	Sleep**	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve Toxin/gas	Death	8D10
** Half effect it drowsiness, -2 to all		
stats.		

SHOTGUN TABLE			
Range		Damage	
	Pattern		
Close, PB	1 meters	4D6	
Medium	2 meters	3D6	
Long	3 meters	2D6	

ΑΜΜΟ ΤΥΡΕ	DAMAGE	COST	NOTES
5mm	1d6	5	
.25 ACP	1d6+1	7	
.22 Long Rifle	1d6	6	
6mm	1d6+1	8	
7mm	1d6+2	9	
.38	1d6+2	10	
9mm	2d6+1	12	
.41 CL	2d6+1	14	
.45 Cal ACP	2D6+2	15	
10mm	2d6+3	16	
Militech 88 ISTS	3d6	20	8.8mm Necked-Down 10mm
.338	3d6	17	
.357 Magnum	3d6+1	18	
.45ACP	2d6+2	18	
.400 Cor-Bon	3d6	22	Necked-Down .45ACP
.40S&W	2d6+3	18	
11mm	3d6	20	
CA 10.4mm	3d6+3	35	Necked-Down 11mm round
.408 Magnum	3d6+2	25	
.41 Magnum	3d6+2	24	
12mm	4d6+1	30	
.44 Magnum	4d6	35	
.454 Casull	4d6+3	40	
.50AE (12.7mm)	4d6+2	42	Desert Eagle & Jericho load
.44 Cor-Bon Magnum	4d6+3	55	Necked-Down .50AE round
· · · · · · · · · · · · · · · · · · ·	5d6	55	
.577 Boomer	5d6AP	60	
Magnums 14mm Malorian Short	6d6	70	
RIFLE AMMO	606	70	
4.5mm Liquid Prop	4d6	50	
5.5mm Chinese	406 4d6+2	30 40	
5.56mm NATO	400+2 5d6	40 35	
5.54mm PACT	5d6 5d6	35 40	
5.7mm Caseless	3d6	<del>40</del> 25	
6mm Caseless	5d6	40	
7mm Fed. Caseless	5d6	30	
.30-06	6D6	25	
7mm Can Long	6d6-2	40	
7.62mm Sov Short	5d6+2	45	
7.62mm Sov Long	6d6	50	
7.62mm NATO Long	6d6+2	65	
6.5CL Hybrid	6d6-1	50	
9mm CL Long	2d6+4	20	
Arasaka 10mm Rifle	8d6	80	
.300 Winchester Mag.	7d6+3	100	
12.7mm /.50 BMG	6d10	100	
20mm Reduced	4d10	75	
14.5mm	7d10	100	
15mm BMG	7d10	110	
15mm Kurz	4d10+3	150	Available in KTW & Explosive
20mm	8d10	200	Available in EHI
30mm	10d10	500	Available in EHI
SHOTGUN AMMO	*		
.20 Gauge	3d6/2d6/1d6	35	*indicates Damage at close, medium, and long ranges
.12 Gauge	4d6/3d6/2d6	40	
.10 Gauge	5d6/4d6/3d*	50	
SHOTGUN			ROUND DAMAGE
20ga. slugs	3D10		AP Armor ½ - Dam full on Hard ½ on Soft
	I		
12ga. slugs	4D10	X2/x3	AP Armor ½ - Dam full on Hard ½ on Soft
12ga. slugs 10ga. slugs	4D10 5D10	X2/x3 X2/x3	AP Armor ½ - Dam full on Hard ½ on Soft AP Armor ½ - Dam full on Hard ½ on Soft

Choo	se CRITICAL SUCCESS EFFECT
or rol	l de la constante de
1	Weapon does x2 damage
2	Weapon does Maximum Damage as if from a point blank
3	You may choose Hit Location instead of rolling (Head, Arm,
	etc.)In case of called shot, you may choose specific location
	(Eye, Finger, Groin, etc)
4	Weapon hits weak spot in opponents armor (view slits, joints,
	between seams) armor is treated as being at 1/4 <sup>th</sup>
5	Weapon hits 2 targets (via ricochet, over penetration, etc.)
	second target takes half damage
6	Weapon hits something explosive or flammable (explosives,
	ammo, fuel, etc.) on opponent or target, and detonates or
	ignites (only applicable if something of this nature is
	available)
7	Impact from your weapon automatically disarms opponent
8	Blood, Shrapnel, or other substance released from your
	weapons damage gets into targets eyes, blinding him for 1
	round
9	Weapon shocks enemy more than normal, stun save at -2
10	Weapon knocks opponent off his feet.
FUME	BLE TABLES
	EX - Combat
1-4 No	o fumble. You just screw up.

- 5 You drop your weapon.
- 6 Weapon discharges or strikes something harmless.
- 7 Weapon jams or imbeds itself in the ground for one turn.
- 8 You manage to wound yourself.
- 9-10 You wound a member of your party.
- **REFLEX Athletics**
- 1-4 No fumble. Make an idiot of yourself.
- 5-7 Fail miserably. 1 point of damage (sprain, fall), make a Stun save 8-10 Fail abysmally. If a physical action, take
- 1D6 damage, make Stun Save -1.
- TECH Repair or create
- 1-4 No fumble. You can't get it together.
- 5-7 You make it worse, +5 Difficulty for next attempt.
- 8-10 You damaged the device or creation beyond repair.
- EMP Convince, Fast Talk, Seduce
- 1-4 No fumble. They just won't buy it.
- 5-6 You not only don't convince them, they are left totally cold (-4 to next roll).
- 7-10 They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.
- INT Figure out, Notice, catch a clue
- 1-4 No fumble. Don't know how to do it, or what's going on.
- 5-7 You don't know anything about what's going on. Fast Talk -2 to see if anyone else notices how dumb you are.
- 8-10 You not only don't know what's going on or anything about the
- subject, but everyone knows how ignorant you are.

	EXPLOSIVE RANGES		
Explosive	Unit	Area	Damage
Plastique	1kg	7m	7D10
C6	1kg	8m	8D10
TNT	1 stick	4m	4D10
Take the same second by an equil of sources and would be the booth of			

Take the area covered by one unit of explosive and multiply this by the total number of units.

EXPLOSIVES RULES
Use grenade to damage structure 20
Use explosive as thrown bomb 15
Tamping an explosive (5 min+) 15
Minimize C-6+ shockwave (33%) 20
Enhance C-6+ shockwave (+100%) 20
Shaping charge (1/3 <sup>rd</sup> AOE,x2 damage)30
EVALUATE STRUCTURE FOR WEAKNESS
x2 damage 20
x3 damage 30
x1 Failure
x1/3 Fumble
MAKING EXPLOSIVES
Nitroglycerine (lab, 24eb/kg) 15
Guncotton (lab, 10eb/kg) 15
TNT (full lab, 20eb/kg) 20
Plastique (full-lab, 50eb/kg) 25
C6 (full-lab, 75eb/kg) 35
Chemical delay fuses (25eb-75eb) 20

PROPORTIONAL ARMOR TABLE		
Difference	Bonus	
in SPs	Number	
0-4	+5	
5-8	+4	
9-14	+3	
15-20	+2	
21-26	+1	
27+	+0	

#### Staged Penetration Armor doesn't just

keep absorbing damage indefinitely. Every time the armor is hit, it is reduced by one point of SP. Each time the armor is struck by a penetrating attack (i.e., an attack that actually exceeds the armor's SP), it's SP is reduced by an additional 1 point for every 4 points of penetration (before halving for Armor Piercing and the like). When the SP reaches 0, the armor will no longer stop damage.

COMMON COVER	SP SDP
Office/Sheetrock Wall	5/15-sq yard
Concrete Block Wall	10/30-sq yard
Reinforced Wall	20/60-sq yard
Brick Wall	25/75-sq yard
Stone Wall	30/90-sq yard
Reinforced Wall	40/120-sq yard
External Wall	50-150-sq yard
Floor / Ceiling	25/75-sq yard
Heavily Reinforced Floor	100/300-sq yard
Office/Wood Door	5/15
Heavy Wood Door	15/45
Concealed Security Door	15/45
Steel/Security Door	25/60
Reinforced Steel Door	50/150
Plexiglas Windows	12/15-sq yard
Bulletproof Glass	15/45-sq yard
External Windows	25/75-sq yard
Car Body, Door	5/20
Data Term	25/75
Mailbox	10/55
Curb	25/25
Armored Fridge	90/30
Weapon Emplacement	30/90
Tree, Phone Pole	90/50
Concrete Utility Pole	85/85
Engine Block	55/40
Hydrant	35/65
Armored Car Body	25/80
AV-4 Body	40/60
Jersey Barrier	120/120

### GRENADE TABLE

7	10 8 Target	9
2	3	4
	1	

Roll 1D10 to determine Point Of Explosion. To determine effects and damage for anyone caught in the Blast Radius of the Explosion, first determine the targets distance from the center of the blast. Next figure the Area Of Effect Range.

For every meter away from the Point Of Explosion damage is reduced by 1 Die increment (shaped or directional charges are reduced by 2 Die increments).

Explosive damage is taken to 1 location for every 2 Die of damage (round up) the character(s) in the Blast Radius receives.

Average Missiles, Rockets, And Torpedos					
Туре	Blast Radius	Damage			
Rocket	5m	13d6			
Missile	4m	12d6			
Torpedo	10m*	13d6			
	* underwater only				

Note: for Rockets and Missiles: If a rocket or missile has an Armor-Piercing warhead, the armor's SP is halved, but the damage that penetrates is not.



IP Cost10102030405060708090Total IP Cost10204070110160220290370460IP AWARD GUIDELINE1Used Skill often, but not effectivelyTASK DIFFICULTIES Easy2Used Skills effectively20Verrage103Frequent and effective use of skill1020404Did something out of the ordinary7Very clever/effective use of this skill106Extremely clever/effective use of this skillHEALING RATES Treatment-Pts./day First Aid	Skill Level	1	2	3	4	5	6	7	8	9	10
Cost10204070110160220290370460IP AWARD GUIDELINE1Used Skill often, but not effectively2Used Skill often, but not effectively2Used Skills effectively3Frequent and effective use of skill4Did something out of the ordinary5Very clever/effective use of this skill6Extremely clever/effective use of skill7Skill critical to player in this session8Skill critical to all group this session9Performed incredible feat	IP Cost	10	10	20	30	40	50	60	70	80	90
<ul> <li>1 Used Skill often, but not effectively</li> <li>2 Used Skills effectively</li> <li>3 Frequent and effective use of skill</li> <li>4 Did something out of the ordinary</li> <li>5 Very clever/effective use of this skill</li> <li>6 Extremely clever/effective use of skill</li> <li>7 Skill critical to player in this session</li> <li>8 Skill critical to all group this session</li> <li>9 Performed incredible feat</li> <li>10 Average</li></ul>		10	20	40	70	110	160	220	290	370	460
	<ol> <li>Used effec</li> <li>Used</li> <li>Frequot</li> <li>Frequot</li> <li>Frequot</li> <li>Frequot</li> <li>Very</li> <li>Very</li> <li>Very</li> <li>Extremuse</li> <li>Extremuse</li> <li>Skill</li> <li>Skill</li> <li>Skill</li> <li>this s</li> <li>Perform</li> </ol>	Skill tive Skill ome nary clev s sk mel of sk criti on criti sess rme	II off ly IIs ef and thin er/ef iII y cla iII cal t cal t cal t d ind	en, l effect g our ffect sver/ to pla to all	out n ively ctive t of f ive t effec ayer gro	iot e uso the use ctive in th up	,	Easy Aver Diffie Very Near Tre Fir Me Enl Ant Nat	ALIN ALIN ALIN ALIN Adical 1 addical	ult ossible dt-Pts.// fech al geons Aid not tive wit	10 15 20 25 30 ES day 0.5 1 +1 +1 x2

### HOW LONG WILL IT TAKE?

Fix simple electronic device or gun 5 min
Fix complex electronic device 20 min
Fix a laser, taser, or maser 10 min
Fix a tire 5-6 min
Fix an engine 10-20 min
Rebuild an engine 2 days
Look for hidden object 2-5 min
Open simple mechanical lock 1-2 min
Open complex mechanical lock5-10 min
Open simple electronic lock 3-4 min
Open complex electronic lock 5-10 min
Search a database5-20 min
Design a cyberdeck 1-3 days
Put on a disguise 3 min
Decryption 100hrs/skill

MOVEMENT

## AWARENESS MODIFIERS

MOVEMENT	AWARENESS MODIFIERS
Run: MAx3 for a	Taret firing+4
singleround, times	Target moving +5
3 again for full ten	Target in cover10
second turn.	Unit camouflaged
Multiply MA by 2	Militech "Ghostsuit"4/-2, -1/10m
to determine MPH	Gibson "Sneak Suit"4, -1/10m
Leap: Single round	Militech "Mirage Gear"2/-1, -1/10m
run divided by 4 for	Cam-0-Skin1/20m
vertical distance in	Target a normal sized Remote5
feet, ten second run	Target a small sized Remote10
divided by 4 for	Spotter in vehicle
horizontal distance	Spotter in AFV (total -10)
in feet	Spotter doing something else10
	Computer-assisted Optics+5
TERRAIN MODIFIERS Easy (street, plains)	Cyberlinked into vehicle+2
No reduction	Darkness
Rough (woods, sand)	Using IR, to find IR-baffled target5
1/2 MA	Image Enhancement/Intensifiers+2
Very Rough (mud, snow)	Kiroshi MonoVision+1
1/4 MA	Revelation Cyberoptic+1
WEATHER MODIFIERS	Echolocation (total darkness)1
Light rain, flurries	Nanooptical Upgrade(night vision)+2
No reduction	Tactile Boost (touch)+2
Heavy rain, snow 1/2 MA	Olfactory Boost (smell)+2
Blizzard	Amplified Hearing+1
1/4 MA	Sound Editing(specific convers.) +2

	DIFFICU
	Complex repair
	Very complex repair "It's never been done before"
	Don't have the right parts
	Don't have the right tools
	Unfamiliar tool, weapon, vehicle
	Under stress
	Under attack +3 t
	Wounded +2 1
	Drunk, drugged or tired
	Hostile environment
	Lack of instructions for task
	Other characters "kibitzing"
	Never performed task before
	Difficult acrobatics involved
	Very difficult acrobatics involved
	Impossible acrobatics involved
	Information hidden,
	secret, obscure Well-hidden clue, door, panel
	Complex program
	Very complex program
	Complex lock
	Very complex lock
	Target on guard or alerted
	Brightly lit area
۱	Insufficient light
	Pitch blackness
	Secretive task under observation
	Add LUCK points1 to
	Manipulation with natural claws .
	Cybercontrols
	Mag-Duct spots & cybercontrols . Model 100 plugs & cybercontrols.
	Excellent tools/ equipment1 to
	Excellent conditions
	Rushing the task
	STAT & SKILL MODIFIERS
- 1	ATTR
-	Bodycure (1d6 days)
4	Autotanner (1d6 days)
-5	Royo Bodyfree Masks+1
0	PERSONAL GROOMING
5	Nano-Groomers +2 to
m	WARDROBE AND STYLE
m	Romanova Cyberlegs
m	'Farinata' or 'Venedico' Tool Kit
m	'Francesca' Techscanner
-5	Buchsterhude Tool Kit
0	Very Good Quailty Clothes Designer Quailty Clothes
5	Superchic Quality Clothes
5	BODY
0	Pacesetter Heart
-5	Pacesetter 2000 Heart

# Y MODIFIERS

Complex repair+2	Full-Spectrum Booster(+disease) +4
Very complex repair +4	Anti-Plague Nanotech (disease) +3
"It's never been done before" +6	SWIMMING
Don't have the right parts +2	Web Foot +3
Don't have the right tools +3	Web Hand +2
Unfamiliar tool, weapon, vehicle+4	COOL/WILL
Under stress +3 Under attack +3 to 4	Life Scan Body Monitor +1 Stress Chip (morale) +1
Wounded +2 to 6	Facedown Chip(Facedown rolls)+1
Drunk, drugged or tired	INTERROGATION
Hostile environment	Voice Stress Analyser+2
Lack of instructions for task +2	Hand Held VSA+1
Other characters "kibitzing" +3	RESIST TORTURE/DRUGS
Never performed task before +1	Biomonitor +2
Difficult acrobatics involved +3	EMPATHY
Very difficult acrobatics involved+4	Stress Chip (human interaction) +1
Impossible acrobatics involved +5	HUMAN PERCEPTION
Information hidden,	Voice Stress Analyser
secret, obscure +3	PERFORM
Well-hidden clue, door, panel +3 Complex program+3	AudioVox+2
Very complex program	Sound Optimization Sys
Complex lock	PERSUASION/ FAST TALK
Very complex lock +5	Tailored Pheromone-Gullible +1
Target on guard or alerted	Nymph Perfume+2
Brightly lit area+3	Forked Tongue (Audio-Vox) +1
Insufficient light+3	SEDUCTION
Pitch blackness+4	Nymph Perfume+2
Secretive task under observation+4	Forked Tongue (Audio-Vox)
Add LUCK points1 to -10	Mr.Studd/Midnight Lady +1 Maximum Lover Chip +2
Manipulation with natural claws +3 Cybercontrols2	Tailored Pheromore-Love
Mag-Duct spots & cybercontrols1	INT
Model 100 plugs & cybercontrols. +2	Cyber-PCX (skills)+1
Excellent tools/ equipment1 to -2	Cyber-"E-Book" (skills) +2
Excellent tools/ equipment1 to -2 Excellent conditions	Cyber-"E-Book" (skills) +2 Tailored Pheromone-Confusion(1m)-1
	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2
Excellent conditions1 to -2	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2 INTERFACE
Excellent conditions	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2 INTERFACE Trode Set2
Excellent conditions	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2 INTERFACE Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2 INTERFACE Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2 INTERFACE Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2 INTERFACE Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1 PhotoMem RAM Chip(remember)+2 INTERFACE Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1         PhotoMem RAM Chip(remember)+2         INTERFACE         Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1         PhotoMem RAM Chip(remember)+2         INTERFACE         Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1         PhotoMem RAM Chip(remember)+2         INTERFACE         Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1         PhotoMem RAM Chip(remember)+2         INTERFACE         Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1         PhotoMem RAM Chip(remember)+2         INTERFACE         Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1         PhotoMem RAM Chip(remember)+2         INTERFACE         Trode Set
Excellent conditions	Tailored Pheromone-Confusion(1m)-1         PhotoMem RAM Chip(remember)+2         INTERFACE         Trode Set
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BASIC LOCATION CHART 1D10							
Location Head Torso		Torso	R.Arm	L./	Arm	R.Leg	L.leg
D10	) 1	2-4	5		6 7-8		9-0
	E	XPANDE	D LOCATI	ON T	ABL	E 1D6	
D6	HEAD		TORSO		ARM		LEG
1	Skull		Necklin	е	Sho	ulder	Hip
2	R/L Che		Chest/		Uppe	er Arm	Thigh
	Back of Skull		Upper Back				
3	R/L Eye		Sternun	า/	EI	bow	Knee
	R/L Ear		Spine				
4	Nose/		Ribs		For	earm	Calf/
	Back of Skull						Shin
5	Mouth/		Stomac	h/	W	rist	Ankle
	Back of S	kull	Lower Ba	ck			
6	Neck		Groin			and	Foot
				nd o			

If you hit a body location that is behind cover, do not re-roll, keep it and hope your weapon does enough damage to penetrate the cover, if not, tough luck. The GM may decide allowances are in order, but only

		within reason	-	
LIGHT	SERIOUS	CRITICAL	MORTALO	MORTALI
Stun=0	Stun=1	Stun= 2	Stun 3	Stun_4
MORTAL 2	<b>MORTAL3</b>	MORTAL4	MORTAL 5	MORTAL 6
Stun= 5	Stun= 6	Stun=-7	Stun= 8	Stun= 9

### **CRITICAL WOUNDS**

10 points in an arm or leg means it cannot be used until medical attention is sought. Single wounds causing 10 or 11 points of damage to one area cause critical effects as follows:

10 points in the head requires an instant Mortal 4 save and in any case renders the victim into a coma lasting 2D10 days. A mortal 3 death save must be passed every day for the first half of this time. There is a 50% chance of brain damage. This is permanent and reduces INT by D6/2.

10 points in the torso, requires a single mortal 1 save, (death and stun) and needs a save each minute after the wound at one mortal level greater, (i.e. 2 then 3 then 4 then 5 etc...). This continues till the patient is stabilized, healed or dies....

10 points to any arm or leg will break it, immobilizing it so it cannot be used until it has been re-set, (this means it cannot be used for 1D10 weeks from when it is re-set).

Single wounds causing 12 or more points of damage will cause a mortal effect as described below:

12 points to the head, (after doubling), will kill the character outright. They automatically drop to death state 10 as their head is literally blown off!!!!

12 points to the torso, (14 for decentralized heart), will automatically put the victim at death state 1 regardless of wounds, this increases as per normal. This represents major internal organ damage.
12 points to any arm or leg will either mangle it or sever it completely. This means the victim must make a mortal 0 stun and death save, with another save one level more each turn, (i.e. mortal 1, then 2 then

#### WOUND EFFECTS

3 etc...).

Light (1)0
Serious (5)2 to all Actions/-1 Stun Saves
Critical (9)4 to all Actions/-2 Stun Saves
Mortal (13)6 to all Actions/-3 Stun Saves/-0 Death Saves
Mortal 1 (17)8 to all Actions/-4 Stun Saves/-1 Death Saves
Mortal 2 (21)10 to all Actions/-5 Stun Saves/-2 Death Saves
Mortal 3 (25)12 to all Actions/-6 Stun Saves/-3 Death Saves
Mortal 4 (29)14 to all Actions/-7 Stun Saves/-4 Death Saves
Mortal 5 (33)16 to all Actions/-8 Stun Saves/-5 Death Saves
Mortal 6 (37)18 to all Actions/-9 Stun Saves/-6 Death Saves

Deg	ree Dama	age Progressive Effects Per Location of Burn
1 <sup>st</sup>	Light	Redness and Pain
2 <sup>nd</sup> 3 <sup>rd</sup> 4 <sup>th</sup>	Medium	Blistering
3 <sup>rd</sup>	Serious	Scarring (-1 ATTR) Epidermis burned away
4 <sup>th</sup>	Critical	Severe Scarring (-2 ATTR) Ligaments and Tendons
		burned, (-2 to all physical actions with limb)
5 <sup>th</sup>	Mortal 0	Hideous Scarring (-3 ATTR) Possible Limb Loss
		(Burned to Muscle Tissue)
6 <sup>th</sup>	Mortal 1	Limb Loss or Death (burned down to bone)

Course				
Source D	Damage			
Average Taser	1D6			
Powerful Taser	2D6			
Car Battery	2D6			
Electrical Outlet	3D6			
Transformer	4D6			
Lightning Strike	6D6			
FBC'S				
Full conversion c	yborgs			
take damage f	rom			
electricity the same way a				
human does, as	such			
their Stun Save	e still			
applies, unless sł	nielded.			
The encumbrance penalty				
for additional layers on a				
cyborg applies fully.				

STABILIZATION MODIFIERS
Full Hospital & Surgery +5
Trauma Team Ambulance. +3
Life Suspension Tank +3
Clinic+2
Veterinary clinic +2
Portable Intern Unit +1
Blood Substitute+1
First Aid Kit+1
Full Field Trauma Kit+2

#### HOLLYWOOD OVERACTING EFFECTS

1	creams, windmills arms, falls
2	Crumples like a rag doll
3	Spins around in place, falls
4.	Clutches wound, staggers and falls
	Stares stupidly at wound, then falls
6	Slumps to ground, moaning
-	

INFECTION CHANCE TABLE SITUATION	SAVE MODIFIER
Untreated wound in a filthy environment	-5
Untreated wound in a Normal Environment	-3
Untreated Wound in a clean environment	-2
Untreated wound in a Sterile Environment	-1
Treated Wound in a Filthy Environment	-3
Treated Wound in a Normal Environment	-2
Treated Wound in a clean environment	0
Treated Wound in a Sterile Environment	+2
Wounded by Filthy object	-2
Wound is a burn	-3
Wound is from Laser	+1
Wound is left untreated	0
Wound is cleaned and dressed regularly	+3
Light Wound	0
Serious Wound	-1
Critical Wound	-2
Mortal Wound	-3

DC	Sample Target			
15	Household name Corporation or Establishment Website			
20	Low threat target (School or small business networks)			
25	Personal computer IP's			
30	Police, Govt. or Corporate networks			
35+	Top Secret Corporate and Military servers and networks			
Rnds Req.	INFILTRATION ACTIONS Sample Actions			
1	Make a System Knowledge check, Delete a File, Copy a small			
	file, take over an automated Process.			
2	Copy or Edit a mid-sized file, plant a virus,			
3	Edit a small Program			
4	Copy or Edit a large file			
5	Edit a medium program			
6	Copy or Edit a Huge file			
7	Edit a large program			
DC	SampleTarget File or System			
10	Computer Program (start menu)			
15	Common File/Trash (desktop acess)			
20	Remote System (security door locks, automated machinery)			
25	Buried Data File or Folder, Secured Remote Sytem			
30	Hidden or Protected Data file or Folder,			
35+	Top Secret Data, Bank Transaction Sytem, heavily protected			
	automated system			
	COMPUTER INTRUSION			
Hac	cer: INT + Programming Skill + Interface + Comp. Speed + 1D10 Vrs.			
Tar	get Computer: Comp. Speed + CPU + Protection (DWx3)USER:			
	INT + Awareness/Notice + Interface + 1D10 Vrs.			
	Hacker: INT + System Knowledge + Interface + 1D10			
	COMPUTER COMBAT			
Attac	Attacker: INT + Programming Skill + Interface + Comp. Speed + 1D10 Vrs. User			
Defer	Defender: INT + Programming Skill + Interface + Comp. Speed + 1D10 Or vrs. Cybermodem			
	Comp. Speed + CPU + Protection (DWx5) +1d10			

VEHICULAR MANEUVER DIFFICULTY TABI Difficulty Level:	E DC Modifier
	(base 10)
Driving at Speed Limit	0
Driving over speed limit/safe driving speed	+1 per 5mph
No traffic	-1
Light traffic (1-6 vehicles)	+1
Medium Traffic	+2
Heavy Traffic	+3
Extreme Traffic	+4
Attempting a turn traveling faster than vehicles top speed for degree of turn. Usually involves a "drift" or "power slide" maneuver	or +1 per 2mph over turn top speed
Driving in reverse	+1 per 5mph
Driving under fire	+4
Driver distracted (talking on hand held phone, eating)	+2
Recovering from loss of control (ignore 1 10mph increment for every +1 of maneuverability, if the vehicle has negative maneuverability, add a 10mph increment for every –1)	+1 per 10mph
Vehicle traveling faster than 80% of listed top speed	+3
Vehicle traveling more than 80 mph regardless of top speed (Add or reduce 10mph to the 80 for every bonus or minus to maneuverability a vehicle possesses.)	
Making a full deceleration	+1
Slamming on the brakes	+3
Doing something crazy, like attempting a jump, driving und a truck, driving in oncoming traffic or other insane stunt. (May be modified by circumstance at GM discretion)	er +6
Recovering from a sideswipe or a ram from behind (either a attacker or target)	s +2
Recovering from impact from side or behind greater than 10 degrees (either as attacker or target) (receives additional +1 for ever 10 degrees up to 90)	
Driving with flat tire (non steering tire) (vehicles with more than 2 non steering tires reduce this penalty by half)	+2 difficulty (per flat tire)
Driving with flat tire (steering)	+3
Treaded vehicle	-3
Driving blind	+10
Extra actions w/ cybercontrols (Near Future+ settings only)	-1/action
DRIVING OFF-ROAD	
Fairly flat field	+2
Partially wooded, rocky, and/or hilly terrain	+4
Densely wooded, very rocky, and/or steep hills	+6
Flat, hard packed desert	0
Loose sand	+3
High dunes, drifting sands	+6
Off-road capable vehicles treat off-road conditions as havin	ng a 2 point lower

modifier

Treaded vehicles treat off-road conditions as having a 4 point lower modifier

MPH to KM/H Simple	
Conversion	
5  mph = ~10  km/h	
10 mph = ~15 km/h 15 mph = ~25 km/h	1
20 mph = ~30 km/h	3
25 mph = ~40 km/h 30 mph = ~50 km/h	4
35 mph = ~55 km/h	6
40 mph = ~65 km/h	7
45 mph = ~70 km/h 50 mph = ~80 km/h	9
60 mph = ~100 km/h	
70 mph = ~115 km/h 80 mph = ~130 km/h	

TOP TURNING SPEED				
Radius	Top Speed	Radius	Top Speed	
15 degree	70 mph	105 degree	10 mph	
30 degree	60 mph	120 degree	0	
45 degree	50 mph	135 degree	0	
60 degree	40 mph	150 degree	0	
75 degree	30 mph	165 degree	0	
90 degree	20 mph	180 degree	0	

	Traffic Random Vehicle Generator:			
	1D10 1-2		VEHICLE	
	2-3	Compact (	Motorcycle Car, Midsize, (	Car Sedan
	6	· ·	v Vehicle, Spo	· · · ·
	7-8	,	kup Truck, or	
	9	,	JV, Van, or Lig	
	10	Semi	Truck or Larg	je RV
		RANDOM TRA	FFIC GENER	ATOR
1d1	0	# OF	VEHICLES	
1		Ro	ad Clear	
2-6		Light Traf	fic 1d6 Vehicl	es
7-9			affic 2d6 Vehi	
10		,	ffic 3d6 Vehic	
to 9PM	)	ytime, (normal hour		
vehicle	es rolled	I-9AM and 4PM-6PM		
-		-12PM) 1/2 of the ve		
down)		morning (12pm-5am		es rolled, (round
		Area = x2 Vehicles vehicles rolled (rou		
		nterstates between o cles rolled (round do		e back roads,
		difficulty modifier l disrepair raise diffic	-	evel by 2
Light r speed	ain, snow	, = -10% of vehicles -10mph posted, inc	on road (rour	nd down), treat
road (r	ound dow	ow, Ice, fog, and San /n), treat speed limit		
For ev	ery 2 vehi	er level raises by 2 cles over 5 per lane		ent, treat posted
		eing 10% lower in the above once for traf		your direction,
-		e traffic in the oncor r a 4-lane road (2 la		our direction, 2
		). For every addition		
	H over d speed	re-roll times modified by speed	MPH over posted speed	re-roll times modified by speed
Poste	d speed	10 rounds (30 seconds)	+25 mph	5 rounds (15 seconds)
+5	mph	9 rounds (27 seconds)	+30 mph	4 rounds (12 seconds)
+1(	) mph	8 rounds (24 seconds)	+35 mph	3 rounds (9 seconds)
+15	ō mph	7 rounds (21 seconds)	+40 mph	2 rounds (6 seconds)
+ 2	0 mph	6 rounds	+50 mph	1 rounds
1040		(18 seconds)	N RESULT	(3 seconds)
1D10 1	Driver	panics, loses contr		roll on vehicle
		fumb	le table)	
2		er not paying attent		
3	Road Rage, driver purposely does whatever he can to hinder involved vehicle, 20% chance he will join chase			
4			Speeds up	
5-6	D-1		lows down	
7	Driver moves out of way violently, if driver is in outside lane he will move onto shoulder or sidewalk, if he is in inside lane he will move into oncoming traffic, if multiple lane, he will move into adjoining lane regardless of traffic.			
8	Driver slams on breaks			
9-10		Driver moves	out of way eas	sily

Traffic Bandom Vohicle Conor

RANDOM INTERSECTION TABLE				
1-2	Side streets have stop signs			
3	You have stop sign			
4-5	4-way stop sign			
6-10	Stop light			
	stop light roll 1d6: 1-3 green, 4 yellow, 5-6 red (if yellow it will change to 1d6/3 rounds (3-6 seconds)			
For events of the second secon	ery 15 seconds it takes you to reach the intersection, there is a 25% e a light will change color.			
	OM ROAD OCCURRENCES nce every ten increments of random traffic)			
1D100	RESULT			
1-3	Driver ahead slams on brakes			
4-10	Opening in traffic, Road clear ahead for 2 increments (comes in to play next increment)			
11-20	Vehicles ahead of you are side by side and blocking you from passing			
21-24	Opportunity for cinematic maneuver (ramp allowing for jump, vehicle with loose cargo, etc) (Comes into play next increment)			
25-29	As you move to pass a vehicle it suddenly swerves into your lane (18 difficulty to avoid			
30-35	Traffic closes behind you, hindering pursuit for 2 increments			
36-38	Animal, person runs out into road ahead of you (18 difficulty to avoid)			
39-42	Vacant lot, open field on side of road			
43-45	Something falls from a vehicle in front of you (20 difficulty to avoid)			
46-50	Emergency vehicle, lights and siren on, pulls onto road ahead of you, moves 20mph faster than posted speed limit, stays on road 2d10 rounds			
51-55	Collision between one or more vehicles in front of you (23 to avoid)			
56-60	Road ends in a T-Junction (if on rural road, road becomes dead end, if on interstate, ignore and re-roll)			
61-65	Road Damage (large potholes, etc)			
65-72	Road changes size (even larger, odd smaller), Roll 1D6/2 to determine additional lane increase/decrease. Even numbers always result in the lanes distributed equally to both outbound and inbound lanes, if the roll is odd, the GM determines placement of the lane (if the road gets smaller and decreases to 1 lane, the road becomes 1-way).			
73-78	Oil, Ice (15 difficulty to keep control, or glass, nails, debris, etc (10% chance of blowout)			
79-84	Sharp Curve ahead, increases difficulty modifier by one level.			
85-87	Driver from side street runs light or stop sign (24 difficulty to avoid)			
88-93	Traffic Jam ahead, all traffic comes to a complete stop			
94-96	Oncoming traffic suddenly swerves into lane (difficulty 26 to avoid)			
97-100	Vehicle broken down in middle of the road			
	ery increment of random traffic rolled, there is a 10 percent chance of presence			
CONTROL LOSS / CRASH! Total up the amount by which you missed the Driving/Piloting roll, and apply below:				
1-5	Vehicle slews briefly out of control. Weapons fire at -5 this turn.			
6-9	Vehicle slews out of control. All weapons fire at -10 this turn and			

next. 10+ Vehicle crashes. No weapons fire from this vehicle.

### VEHICLE QUALITY RATING

Breakdown chance is rolled once per day vehicle is used. There is ALWAYS at least a 1% chance of vehicle breakdown.

For every 20% of SDP damage taken a vehicle drops one category and must make an immediate breakdown chance roll.

Quality Rating	Chance of breakdown per day
Last Legs	20%
Used and Abused	15%
Normal	10%
Maintained	5%
Showroom Quality	1%

New vehicle (1 year old or less)	- 10%
Used (2-10 years old)	+5%
Well Used (11-20 years old)	+10%
Classic (21-30 years old)	+15%
Antique (31+ years old)	+20%
Standard Maintenance	0
Well Maintained	-5%
Lovingly Maintained by Top Grade Professional mechanics	-10%
No Maintenance	+10%

Other quality rating modifiers

	VEHICLE HIT LOCATION TABLE
D10	Civilian Ground Vehicle Location
1	Tire track (unless otherwise noted tire is 5 SP / 3 SDP Wheel
	is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4-6	Driver, crew, or passenger (unless otherwise noted glass is
	4 SP / 2 SDP)
7-9	Vehicle body (Full SP/SDP)
10	Cargo
D10	Military Ground Vehicle Location
1	Tire/GE skirt/track (unless otherwise noted tire is 5 SP / 3
	SDP Wheel is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4	Driver or crew (unless otherwise noted glass is 4 SP / 2 SDP)
5	Subsystem.
6-8	Vehicle body (full SP/SDP)
9-10	Turret (body if not present) ( turret is full SP / 1/3 SDP)
D10	Aircraft Location
1-2	Engine (full SP/ x3SDP)
3	Pilot or crew (unless otherwise noted glass is 5 SP / 3 SDP)
4-5	Wings/rotors/fans (unless otherwise noted 1/2 SP / full SDP)
6	Subsystem.
7-10	Vehicle body (full SP/SDP)

AERIAL VEHICLE TERRAIN	Diff
Open Sky	0
Hazardous (within 300m of ground)	+5
Very Hazardous (nape of Earth)	+10
AERIAL MANEUVERS	
Hard banks (up to 45°)	+3
46-90 degree banks	+5
Controlled skids (sideways drift)*	20
Emergency deceleration (x2 Dec rate)	+6
Bootlegger reverses (-1/2 speed)	+5
Rapid dives and climbs	+3
Loops (reverse direction) **	+2
Corkscrew**	20
*Can't be done by Fixed Wing Aircraft **Can't be done by non-fixed wing aircraft	
Jinking (reduce chance of being hit) 20	
Stress Take-off (under fire, danger) 10	
Stress Landing (under fire, danger) 15	
Rapid Direction Change 20-25	
Moving Pivot (hovers, AVs, helis) 15	
DOGFIGHTING	
Each contestant declares the managiver they wish to make th	at turn

Each contestant declares the maneuver they wish to make that turn and which particular target he's dogfighting. All contestants make appropriate skill tests. Count the difference between the skill roll and the difficulty and compare below, subtracting lower differences from higher:

	_
Difference	Result
-10 or more	You can't get a shot
-9 to -2	Only use turret weapons at -5
-1 to +1	Shoot at normal WA
+2 to +9	+3WA vs chosen target
+10 or more	+5WA vs chosen target

