

Combat Modifiers		Notes	OCV	DCV	Strength / Throwing / Object Body Table						Example
Area Effect Attack		Must hit DCV 3 hex. Miss by 1" for each point attack roll is missed by.	—	—	STR	Lift	Damage	Jump	Throw	Body	Pudding Cup
Autofire		One target: choose # of shots; one extra hit per 2 pts. attack roll made by. Multiple Targets: must fire at least one shot per hex including the first; each target can be hit only once.	—	—	-35	200g	—	—	—	1	Grenade, Football
					-30	400g	—	—	—	2	
					-25	800g	—	—	—	3	
					-23	1.0kg	—	—	—	3	
					-20	1.6kg	—	—	—	4	
Bouncing an Attack		Requires one Cbt Level per bounce	+1 to +3	—	-18	2.0kg	—	—	—	4	One-handed Sword
					-15	3.2kg	—	—	—	5	
Braced		0 phase action; can use with Set	+2 vs RM	x1/2	-13	4.0kg	—	—	—	5	Rifle
Concealment		Half hidden/head & shoulders	-2/-4	—	-10	6.4kg	—	—	—	6	Shotput
Coordinated Attacks		Combine dmg after def for purpose of Stunning. Combine Knbk after calc.	+1 per extra attacker	—	-8	8.0kg	—	—	—	6	
					-5	12.5kg	—	—	—	7	
Off Hand		Using off hand	-3	—	-3	16kg	—	—	—	7	TV Set, Full Suitcase
Target Prone		May have concealment	—	x1/2	0	25kg	—	—	—	8	
Set		Takes one full phase	+1	—	3	37kg	0.5d6	0.5"	1"	8	
Spreading EB		One target: Multiple Targets: -1d6/hex incl. first	+1/d6 lost	—	5	50kg	1d6	1"	2"	9	
					8	75kg	1.5d6	1.5"	3"	9	
Surprising Move		GM decides	+1 to +3	—	10	100kg	2d6	2"	4"	10	Man
Target Surprised		(If not in combat, also take 2x Stun)	—	x1/2	13	150kg	2.5d6	2.5"	5"	10	Piano
Target Immobilized		Stunned or Grabbed: Knocked Out or Entangled:	—	x1/2	15	200kg	3d6	3"	6"	11	
					18	300kg	3.5d6	3.5"	7"	11	
Target Size		Fills 1 hex/2 hexes/4 hexes 1/2 human sized/etc.	+2/+4/+6 -2/-4/etc.	—	20	400kg	4d6	4"	8"	12	Motorcycle
					23	600kg	4.5d6	4.5"	9"	12	
Throwing		Unbalanced, unaerodynamic Balanced or aerodynamic / Both	-4 -2/-0	—	25	800kg	5d6	5"	10"	13	Small Trailer
					28	1.2t	5.5d6	5.5"	11"	13	
Targeting a Hex		Hex is DCV 3 (0 if adjacent)	—	—	30	1.6t	6d6	6"	12"	14	Van
					35	3.2t	7d6	7"	14"	15	
Unfamiliar Weapon			-3	—	40	6.4t	8d6	8"	16"	16	Garbage Truck
					45	12.5t	9d6	9"	18"	17	
Combat Maneuvers					50	25t	10d6	10"	20"	18	Small Jet
					55	50t	11d6	11"	22"	19	Subway Car
Maneuver	Effects	Phase	OCV	DCV	60	100t	12d6	12"	24"	20	Small Rocket
Block	Defender rolls attack vs. opponent's OCV. Success means no damage & get to attack 1st if next act on same segment. May abort. Additional blocks at -2/-4/etc.	1/2	—	—	65	200t	13d6	13"	26"	21	Tank
Brace	Can use with Set and/or attack.	0	+2 vs RM	x1/2	70	400t	14d6	14"	28"	22	Space Shuttle
					75	800t	15d6	15"	30"	23	Cargo Plane: C-5A
Break Out	Grab: STR vs STR - higher body wins. Entangle: if dmg is 2x remaining Body	1	—	—	80	1.6kt	16d6	16"	32"	24	Trawler
					85	3.2kt	17d6	17"	34"	25	Drilling Rig
Disarm	Entangle: if dmg is remaining Body STR vs. STR roll - higher body wins. Goes 1-3 hexes in strike direction.	1/2	—	—	90	6.4kt	18d6	18"	36"	26	Small Bridge
					95	12.5kt	19d6	19"	38"	27	Destroyer
Dodge	DCV vs. all attacks.One may abort.	1/2	—	+3	100	25kt	20d6	20"	40"	28	Large Submarine
					105	50kt	21d6	21"	42"	29	Unloaded Freighter
Grab	May squeeze or throw doing STR dmg. STR vs. STR roll to escape - higher body wins. Ties go to att. Casual (1/2) STR can try to break out before affected. Grabbed character at 1/2 DCV. Can Grab weapon at additional -2 OCV.	1/2	-1	-2	110	100kt	22d6	22"	44"	30	Loaded Freighter
					Jump	Running broad jump in hexes. Add 1/2" for each +1" of Running Speed. 1/2 distance upward or if can't get running start.					
Haymaker	x1.5 STR before pushing. Lands at very end of next segment.	1/2	—	-5	Throw	Standing throw in hexes for given "extra strength." 2x distance if run 1/2 move & throw. 1/2x dist. if throwing from prone position.					
					Body	Base body for living organisms & vehicles of given mass. -3 body if unliving other than vehicle. -2 more body if complex.					
Move By	STR/2 + v/5; attacker takes 1/3 Multiple attacks at -2 cumulative, applied to all attacks; ends w/miss. Accelerate/decelerate at 5"/1".	1	-2	-2	Condition When Effects						
Move Through	STR + v/3; attacker takes 1/2 dmg if target knocked back, full damage otherwise. Acc/decelerate at 5"/1".	1	-v/5	-3	Stunned	STUN dmg > CON	x1/2 DCV; powers off at end of seg; no recovery except post-12, takes 1 phase to recover from being stunned; full DCV back at DEX rank, but no action that phase.				
Set	Can use with Brace.	1	+1	—	Knockout	-10 ≤ STUN ≤ 0	Recover every phase & post-12				
Strike/Other	STR or by weapon or power.	1/2	—	—	-20 ≤ STUN ≤ 11	Recover post-12 only					
Cover Someone	Can inflict damage at will. Limited to ranged attacks/sharp weapons. PRE or higher on PRE attack can distract. Covered person at -3d6 for PRE attack.	1/2	-2	—	-30 ≤ STUN ≤ 21	Recover every minute only					
Dive for Cover	Choose hex; make DEX roll at -1/1". Max dive is 1/2 move. Can dive in front of an attack; must take damage if successful. May abort to dive.	1/2	—	—	Death	Body ≤ 0	Recover at GM's option				
Pulling a Punch	Does 1/2 Body (full dmg if hit exactly) Use after hit but before dmg rolled.	1/2	-1/3d6	—	PRE/EGO	Target awed. Will hesitate 1 full phase at 1/2 DCV. Will possibly do as attacker commands.					
Roll with Punch	Roll att at -2 vs. OCV. If successful, 1/2 dmg after def and -1d6 Kbk. May abort.	1/2	-2	—	PRE/EGO + 10	Target cowed. May surrender, run away, or faint. Has DCV 0, and will nearly always follow commands.					
Snap Shot	Must start concealed. Can shoot at pre-identified targets. Return to cover at same DEX of next segment.	1	-1	—	PRE/EGO + 20	Note: PRE Attacks Affect ALL observers, though at -1 lvl for non-targets.					
Suppression	Autofire required - determine OCV in affected hex(es) including autofire multiple hex penalties & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked.	1/2	-2	—	PRE/EGO + 30						
Sweep	Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all attacks; ends with any miss.	1	-2/each after first	x1/2	Find Weakness Modifiers		Circumstance	Range	Modifier		
					Preparing a Phase		+1	5-8"	-2		
					Unusual or Alien Physique/Structure		-1 to -3	9-16"	-4		
					Second Try Same Target		-2	16-32"	-6		
Third Try Same Target		-4	33-64"	-8							

Knockback KB = Body - 2d6 in inches. If total is zero, target is knocked down. Damage is 1d6/1" if knocked into structure or character, 1d6/2" if along ground. If HTH or above, can knock down into earth - target takes 1d6/2". Breakfall roll at -1/2" prevents damage & loss of 1/2 phase to get up. Size modifiers affect distance but not damage.			Skill Circumstance Routine +3 to +5 Easy +1 to +3 Difficult -1 to -3 Extremely Difficult -3 to -5 Sheer Folly -5 or more Extra Time +1/level Knows Object Very Well +1 to +3 Roleplays Skill Well +1 to +3 Using Good Equipment +1 to +3 Excellent Conditions +1 to +3 Poor Conditions -1 to -5 Strange or Weird Object -1 to -5 Lack of Equip (if app) -1 to -5 Noncombat Skill in Combat -1 to -3			Falling Table For falls of less than 10", take 1d6 damage per 1" fallen. For longer falls, take 1d6 damage per 1" of velocity.			Fire Damage Attack Type Wood or house fire 0-2d6k Oil or chemical fire 0-3d6k Superheated steam 2-3d6k Molten metal 4d6k Blast furnace 6d6k Rocket exhaust 6-8d6k Acetylene torch 2d6k AP Thermite blob 2d6k AP White phosphorus 1.5d6k AP Napalm 1d6k			Heat Damage 0-2d6k 0-3d6k 2-3d6k 4d6k 6d6k 2d6k AP 2d6k AP 1.5d6k AP 1d6k			Other Damage 0-2d6nnd smoke 0-3d6nnd smoke 10d6 physical in blast 14d6 physical 12d6 physical in furnace 18d6 physical sticky, -1 DC/seg, no H2O sticky, -1 DC/seg, no H2O sticky, -1 DC per segment																													
Circumstance Target in air -1d6 Target rolled w/punch -1d6 Underwater +1d6 Killing attack +1d6 Martial attack +1d6 Target has clinging +1d6			Modifier -1d6 -1d6 +1d6 +1d6 +1d6 +1d6			Seg 1 5" 2 10" 3 15" 4 20" 5 25" 6 30" 7 30" 8 30" 9 30" 10 30"			Vel. 5" 10" 15" 20" 25" 30" 30" 30" 30" 30"			Dist. 5" 15" 30" 50" 75" 105" 135" 165" 195" 225"			Electrical Damage Attack Type Household plug 1d6s Heavy household 3d6s Light industrial 5d6s Heavy industrial 7d6 High tension line 9d6 Auto sparkplug 2d6s Lightning bolt 5d6s			Insulated 1d6s 3d6s 5d6s 7d6 9d6 2d6s 5d6s			Poor Gnd 2d6 5d6 8d6 11d6 14d6 5d6 10d6			Good Gnd 1d6k 2d6k 3d6k 4d6k 5d6k 2d6k 4d6k			Time Chart 1 Segment 1 Phase 1 Turn 1 Minute 5 Minutes 1 Hour 5 Hours 1 Day																	
Material or Object Bushes 2 3 Rock 5 3 Boulder 5 13 Dirt (per hex) 0 16 Telephone pole (wood) 5 4 Flagpole (breakaway) 5 3 Lamp post (breakaway) 5 3 Spacesuit 2 3 Control Console (hex) 4 4			Def 3 3 13 16 4 3 3 3 4			Bdy 3 3 13 16 4 3 3 3 4			Damage Class Killing 1 1 pip 1d6 5 2 1/2d6 2d6 10 3 1d6 3d6 15 4 1d6+1 4d6 20 5 1.5d6 5d6 25 6 2d6 6d6 30 7 2d6+1 7d6 35 8 2.5d6 8d6 40 9 3d6 9d6 45 10 3d6+1 10d6 50 11 3.5d6 11d6 55 12 4d6 12d6 60 13 4d6+1 13d6 65 14 4.5d6 14d6 70 15 5d6 15d6 75 16 5d6+1 16d6 80 17 5.5d6 17d6 85 18 6d6 18d6 90			Nml Act. 1d6 5 2d6 10 3d6 15 4d6 20 5d6 25 6d6 30 7d6 35 8d6 40 9d6 45 10d6 50 11d6 55 12d6 60 13d6 65 14d6 70 15d6 75 16d6 80 17d6 85 18d6 90			Chemical Damage Damage is NND Stun & Body per segment. Chemical Type Weak, dilute substance 1/2 d6 Weak, concentrated substance 1d6 Strong, dilute substance 2d6 Strong, concentrated substance 4d6			Damage 1/2 d6 1d6 2d6 4d6			Other Attack Type Stun only Small shocks Stun AP Hits to pressure points Stun NND Gasses Normal Attacks spread over an area Normal AP Attacks concentrated at a point Normal NND Corrosive or deadly gasses Killing Sharp objects Killing AP Ultrasharp Hypervelocity objects Killing NND Intense Radiation			Possible Use Small shocks Hits to pressure points Gasses Attacks spread over an area Attacks concentrated at a point Corrosive or deadly gasses Sharp objects Ultrasharp Hypervelocity objects Intense Radiation			Roll 18 100 17 99.5 16 98.2 15 95.4 14 90.7 13 83.8 12 74.1 11 62.5 10 50.0 9 37.5 8 25.9 7 16.2 6 9.3 5 4.6 4 1.9 3 0.5																	
Doors: Interior wood door 2 3 Exterior wood door 4 3 Interior spaceship door 6 4 Metal fire door 7 5 Airlock door 8 7 Safe door 10 9 Large vault door 16 9			Def 3 3 4 5 7 7 9 9			Bdy 3 3 4 5 7 7 9 9			Broken Machinery Damage < 1/4 Body dmg 14- 1/4 - 1/2 Body 11- > 1/2 Body 8- All Body gone broken			Activation 14- 11- 8- broken			Martial Arts: Basic Strike +1 +0 Choke Hold -2 +0 Crush +0 +0 Defensive Block +1 +3 Defensive Strike +1 +3 Fast Strike +2 +0 Flying Tackle +0 -1			OCV +1 -2 +0 +1 +1 +2 +0			DCV +0 +0 +0 +3 +3 +0 -1			Notes STR +2d6 Grab, 2d6 NND STR + 4d6 Crush aft Grb Block, Abort STR STR +2d6 STR +V/5, you fall target falls, full move STR +2d6, target falls must follow Grab 1/2d6 HKA (2 DC) 1/2d6 HKA (2 DC)tgt falls STR +1d6, target falls Block, Abort +10 STR to Disarm Dodge, vs. all, Abort +15 STR vs. Grabs +10 STR for holding STR +2d6 STR +V/5, target falls 2d6 NND STR +4d6 STR + V/5, full move STR +15 to Esc & Grab +15 STR to resist Shove; Block, Abort +10 STR to Disarm STR + V/5, full move STR +4d6 STR, you fall, tgt falls +15 STR to Shove Grab Wpn @ +10 STR STR, target falls STR +10, Bind			Luck Points 1 Find a clue, gain info, opponent distracted, momentary advantage 2 Find important clue or contact, opponent's equipment malfunctions 3 Miraculous - find Mr. Big, enemy a friend, death avoided by coincidence 4 As with 3, but can affect allies.			Possible Effects Find a clue, gain info, opponent distracted, momentary advantage Find important clue or contact, opponent's equipment malfunctions Miraculous - find Mr. Big, enemy a friend, death avoided by coincidence As with 3, but can affect allies.			Unluck Points 1 Momentary combat disadvantage, computer malfunctions, lose a vital clue, stranger picks a fight 2 Bystanders in the way, friends unwilling or unable to help, weapon breaks, fumble injures friend 3 Stunned by falling debris, another enemy arrives, downed enemy revived by coincidence, jetpack fails in flight, airlock opens accidentally. Incredibly bad coincidence possible. 4 As with 3, but can affect allies.			Possible Effects Momentary combat disadvantage, computer malfunctions, lose a vital clue, stranger picks a fight Bystanders in the way, friends unwilling or unable to help, weapon breaks, fumble injures friend Stunned by falling debris, another enemy arrives, downed enemy revived by coincidence, jetpack fails in flight, airlock opens accidentally. Incredibly bad coincidence possible. As with 3, but can affect allies.			Velocity Conversion Formulas Velocity = "/seg "/turn 1"/seg — 12 7.2 4.5 1"/turn 0.083 — 0.6 0.37 1 kph 0.139 1.67 — 0.62 1 mph 0.22 2.7 1.61 — Ex: 65mph = (65)(0.22) = 14.3"/segment			Character's Speed Seg 1 2 3 4 5 6 7 8 9 10 11 12 1 — — — — — — — — — — — X 2 — — — — — X X X X X X X 3 — — — X X — — X X X X X 4 — — X — — X X — X X X X 5 — — — — — X — X — X X X 6 — X — X — X X X X X X X 7 X — — — — X — X — X X 8 — — X — X X — X X X X X 9 — — — X — X X — X X X 10 — — — — — X X — — X X X 11 — — — — — — — X X X X X 12 — X X X X X X X X X X X X		
Locks: House door lock 3 2 Padlock 4 3 Magnetic lock 5 3 Machinery: Light machinery 5 4 Medium machinery 7 6 Heavy machinery 9 8			Def 2 3 4 5 6 7 8 9 10 13 16 19			Bdy 2 3 4 5 6 7 8 9 10 13 16 19			Substance Wood: Thin board 2 Plywood 3 Heavy wood 4 Very heavy wood 5 Metal: Sheet metal 4 Chain or heavy tube 5 Heavy bar 6 Plate 7 Casting 8 Hardened casting 9 Light armor 10 Medium armor 13 Vault doors 16 Heavy armor 19 Stone: Brick 5 Concrete 6 Reinforced brick 7 Reinforced concrete 8 Plastic: Light plastic 1 Plastic castings 2 Light fiberglass 4 Heavy fiberglass 6 Armored plastics 8			Def 2 3 4 5 6 7 8 9 10 13 16 19 5 6 7 8 1 2 4 6 8			Wall Body Material Wood — 1 2 3 4 5 6 7 8 9 Stone — — — 1 3 5 7 9 11 13 Metal 1 3 5 7 9 11 13 15 17 19 Plastic 1 3 4 6 7 9 10 12 13 15			Thickness in millimeters 4 8 16 32 64 125 250 500 1m 2m			Teleporting Into Object 2d6 Roll 2-7 3-18 d6 STUN Dmg 8-11 2-12 d6 Normal Dmg 12 1-6 d6 Killing Dmg +2 if safe hex out of range			Effect 3-18 d6 STUN Dmg 2-12 d6 Normal Dmg 1-6 d6 Killing Dmg																				
Weapons: Pistol 4 3 Rifle 4 6 Heavy weapon 6 9 Very large hvy weapon 6 12			Def 3 6 9 12			Bdy 3 6 9 12			Broken Machinery Damage < 1/4 Body dmg 14- 1/4 - 1/2 Body 11- > 1/2 Body 8- All Body gone broken			Activation 14- 11- 8- broken			Martial Arts: Basic Strike +1 +0 Choke Hold -2 +0 Crush +0 +0 Defensive Block +1 +3 Defensive Strike +1 +3 Fast Strike +2 +0 Flying Tackle +0 -1			OCV +1 -2 +0 +1 +1 +2 +0			DCV +0 +0 +0 +3 +3 +0 -1			Notes STR +2d6 Grab, 2d6 NND STR + 4d6 Crush aft Grb Block, Abort STR STR +2d6 STR +V/5, you fall target falls, full move STR +2d6, target falls must follow Grab 1/2d6 HKA (2 DC) 1/2d6 HKA (2 DC)tgt falls STR +1d6, target falls Block, Abort +10 STR to Disarm Dodge, vs. all, Abort +15 STR vs. Grabs +10 STR for holding STR +2d6 STR +V/5, target falls 2d6 NND STR +4d6 STR + V/5, full move STR +15 to Esc & Grab +15 STR to resist Shove; Block, Abort +10 STR to Disarm STR + V/5, full move STR +4d6 STR, you fall, tgt falls +15 STR to Shove Grab Wpn @ +10 STR STR, target falls STR +10, Bind			Luck Points 1 Find a clue, gain info, opponent distracted, momentary advantage 2 Find important clue or contact, opponent's equipment malfunctions 3 Miraculous - find Mr. Big, enemy a friend, death avoided by coincidence 4 As with 3, but can affect allies.			Possible Effects Find a clue, gain info, opponent distracted, momentary advantage Find important clue or contact, opponent's equipment malfunctions Miraculous - find Mr. Big, enemy a friend, death avoided by coincidence As with 3, but can affect allies.			Unluck Points 1 Momentary combat disadvantage, computer malfunctions, lose a vital clue, stranger picks a fight 2 Bystanders in the way, friends unwilling or unable to help, weapon breaks, fumble injures friend 3 Stunned by falling debris, another enemy arrives, downed enemy revived by coincidence, jetpack fails in flight, airlock opens accidentally. Incredibly bad coincidence possible. 4 As with 3, but can affect allies.			Possible Effects Momentary combat disadvantage, computer malfunctions, lose a vital clue, stranger picks a fight Bystanders in the way, friends unwilling or unable to help, weapon breaks, fumble injures friend Stunned by falling debris, another enemy arrives, downed enemy revived by coincidence, jetpack fails in flight, airlock opens accidentally. Incredibly bad coincidence possible. As with 3, but can affect allies.			Velocity Conversion Formulas Velocity = "/seg "/turn 1"/seg — 12 7.2 4.5 1"/turn 0.083 — 0.6 0.37 1 kph 0.139 1.67 — 0.62 1 mph 0.22 2.7 1.61 — Ex: 65mph = (65)(0.22) = 14.3"/segment			Character's Speed Seg 1 2 3 4 5 6 7 8 9 10 11 12 1 — — — — — — — — — — — X 2 — — — — — X X X X X X X 3 — — — X X — — X X X X X 4 — — X — — X X — X X X X 5 — — — — — X — X — X X X 6 — X — X — X X X X X X X 7 X — — — — X — X — X X 8 — — X — X X — X X X X X 9 — — — X — X X — X X X 10 — — — — — X X — — X X X 11 — — — — — — — X X X X X 12 — X X X X X X X X X X X X		