| Area Effect Mice k Match 10 CV 3 has. Mass by "1 or and provided p | | | Nataa | | 001/ | DOV | Charac | | | is at Da | du Tabl | | |
|--|------------------|-------|--|--------------|------------|-------|--------|-----------|----------------|-----------|-------------|----------|----------------------------|
| autofre catalizate: Consider of albeits on mattinger in albeit and albeits of ensister per variable albeits of albeits on ensister per variable albeits of albeits on ensister per variable albeits of albeits on ensister per variable albeits of albeits on or ensister per variable albeits of albeits on ensister per variable albeits of albeits on or phase actor care with Sam Consellment | | | Notes Must hit DCV 3 her Miss hv 1" for | | ocv | DCV | | | | | | | Frample |
| Autoline One target choose # of shorts, one with the 22 statuck of made by the short he per statuck of made by the short he short he short he short he short per statuck of made by the short he short per statuck of made by the short he short per statuck of made by the short per | | 'n | | | | | | | Damage – | - Jump | _ | 1 | |
| extra in pro 2 prs. statex (in made by, Mainple Targets multite at least each straget can be hit only cone. -25 9000 3 Grande, Foodball Bouncing an Attack Brased Requires cone Cit Level per bounce of phase Action, can use with Set of phase Action, can use with Set of the straget can be hit only cone. -115 32.52 g 5 One-handed Spect Reguires cone Cit Level per bounce of the straget can be hit only cone. -15 32.52 g 7 To straget constraints at least the straget can be hit only cone. -15 32.52 g 7 To straget constraints at least the straget constrat least the straget constraints at least the straget co | Autofire | | | | | | | | _ | _ | _ | 2 | r ddanig oup |
| Multiple Targets multif me taleast -1 per fex -23 10kg - - - 3 Preasple Bounding an Attack Requires one Cbt Lawil per bounce +1 to +3 - -15 5.2 kg - - - 6 On-handed Store Concellationed Attack Requires one Cbt Lawil per bounce +1 to +3 - - - - 6 Concellationed Attack - - - - 6 Shopp Concellationed Attack Summing Concellationed Attack - - - - 7 TV Set, Full Studtes Sympting DB Marking Eargets: Concellationed Attack - - 3 TV Set, Full Studtes - - 7 - - 7 - - 7 - - 7 - - 7 - 10 1000g 2.66 2.7 4 10 Marking Eargets: Sommang - - 10 1000g 2.66 2.7 10 Marking Eargets: Sommang - | | | | | | | | | _ | _ | _ | | Grenade, Football |
| each arright can be hit noff yoods. -11 bit 3.2 (hig 5 -0 4 -0 4 -0 5 On-barded Svort Not Not Not Not Not Not Not Not Not No | | | | | per hex | | -23 | | - | - | - | | , |
| Bouncing an Attinuk Requires and CDL Level pir bounce +10 + 33 5 One-handed Source Concentent Half Modurhaud & shoulders 5 One-handed Source Concentent Half Modurhaud & shoulders 5 One-handed Source Concentent Half Modurhaud & shoulders | | | one shot per hex including the first; | | | | -20 | 1.6kg | _ | - | - | 4 | Pineapple |
| Braced Up place action, can use with Set +24 +24 +10 6.400 | | | each target can be hit only once. | | | | -18 | 2.0kg | - | - | - | | |
| Concentent the high fides/means 4 shoulders - 2-4 | | ack | • | | | | | 0 | - | - | - | | One-handed Sword |
| Coordinated Attacks Continue ding after def trop uppose of 1 per extra | | | • | +2 | | | | 0 | - | - | | | Rifle |
| Shumma, Combine Knikk after calc. attacker - - - - - 7 Tage Prove May have concellment - - - - - - - 7 Spreading EB One target - - - - - - - - - - - 7 V Set, Full Suitcass Spreading EB One target - < | | | | | | | | 0 | | | | | Shotput |
| Off Hand Using of hand -3 -3 16kg - - 7 Types Full Suitcas Sate Targe Some full phase +11 - 3 37 kg 0.25 kg - - - 8 Supprising Move GM decides +110 + 3 - - 10 100 kg 226 kg 2 4 10 Mathy Target Supprising Move GM decides - - 10 100 kg 226 kg 2 4 10 Mathy Mathy <td>Coordinated Atta</td> <td>icks</td> <td>e</td> <td></td> <td></td> <td></td> <td></td> <td>0</td> <td></td> <td></td> <td></td> <td></td> <td></td> | Coordinated Atta | icks | e | | | | | 0 | | | | | |
| Target Prome May Takes one tupped Market See tupped | | | | а | | | | | - | | | | |
| Sati Spreading EN Takes one full phase +1 -1 | | | 0 | | | ×1/2 | | 0 | - | | | | T\/ Sot Eull Suitoooo |
| Spreading EB Surprising Nove Surprising Nove Targels Surprised Hallpic Targels Surprised Hallpic Targels Surprised Hallpic Targel Surprised Hallp | | | J | | | X 1/Z | | 0 | | | | | I V Sel, Full Sullcase |
| Multiple Targets: -1dr/hax incl. first | | | | 1ـــ | | | | 0 | | | | | |
| Surprising Nove Target Surprise Target Surprise (If not in combat, also take 25 stun) | | | | т | | | | 0 | | | | | |
| Target Suprised Target Size (If not in combat, also take 2X Slun) | Surprising Move | | | + | 1 to +3 | | | 0 | | | | | Man |
| Target Imposibilized Sunced of Carabect: | | | | • | | x1/2 | | | | | | | man |
| Knocked Out of Entangled: 0 18 300kg 3.5d8 3.5d7 7 11 Throwing Unbalanced, unaerodynamic of 12 kmoss/h kmoss/h cost -22-44+c. -23 600kg 4.5d8 4.5d8 4.5d8 5.7 7 11 Throwing Unbalanced, unaerodynamic of 12 kmoss/h kmos | | | | | | | | | | | | | Piano |
| Target SizeFills 1 hex2 hoxas/h bixes $+2/4/4/6$ -22 20 400kg 468 4° 8° 12 MotorcyThrowingUnbalanced, unacrodynamic 2 both $-2/-4/4/6$ -2 26 600kg 568 57 17 13 Small TothTargeting a HexHeis to DCV 310/1 adjacent) -3 31 16 668 6° 16° $16^{$ | | | | | | | | | | | | | |
| Trowing Trowing Balanced or aerodynamic / Both Balanced or aerodynamic / Both Balanced or aerodynamic / Both Strageting a Hex Bolanced or aerodynamic / Both Strageting a Hex Both22-40 2223600kg 26651013Small Trail Strageting a Hex Strageting a Hex Strageting a Hex Brack Defender rolls attack vs. copponents 102 cmbat Manaeuver133332.1736731415Garbage Train Strageting a Hex Strageting a Hex <br< td=""><td>Target Size</td><td></td><td>5</td><td>+2</td><td>2/+4/+6</td><td></td><td></td><td></td><td></td><td></td><td>8"</td><td></td><td>Motorcycle</td></br<> | Target Size | | 5 | +2 | 2/+4/+6 | | | | | | 8" | | Motorcycle |
| Throwing Unbalanced, unaerodynamic Both -4 25 B0kig 566 51 101 13 Small Ci Targeting at Hax Hex is DCV 3 (0 if adjacent) 30 1.81 6.66 5.5 11 13 Small Ci Combat Maneuver 30 1.81 6.66 71 14 Way Maneuver Phase OC Defender rolls attack v. sopponet's 1/2 45 6.21 306 1.6 6.6 100 12.26 12 2.4 2.0 Space Shutt Maneuver 6.5 50 11.46 14' 2.2' 19 Small Rock Brack Out Defender rolls attack v. sopponet's transmiting Body 1/2 6.5 500 1.65 500' 1.26' 1.26' 2.2' 2.0' Definition Stack 1.2' 0.146' 1.2' 2.0' Definition Stack Definiton Stack Stack S | - | | | | | | 23 | | | 4.5" | 9" | | |
| Balanced or aerodynamic / Both -2/-0 -28 1.21 5.56 5.57 11" 13 Small C: Unfamiliar Weepon | Throwing | | Unbalanced, unaerodynamic | | -4 | | 25 | | 5d6 | | | 13 | Small Trailer |
| Unfamiliar Weapon -3 -3 -3 32.1 7 d6 7 14° 15 Gadage True. Combat Maneuvers Maneuver More Vers 40 6.44 8d.66 8' 16' 16 Small Rock Block Defender rolls attack vs. opponents 1/2 - - - 50 251 10d6 10' 20' 18 Small Rock Break OLV. Success Juliants +2 vs RM +12 FM 50 11' 12' 20' 13' 28' 22' Darage True 50 20' 13' 28' 22' Cargo Plane, C-S 50' 11' 10' 12' 20' 13' 28' 22' Darage True 50' 25' 14' 14' 13'' 28'' 20'' 13''' 25'''' Destope 50'''' 24'''' Small Rock 50'''' 24'''' Small Rock 50'''' 24'''''' Small Rock 50'''' 24''''' Small Rock 50''''' 25''''''' 10'''''' 10''''''''' 10'''''''''''''''''''''''''''''''''''' | - | | Balanced or aerodynamic / Both | | -2/-0 | | | 1.2t | 5.5d6 | | | 13 | Small Car |
| Combat Maneuvers Effects Phase OCV Deck Block Defender rolls attack vs. opponent's 1/2 - - - - 55 50 11d6 11" 22" 19 Tawling and the state of an area with segment. Brace Cursue with Set and/or attack 0 +2 vs RM x1/2 - - 60 12" 24" Scape Flaut Scape Flaut </td <td>0 0</td> <td></td> <td>Hex is DCV 3 (0 if adjacent)</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>Van</td> | 0 0 | | Hex is DCV 3 (0 if adjacent) | | | | | | | | | | Van |
| Combat Maneuvers 45 12.51 9df 9" 18" 7 Studway Cc Block Defender rolls attack vs. opponent's 1/2 50 251 1066 10" 22" 12 Garab Small Rock Block OCV. Success means no damage & get 60 100 1226 12 Carage Plane: C-S Brace Out Can use with Set and/or attack. 0 +2 vs RM< xt12 | Unfamiliar Weap | on | | | -3 | | | | | | | | Garbage Truck |
| Maneuver Block Effects Phase OCV. Potov Success means no damage & get OCV. Success means no damage & get to attack still next at on same segment. So 25 101d 112 22 19 Tan Tan Disam Break Out Grab STR vs STR vigher body wins. 1 - - - 60 1001 12.46 14 28 22 Travel Grab Travel Stress STR vis STR vigher body wins. 1 - - - 60 1001 12.46 14 28 22 Travel Travel Disam STR vis STR vigher body wins. 1 - - - 80 6.4kt 1646 16' 32' 24 Small Röcker Disam STR vis STR vis STR roll to escape - higher body wins. Ties go that Casual (12) STR wis STR moll to escape - higher body wins. Ties go that Casual (12) STR vis STR roll to escape - higher body STR vis STR roll to escape - higher body standing throw bakes of given mass. - </td <td></td> <td>Small Jet</td> | | | | | | | | | | | | | Small Jet |
| Block Defender rolls attack vs. opponent's OCV. Success means no damage & get to attack 1st if next ato nsame segment. 1/2 55 501 11d6 11 22 19 Tank 60 Total Total 12 24 20 Space Shutt Brack Out Break Out Entangle: if dmg is creaning Body 0 55 30.01 15.64 16.6 16.7 30.01 15.64 16.6 16.7 30.01 15.64 16.6 16.7 30.01 15.64 16.6 16.7 30.01 15.64 16.6 16.7 30.01 15.64 16.6 16.7 30.01 15.6 16.6 16.7 30.7 23 Delining Main 16.7 16.8 16.64 16.7 32.7 Unindade Freight Diago STR STR STR Nells escape - higher body wins. 43 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 10.0 | | | _ | | | | | | | | | | Subway Car |
| OCV. Success means or damage & get to attack still next act on same segment. May abort. Additional blocks at -2/-4tct. 60 1001 12.6 22 24 20 Space Shuttle 65 2001 13.66 13 26 21 Cargo Plane: C-5 Break Out Grab: STR vs STR vingher body wins. 1 — — 75 8001 15.66 16" 32" 24 Small Bridge Bridge Small Bridge 75 8001 15.66 16" 32" 24 Small Bridge Small Bridge 75 8001 15.66 16" 32" 24 Small Bridge Small Bridge 75 8001 15.66 16" 32" 24 Small Bridge Small Bridge 75 8001 15.66 16" 32" 24 Small Bridge 75 8001 15.66 16" 32" 24 Small Bridge 75 800 15.65 16" 16" 32" 24 Large Bridge 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16" 16 | | | | | OCV | DCV | | | | | | | |
| to attack 1st if next act on same segment. May abort. Additional blocks at 2:-4/etc. Brace Can use with Set and/or attack. Brace Can use with Set and/or attack. Brack Out Grab: STR vs: STR - higher body wins. Entangle: if dring is zernaining Body Entangle: if dring is zernaining Body | BIOCK | | | 1/2 | | | | | | | | | |
| May abort. Additional blocks at -22'4ket.70400114*28*22TrawsBreak OutGrab. STR vs. STR higher body wins.1 | | | | | | | | | | | | | |
| Brace Can use with Set and/or attack. 0 -2 vs RM x1/2 75 800t 15de 15" 30" 23 Drilling R Break Out Grably STR vs STR - higher body wins. 1/2 | | | | | | | | | | | | | |
| Break Out Grab: STR vs. STR - higher body wins. 1 | Proce | | | 0 | 12 vo PM | v1/2 | | | | | | | |
| Entangle: if dmg is x-immaining Body 0 | | | | | +2 V5 KIVI | X 1/Z | | | | | | | |
| Entangle: if dmg is remaining Body 1/2 90 6.4kt 18d6 18' 36'' 26 Large Submarin Dodge DCV vs. all tacks. One may abort. 1/2 2 | Dieak Out | | | | | | | | | | | | • |
| Disam STR vis. STR roll-higher body wins. 1/2 -2 -9 95 12.5kt 19/66 19" 38" 27 Unloaded Freighter Dodge DCV vs. all attacks.One may abort. 1/2 +43 100 25kt 2066 20" 40" 28 Battleshing Grab May squeeze or throw doing STR ding. 1/2 +43 100 25kt 2066 20" 44" 30 Lagded Freighte Grab May squeeze or throw doing STR ding. 1/2 +43 100 25kt 2066 20" 44" 30 Lagded Freighte Grab beach aracter at 1/2 DCV. Can 57 1/2 50 500 Jump. Strate squard or faa't egr anning broad jump in hexes. Add 1/2" for each +1" of Running. 500 Jump. Strate strateged transing brow in hexes for given "extra strength." 22 distance upward or if aan't egr and or next segment. | | | | | | | | | | | | | |
| Goes 1-3 hexes in sitile direction.1/2-4-3GrabMay squeeze or throw doing STR dmg, 1/2-1-2GrabMay squeeze or throw doing STR dmg, 1/2-1-2STR vis. STR No It oscsope - higher body wins. Ties go to att. Casual (1/2) STR can try to break out before affected. Grab weapon at additional -2 OCV | Disarm | | 5 5 , | | -2 | | | | | | | | • |
| Dodge DCV vs. all attacks. One may abort. 1/2 +3 105 501k 21/6 d 21" 42" 29 Battleshing Grab STR vol. 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 12 DCV. Can Grabbed character at 12 DCV. -1 -2 -2 -2 -4 -4 -4 -1 -1 -1 -2 -2 -2 -3 | Dioann | | o , | ., _ | - | | | | | | | | 0 |
| Grab May squeze or throw doing STR dmg. 1/2 -1 -2 110 100kt 22d6 22" 44" 30 Large Bridge STR vs. STR volt os escept - higher body srr vs. STR volt os escept - higher body May squeze or throw doing STR dmg. 1/2 -1 -2 110 100kt 22d6 22" 44" 30 Large Bridge More By Str Net STR volt os escept - higher body more state of the reases. Add 1/2 for each +17" Very end of next segment. -2 100 100kt 22d6 22" 44" 30 Large Bridge Move By STR vs. 75 body for break out before pushing. Large Bridge Standing throw in hexes. Add 1/2 distance upward or if can get mass. -3 -3 body if univing organisms & vehicles of given mass. -3 body if univing organisms & vehicles of given mass. -3 body if univing organisms & vehicles of given mass. -3 body if univing organisms & vehicles of given mass. -3 body if univing organisms & vehicles of given mass. -3 body if univing organisms & vehicles of given mass. -3 body if univing organisms & vehicles of given mass. -3 body induction of the cance of the can | Dodae | | | 1/2 | | +3 | | | | | | | Battleship |
| STR vs. STR roll to escape - higher body wins. Ties go to att. Casual (1/2) STR can try to break out before affected. Jump. Running bread jump in hexes. Add 1/2" for each +1" of Running Speed. 1/2 distance upward or if can't get running start. Maymaker x1.5 STR before affected. Throw Standing throw in hexes for given "extra strength." 2x distance way and of next segment. Move By STR2 + v/5; attacker takes 13 1 -2 Accelerate/declerate at 5'/1". -3 body if unliving other than vehicle. -2 more body if complex applied to all attacks; ends wimiss. Accelerate/declerate at 5'/1". 1 -2 -2 Move Through STR + v/3; attacker takes 1/2 dmg if target knocked back, full dmange otherwise. Acc/decelerate at 5'/1". 1 -1 Strike/Other STR or by weapon or power. 1 +1 -2 -2 Cover Someone Con inflict damage at will. Limited to ranged attacks/sharp weapons. PRE or higher on PRE attack can distract. 1 -1 -20 ≤ STUN <11 | 0 | | , | | -1 | | | | | | | | |
| wins. Ties go to att. Casual (1/2) STR Speed. 1/2 distance upward or if can't get running start. Grabbed character at 1/2 DCV. Can Grabbed character at 1/2 DCV. Haymaker x1.5 STR before pushing. Lands at 1/2 | | | | | | | | | | | | | or each +1" of Running |
| can try to break out before affected. Grabbed character at 1/2 DCV. Can Grabbed character at 1/2 DCV. Can Grabbed character at 1/2 DCV. Move By STR2 + V/5, attacker takes 1/3 1 Acceleraticks at -2 comulative, applied to all attacks; ends winniss. | | | | | | | | | | | | | |
| Grab weapon at additional -2 OCV. Body Base body for living organisms & vehicles of given mass. -3 body if unliving other than vehicle2 more body if complex -4 body complex4 body complex- | | can t | try to break out before affected. | | | | Throw | w Stand | ling throw in | hexes for | or given ' | 'extra s | trength." 2x distance if |
| Haymaker x1.5 STR before pushing. Lands at very end of next segment. 1/2 -5 -3 body if unliving other than vehicle2 more body if complex very end of next segment. Move By Move By Move Through STR/2 + v/5, attacker takes 1/3 1 -2 -2 -3 Condition When STR + v/3; attacker takes 1/3 1 -2 -2 Condition When STR + v/3; attacker takes 1/2 dmg if target knocked back, full damage otherwise. Acc/decelerate at 5'/1''. Effect Move Through STR + v/3; attacker takes 1/2 dmg if target knocked back, full damage otherwise. Acc/decelerate at 5'/1''. 1 -10 STUN - 50 Recover every phase & post-1 Strike/Other STR or by weapon or power. 1 +11 - -10 ≤ STUN - 50 Recover every phase & post-1 Cover Someone Can use with Brace. 1 +11 - -20 ≤ STUN - 511 Recover at GM's optio Cover Gover Choose hex: make DEX rol at -1/1''. 1/2 -2 - - -00 ≤ STUN - 50 Recover every phase & post-1 Stike for the tack can distract. Cover deprost at 306 for PRE attack. - Recover at GM's optio - Pulling a Punc Use after hit but before dmg rolled. 1/2 - - | | Grab | bed character at 1/2 DCV. Can | | | | | run 1/ | 2 move & th | row. 1/2 | 2x dist. if | throwi | ng from prone position. |
| werey end of next segment. Condition When Effect Move By STR/2 + V6; attacker takes 1/3 1 -2 -2 Multiple attacks; ends w/miss. Accelerate at 5'/1'. Stunned STUN dmg > CON x1/2 DCV; powers off at end of segment. Move Through STR + v13; attacker takes 1/2 dmg 1 -v/5 -3 takes 1 phase to recover from bein stunned. seg: no recovery except post-12 Move Through STR + v13; attacker takes 1/2 dmg 1 +1/2 -2 -30 STUN <≤01 | | | | | | | Body | | | | | | |
| Move By STR/2 + v/S; attacker takes 1/3 1 -2 -2 Condition When Effect Multiple attacks at -2 cumulative, applied to all attacks; ends w/miss. Accelerate/decelerate at 5'/1". Stimed STUN dmg > CON x1/2 DCV; powers off at end 0 seg; no recovery except post-12 Move Through STR + V/S; attacker takes 1/2 dmg 1 -v/S -3 stimned' Stunned' x1/2 DCV; powers off at end 0 seg; no recovery except post-12 takes 1 phase to recover trom bein stunned; till DCV back at DEX run but no action that phase is condon that phase or recovery except post-12 Strike/Other STR or by weapon or power. 1/2 -2 -10 ≤ STUN -≤0 Recover every phase & post-12 on DCV () take 2x Stuned; till DCV back at DEX run but no action that phase DCV () take 2x Stuned; till DCV back at DEX run but no action that phase no action that phase DCV () take 2x Stuned; till DCV back at DEX run but no action that phase no action that phase DCV () take 2x Stuned; till DCV back at DEX run but no action that phase no action that phase DCV () take 2x Stuned; till DCV back at DEX run but no action that phase < | Haymaker | | | 1/2 | — | -5 | | -3 bo | dy if unliving | g other t | han vehi | cle2 | more body if complex. |
| Multiple attacks at -2 cumulative, applied to all attacks; ends wimiss. Accelerate/decelerate at 5'/1''. Stunned STUN dmg > CON x1/2 DCV; powers off at end seg; no recovery except post-12 takes 1 phase to recovery except post-12 is target knocked back, full damage otherwise. Acc/decelerate at 5'/1''. Set Can use with Brace. 1 +1 Cover Someone Can inflict damage at will. Limited to or higher on PRE attack can distract. Covered person at -3d6 for PRE attack. 1 +1 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 -2 Pulling a Punch Roll with Punch Does 1/2 Body (full dmg if hit exactly) use after hit but before dmg rolled. Pulling a Punch Roll att at 2-vs. OCV. If successful. 1/2 dmg after def and -1d6 Kbk. May abort. 1/2 -2 Suppression Autofire required - determine OCV in at same DEX of next segment. Suppression 1 -1 Suppression Autofire required - determine OCV in attacker. OCV panalty applies to all 1 -2 Sweep Targets must be in hex(se) alignent to mex (so CV) panalty applies to all 1 -2/2 echant first mit | | | | | _ | | Con | lition | When | | | | Effecto |
| applied to all attacks; ends w/miss. seg: no recovery except post-12 Accelerate/decelerate at 5'/1'. STR + V3; attacker takes 1/2 dmg 1 -v/5 -3 if arget knocked back, full damage otherwise. Acc/decelerate at 5'/1'. takes 1 phase to recover prometing Set Can use with Brace. 1 +1 - Strike/Other STR or by weapon or power. 1/2 -20 STUN -≤0 Recover every phase & post-12 Cover Someone Can inflict damage at will. Limited to ranged attacks/sharp weapons. PRE 1/2 -20 STUN -≤11 Recover every phase & post-12 Dive for Cover Choose hex, make DEX roll at +1/1''. 1/2 -20 STUN -≤21 Recover every minute onl Strike/Other Covered person at -3d6 for PRE attack. Covered person at -3d6 for PRE attack. End total = current Stu Dive for Cover Choose hex, make DEX roll at +1/1''. 1/2 - - Roll attack; must take damage if successful. //2 successful. May abort to dive: in //2 - - Roll with Punch Use after hit but before dmg rolled. 1/2 -2 - Roll with at -2 vs. OCV. If successful. //2 - - - | Move By | | | 1 | -2 | -2 | | | | | | | |
| Accelerate/decelerate at 5°/1°. takes 1 phase to recover from bein stunned; full DCV back at DEX rain but no action that phase in the phase to recover from bein stunned; full DCV back at DEX rain but no action that phase in the phase to recover phase & post-1 Move Through STR + v/3; attacker takes 1/2 dmg 1 -v/5 -3 if target knocked back, full damage 0 -v/5 -3 otherwise. Acc/decelerate at 5°/1°. 1 +1 - Can use with Brace. 1 +1 - Cover Someone Can inflict damage at will. Limited to 1/2 -2 - Cover Someone Can inflict damage at will. Limited to 1/2 -2 - Dive for Cover Choes hex; make DEX roll at 1/1″. 1/2 - Dive for Cover Choes hex; make DEX roll at 1/1″. 1/2 - Roll with Punch Use after hit but before dmg rolled. 1/2 -2 - Roll with Punch Use after hit but before dmg rolled. 1/2 -2 - Roll with Punch Use after hit but before dmg rolled. 1/2 -2 - Snap Shot Must start concealed. Can shoot at 1 -1 - - mage fatter det and -16 Kbk. May ab | | | | | | | Siuni | lea | STON drig : | > CON | | | |
| 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 Set Can use with Brace. 1 +1 Strike/Other STR or by weapon or power. 1/2 -2 Cover Someone Can inflict damage at will. Limited to ranged attacks/sharp weapons. PRE or higher on PRE attack can distract. 1/2 -2 Dive for Cover Choose hex; make DEX roll at -1/1". 1/2 -2 Max dive is 1/2 move. Can dive in front of an attack; must take damage if successful. May abort to dive. 1/2 -1/3d6 Pulling a Punch Does 1/2 Body (full dmg if hit exactly) 1/2 -1/3d6 Roll with Punch Use after hit bub folore dmg rolled. 1/2 -2 Roll with Punch Use after hit bub folore dmg rolled. 1/2 -2 Snap Shot Must start concealed. Can shoot at pre-identified targets. Return to cover at same DEX of next segment. 1 -1 Suppression Autofire required - determine OCV in attacker. OCV penalty applies to all 1/2 -2 Sweep Target smust be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2 -2 Sweep Target smust | | | | | | | | | | | | | |
| interformation interformation interformation interformation interformation if target knocked back, full damage otherwise. Acc/decelerate at 5'/1". interformation interformation interformation Set Can use with Brace. 1 +1 | Maria Thuarah | | | | /F | ~ | | | | | | • | • |
| Set Can use with Brace. 1 +1 | wove inrough | | | I | -V/5 | -3 | | | | | Starmet | · . | |
| Set Can use with Brace. 1 +1 -10 ≤ STUN -≤0 Recover every phase & post-1 Strike/Other STR or by weapon or power. 1/2 - - -20 ≤ STUN -≤11 Recover every phase & post-12 Cover Someone Can inflict damage at will. Limited to 1/2 -2 - -30 ≤ STUN -≤21 Recover every minute onl Someone Can inflict damage at will. Limited to 1/2 -2 - -30 ≤ STUN -≤21 Recover every minute onl Someone Covered person at -3d6 for PRE attack. Covered person at -3d6 for PRE attack. End total = current Stu Dive for Cover Choose hex; make DEX roll at -1/1". 1/2 - - Max dive is 1/2 move. Can dive in front of an attack; must take damage if successful. May abort to dive. Effect - Pulling a Punch Does 1/2 Body (full dmg if hit exactly) 1/2 -2 -2 Roll att at -2 vs. OCV. If successful. 1/2 -2 -2 -2 Must start concealed. Can shoot at an me DEX of next segment. 1 -1 -1 Suppression Autofire required - determine OCV in attacked. 1 -2 -2 Sweep Target smust be in hex(e | | | | | | | Knoc | kout | | | | bu | |
| Strike/Other STR or by weapon or power. 1/2 | Set | | | 1 | 上1 | _ | | | -10 ≤ STUN | N -≤ 0 | Re | cover | |
| Cover Someone Can inflict damage at will. Limited to 1/2 -2 -30 ≤ STUN -≤21 Recover every minute on Cover Someone Can inflict damage at will. Limited to 1/2 -2 -30 ≤ STUN -≤21 Recover at GM's optio Cover do person at -3d6 for PRE attack can distract. Covered person at -3d6 for PRE attack. StrUN -≤31 Recover at GM's optio Dive for Cover Choose hex; make DEX roll at -1/1". 1/2 - - Max dive is 1/2 move. Can dive in if ront of an attack; must take damage if - - Successful. May abort to dive. Presence Attack End total = current Stu Pulling a Punch Does 1/2 Body (full dmg if hit exactly) 1/2 -2 -2 Roll with Punch Use after hit but before dmg rolled. 1/2 -2 -2 Snap Shot Must start concealed. Can shoot at 1 -1 -1 -1 Suppression Autofire required - determine OCV in attacker. 1/2 -2 -2 -2 Sweep Targets must be in hex(es) adjacent to attacked. -2 -2 -2 -1 Sweep Targets must be in hex(es) adjacent to attacket. -2 -1 <td></td> <td></td> <td></td> <td></td> <td>±1</td> <td>_</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>Recover post-12 only</td> | | | | | ±1 | _ | | | | | | | Recover post-12 only |
| Struktion of the state data struct in the struct of the state of the state struct in the struct of the state struct in the struct of the struct in the struct in the struct of the struct in the s | | | | | -2 | | | | | | | Rec | |
| or higher on PRE attack can distract. Covered person at -3d6 for PRE attack.someone helps when recoveredFull phase - rec one level better total = current Stu Body ≤ 0Dive for CoverChoose 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.1/2Pulling a Punch Roll with PunchDoes 1/2 Body (full dmg if hit exactly) Use after hit but before dmg rolled. pre-identified targets. Return to cover at same DEX of next segment.1/2-2-2SuppressionMust start concealed. Can shoot at affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked.1-1-1SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2SweepTargets must be in hex | | | | · <i>·</i> – | - | | | | | | | | |
| Covered person at -3d6 for PRE attack.when recoveredEnd total = current StuDive for CoverChoose hex; make DEX roll at -1/1".1/2Max dive is 1/2 move. Can dive in front of an attack; must take damage if successful. May abort to dive.1/2Pulling a Punch Roll with PunchDoes 1/2 Body (full dmg if hit exactly) Use after hit but before dmg rolled.1/22-2Roll with Punch Roll att at -2 vs. OCV. If successful, 1/2 dmg after def and -1d6 Kbk. May abort.1/2-2-2Snap ShotMust start concealed. Can shoot at arget current of the transport.1-1-1SuppressionAutofire required - determine OCV in affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; armo used each segment. Any entering hex attacked.1/2-2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2-2SweepTar | | | | | | | | | | | Fu | | |
| Dive for Cover Choose hex; make DEX roll at -1/1". 1/2 | | | | | | | | | when recov | vered | | E | nd total = current Stun |
| Max dive is 1/2 move. Can dive in front of an attack; must take damage if successful. May abort to dive normal body, then dead. Paramedi roll at -1/2 neg. body can stabilize prelimited targets. Return to cover at same DEX of next segment.SuppressionMust start concealed. Can shoot at pre-identified targets. Return to cover at same DEX of next segment.1/2 -2 -2-2 -2SuppressionAutofire required - determine OCV in affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked.1-1 -1SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2 -2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2 -2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-2/each after firstx1/2 -2-2 | Dive for Cover | | | 1/2 | | | Deat | h | Body ≤ | | | | · · |
| Notest and using a line of the successful. May abort to dive.Pulling a Punch Roll with PunchDoes 1/2 Body (full dmg if hit exactly)1/2-1/3d6Roll with PunchUse after hit but before dmg rolled.1/2-2-2Roll att at -2 vs. OCV. If successful, 1/2 dmg after def and -1d6 Kbk. May abort.1/2-2-2Snap ShotMust start concealed. Can shoot at ar same DEX of next segment.1-1-1SuppressionAutofire required - determine OCV in affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked.1/2-2-2SweepTargets must be in hex(es) adjacent to attacker. OCV penalty applies to all1-1-1Find Weakness Modifiers after firstRange Second Try Same TargetRange 1/2Modifier 9-16" | | Max | dive is 1/2 move. Can dive in | | | | | | | | | | |
| Pulling a Punch Roll with Punch Does 1/2 Body (full dmg if hit exactly) 1/2 -1/3d6 Presence Attack Effect PRE/EGO Roll with Punch Use after hit but before dmg rolled. 1/2 -2 -2 -2 Roll att at -2 vs. OCV. If successful, 1/2 dmg after def and -1d6 Kbk. May abort. 1/2 -2 -2 -2 Snap Shot Must start concealed. Can shoot at at same DEX of next segment. 1 -1 -1 Suppression Autofire required - determine OCV in affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked. 1/2 -2 -2 Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each after first x1/2 | | | | | | | | | | | roll at | t -1/2 n | eg. body can stabilize. |
| Pulling a Punch Roll with Punch Does 1/2 Body (rull dmg if nit exactly) 1/2 -1/3db Roll with Punch Use after hit but before dmg rolled. 1/2 -2 -2 Roll with Punch Use after hit but before dmg rolled. 1/2 -2 -2 Roll att at -2 vs. OCV. If successful, 1/2 dmg after def and -1d6 Kbk. May abort. 1 -1 Snap Shot Must start concealed. Can shoot at pre-identified targets. Return to cover at same DEX of next segment. 1 -1 Suppression Autofire required - determine OCV in affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked. 1 -2 -2 Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each after first x1/2 | | | | | | | Proc | | ack | - | | | Effoot |
| Roll with Punch Ose after nit but before drig rolled. 1/2 -2 </td <td></td> <td></td> <td></td> <td></td> <td></td> <td>—</td> <td></td> <td></td> <td></td> <td>hazzar</td> <td>Will hosi</td> <td>tate so</td> <td></td> | | | | | | — | | | | hazzar | Will hosi | tate so | |
| Sind Shot Nust start concealed. Can shoot at 1 -1 -1 and only perform 1/2 phase action. With consider very deeply what the attacker says construction of the says constructi | Roll with Punch | | | 1/2 | -2 | -2 | | | | | | | |
| Snap Shot Must start concealed. Can shoot at pre-identified targets. Return to cover at same DEX of next segment. 1 -1 1 - | | | | | | | / | | - I | | | | |
| Shap Shot Must start conceated. Can shot at the first of the state of the st | 0 0 0 | | | | | | | | | | | | |
| Suppression Autofire required - determine OCV in affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked. 1/2 -2 Vill possibly do as attacker commands that of the phase in hex(es) adjacent to attacker. Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each attacker. x1/2 attacker. Vill possibly do as attacker commands that of the phase in hex(es) adjacent to attacker. Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each after first x1/2 after first Second Try Same Target 2 16-32" | Shap Shot | | | 1 | -1 | | PRE | /EGO + 2 | 0 Targe | | | | |
| Suppression Autofire required - determine OCV in affected hex(es) including autofire multiple hex penalies & -2 OCV. Can last until next phase; ammo used each segment. Any entering hex attacked. 1/2 -2 PRE/EGO + 30 Target cowed. May surrender, run away, or fain Has DCV 0, and will nearly always follow commands Note: PRE Attacks Affect ALL observers, though at -1 lvl for non-targets Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each x1/2 after first Find Weakness Modifiers Circumstance for the segment. Any entering hex attacked. Range Modifier Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each x1/2 vitral first 9-16" -2 | | | | | | | / | | | W | 'ill possib | ly do a | s attacker commands. |
| Subpression Automine required - determine OCV int 1/2 -2 Has DCV 0, and will nearly always follow commands affected hex(es) including autofire multiple hex penalies & -2 OCV. Can Note: PRE Attacks Affect ALL observers, though at -1 Ivl for non-targets segment. Any entering hex attacked. Find Weakness Modifiers Circumstance Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. 1 -2/each x1/2 Sweep Targets must be in hex(es) adjacent to attacker. 1 | C | | | 4/0 | 0 | | PRE | /EGO + 3 | 0 Taro | get cow | ed. Mav | surren | der, run away, or faint. |
| Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each after first x1/2 Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each after first x1/2 | Suppression | | • | 1/2 | -2 | | | | Has DC | V 0, and | d will nea | arly alw | ays follow commands. |
| Find Weakness Modifiers Circumstance Range Modifier Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each after first x1/2 | | | | | | | Note | : PRE Att | acks Affect | ALL obs | ervers, ti | hough | at -1 lvl for non-targets. |
| segment. Any entering hex attacked. Sweep Targets must be in hex(es) adjacent to 1 -2/each x1/2 attacker. OCV penalty applies to all after first attacker to be writtened to | | | | | | | | | | | | | |
| Sweep Targets must be in hex(es) adjacent to attacker. OCV penalty applies to all 1 -2/each x1/2 Unusual or Alien Physique/Structure -1 to -3 9-16" - Sweep attacker. OCV penalty applies to all after first Second Try Same Target -2 16-32" - | | | | | | | | | | 's Cii | cumsta | | |
| attacker. OCV penalty applies to all after first Second Try Same Target -2 16-32" - | Sween | | | 1 | -2/acab | v1/0 | | | | 10 | | | |
| econd my came raiger 2 10 02 | oweeh | | | I | | A1/Z | Unus | ual or Al | en Physique | e/Structu | ure -1 te | | |
| I Inito Try Same Larget -4 33-64" - | | | | | unor mot | | | | | | | | |
| | | anat | | | | | Inird | Try Sam | ie i arget | | | -4 | 33-64" -8 |

| Knockback | Skill Circumstance Modifier F | Falling Table | Fire Damage | |
|---------------------------------------|---|------------------------|------------------------|--|
| KB = Body - 2d6 in inches. If total | Routine +3 to +5 F | For falls of less than | Attack Type | Heat Damage Other Damag |
| is zero, target is knocked down. | | 10", take 1d6 damage | Wood or house fire | |
| Damage is 1d6/1" if knocked into | | per 1" fallen. | Oil or chemical fire | 0-3d6k 0-3d6nnd smok |
| structure or character, 1d6/2" if | 1 1 | For longer falls, take | Superheated stean | |
| along ground. If HTH or above, | | 1d6 damage per 1" of | Molten metal | 4d6k 14d6 physical in bia |
| | | | | |
| can knock down into earth - target | | velocity. | Blast furnace | 6d6k 12d6 physical in furnac |
| takes 1d6/2". Breakfall roll at -1/2" | | Seg Vel. Dist. | Rocket exhaust | 6-8d6k 18d6 physica |
| prevents damage & loss of 1/2 | Roleplays Skill Well +1 to +3 1 | | Acetylene torch | 2d6k AP |
| phase to get up. Size modifiers | Using Good Equipment +1 to +3 2 | | Thermite blob | 2d6k AP sticky, -1 DC/seg, no H2 |
| affect distance but not damage. | Excellent Conditions +1 to +3 3 | 3 15" 30" | White phosphorus | 1.5d6k AP sticky, -1 DC/seg, no H2 |
| Circumstance Modifier | Poor Conditions -1 to -5 4 | 4 20" 50" | Napalm | 1d6k sticky, -1 DC per segmer |
| Target in air -1d6 | Strange or Weird Object -1 to -5 5 | 5 25" 75" | | |
| Target rolled w/punch -1d6 | Lack of Equip (if app) -1 to -5 6 | | Electrical Damage | e Poor Good Time Chai |
| Underwater +1d6 | Noncombat Skill in Combat -1 to -3 7 | | Attack Type | Insulated Gnd Gnd 1 Segmen |
| Killing attack +1d6 | | | Household plug | 1d6s 2d6 1d6k 1 Phase |
| 5 | PRE Attack Modifiers Situation | | Heavy household | 3d6s 5d6 2d6k 1 Turn |
| Martial attack +1d6 | Allo Device I all attracts (according to a) | | Light industrial | 5d6s 8d6 3d6k 1 Minute |
| Target has clinging +1d6 | -1d6 Inappropriate setting | 10 30" 225" | Heavy industrial | 7d6 11d6 4d6k 5 Minutes |
| | | Damage Class | | |
| Material or Object Def Bdy | | • | High tension line | |
| Bushes 2 3 | -1d6 In combat | Killing Nml Act. | Auto sparkplug | 2d6s 5d6 2d6k 5 Hours |
| Rock 5 3 | | DC dmg dmg pts. | Lightning bolt | 5d6s 10d6 4d6k 1 Day |
| Boulder 5 13 | | 1 1 pip 1d6 5 | Cham!! P | |
| Dirt (per hex) 0 16 | -1d6 to -3d6 PRE attack runs | 2 1/2d6 2d6 10 | Chemical Damage | |
| Telephone pole (wood) 5 4 | against existing moods | 3 1d6 3d6 15 | | un & Body per segment. 18 10 |
| | e e | 4 1d6+1 4d6 20 | Chemical Type | Damage 17 99. |
| | · · · · · · | 5 1.5d6 5d6 25 | Weak, dilute substa | |
| Lamp post (breakaway) 5 3 | | 6 2d6 6d6 30 | Weak, concentrate | |
| Spacesuit 2 3 | 3 1 | | Strong, dilute subs | |
| Control Console (hex) 4 4 | 1 0, | | Strong, concentrate | |
| Doors: | | 8 2.5d6 8d6 40 | | 10 74 |
| Interior wood door 2 3 | , | 9 3d6 9d6 45 | Other Attack Type | Possible Use 12 74. |
| Exterior wood door 4 3 | , | 10 3d6+1 10d6 50 | Stun only | Small shocks 11 62. |
| Interior spaceship door 6 4 | +1d6 Good soliloguy 1 | 11 3.5d6 11d6 55 | Stun AP | Hits to pressure points 10 50. |
| | +2d6 Excellent soliloguy 1 | 12 4d6 12d6 60 | Stun NND | Gasses 9 37. |
| | 1,2 | 13 4d6+1 13d6 65 | | 19 25 |
| Airlock door 8 7 | | 14 4.5d6 14d6 70 | | lacks spieau uver an area 7 16 |
| Safe door 10 9 | · · · · · · · · · · · · · · · · · · · | | | in the second and point is a point in the second se |
| Large vault door 16 9 | | 15 5d6 15d6 75 | | Corrosive or deadly gasses 5 4. |
| Furniture: | 5 1 | 16 5d6+1 16d6 80 | Killing | |
| Glass 1 1 | +4d6 Targets in full retreat 1 | 17 5.5d6 17d6 85 | Killing AP Ultras | harp Hypervelocity objects 4 1. |
| Plastic furniture 2 3 | +1d6 Appropriate skill roll 1 | 18 6d6 18d6 90 | Killing NND | Intense Radiation 3 0. |
| Light wood furniture 3 3 | | | | |
| Ũ | Broken Machinery Martial Art | ts: OCV DCV | Notes | Luck Points Possible Effect |
| Heavy wood furniture 4 5 | Damage Activation Basic Strike | e +1 +0 | STR +2d6 | 1 Find a clue, gain info, opponer |
| Steel reinforced furniture 5 5 | < 1/4 Body dmg 14- Choke Hold | d -2 +0 | Grab. 2d6 NND | distracted, momentary advantag |
| Locks: | 1/4 - 1/2 Body 11- Crush | | - 4d6 Crush aft Grb | 2 Find important clue or contact |
| House door lock 3 2 | > 1/2 Body 8- Defensive I | | Block, Abort | opponent's equipment malfunction |
| Padlock 4 3 | | DIUCK +1 +3 | | |
| Magnetic lock 5 3 | All Body gone broken Defensive | | STR | 3 Miraculous - find Mr. Big, enemy |
| Machinery: | Substance Def Elving Tack | | STR +2d6 | friend, death avoided by coincidence |
| Light machinery 5 4 | Tiying raci | | STR +V/5, you fall | 4 As with 3, but can affect allies |
| Medium machinery 7 6 | Wood: | | rget falls, full move | Unluck Points Possible Effect |
| - | Thin board 2 Grappling | Throw +0 +2 ST | R +2d6, target falls | |
| | Plywood 3 | | must follow Grab | 1 Momentary combat disadvantage |
| Trees: | Heavy wood 4 Killing Strik | | 1/2d6 HKA (2 DC) | computer malfunctions, lose a vit |
| Small tree (less than 1") 4 5 | Very heavy wood 5 Killing Thro | | HKA (2 DC)tgt falls | clue, stranger picks a figl |
| Med. tree (less than 5") 5 8 | Metal: Legsweep | | R +1d6, target falls | Bystanders in the way, friend |
| Large tree (5" or more) 5 11 | Sheet metal 4 Martial Blog | | Block, Abort | unwilling or unable to help, weapo |
| Vehicles: | Chain or heavy tube 5 Martial Disa | | +10 STR to Disarm | breaks, fumble injures frien |
| Armored car 10 15 | Heavy bar 6 Martial Doc | | | 3 Stunned by falling debris, anothe |
| Truck or bus 4 17 | Dista 7 | | odge, vs. all, Abort | enemy arrives, downed enem |
| Automobile 3 14 | | | +15 STR vs. Grabs | revived by coincidence, jetpack fai |
| Motorcycle 3 11 | | | 10 STR for holding | in flight, airlock opens accidental |
| Bicycle 3 2 | Hardened casting 9 Martial Stri | | STR +2d6 | |
| | Light armor 10 Martial Thr | row +0 +1 ST | R +V/5, target falls | Incredibly bad coincidence possible |
| | Medium armor 13 Nerve Strik | (e -1 +1 | 2d6 NND | 4 As with 3, but can affect allies |
| Hovercraft 5 14 | Vault doors 16 Offensive S | | STR +4d6 | Velocity Conversion Formulas |
| Jetpack 4 4 | Heavy armor 19 Passing St | | TR + V/5, full move | |
| Light plane 3 13 | Stone: Reversal | | +15 to Esc & Grab | Velocity = "/seg "/turn KPH MP |
| Twin-engine plane 3 15 | Brick 5 Root | +0 +0 | +15 STR to resist | 1"/seg — 12 7.2 4. |
| Multi-engine plane 3 19 | Concrete 6 | | | 1"/turn 0.083 — 0.6 0.3 |
| Submarine 10 20 | | | Shove; Block, Abort | 1 kph 0.139 1.67 — 0.6 |
| Tank (20 front Def) 16 19 | Reinforced brick 7 Sacrifice D | | +10 STR to Disarm | 1 mph 0.22 2.7 1.61 – |
| Walls: | Reinforced concrete 8 Sacrifice Lu | | TR + V/5, full move | Ex: 65mph = (65)(0.22) = 14.3"/segmei |
| | Plastic: Sacrifice S | trike +1 -2 | STR +4d6 | |
| Home inside wall 3 3 | Light plastic 1 Sacrifice TI | hrow +2 +1 ST | R, you fall, tgt falls | Character's Speed |
| Home outside wall 4 3 | Plastic castings 2 Shove | | +15 STR to Shove | Seg 1 2 3 4 5 6 7 8 9 10 11 12 |
| Brick wall 5 3 | Light fiberglass 4 Shove Take | | b Wpn @ +10 STR | 1 1 X |
| Concrete wall 6 5 | Heavy fiberglass 6 Takedown | | STR, target falls | 2 X X X X X X X |
| Reinforced concrete wall 8 5 | | | | 3 X X X X X X X |
| Spaceship interior wall 8 6 | Armored plastics 8 Weapon Bi | ind +1 +0 | STR +10, Bind | 4 X X X - X X X X |
| Armored wall 13 7 | Wall Body Thickness in | millimeters Telepor | ting Into Object | |
| | Material 4 8 16 32 64 125 250 5 | | | 6 _ 2 _ 2 _ 2 2 2 2 2 2 2 2 2 2 |
| Weapons: | | | | 7 X X - X - X X X X X X X X X X |
| Pistol 4 3 | | | 3-18 d6 STUN Dmg | 8X-XX-XXXX 9XXX-XXX |
| 1 1 1 1 0 | | | 12 d6 Normal Dmg | 9 X X X - X X X 10 X X X X X X |
| Rifle 4 6 | | 15 17 19 12 | 1-6 d6 Killing Dmg | |
| Heavy weapon 6 9 | | | | |
| | | | fe hex out of range | $\begin{bmatrix} 11 & X & X & X & X \\ 12 & - X & X & X & X & X & X & X \\ \end{bmatrix}$ |