Time Chart	The Speed Chart								Hit Location Table											
1 Segment							Se	egmer	ıts						3d6	Location	STUNx	N STUN	BODYx	To Hit
1 Phase			1	2	3	4	5	6	7	8	9	10	11	12	3-5	Head	x5	x2	x2	-8 OCV
1 Turn		1				-		-	X	-	-	-			6	Hands	x1	X1/2	X1/2	-6 OCV
1 Minute		2				-		X		-	-	-		X	7-8	Arms	x2	X1/2	X1/2	-5 OCV
5 Minutes		3				X	-	-		X	-	-		X	9	Shoulders	х3	x1	x1	-5 OCV
20 Minutes	eed	4		-	X	-		X	-	-	X	-	ŀ	X	10-11	Chest	х3	x1	x1	-3 OCV
1 Hour	s Sp	5			X		X		ı	X	ŀ	X	f	X	12	Stomach	x4	x1½	x1½	-7 OCV
6 Hours	ter?	6		X		X		X	ı	X	ŀ	X	f	X	13	Vitals	x4	x1½	x2	-8 OCV
1 Day	ırac	7		X		X		X	X		X		X	X	14	Thighs	x2	x1	x1	-4 OCV
1 Week	Chs	8		X	X		X	X	ı	X	X		X	X	15-16	Legs	x2	X1/2	$X^{1}/_{2}$	-6 OCV
1 Month		9		X	X	X		X	X	X	ı	X	X	X	17-18	Feet	x1	X1/2	$X^{1}/_{2}$	-8 OCV
1 Season		10		X	X	X	X	X		X	X	X	X	X			Special Hi	t Locations		
1 Year		11		X	X	X	X	X	X	X	X	X	X	X	General Location OCV Dice Rol					
5 Years		12	X	X	X	X	X	X	X	X	X	X	X	X	Head Shot (Head to Shoulders) -4 1d6+					
25 Years															High S	Shot (Head to Vit	als		-2	2d6+1
1 Century	1														Body S	Shot (Hands to Le	egs)		-1	2d6+4
	-														Low S	hot (Shoulders to	Feet)		-2	2d6+7*
															Leg Sh	ot (Vitals to Fee	t)		-4	1d6+12
															* Cour	nt 19 as Feet				

Range Mo	difiers	DCV Modifiers					Combat	t Maneu	vers Table
Range	Mod	Character is:	DCV	Hit Location	Maneuver	Phase	OCV	DCV	Effects
Adjacent	-0	Affected by EGO +30 Mental Illusion	1/2	1/2	Standard Man	euvers	•	•	
2-4"	-0	Affected by PRE/EGO +20 Pre. Attack	1/2	Normal	Block	1/2	+0	+0	Block HTH attacks, Abort
5-6"	-1	Affected by PRE/EGO +30 Pre. Attack	0	1/2	Brace	0	+2	1/2	+2 OCV only to offset Range Modifiers
7-8"	-2	Affected by Flash/Darkness/Invisibility			Disarm	1/2	-2	+0	Disarm Target, Requires STR vs. STR Roll
9-12"	-3	Ranged, makes Nontargeting PER Roll	Normal	Normal	Dodge	1/2	+0	+3	Dodge all attacks, Abort
13-16"	-4	HTH, makes Nontargeting PER Roll	-1	Normal	Grab	1/2	-1	-2	Grab 2 limbs, can squeeze or throw
17-24"	-5	Ranged, failes Nontargeting PER Roll	1/2	Normal	Grab By	1/2	-3	-4	FMove and Grab object, +(v/5) to STR
25-32"	-6	HTH, fails Nontargeting PER Roll	1/2	Normal	Haymaker	1/2*	+0	-5	+4 DC to any attack
33-48"	-7	Attacked from behind (or surprised) out of combat	1/2	1/2	Move By	1/2	-2	-2	((STR/2) + (v/5))d6, attacker takes 1/3 dam.
49-64"	-8	Attacked from behind (or surprised) in combat	1/2	Normal	Move Through	1/2	-v/5	-3	(STR+(v/3))d6; attkr takes ½ or full dam.
65-96"	-9	Braced	1/2	1/2	Set	1	+1	+0	
97-128"	-10	Carrying or using bulky focus	1/2	Normal	Strike	1/2	+0	+0	STR damage or by weapon type
129-192"	-11	Climbing	½ to -0	Normal	Other Attacks	1/2	+0	+0	
193-256"	-12	DEX 1 or less	0	1/2	Optional Man	euvers			
257-384"	-13	Encumbered (depending on degree)	-0 to −5	Normal	Blazing Away	1/2	+0	+0	Unlimited attacks, only hit on a 3
385-512"	-14	Entangled	0	1/2	Club Weapon	1/2	+0	+0	Killing weapon does DC in Normal Dam.
513-768"	-15	Fighting in a cluttered or cramped area	-2	Normal	Cover	1/2	-2	+0	Target held at "gunpoint"
769-1024"	-16	Grabbed by another character	1/2	Normal	Dive for Cover	1/2	+0	+0	Character avoids attack, Abort
1025-1536"	-17	Grabbing another character	1/2	Normal	Hipshot	1/2	-1	+0	+1 DEX, only for initiative purposes
1537-2048"	-18	In the water	-2	Normal	Hurry	1/2	-2	-2	+1d6 DEX, only for initiative purposes
2049-3072"	-19	Intoxicated	-2	Normal	Pulling a Punch	1/2	-1/5d6	+0	Strike, normal Stun, ½ body damage
3073-4096"	-20	In zero gravity	1/2	Normal	Rapid Fire	1/2	-2/x	+0	Make multiple ranged attacks
		Knocked out	0	1/2	Roll with a Punch	1/2	-2	-2	"Block" after being hit, 1/2 damage, Abort
		On a narrow surface (tightrope, ledge)	-2	Normal	Snap Shot	1	-1	+0	Lets character duck back behind cover
		On ice, mud, or other slippery surfaces	-1	Normal	Suppression Fire	1	-2	+0	Continuous fire on hexes, must be Autofire
		Prone	1/2	Normal	Sweep	1/2	-2/x	+0	Make multiple HTH attacks
		Recovering from being stunned	1/2	1/2	Martial Mane	uvers			
		Resisting knockback with STR	1/2	Normal	Choke Hold	1/2	-2	+0	Grab, 2d6 NND (2)
		Sleeping	0	1/2	Defensive Strike	1/2	+1	+3	STR Strike
		STR 0 (or lower)	1/2	Normal	Killing Strike	1/2	-2	+0	½d6 HKA
		STR -30 (or negative value of STR)	0	1/2	Legsweep	1/2	+2	-1	STR +1d6, target falls
		Stunned	1/2	1/2	Martial Block	1/2	+2	+2	Block, Abort
		Subject to multiple attacker bonus	-1 to ½	Normal	Martial Disarm	1/2	-1	+1	Disarm, +10 STR to Roll
		Taking a Recovery	1/2	1/2	Martial Dodge	1/2	+0	+5	Dodge all attacks, Abort
		Underwater	-2	Normal	Martial Escape	Var.	+0	+0	+15 STR vs. Grabs
		Using Autofire Skills	1/2	Normal	Martial Grab	1/2	-1	-1	Grab 2 Limbs, +10 STR to hold on.
		Using Noncombat Movement	1/2	Normal	Martial Strike	1/2	0	+2	STR +2d6 Strike
		Using a Power with Concentration	1/2	Normal	Martial Throw	1/2	0	+1	STR +(v/5)d6 Strike, Target Falls
		Using Rapid Fire or Sweep	1/2	Normal	Nerve Strike	1/2	-1	+1	2d6 NND (1)
					Offensive Strike	1/2	-1	+1	STR +4d6 Strike
					Sacrifice Throw	1/2	-2	+1	STR damage, You fall, target falls
					* This maneuver tak	es one extr	a Segment	to perform	
						_		_	

Area of Effect Attack Autofire Mi Concealment Bouncing an Attack Coordinated Attacks Coordinated Attacks Multiple Attackers Off Hand Us Surprised In Surprise Move Grarget A Hex Target Prone Target Size Fil Fil Wa In Sight Modifies Situation Extremely High Contrast Low Contrast Low Contrast Low Contrast Low Contrast Moving Object Object fills entire hex 2 hex object Night Dark Night	Modifier +5 -1	I shoulders visible e Feamwork roll required of first; Must Coordinate if adjacent) ze size size size c object c object e Weapon Familiarity Hearing Situation	OCV +1/AF-10 -2 -4 +1 to +3 Varies -3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3	DCV +0 x½ x½	3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	Attack: R 2d6+6 It Location	ns Table Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-3	To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -7 OCV -8 OCV	Armor As Tire x½ As Tire					
Autofire Mr. Concealment By Concealment By Bouncing an Attack Re Coordinated Attacks Co Multiple Attackers +1 Off Hand Us Surprised In Coulons Surprise Move Gr Target A Hex Mr. Target Prone Mr. Target Size Fil Fil Fil Fil Fil Surprise Move Gr Target Size Fil Fil Fil Fil Fil Fil Surprise Move Gr Target A Hex Mr. Target Prone Mr. Target Prone Mr. Target Size Fil Fil Fil Fil Coulons Sight Modifier Situation Extremely High Contrast Low Contrast Lo	Multiple Shots, 1 hit/2 poi By Hit Location Table or: Target half-hidden Only Target's Head and Requires 1 CSL per bound Combine damage to stun, '+1 OCV/Attacker after the Using off hand In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's si Fills 4 tatacker's size Uvaltacker's size	I shoulders visible e Feamwork roll required of first; Must Coordinate if adjacent) ze size size size c object c object e Weapon Familiarity Hearing Situation	-2 -4 +1 to +3 +1 to +3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3	+0 x½ x½ x½	4-5 6-7 8-9 10-11 12 13-14 15-17 18 Fro 3d6 3-4 5-6 7-9 10-11 12 13-14 15-17 18	Sensors/Communications Front Control Surfaces Engines/Propeller Fuselage Occupants/Cargo Wings/Rear Control Surfaces Military Systems* Fuel Tank(s) * If None, consider the ont Attack: Roll 2d6+1 Side Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV for out Attack: Roll 2d6+1 Side	x1 x½ x1½ x1½ x1 x½ x1 x½ x1 x½ x1 x½ x1 x½ is an Occu Attack: R 2d6+6 iit Locatio BODYx x1 x1 x1 x1 x1 x½ x1 x1 x½ x1 x1 x½ x1 x1 x½ r effect of Attack: R	1-2 1-3 1-1-2 1-3 1-2 1-4 1-2 1-4 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2	-5 OCV -5 OCV -6 OCV -3 OCV -6 OCV -6 OCV -6 OCV -8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -7 OCV -8 OCV -7 OCV -8 OCV -8 OCV	x½ 3					
Concealment By Bouncing an Attack Re Coordinated Attacks Co Multiple Attackers +1 Off Hand Us Surprised In Surprise Move Gh Target A Hex Mr Target Prone Ma Target Size Fil Fil Throw Object Ur Baa Unfamiliar Weapon Ch Sight Modifice Situation Extremely High Contrast Low Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 8 hex object Night Dark Night	By Hit Location Table or: Target half-hidden Only Target's Head and Requires 1 CSL per bound Combine damage to stun, '+1 OCV/Attacker after the Using off hand In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's si Fills 4 hexes/8x attacker's si Usuattacker's size Unbalanced, unaerodynamic of Balanced or aerodynamic of Balanced and aerodynamic Character lacks appropriat Modifier +5 -1	I shoulders visible e Teamwork roll required first; Must Coordinate un if adjacent) ze size size size cobject cobject e Weapon Familiarity Hearing Situation	-2 -4 +1 to +3 +1 to +3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3		6-7 8-9 10-11 12 13-14 15-17 18 Fro 3d6 3-4 5-6 7-9 10-11 12 13-14 15-17 18	Front Control Surfaces Engines/Propeller Fuselage Occupants/Cargo Wings/Rear Control Surfaces Military Systems* Fuel Tank(s) * If None, consider the ont Attack: Roll 2d6+1 Sides Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV for out Attack: Roll 2d6+1 Sides Fint Attack: Roll 2d6+1 Sides Front Attack: Roll 2d6+1 Sides	x½ x1½ x1 x½ x1 x½ x1 x½ x1 x½ san Occt Attack: R 2d6+6 it Locatio BODYx x1 x1 x1 x1 x1 x1 x1 x½ x1 x1	1-2 1-3 1 1-2 1-3 1-2 1-4 upants/Car coll 3d6 R	-5 OCV -6 OCV -3 OCV -5 OCV -6 OCV -6 OCV -8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -7 OCV -8 OCV -7 OCV -8 OCV -8 OCV -8 OCV	X'/4 X'/4 3 3					
Bouncing an Attack Re Coordinated Attacks Co Multiple Attackers H1 Off Hand Us Surprised In Ot Surprise Move Gh Target A Hex Min Target Prone Fil Fil Fil Fil Fil Fil Sight Modifie Ba Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Low Contrast Low Contrast Low Contrast Low Contrast Moving Object Object fills entire hex 2 hex object 8 hex object Night Dark Night	Target half-hidden Only Target's Head and Requires 1 CSL per bounc Combine damage to stun," +1 OCV/Attacker after the Using off hand In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 2 hexes/8x attacker's si Fills 4 hexes/8x attacker's size 1/4 attacker's size 1/8 attacker	e Feamwork roll required of first; Must Coordinate un if adjacent) ze size size size cobject cobject e Weapon Familiarity Hearing Situation	-4 +1 to +3 Varies -3 +1 to +3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3		8-9 10-11 12 13-14 15-17 18 Fro 3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Engines/Propeller Fuselage Occupants/Cargo Wings/Rear Control Surfaces Military Systems* Fuel Tank(s) * If None, consider the ont Attack: Roll 2d6+1 Side Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV for out Attack: Roll 2d6+1 Side	x1½ x1 x½ x1 x½ x1 x½ x1 x½ x1 x½ is an Occt Attack: R 2d6+6 iit Locatio BODYx x1 x1 x1 x1 x½ x1 x1 x½ x1 x1 x½ r effect of Attack: R	1-3 1 1-2 1-3 1-2 1-4 upants/Car Roll 3d6 R Dons Table Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-5 1-5 1-5 1-5 1-5 1-5 1-5 1-5 1-5 1-5	-6 OCV -3 OCV -5 OCV -6 OCV -6 OCV -8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV	x \(\lambda \) 3 Roll Armor As Tire x \(\lambda \) As Tire					
Bouncing an Attack Re Coordinated Attacks Co Multiple Attackers In Ot Surprised In Ot Surprise Move Gr Target A Hex Mr Target Size Fil Fil Fil Fil Fil Fil Streenely High Contrast Low Contrast Low Contrast Low Contrast Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 8 hex object Night Night Nultiple Attackers Co Multiple Attackers And Ot Surprise Move Gr Target Alex Met Mr Target Size Fil Fil Fil Fil Fil Fil Fil Fil Fil Fi	Only Target's Head and Requires 1 CSL per bounc Combine damage to stun; +1 OCV/Attacker after the Using off hand In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0: May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's siFills 4 hexes/8x attacker's size 1/8 attacker's size Unbalanced, unaerodynamic of Balanced or aerodynamic of Balanced and aerodynamic Character lacks appropriat Tiers Modifier +5 -1	e Feamwork roll required of first; Must Coordinate un if adjacent) ze size size size cobject cobject e Weapon Familiarity Hearing Situation	-4 +1 to +3 Varies -3 +1 to +3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3		10-11 12 13-14 15-17 18 Fro 3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Fuselage Occupants/Cargo Wings/Rear Control Surfaces Military Systems* Fuel Tank(s) * If None, consider the ont Attack: Roll 2d6+1 Side Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV for out Attack: Roll 2d6+1 Side	x1 x½ x½ x½ x1 x½ is an Occu Attack: R 2d6+6 lit Locatic BODYx x1 x1 x1 x1 x1 x½ x1 x1 x½ r effect of Attack: R 2d6+6	1 1-2 1-3 1-4 upants/Car Roll 3d6 Roll	-3 OCV -5 OCV -6 OCV -8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV						
Bouncing an Attack Coordinated Attacks Coordinated Attacks Coundinated Attacks Coundinated Attacks Coundinated Attacks In Ussurprised In Outsurprised Surprise Move Graget A Hex Mutaget Prone Mutaget Size Fill Fill Target Size Fill Throw Object Urr Baa Unfamiliar Weapon Che Sight Modifies Situation Extremely High Contrast Low Contrast Low Contrast Low Contrast Low Contrast Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object Night Dark Night	Requires 1 CSL per bounc Combine damage to stun; +1 OCV/Attacker after the Using off hand In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0; May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's si 1/2 attacker's size 1/4 attacker's size Unbalanced, unaerodynamic of Balanced and aerodynamic of Balanced and aerodynamic Character lacks appropriat Tiers Modifier +5 -1	e Feamwork roll required of first; Must Coordinate un if adjacent) ze size size size cobject cobject e Weapon Familiarity Hearing Situation	+1 to +3 Varies -3 +1 to +3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3		12 13-14 15-17 18 Fro 3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Occupants/Cargo Wings/Rear Control Surfaces Military Systems* Fuel Tank(s) * If None, consider the soft of the sof	x½ x½ x1 x½ is an Occu Attack: R 2d6+6 lit Locatic BODYx x1 x2 r effect of Attack: R	1-2 1-3 1-2 1-4 upants/Car Roll 3d6 Roll Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-3	-5 OCV -6 OCV -6 OCV -8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eels.						
Coordinated Attacks Co Multiple Attackers H Off Hand Us Surprised In Ot Surprise Move Gr Target A Hex Mr Target Prone Fil ½ ¼ Throw Object Ur Ba Ba Unfamiliar Weapon Extremely High Contrast Low Contrast Low Contrast Low Contrast Low Contrast Moving Object Object fills entire hex 2 hex object 8 hex object Night Night Dark Night	Combine damage to stun; 1 OCV/Attacker after the Using off hand In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0; May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's si Fills 4 hexes/8x attacker's si Va attacker's size Unbalanced, unaerodynamic of Balanced or aerodynamic of Balanced and aerodynamic Character lacks appropriat Tiers Modifier +5 -1	Teamwork roll required first; Must Coordinate un if adjacent) ze size size size ic object object c object e Weapon Familiarity Hearing Situation			13-14 15-17 18 Fro 3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Wings/Rear Control Surfaces Military Systems* Fuel Tank(s) * If None, consider the street of the Attack: Roll 2d6+1 Side Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV for out Attack: Roll 2d6+1 Side	x½ x1 x½ is an Occu Attack: R 2d6+6 (it Locatic BODYx x1 x1 x1½ x1 x1 x1½ x1	1-3 1-2 1-4 upants/Car coll 3d6 Re Table Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-3 1-2 1-2 1-2 1-3	-6 OCV -6 OCV -8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eels.	Armor As Tire X½ As Tire As Tire As Tire					
Multiple Attackers +1 Off Hand Us Surprised In Oft Surprised GN Target A Hex Mn Target Prone Ms Target Size Fil Fil Fil V2 V4 V4 Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Low Contrast Low Contrast Low Contrast Moving Object Object fills entire hex 2 hex object 8 hex object Night Dark Night	+1 OCV/Attacker after the Using off hand In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's size 14 attacker's size 1/8 attacker's size Unbalanced, unaerodynamic of Balanced and aerodynamic Grant Character lacks appropriat Tiers Modifier +5 -1	first; Must Coordinate un if adjacent) ze size size size ic object object object e Weapon Familiarity Hearing Situation	Varies -3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3	 x ¹ / ₂ x ¹ / ₂ 	15-17 18 Fro 3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Military Systems* Fuel Tank(s) * If None, consider the strain of Attack: Roll 2d6+1 Side Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV for out Attack: Roll 2d6+1 Side	x1 x½ is an Occu Attack: R 2d6+6 lit Locatio BODYx x1 x1 x1½ x1 x1½ x1 x1 x½ x1	1-2 1-4 upants/Car Roll 3d6 Roll Dons Table Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-2	-6 OCV -8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eels.	3					
Off Hand Us Surprised In Ot Surprise Move GN Target A Hex Mn Target Prone Ms Target Size Fil Fil Fil V2 V4 V4 V5 Throw Object Ur Ba Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object Night Dark Night	Using off hand In Combat In Combat, take x2 St GM decides Must hit hex's DCV (3; 0 May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's size 4 attacker's size Unbalanced, unaerodynamic Balanced or aerodynamic of Balanced and aerodynamic Character lacks appropriat Modifier	un if adjacent) ze size size size ic object object c object e Weapon Familiarity Hearing Situation	-3 +1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3	 x ¹ / ₂ x ¹ / ₂ 	3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Fuel Tank(s) * If None, consider the ont Attack: Roll 2d6+1 Side Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x½ is an Occu Attack: R 2d6+6 lit Locatic BODYx x1 x1 x1½ x1 x½ x1 x½ x1 x½ x1 x1	1-4 upants/Car Roll 3d6 Ro Table Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-3 1-2 1-2 1-2 1-3 1-2 1-2 1-3	-8 OCV go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eeels.	Armor As Tire x½ As Tire					
Surprised In Out Surprise Move GN Target A Hex Mr Target Prone Mr Target Size Fil Fil V2 V4 In Throw Object Ur Ba Ba Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	In Combat Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's size 1/4 attacker's size Unbalanced, unaerodynamic of Balanced and aerodynamic of Balanced and aerodynamic Character lacks appropriat Tiers Modifier +5 -1	if adjacent) ze size size size ic object object c object e Weapon Familiarity Hearing Situation		x½ x½ x½ 	3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	* If None, consider the ont Attack: Roll 2d6+1 Side Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	is an Occu Attack: R 2d6+6 lit Locatio BODYx x1 x1 x1½ x1 x1 x1½ x1 x1 x1	upants/Car Roll 3d6 R	go roll ear Attack: To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eels.	Armor As Tire x½ As Tire					
Surprise Move GM Target A Hex Mi Target Prone Ma Target Size Fil	Out of Combat, take x2 St GM decides Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's size 1/4 attacker's size 1/8 attacker's size Unbalanced, unaerodynamic of the size o	if adjacent) ze size size size ic object object c object e Weapon Familiarity Hearing Situation	+1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3	x½ x½	3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	Attack: R 2d6+6 It Location	ns Table Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-3	To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -7 OCV -8 OCV	Armor As Tire x½ As Tire					
Surprise Move GN Target A Hex Mr Target Prone Mr Target Size Fil	Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's size 4/2 attacker's size 1/4 attacker's size Unbalanced, unaerodynamic of Balanced or aerodynamic of Balanced and aerodynamic Character lacks appropriat Modifier	if adjacent) ze size size size ic object object c object e Weapon Familiarity Hearing Situation	+1 to +3 +2 +4 +6 -2 -4 -6 -4 -2 -0 -3	 x½	3d6 3-4 5-6 7-9 10-11 12 13-14 15-17	Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	2d6+6 lit Location BODYx x1 x1 x1½ x1 x1½ x1 x½ x1 x1	ons Table Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2	To Hit -7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV	Armor As Tire x½ As Tire					
Target A Hex Mr. Target Prone Mr. Target Size Fil Fil Fil Fil V2 V4 I/8 Throw Object Ur Ba Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object Night Dark Night	Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's //s attacker's size //s attacker's size 1/8 attacker's size Unbalanced, unaerodynamic of the size o	ze size size size iic object object e object e Weapon Familiarity Hearing Situation	+2 +4 +6 -2 -4 -6 -4 -2 -0 -3	 x½	3-4 5-6 7-9 10-11 12 13-14 15-17 18	Automobile H Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x1 x1 x1 x1 x1 x1 x1 x1	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-4 1-0ss of wh	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eels.	As Tire x½ As Tire					
Target A Hex Mr Target Prone Mr Target Size Fil	Must hit hex's DCV (3; 0) May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's //s attacker's size //s attacker's size 1/8 attacker's size Unbalanced, unaerodynamic of the size o	ze size size size iic object object e object e Weapon Familiarity Hearing Situation	+2 +4 +6 -2 -4 -6 -4 -2 -0 -3	 x½	3-4 5-6 7-9 10-11 12 13-14 15-17 18	Location Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x1 x1½ x1½ x1 x1 x1½ x1 x1 x1½ x1 x1 x1½ x1 x1 x1 x1 x1 x1 x1 x½ r effect of Attack: R2d6+6	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-4 1-0ss of wh	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eels.	As Tire x½ As Tire					
Target Prone Mi Target Size Fil	May have concealment Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's ½ attacker's size ½ attacker's size 1/8 attacker's size Unbalanced, unaerodynamic attacker's Balanced and aerodynamic Character lacks appropriat Ters Modifier +5 -1	ze size size size iic object object e object e Weapon Familiarity Hearing Situation	+2 +4 +6 -2 -4 -6 -4 -2 -0 -3	x½	3-4 5-6 7-9 10-11 12 13-14 15-17 18	Front Wheels* Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x1 x1/2 x1 x1/2 x1 x1 x1 x1 x1/2 r effect of Attack: R	1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-4	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV eels.	As Tire x½ As Tire					
Target Size Fill Fil Fil Fil Fil Fil Fil Fil Fil Fil	Fills 1 hex/2x attacker's si Fills 2 hexes/4x attacker's si Fills 4 hexes/8x attacker's ½ attacker's size ¼ attacker's size Unbalanced, unaerodynamic of the size attacker or aerodynamic of the size attacker are size Balanced and aerodynamic of the size appropriat Tiers Modifier +5 -1	size size size ic object object c object e Weapon Familiarity Hearing Situation	+2 +4 +6 -2 -4 -6 -4 -2 -0 -3	 	5-6 7-9 10-11 12 13-14 15-17	Front Suspension Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV fo	x1 x1½ x1 x½ x1 x1 x1 x½ r effect of Attack: R	1-2 1-3 1-2 1-2 1-2 1-2 1-4 loss of wh	-5 OCV -6 OCV -3 OCV -5 OCV -5 OCV -7 OCV -8 OCV eels.	 x½ As Tire					
File File File File File File File File	Fills 2 hexes/4x attacker's Fills 4 hexes/8x attacker's ½ attacker's size ¼ attacker's size Unbalanced, unaerodynamic Balanced or aerodynamic Character lacks appropriat Tiers Modifier +5 -1	size size size ic object object c object e Weapon Familiarity Hearing Situation	+4 +6 -2 -4 -6 -4 -2 -0 -3		7-9 10-11 12 13-14 15-17 18	Engine/Drive Train Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x1½ x1 x½ x1 x1 x1 x½ r effect of Attack: R	1-3 1-2 1-2 1-2 1-2 1-4 loss of wh	-6 OCV -3 OCV -5 OCV -5 OCV -7 OCV -8 OCV eels.	 x½ As Tire					
File	Fills 4 hexes/8x attacker's ½ attacker's ½ attacker's size ¼ attacker's size 1/8 attacker's size Unbalanced, unaerodynamic Balanced or aerodynamic Character lacks appropriat Tiers Modifier +5 -1	size iic object object c object e Weapon Familiarity Hearing Situation	+6 -2 -4 -6 -4 -2 -0 -3		10-11 12 13-14 15-17 18	Chassis/Frame Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x1 x½ x1 x1 x½ r effect of Attack: R 2d6+6	1-2 1-2 1-2 1-2 1-4 1oss of wh	-3 OCV -5 OCV -5 OCV -7 OCV -8 OCV eels.	 x½ As Tire					
Y2 Y4 Y4 Y4 Y4 Y4 Y4 Y4	½ attacker's size ¼ attacker's size 1/8 attacker's size Unbalanced, unaerodynamic of the size of the s	iic object object c object e Weapon Familiarity Hearing Situation	-2 -4 -6 -4 -2 -0	 	12 13-14 15-17 18	Occupants/Cargo Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x½ x1 x1 x½ r effect of Attack: R 2d6+6	1-2 1-2 1-2 1-4 1 loss of wh	-5 OCV -5 OCV -7 OCV -8 OCV neels.	x½ As Tire					
Throw Object Ur Ba Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	¼ attacker's size 1/8 attacker's size Unbalanced, unaerodynamic of the state of t	object e object e Weapon Familiarity Hearing Situation	-4 -6 -4 -2 -0 -3	 	13-14 15-17 18	Rear Suspension Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x1 x1 x½ r effect of Attack: R	1-2 1-2 1-4 Tloss of wh	-5 OCV -7 OCV -8 OCV neels.	As Tire					
Throw Object Ur Ba Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	1/8 attacker's size Unbalanced, unaerodynamic Balanced or aerodynamic Balanced and aerodynamic Character lacks appropriat Tiers Modifier +5 -1	object e object e Weapon Familiarity Hearing Situation	-6 -4 -2 -0 -3	 	15-17 18	Rear Wheels* Fuel Tank(s) * See p. 40 TUV foont Attack: Roll 2d6+1 Side	x1 x½ r effect of Attack: R 2d6+6	1-2 1-4 loss of wh	-7 OCV -8 OCV neels.	As Tire					
Throw Object Ur Ba Ba Unfamiliar Weapon Ch Sight Modifier Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Unbalanced, unaerodynamic Balanced or aerodynamic Balanced and aerodynamic Character lacks appropriations Modifier	object e object e Weapon Familiarity Hearing Situation	-4 -2 -0 -3		18	Fuel Tank(s) * See p. 40 TUV fo ont Attack: Roll 2d6+1 Side	x½ r effect of Attack: R 2d6+6	1-4 loss of wh	-8 OCV neels.						
Ba Unfamiliar Weapon Ch Sight Modifie Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Balanced or aerodynamic Balanced and aerodynamic Character lacks appropriat Tiers Modifier +5 -1	object e object e Weapon Familiarity Hearing Situation	-2 -0 -3			* See p. 40 TUV fo ont Attack: Roll 2d6+1 Side	r effect of Attack: R 2d6+6	loss of wh	eels.	1					
Sight Modifier Sight Modifier Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Character lacks appropriate Siers Modifier	e object e Weapon Familiarity Hearing Situation	-0 -3		Fro	ont Attack: Roll 2d6+1 Side	Attack: R 2d6+6			Roll					
Unfamiliar Weapon Ch Sight Modifier Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Character lacks appropriate	e Weapon Familiarity Hearing Situation	-3		Fro		2d6+6	Coll 3d6 R	ear Attack:	Roll					
Unfamiliar Weapon Ch Sight Modifier Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Character lacks appropriate	e Weapon Familiarity Hearing Situation	-3												
Sight Modifies Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Modifier +5 -1	Hearing Situation				Boat H			2d6+6						
Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Modifier +5 -1	Situation	Modifiers			Boat Hit Locations									
Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Modifier +5 -1	Situation	Modifiers		3d6	Location	BODYx	Effect	To Hit	Armor					
Situation Extremely High Contrast Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	Modifier +5 -1	Situation			3-4	Keel*	x1½	1-2	-7 OCV	3					
Low Contrast Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	-1	C1-	Modifier		5-7	Engine/Propulsion	x1½	1-3	-6 OCV	X1/4					
Long Look (1 Phase, ½ DCV Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night		Grenade		+6	8-12	Hull	x1	1-2	-3 OCV						
Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	(V) +2	Rifle		+5	13-14	Occupants/Cargo	X1/2	1-2	-5 OCV	X1/2					
Looking (½ Phase) High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night		Submachine Gun		+4	15-17	Rudder	x1	1-2	-7 OCV	3					
High Contrast Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	+1	Pistol		+3	18	Fuel Tank(s)	X1/2	1-4	-8 OCV						
Moving Object Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	+1	Truck		+3	*	If boat has no keel (like mo	st speedbo	oats), treat	result as H	ull					
Object fills entire hex 2 hex object 4 hex object 8 hex object Night Dark Night	+1	Hovercraft		+4		ont Attack: Roll 2d6+1 Side	Attack: R								
2 hex object 4 hex object 8 hex object Night Dark Night							2d6+6								
4 hex object 8 hex object Night Dark Night	+2	Whistle		+3		Motorcycl									
8 hex object Night Dark Night	+4	Shout		+2	3d6	Location	BODYx	Effect	To Hit	Armor					
Night Dark Night	+6	Loud Conversation		+1	3-4	Front Wheel*	x1	1-2	-7 OCV	As Tire					
Dark Night	+8	Breaking Glass		+1	5-6	Front Suspension	x1	1-2	-5 OCV	-					
	-2	Sneeze		+1	7-9	Engine/Drive Train	x1½	1-3	-6 OCV						
	-4	Punch		+0	10-11	Chassis/Frame	x1	1-2	-3 OCV						
Object size ¼ hex	-2	Body Hitting Ground	d	+0	12-13	Rider	X1/2	1-2	-5 OCV	As Rider					
1/8 hex object	-4	Run (6"+)		+1	14-15	Rear Suspension	x1	1-2	-7 OCV						
1/16 hex object	-6	Fast Walk (3")		+0	18	Fuel Tank(s)	X1/2	1-4	-8 OCV	As Tire					
1/32 hex object	-8	Normal Walk (2")		-1		* See p. 40 TUV fo	r effect of	loss of wh	eels.						
Smell Modifie	Careful Walk (1")	-2	Fro	ont Attack: Roll 2d6+1 Side		toll 3d6 R	ear Attack:	Roll							
Person	+0	Whisper	-3		Rotorcraf	2d6+6 t Hit Loca	ations								
Smelly Person	+2	Open a Door		+0	3d6	Location	BODYx	Effect	To Hit	Armor					
Extremely Smelly Person	+4	Slowly Open a Door ((1 Phase)	-2	3-4	Cockpit	x2	1-2	-8 OCV	X1/2					
Upwind, Light Breeze	-2	High Contrast Sound		+1	5-6	Main Rotor	X ¹ / ₂	1-3	-8 OCV	3					
Upwind, Strong Breeze	-4	Foggy Weather	u	-1	6-7	Sensors Communications	x2	1-3	-5 OCV						
Downwind, Light Breeze	+1	Listen (½ Phase)		+1	8-9	Engine	x1½	1-3	-6 OCV						
, ,		Listen Close (1 Phase	1/4 DCV/)	+2	10-11	Main Body	x1/2	1-3	-3 OCV						
Downwind, Strong Breeze	-1	`	, /2 DC V)												
Dung	+3	Echoes	C-1	+3	12	Occupants/Cargo	X ¹ / ₂	1-2	-5 OCV						
Gasoline	+3	Locating Source of I	Ecnoes	-3	13-14	Rear Rotor	X1/2	1-3	-8 OCV	3					
Skunk		Downwind		+1	15-17	Military Systems*	x1	1-2	-6 OCV	3					
	+5	Upwind		-1	18	Fuel Tank(s)	X1/2	1-4	-8 OCV						
	+5	-		+3		* If none, consider thi									
	+5	Quiet Area			Fro	ont Attack: Roll 2d6+1 Side	Attack: R	oll 3d6 R	ear Attack:	Roll					