

## SPECIAL RULES

### Aim

+2 Shooting/Throwing next round (no moving)

### Area Effect Attacks

- Target(s) under template suffer damage
- Treat Cover as armor
- Missed attacks cause deviation of 1d6" for thrown weapons

### Autofire

- Roll Shooting dice up to RoF (only 1 Wild die)
- -2 to the attack; each dice is RoF bullets used

### Breaking Things

- Parry of inanimate object is 2
- No additional damage from raises on attack roll
- No aces on damage
- If an attack can't do enough damage to destroy an object, it can't be destroyed (in combat)

### Called Shots

Limb	-2
Head	-4; +4 damage
Small Target	-4
Tiny Target	-6

### Cover

Light	-1
Medium	-2
Heavy	-4

### Darkness

Dim ... -1 attack

Dark ... -2 attack; targets not visible beyond 10"

Pitch ... target must be detected to be attacked at -4

### Defend

+2 Parry; no other action possible

### Disarm

-2 attack; defender makes a Strength roll vs the damage or drops his weapon

### Double Tap/Three Round Burst

+1 attack & damage/+2 attack & damage

### The Drop

- +4 to both attack and damage rolls
- Attacker must have Initiative & is considered On Hold

### Finishing Move

Helpless victim may be dispatched as an action

### Ganging Up

+1 Fighting per additional attacker; max. +4

### Grappling

Fighting roll to grapple; raise causes Shaken. Opposed Strength/Agility Roll to break free

### Innocent Bystanders

If a shooting roll fails when firing into melee and the shooting die is a 1 (or a 2 with auto-fire or shotgun) a random character may be hit

### Non-Lethal Combat

- Must use fists or blunt weapon (-1 to fighting to use flat side of sword)
- Roll damage normally
- Incapacitated Extras are down for 1d6 hours
- Wild Cards take wounds as normal including going to Incapacitation table

### Obstacles

If attack hits by Concealment penalty, the obstacle acts as Armor (see Obstacle Toughness table)

### Prone

- Offers Medium Cover against Ranged Attacks beyond 3 inches
- -2 Fighting & Parry in close combat.

### Ranged Weapons in Close Combat

TN is opponent's Parry; only pistol-sized or smaller weapons may be used

### Suppressive Fire

- Make attack roll with Autofire & range penalty
- On success, targets under Med. Burst make Spirit roll or be Shaken (or are hit on 1)
- Uses 5x ROF in Ammo

### Touch Attack

+2 to the Fighting roll.

### Trick

- Opposed Agility or Smarts (depending on the type of Trick used)
- Target is -2 Parry until next action & Shaken on raise

### Two Weapons

-2 attack; -2 to off hand if not Ambidextrous

### Unarmed Defender

Armed attacker gains +2 on Fighting roll

### Unstable Platform

- -2 Shooting from moving vehicle or animal

### Wild Attack

+2 Fighting; +2 damage; -2 Parry until next action

### Withdrawing From Melee

Adjacent foes get 1 free attack at retreating hero

## FEAR TABLE

Make a Guts Roll if it fails (or a 1 on the skill die):

- Grotesque or Horrific: Shaken, make a Vigor roll. Failure: -1 for remainder of encounter.
- 1 on Skill Die (regardless of wild die)
- Same as Failure Plus roll on Fear Table below
- Terror: Extras are Panicked; WC roll on Fear Table below

### d20

1-4

5-8

9-12

13-16

17-18

19-20

21+

### Effect

**Adrenaline Surge:** The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.

**Shaken:** The character is Shaken.

**Panicked:** The character is Panicked.

**Minor Phobia:** The character games a Minor Phobia Hindrance somehow associated with the trauma.

**Major Phobia:** The character gains a Major Phobia Hindrance.

**The Mark of Fear:** The hero is Shaken and also suffers some cosmetic physical alteration - a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.

**Heart Attack:** The hero is so overwhelmed with fear that his heart stutters. He becomes Incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim's life, but he remains Incapacitated.

*\*Add the creature's Guts penalty as a positive number to this roll.*



## INCAPACITATION

An Incapacitated hero must make an immediate Vigor roll, applying wound modifiers as applicable. This does not count as an action.

### Raise:

The hero is only stunned. The hero still has 3 wounds, but is not Incapacitated. He is Shaken and suffers a temporary impairment as well. Roll 2d6 on the Injury Table. The effects are short-term and go away when the combat is over.

### Success:

The hero is unconscious. He regains consciousness with a successful Healing roll, as noted above, or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds are healed.

### Failure:

The victim is Bleeding Out. At the start of each round, he must make another Vigor roll (with applicable penalties). A failure means he has to roll again next round. A result of 1 or less means the poor sap dies (as a Critical Failure). Success means he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury Table as well. The injury is permanent and requires specialist healing (such as the greater healing power). With nonlethal damage, treat this as a Success except the hero is unconscious for 1d6 hours.

### Critical Failure:

The hero is dead. Nothing can bring him back. With non-lethal damage, treat this as a Success except the hero is unconscious for 2d6 hours.

## CREATURE SIZES

Size	Example Creature
-2	Cat, fairy, pixie, large rat, dog
-1	Large dog, bobcat, goblin, small human
0	Human
+1	Orc
+2	Bull, gorilla, bear, horse
+3	Ogre, Kodiak bear
+4	Rhino, great white shark

## INJURY TABLE

Roll 2d6 on the table below. If the attack that caused the Injury was directed at a specific body part, use that location instead of rolling randomly.

2d6 Wound

### 2 Unmentionables:

If the injury is permanent, reproduction is out of the question without miracle surgery or magic.

### 3-4 Arm:

Roll the left or right arm randomly; it's rendered useless.

### 5-9 Guts:

Your hero catches one somewhere between the crotch and the chin.

Roll 1d6:

1-2 Broken: Agility reduced a die type (min d4).

3-4 Battered: Vigor reduced a die type (min d4).

5-6 Busted: Strength reduced a die type (min d4).

### 10 Leg:

Roll left or right leg randomly. It's rendered useless and Pace reduced -1.

### 11-12 Head:

A grievous injury to the head.

Roll 1d6:

1-2 Hideous Scar: Your hero now has the Ugly Hindrance.

3-4 Blinded: An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).

5-6 Brain Damage: Massive trauma to the head. Smarts reduced one die type (min d4).



Size	Example Creature
+5	Small elephant
+6	Drake, bull elephant
+7	T-Rex, orca
+8	Dragon
+9	Blue whale
+10	Kraken, leviathan

## NPC REACTIONS

### 2d6 Initial Reaction

2	Hostile: The NPC is openly hostile and does his best to stand in the hero's way. He won't help without an overwhelming reward or payment of some kind.
3-4	Uncooperative: The NPC isn't willing to help unless there's a significant advantage to himself.
5-9	Neutral: The NPC has no particular attitude, and will help for little reward if the task at hand is very easy. If the task is difficult, he'll require substantial payment of some kind.
10-11	Friendly: The NPC will go out of his way for the hero. He'll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.
12	Helpful: The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.



## OBJECT TOUGHNESS

Object	Toughness	Damage Type
Light Door	8	Blunt, Cutting
Heavy Door	10	Blunt, Cutting
Lock	8	Blunt Cutting
Handcuffs	12	Blunt, Piercing Cutting
Knife, Sword	10	Blunt Cutting
Rope	4	Cutting, Piercing
Small Shield	8	Blunt, Cutting
Medium Shield	10	Blunt, Cutting
Heavy Shield	12	Blunt, Cutting



## CLIMBING MODIFIERS

### Situation

Climbing Equipment	+2
Adv. Climbing Equipment	+4
Scarce/Thin handholds	-2
Wet/Slippery Surface	-2
Icy Surface	-4

- make a roll for every 10" (20m) climbed
- during combat, climb ½Strength round but only if using ropes or if there are good handholds

## TRACKING MODIFIERS

### Situation

Tracking >5 individuals	+2
Recent snow	+4
Mud	+2
Dusty Area	+1
Raining	-4
Tracking in poor light	-2
Tracks >1 day old	-2
Target tried to hide tracks	-2

## FIRE DAMAGE

### Description

Burning Weapon	+2
Spot fire, such as brand	1d10
Campfire, flamethrower	2d10
Lava, Oxy torch	3d10

## STEALTH MODIFIERS

### Situation

Crawling	+2
Running	-2
Dim Light	+1
Darkness	+2
Pitch Darkness	+4
Light Cover	+1
Medium Cover	+2
Heavy Cover	+4

- guards are either inactive or active.
- success avoids inactive guards; failure means guards active.
- active guards make Notice rolls to oppose the Stealth roll. Failure means guards spot the character.
- last 5" always requires opposed Stealth vs Notice check.
- move 5xPace per Stealth check outside combat; in combat, each round.

## TEST OF WILLS

Intimidate Opposed roll vs Spirit; +2 to next action vs target with success; with raise, target also Shaken.

Taunt Opposed roll vs Smarts; +2 to next action vs target with success; with raise, target also Shaken.

## RAISE CALCULATOR

1, 5, 9, 13, 17, 21, 25, 29, 33, 37, 41, 45, 49, 53
2, 6, 10, 14, 18, 22, 26, 30, 34, 38, 42, 46, 50, 54
3, 7, 11, 15, 19, 23, 27, 31, 35, 39, 43, 47, 51, 55
4, 8, 12, 16, 20, 24, 28, 32, 36, 40, 44, 48, 52, 56

## LOAD LIMITS

A character's Load Limit is equal to 5× Strength. Each multiple of the limit after the 1st subtracts 1 from Agility and Strength, and all linked skills

## MOVEMENT

Crawling	2" per turn; counts as being prone
Crouching	½ Pace, may run (halve total Pace after rolling). Ranged attacks against him suffer a -1 penalty
Difficult Ground	For difficult ground (mud, steep hills, or snow), count each inch as 2" for movement
Jumping	Can jump 1" horizontally from dead stop, or up to 2" with a "run and go." Successful Strength roll grants one extra inch

## OBSTACLE TOUGHNESS

### A armor

- +1
- +2
- +3
- +4
- +6
- +8
- +10

### Obstacle

- Glass, Leather
- Plate glass window, wooden shield
- Modern interior wall, sheet metal, car door, metal shield
- Oak door, thick sheet metal
- Cinder block wall
- Brick wall
- Stone wall, bulletproof glass

