

Combat Guide

Seek cover Soldier!

Always try to get to cover from ranged attacks.

Even falling *Prone*, as a free part of your move action, count as *Medium Cover*.

The Quick and the Dead.

By falling in and out of cover you can force your opponent to go on *Hold*, and an opposed *Agility* roll is needed to determine who is first in the round, and ultimately get the first shot.

Hey! Look behind you!

Try to *Trick* your opponent, with an opposed *Agility* or *Smarts* roll, depending on the type of trick. A success enables a -2 penalty to the opponents *Parry*, and on a *Raise* the victim is also *Shaken*.

Do you feel lucky punk, do ya?!

A *Test-of-Wills* is an opposed roll against your opponent. A success grants you a +2 to your next action against that opponent, and on a *Raise* the victim is also *Shaken*. The rolls are *Taunt* vs *Smarts* and *Intimidation* vs *Spirit*.

Pray and Spray / Pray and Swing

You can choose to perform a *Rapid Attack*, and forego precision for speed. In melee you can perform 3 attacks as a single action. Roll a *Fighting* die for each, and subtract 4 from the totals. In ranged combat, an attacker with a semi-automatic or a single-action revolver can fire up to 6 shots at a -4 penalty to each.

Ready, Aim, Fire!

By spending an entire round aiming, whilst not moving, the character will gain a +2 to his *Shooting* or *Throwing* roll. Additional rounds grant no extra bonus.

Come out!? Come out!? Wherever you are!

Are your enemies hiding behind cover? Draw them out by shooting through the cover! The objects *Toughness* will add as *Armor* to the opponent.

Come back! I'll bite your legs off!!

Tired of *Armor* clad enemies and monsters with massive *Toughness*? Just hit them where it hurts, with a *Called Shot*.

Limb (-2)

Head or Vitals (-4) +4 damage

Small target (-4) possibly +4 damage

Tiny target (-6) possibly +4 damage

I said drop it!!

Tired of the weapon in your opponents hand? Just remove it! A *Called Shot* to the arm (-2) or the weapon (-4) will require an *Strength* roll opposed by the damage done. If he fails, he will drop the weapon.

Duck and weave.

You can use an action to *Defend* and gain a +2 bonus to your *Parry*. But no other action besides moving is allowed. You can also perform a *Full-Defensive* maneuver, and roll a *Fighting* check +2 and use that as your *Parry*, if higher.

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Come here you little bastard!

By *Grappling* your opponent you can prevent him from moving and even damaging him in the attempt. An opposed *Fighting* roll is needed to start the *Grapple*, on a raise the victim is also *Shaken*. The opponent can try to break free on his turn. An opposed roll is needed and both participants may choose either *Agility* or *Strength*. If the victim wins he is free but his action is consumed, on a raise he can perform normally. The victim may even try to perform other actions, albeit at a -4 penalty. The attacker can on subsequent turn try to damage his opponent, by an opposed roll, with the normal +d6 damage on a raise.

Get out off my way!!

You can *Push* opponents by making an opposed *Strength* roll, and with a +2 bonus if running at least 3". If you are successful you have several possibilities.

Push - the target moves 1" for every success and raise on the roll. If he hits an object he suffers d6 damage per raise.

Shield Bash - as above but will also deal *Strength* damage with the shield. Add +1 to the damage for a *Small Shield*, +2 for a *Medium Shield*, and +3 for a *Large Shield*.

Prone - you can choose to knock your opponent *Prone* with no damage.

Tickle Tickle.

Only looking to touch your opponent, usually to deliver a magical effect, then you may add a +2 bonus to your *Fighting* roll.

A world of hurt!

Remember to arm yourself in melee combat! An armed opponent fighting against an unarmed one, gains a +2 bonus to his *Fighting* roll. Most animals and monsters are considered armed.

Caution to the wind!

If really desperate you can choose to perform a *Wild Attack*. This will add a +2 to your *Fighting* roll and possible damage roll, along with a -2 penalty to your Parry until your next action. This maneuver can be used with *Edges* like *Sweep* and *Frenzy* and also with two weapons.

Fore!?!

Watch out for straying bullets! A roll of 1 on the *Shooting* or *Throwing* roll (1 and 2 with *Autofire* and shotguns) will hit a random adjacent target.

I'll cover you!

You can use *Suppressive fire*, with a *full-automatic* weapon or a *Single-action* revolver. Perform a successful *Shooting* roll, and place a *Medium Burst Template* on a designated area, and remember to calculate for range and other penalties before making the roll. All victims in the area must make a *Spirit* roll or be *Shaken*, add any cover modifier to the roll, on a 1 they will even suffer damage normally.

The right tool for the job.

When trying to break an object, a door for example, only a specific type of damage will actually destroy it. In this case only *Blunt* and *Slashing*.