

CLIMBING MODIFIERS

Situation	Modifier
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 1/2 Strength round but only if using ropes or if there are good handholds

TRACKING MODIFIERS

Situation	Modifier
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

STEALTH MODIFIERS

Situation	Modifier
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 5x Pace per *Stealth* check outside combat; in combat, each round.

LEVELING

- Gain 1 new Edge, or 1 new Skill at d4.
- Increase 1 skill by 1 die, if => linked Attribute.
- Increase 2 skills by 1 die each, if < linked Attributes.
- Increase 1 Attribute by 1 die, but only once per Rank.

Novice: 0-19
Seasoned: 20-39
Veteran: 40-59
Heroic: 60-79
Legendary: 80+

Above *Legendary*, each new Rank occurs every 10 XP (90, 100, 110, 120, etc.).

COMBAT

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.

CALLED SHOTS

- Limb..... -2 attack
- Head..... -4 attack; +4 damage
- Small target..... -4 attack
- Tiny target..... -6 attack

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 -6

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 & be on Hold

GANGING UP

- +1 Fighting per additional attacker; max. +4

MANEUVERS

GRAPPLING

Opposed Str roll to grapple; raise causes *Shaken*.

NON-LETHAL COMBAT

A KO blow puts opponent down for 1d6hrs instead of going to the Knock Out Table

OBSTACLES

If attack hits by Concealment penalty, the obstacle acts as Armor

PRONE

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

RANGED WEAPONS IN CLOSE COMBAT

TN is opponent's Parry; only pistols 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)

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.

TRAITS & SKILLS

AGILITY

Boating
Driving
Fighting
Lockpicking
Piloting

SPIRIT

Intimidation
Persuasion

Riding
Shooting
Stealth
Swimming
Throwing

SMARTS

Gambling
Healing
Investigation
Knowledge
Notice

STRENGTH

Climbing

Repair
Streetwise
Survival
Taunt
Tracking

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 5xStrength. Each multiple of the limit after the 1st subtracts 1 from:

- Agility and Strength, and all linked skills

FIRE DAMAGE

Description	Dmg
Burning Weapon	+2
Spot fire, such as brand.....	1d10
Campfire, flamethrower.....	2d10
Lava, oxy torch	3d10

DISEASE & POISON

Roll **Vigor** & apply penalties based on the strength of the disease or poison. *Examples:*

Anthrax (-4): death in 2d6 days
Curare (-2): immediate exhaustion; death in 2d10+10 minutes
Cyanide (-4): death in 3d6+10 seconds; must be ingested

Treatment: *Healing* at -2, if possible

HEALING MODIFIERS

Condition	Modifier
Rough Travel.....	-2
No medical attention.....	-2
Poor environments.....	-2
Medical Level pre-1940	nil
Medical Level 1941+	+1
Medical Level 2010+	+2

Roll **Vigor** every 5 days, success removes a wound, & raise removes 2. Subtract penalties from these rolls as usual, including mods above, which are cumulative.

THE SOAK ROLL

A character can spend a benny to automatically eliminate a *Shaken* condition. If the benny is spent immediately after taking 1 or more wounds from a single attack, make a **Vigor** roll as well. A success & every raise reduces the number of wounds suffered from that attack by 1. If not all the wounds are eliminated, the character is still *Shaken*.

A *Shaken* character makes a **Spirit** roll at the beginning of their next action. If they succeed, they may act the following round; with a raise, they may act immediately.

KNOCKOUT BLOW

A hero who suffers more than 3 wounds must check this table to determine his fate. Remember that you're checking the number of wounds caused by the blow that sent the hero to this table—not the total number of wounds he has.

Don't forget to subtract wound modifiers from any rolls required by the table (maximum -3)

1 WOUND - BATTERED & BRUISED

If your hero was previously **Incapacitated**, this result has no further effect. Otherwise, your hero has had the wind knocked out of him. Make a **Spirit** roll at the beginning of each round. If the roll is successful, he becomes *Shaken* and can return to the fight.

2 WOUNDS - INCAPACITATED

Your hero is beaten badly enough to take him out of this fight. He's **Incapacitated** and must roll on the *Injury Table*.

3 WOUNDS - BLEEDING OUT

Your hero is bleeding out and **Incapacitated**. Roll on the *Injury Table* and must make a **Vigor** roll at the start of each combat round. A failure means the hero has lost too much blood and become mortally wounded (see below; begin rolling for the **Mortal Wound** in the next round). With a success, he keeps bleeding and must roll again next round. With a raise, or a successful *Healing* roll, he stops bleeding and is **Incapacitated**.

4 WOUNDS - MORTAL WOUND

Your hero has suffered a life-threatening wound and will not recover without aid. He is **Incapacitated** and must roll on the *Injury Table*. He must also make a **Vigor** roll at the start of each round. If the roll is failed, he passes on. A *Healing* roll stabilizes the victim, but leaves him **Incapacitated**.

INJURY TABLE

Roll 2d6 on the table below, then make a **Vigor** roll. If the roll is failed, the *Injury* is permanent regardless of healing. If the roll is successful, the effect goes away when all the wounds are healed.

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:** The hero suffers an embarrassing and painful wound to the groin. If the injury is permanent, reproduction is out of the question without miracle surgery or magic.
- 3-4..... **Arm:** The character atchesone in the left or right arm (determine randomly). It is rendered useless.
- 5-9..... **Guts:** Your hero catches on between the crotch and the chin. Roll 1d6 on the sub-table below (min. d4):
 1-2 **Broken:** His *Agility* is reduced by a die type.
 3-4 **Battered:** His *Vigor* is reduced by a die type.
 5-6 **Busted:** His *Strength* is reduced by a die type.
- 10..... **Leg:** The character's left or right leg (determined randomly) is crushed, broken or mangled. His *Pace* is reduced by 1".
- 11-12..... **Head:** Your hero has suffered a greivous injury to his head. Roll 1d6 on the sub-table below:
 1-2 **Hideosus Scar:** Your hero now has the *Ugly* Hindrance.
 3-4 **Blinded:** One or both of your hero's eyes was damaged. He gains the *Bad Eyes* Hindrance.
 5-6 **Brain Damage:** Your hero suffers massive trauma to the head. His *Smarts* is reduced by a die type (min d4).

BASIC WEAPON STATS

HAND WEAPONS

Type	Damage	Wgt	Notes
Dagger/Knife	Str+1	1	
Long Sword	Str+3	8	
Great Sword.....	Str+4	12	Parry -1; 2 hands
Axe	Str+2	2	
Great Axe	Str+4	15	AP1; Parry -1; 2 hands
Warhammer.....	Str+2	8	
Maul	Str+3	20	Parry -1; 2 hands
Spear	Str+2	5	Parry +1; Reach 1; 2 hands

THROWN WEAPONS

Type	Range	Damage	Notes
Thrown Weapons.....	3/6/12	Str+x	
Grenade (Mk67)....	5/10/20	3d6	Med. Burst
Dynamite.....	4/8/16	2d6/stick	Med. Burst; +1 diameter & +1 damage per add. stick

RANGED WEAPONS

Type	Range ¹	Damage	RoF	AP
Bow	12/24/48	2d6	1	—
Crossbow (1 action to load)...	15/30/60	2d6	1	2
Rifled (Minie) Musket	15/30/60	2d8	1	1
.22cal Pistol	10/20/40	2d6-1	1	—
9mm Pistol	12/24/48	2d6	1	1
.44-.45cal Pistol	12/24/48	2d6+1	1	2
Shotgun	12/24/48	1-3d6	1-2	—
SMG.....	12/24/48	2d6	3	1
Rifle	24/48/96	2d8	1	2
Light Machine Gun	24/48/96	2d8	3	2
Heavy Machine Gun	30/60/120	2d8	3	3
.50cal Machine Gun	50/100/200	2d10	3	4 ²
Heavy Sniper Rifle	50/100/200	2d10	1	4 ²
Bazooka (Med. Burst)	24/48/96	4d8	1	9 ²

¹ Range Modifiers: Short 0, Medium -2, Long -4

² Heavy Weapon

FATIGUE

Use Fatigue to simulate heat and cold, hunger & thirst, lack of sleep, drowning, battering & bruising, etc.

Fatigue penalties are cumulative with Wound penalties. All Fatigue, irrespective of source, is recorded on the same "damage" track.

FATIGUED.....all checks have -1 penalty

EXHAUSTED.....all checks have -2 penalty

INCAPACITATED.....character collapses

DEATH.....not good

BUMPS & BRUISES

This represents minor but troubling injuries (rolling down a rocky slope, dragged by a horse, etc.). Roll **Vigor**, failure results in a level of Fatigue but a hero cannot be Incapacitated this way.

Recovery: 1 level every 24 hours

EXPOSURE (HEAT, COLD, ETC.)

Make a **Vigor** roll every 4hrs of exposure. Apply a -1 to -2 penalty for inadequate protection & extreme conditions (-1 per 5°C above 30°C, or per 10°C below 0°C). Apply a +1 to +2 bonus for good equipment, care, etc.

Recovery: in sheltered conditions, 1 per hr for hot conditions, 1 per ½hr for cold.

DROWNING

- A hero with **Swimming** needn't roll in calm water.
- If treading water for long periods, roll 1/hr.
- In rough water, all must roll every minute.
- In white water, all must roll every round.
- If hold something up in the water, apply -2 penalty.
- If wearing a life vest, apply a +2 bonus to all rolls.
- Penalties for cold are cumulative with the above.

Each failure adds a Fatigue level. An **Incapacitated** hero dies in **Vigor/2** rounds. If someone can get to them within 5 minutes, *Healing* at -4 will resuscitate them.

Recovery: 1 level per 5 minutes.

HUNGER & THIRST

If a character has insufficient food (at least ½kg) or water (at least 2lt, x2 in hot, dry conditions), roll **Vigor** after first day and every 12hrs for hunger, every 6hrs for thirst. Apply -2 penalty if there is less than half the required amount available.

Recovery: 1 per hr when sufficient food & water available.

SLEEP

Assume heroes need approx. 6hrs sleep per day. Roll **Vigor** every 12hrs thereafter with a -2 cumulative penalty. Apply a +2 bonus if strong stimulant are used. Incapacitated characters fall unconscious for 4d10hrs.

FRIGHT TABLE

2d6 Effect

2.....**Heart Attack**: The hero is so overwhelmed with fear that his heart stutters. He must make a **Vigor** roll at -2. If successful, he is *Shaken* for 1d4 rounds before he can attempt to recover. If he fails, he dies in 2d6 rounds. A *Healing* roll at -4 saves the victim's life, but he remains **Incapacitated** for 2d6 hours.

3.....**Phobia**: The character gains a phobia.

4-5 ...**Panicked**: The character is *Panicked*.

6-8 ...**Shaken**: The character is *Shaken*.

9-10 ..**Panicked**: The character is *Panicked*.

11**The Mark of Fear**: The hero is *Shaken* and also suffers some cosmetic physical alteration—a white streak forms in his hair, his eyes twitch constantly, or some other minor effect. Reduce **Charisma** by 1.

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

Panicked *The hero automatically moves his full Pace plus a running roll away from the source of his fear (even if he's already moved this round). He then becomes Shaken and can attempt to recover normally.*

Phobia *The character gains an irrational fear. See pg93 for more details.*

REACTION TABLE

2d6 Initial Reaction

2.....**Hostile**: The NPC does his best to stand in the hero's way, and won't help without an overwhelming reward or payment of some kind.

3-4.....**Unfriendly**: The NPC won't 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 is very easy. If the task is difficult, a substantial reward of some kind will be required.

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, Piercing
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

OBSTACLE TOUGHNESS

Armor Obstacle

+1	Glass, leather
+2	Plate glass window, wooden shield
+3	Modern interior wall, sheet metal, car door, metal shield
+4	Oak door, thick sheet metal
+6	Cinder block wall
+8	Brick wall
+10	Stone wall, bulletproof glass

TOUGHNESS MODIFIER

Mod Size of a...

-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
+4	Rhino, great white shark
+5	Small elephant
+6	Drake, bull elephant
+7	T-Rex, orca
+8	Dragon
+9	Blue whale
+10	Kraken, leviathan

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*.

PERSUASION TESTS

- Make an opposed **Persuasion** roll to improve attitude
- Success improves attitude 1 step; raise by 2 (max)
- Failure worsens attitude by 1 step; rolling a 1 on the Action dice means attitude worsened by 2.