

SURPRISE

Roll one die for each party and apply DMs. If one roll is 3+ greater than its opponent, the higher roll has surprise.

Allowed Surprise DMs

If any member wears Battle Dress	+2
If any member has leader skill	+1
If any member has tactical skill	+1
If any member has military experience (army or marines)	+1
If any member is in a vehicle	-1
If group has 8 or more people	-1
If group has 10 or more animals	-1
If group consists of pouncer animals	+1

ESCAPE AND AVOIDANCE

A party *without* surprise may escape on 9+ with the following DMs based on range:

Close or short range	+1
Medium range	+1
Long range	+2
Very Long range	+3

- NPC parties which are outnumbered and *with* surprise avoid on a throw of 7+.
- Animals flee based on their characteristics and encounter tables.

ENCOUNTER RANGE

Roll two dice for initial encounter range. Apply DMs based on terrain type in which the encounter occurs.

Terrain DMs

Clear, Road, Open	+3
Prairie, Plain, Steppes	+3
Rough, Hills, Foothills	+2
Broken, Highlands	+2
Mountain, Alpine	+3
Forest, Woods	+1
Jungle, Rainforest	-
River, Stream, Creek	+1
Swamp, Bog, Marsh	-4
Desert, Dune, Sand Sea	+4
Maritime Surface	+2
Maritime Subsurface	-1
Arctic	-4
Building Interior, Cave	-5

Encounter Ranges

Dice	Range
1	Short
2	Close
3	Short
4	Medium
5	Short
6	Medium
7	Medium
8	Long
9	Medium
10	Very Long
11	Long
12	Very Long
13	Very Long

REACTIONS

Dice	Reaction
2	Violent. Immediate attack.
3	Hostile. Attack on 5+.
4	Hostile. Attack on 8+.
5	Hostile. May attack.
6	Unreceptive.
7	Non-committal.
8	Interested.
9	Intrigued.
10	Responsive.
11	Enthusiastic.
12	Genuinely friendly.

Throws of 2 and 12 (exactly) are not subject to DMs. Modified results of <3 are 3, and >12 are 12. DM +1 if 5+ terms in army/navy/scouts/marines. DM-1 if world population is 9 or greater.

ENCOUNTER CHECKLIST

Guide to frequency of encounters.

Routine: As Necessary

Adventure: As Necessary

Daily

Legal: Throw low level or less to avoid legal harassment.

Random: Throw 5+ (on 1D) for a random encounter to take place.

Animal: Throw as directed on animal encounter table for terrain and world type.

Weekly

Patron: Throw 5+ (on 1D) for patron to be encountered for active searching.

Rumor: Throw 7+ (on 2D) for a rumor to be encountered.

COMBAT PROCEDURE

1. Determine facts of the encounter.

- Which party has surprise?
- Initial encounter range?
- Escape or avoidance?

2. Combat round.

- Individual movement status.
- Individual targets and attacks.
 - Attacker's DMs.
 - Defender's DMs.
- If attack succeeds, determine wounds inflicted at end of the round.
- Roll for morale if unit has taken 25% casualties.
- Begin new round (go to 2).

3. When combat ends, attend to the wounded and regroup forces.

RANGES

Range	Distance	Band Range
Close	Touching	0
Short	1 to 5m	0
Medium	6 to 50m	1 - 2
Long	51 to 250m	3 - 10
Very Long	251 to 500m	11 - 20

One square equals 1.5 meters.

One range band is approximately 17 squares.

Evading DMs: -1 at Short or Close; -2 at Medium
-4 if Long or Very Long

Speeds

Speed	Bands	Squares
Stand	0	0
Walking	1	17
Running (double)	2	33
Running (triple)	3	50
Running (quadruple)	4	67

BASIC THROW TO HIT

A basic throw to hit of 8+ is required for each blow, swing, or shot. Many DMs are possible.

To Hit Dice Modifiers

Advantageous STR and DEX.

Required STR and DEX.

Attacker's weapons skill.

Defender's blade skill for parrying.

Armor.

Range.

Defender evading.

Defender attacking from cover.

Defender attacking from concealment.

Full automatic fire

Group hits automatic fire.

Group hits by shotgun.

Weakened blows.

Drawing weapons.

Thrown blade.

Darkness and night.

Zero-G combat

The referee may indicate (or apply without informing the players) other die modifiers which influence combat.

BLOWS AND SWINGS

Surprise: Full strength and unrestricted while the individual retains surprise.

Combat: Full strength, but limited by individual endurance.

Weakened: Subject to negative DM once combat blows and swings are exhausted, or if selected in order to conserve combat blows and swings.

Special: Allowed in situations where strength is not a factor, such as unconscious or unresisting opponents.

MORALE

Roll for morale every combat round once 25% of a party unconscious or killed.

Throw 7+ for the group to stand (not flee)

DMs Allowed

If military or mercenary unit	+1
If any leader skill present	+1
If the leader has tactical skill	+1
If casualties (uncons./dead) >50%	-2
If leader unconscious or dead (for 2 combat rounds only; then a new leader takes control.)	-2

WOUNDING AND DEATH

Each die rolled for wounds is treated as a group of hits that should not be divided.

First Blood: All dice received in a character's first wound are applied to one (randomly determined) characteristic.

Minor Wounds: Wound which do not reduce a characteristic to zero. The character has reduced characteristics until medical care or recovery take place.

Unconsciousness: One characteristic reduced to zero. Unconscious for 10 minutes. Upon waking, any wounded characteristics are placed midway between wounded and full levels; round down.

Serious Wound: Two characteristics reduced to zero. Unconscious for 3 hours. Upon waking, wounded characteristics remain at the wounded level (or 1, whichever is higher) until proper medical care or recovery procedures are followed.

Death: Three characteristics reduced to zero results in death for the character.