

WEAPONS TABLE

Ammo	Weapon	Range		
		Effective (8+)	Long (10+)	Extreme (12+)
6	Body Pistol	6 (1)	12 (0)	20 (0)
6	Snub Pistol	6 (0)	12 (0)	20 (0)
	— Tranq	6 (0)	12 (0)	20 (0)
	— Gas	6 (0)	12 (0)	20 (0)
	— HE	6 (2)	12 (2)	20 (2)
	— HEAP	6 (4)	12 (4)	20 (4)
15	Automatic Pistol	10 (1)	20 (0)	50 (0)
6	Revolver	12 (1)	24 (0)	50 (0)
10	Carbine	60 (2)	120 (1)	200 (0)
30 (4)	Assault Rifle	120 (2) +2	240 (1) +1	400 (0) +1
20 (4)	•ACR	300 (4) +2	600 (2) +1	—
	— Discard Sabot	200 (2) +2	400 (2) +1	600 (2) +0
	— HE	200 (3) +3	400 (2) +2	600 (2) +1
30 (4)	Rifle (& Auto Rifle)	20 (2) +4	40 (1) +3	60 (0) +1
10	Shotgun	30 (3) +5	60 (0) +2	—
	Laser Carbine	120 (5)	240 (3)	1000 (1)
	•Laser Rifle	600 (6)	1200 (3)	—
40 (4)	•Gauss Rifle	400 (6) +3	800 (3) +2	—
15 (3)	Accelerator Rifle	20 (2) +2	40 (3) +1	60 (1) +0
5	LAG	200 (3)	400 (3)	600 (3)
	— HE	220 (6)	440 (4)	800 (2)
	— Discard Sabot	50 (2) +3	100 (0) +1	—
	— Flechette	200 (4) +4	400 (4) +3	600 (4) +2
3 (3)	•4cm RAM	200 (8) +4	400 (8) +3	600 (8) +2
	— HEAP	100 (2) +4	200 (1) +3	400 (0) +2
	— Flechette	400 (3) +4	800 (2) +3	1200 (1) +2
100 (10)	Light Machine Gun	1000 (4) +5	2000 (4) +4	3000 (4) +2
200 (10)	•AutoCannon — HE	1500 (10) +4	3000 (8) +3	4000 (4) +1
	— Discard Sabot	200 (10)	400 (8)	650 (4)
40	•Plasma Gun, PGMP-12	300 (12)	600 (8)	1000 (4)
	•Plasma Gun, PGMP-13/14	300 (14)	600 (10)	1000 (6)
	•Fusion Gun, FGMP-14/15	1000 (8) +9	2000 (6) +6	3000 (4) +3
1000(100)	•VRF Gauss Gun			
	Satchel Charge (30)			

• indicates vision enhanced (see rule 23).

DAMAGE TABLE

Die Roll	Effect
3 or less	no effect
4	light wound
5	light wound
6	light wound
7	light wound
8	serious wound
9	serious wound
10	serious wound
11	serious wound
12 or more	dead

Note: All direct hit wounds (not collateral damage) from HE or HEAP rounds becomes one level more serious. Light wounds become serious; serious wounds become death. No effect remains the same.

DIE ROLL MODIFICATIONS: Damage

General: Plus weapon penetration rating.
Armor: Mesh, -2. Flak Jacket, -4. Cloth, -6. Combat Armor, -8. Battle Dress, -10. Ablat, -6 (laser fire only). Reflec, -10 (laser fire only).

MELEE TABLE

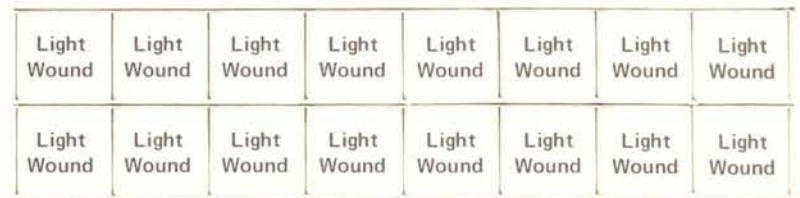
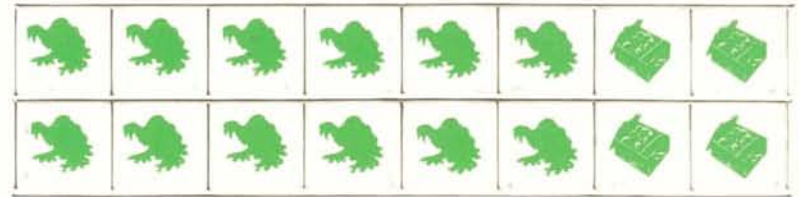
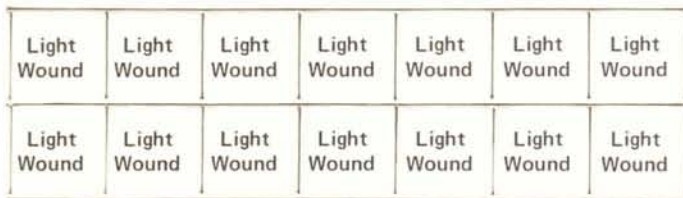
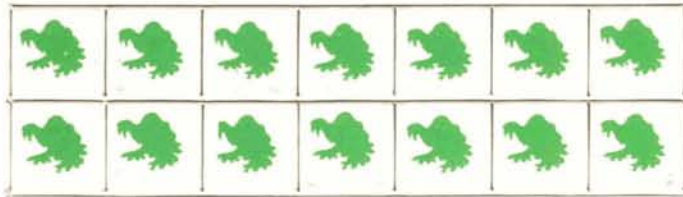
Die		-----Melee Factor Differential-----							
Roll	-6	-4	-2	0	+1	+3	+5	+7	+9
1	—	—	—	—	—	—	stun	stun	LW
2	—	—	—	—	—	stun	stun	LW	LW
3	—	—	—	—	stun	stun	LW	LW	LW
4	—	—	—	stun	stun	LW	LW	Unc	Unc
5	—	stun	stun	stun	LW	LW	Unc	Unc	Dead
6	stun	stun	LW	LW	LW	Unc	Unc	Dead	Dead

Note: A differential of less than -6 is no effect; a differential of greater than +9 is treated as +9.

If in vacc suit, down one column. If robot defender, down two columns. If in combat armor, down two columns.

ACTION POINT COSTS TABLE

Action	AP Cost	Action	AP Cost
walk directly forward	.2	move through hatch	
walk diagonally forward	.3	—wearing vacc suit	.4
trot directly forward	.1	—wearing combat armor	.4
trot diagonally forward	.1½	—wearing battle dress	.4
turn 90 degrees		—all others	.2
—walking or stationary	.1	move through door or valve	.0
—trotting	.2	activate lift	.2
sidestep or backstep	.4	jump down one level	see rule 8.C.1
evade	.6	swing down one level	see rule 8.C.2
traverse close machinery	.6	drag character	see rule 8.C.8
open or close sliding door	.2	covering fire	.3
break down door	.6	aimed fire	.6
open or close iris valve	.2	snap shot	.3
cycle air lock	.6	throw grenade	.6
open or close hatch	.6	move through congestion	+1 per active character
open or close maintenance hatch	.6		



SP-1 7-3	SP 5-4	SP+3 11-4	SP+2 8-6	SP+1 10-3	SP-2 5-5	SP+3 8-2 +1	SP+1 3-3 +3
AP+1 10-5 +2	AP+3 3-6 +1	AP+1 9-5	AP+2 6-2 +3	AP 8-2	SP-2 12-5	SP-2 10-6	SP+2 3-4

GR+3 8-5	GR+2 6-3	GR-2 4-6	GR+3 8-3	GR+1 11-5	GR+3 10-2	GR 11-1 +2	GR+1 8-3
GR+1 7-6	GR+1 7-4	GR-1 3-3	GR-1 5-5	GR+2 4-2	GR 2-5	FG-1 6-3	FG+2 4-5

		1	1	1	2	2	2
		6	6	6	5	5	5

ACR+6 11-3	ACR+2 9-1	GR+4 7-5	GR+5 12-2	LC+5 8-2	ACR+2 12-6	GR+1 12-3 +3	GR+3 14-4
ACR+6 9-4	ACR+2 6-1	SMG+2 9-6	SMG+4 5-3	LC+1 7-6	LC+3 6-2	GR+2 8-6	GR+4 9-2 +2

GR+3 4-2	GR+4 12-2	GR+1 8-5	GR+2 9-5	GR+2 9-4 +1	GR+2 14-4	GR 10-3 +4	GR+1 12-2 +3
GR 3-5	GR+2 7-5	GR+2 2-5	GR+3 9-3	GR-1 7-5	GR 7-4	GR+1 8-3	GR+2 10-5

PG+3 N-3	PG+2 N-5	PG+1 N-6	PG+1 N-5	PG+3 N-6	PG+3 N-6	PG+3 N-6	PG+3 N-6
N-6	N-8	N-8	N-7	N-7	N-8	N-8	N-8

Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound
Dead	Dead	Dead	Dead	Dead	Dead	Dead	Heavy Wound

SP-1 8-3	SP+3 11-6	SP+2 4-1	SP-2 7-5	SP 8-3	SP+1 7-4 +1	SP+3 6-6 +3
AcI-2 9-2	AcI+2 7-4	AcI+3 6-4	LC-1 7-4	LC+3 10-1	AP-1 5-1 +2	AP+1 7-5

SP-2 11-6	SP 8-3	SP+3 5-4	SP-1 8-5	AcI+3 4-2	AcI+3 9-4	AcI+2 3-5
AP+2 8-4 +1	SP+1 2-6	SP+3 5-6	SP+2 10-2	AP 10-1 +1	SP+1 10-3	LC-1 4-2

FG+2 12-4	FG+2 11-10 +3	FG+2 8-8 +1	FG 9-12 +3	FG+1 4-6	LC+3 9-5 +1	LC 8-4
FG+3 12-4	FG 9-6	FG 9-6	FG+1 8-8	FG 7-6	FG 7-12	FG+3 10-8

2	3	3	3	3	3	3
5	4	4	4	4	4	4

AP+6 12-3 +1	LC+5 13-6 +3	LAG+1 14-6	LAG+3 11-5	AR+2 10-6	AR+1 16-4	AR+2 13-1 +2
AP+5 6-1 +3	AP+4 8-2 +2	PG+2 11-8	PG+1 5-10	PG+3 11-8	PG+4 12-12 +1	PG+1 9-4 +1

PG 12-6 +1	LC+1 9-2 +1	LC+2 14-4 +3	LC+4 11-3	AP+5 13-4 +5	AP+3 9-4	AP+2 8-6 +4
PG 9-3	PG 9-4	PG+2 9-4	PG 8-3	PG+4 5-4	PG+1 7-6	PG-1 9-3

LC+5 6-2	LC+1 10-4	BP+1 8-2	BP+2 10-5	BP 5-4	BP 2-3	BP+1 7-2
LC-1 11-3 +1	LC+2 6-2 +3	LC+3 9-3	AP+1 7-4	AP+2 11-5 +2	AP+3 12-1	AP+1 5-4 +2

Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound	Heavy Wound
Dead	Dead	Dead	Dead	Dead	Dead	Dead