

Combat

Initiative

Initiative = Reaction + Initiative dice (base 1D6)

NB: RULE OF SIX DOES NOT APPLY

(Ranged)

Knockdown(Ranged)

When struck roll: BODY vs. (half Power Level of weapon – rounded down)

(Gel rounds = Full Power Level)

KNOCKDOWN TABLE	Wound Level Minimum Successes Needed to Not				
Get Knocked Down	Light	2	Moderate	3	Serious
	4	Deadly	NA		

Determine range. (Table p. 111)

Apply situational target modifiers (p. 112) (Right)

Attackers Success Test

(Weapon skill + optional number of
Combat Pool dice) vs. Adjusted TN#

Dodge Test (Optional)

Use only Combat Pool dice.

TN# - 4 + modifiers:

+1 per 3 rounds fired from (BF/FA)
weapon

+1 per meter of shotgun spread at
targets position (p 117)

+ Damage modifiers (p126) (Character Sheet Damage)

Dodge successful (clean miss) if Targets Successes exceed Attackers Successes. (if un-successful, add successes to Damage Resist Test)

Damage Resistance Test:

(BODY) + (optional number of Combat Pool dice) vs.

(Power Rating of weapon) – (Minus ballistic armour rating of character)

Apply Damage – Stage Damage Level of weapon up or down according to every 2 successes in favour of character.

Burst Fire (BF) and Full Auto (FA) Rules (p115)

BURST FIRE

(Burst Fire = 3 rounds)

Power Rating + 3, Damage Level +1

+3 Recoil

SHORT BURST

(Short Burst = Less than 3 rounds) (due to empty clip, etc.)

Power Rating +2 (No Damage Level increase)

+2 Recoil

FULL AUTO

Attacker chooses number of rounds (Minimum 3 -Maximum 10)

+1 Recoil per round

Power Rating +1 per round fired in burst

Damage Level +1 per 3 full rounds fired

Combat

Initiative

Initiative = Reaction + Initiative dice (base 1D6)

NB: RULE OF SIX DOES NOT APPLY

(Melee)

Knockdown(Melee)

When struck roll: BODY vs. Opponents STRENGTH

KNOCKDOWN TABLE	Wound Level Minimum Successes Needed to Not				
Get Knocked Down	Light	2	Moderate	3	Serious
	4	Deadly	NA		

1) Attacker's Success test

Combat skill + (Combat Pool (optional) vs. TN# 4
plus modifiers (p. 123)

Defender's Success test

Combat skill + (Combat Pool (optional) vs. TN# 4 plus modifiers (p. 123)

Compare Successes

Character with highest successes has hit opponent. Tie goes to attacker.

Determine Damage

Stage damage up for every 2 successes above opponent.

Resist Damage

BODY vs. Power – targets Impact Armour Rating.
Every 2 successes, stage Damage Level down by 1.