# Critical Hit Table

All doublings and triplings of damage refer to basic damage (not injury). In all cases, the target gets no active defense against the attack.

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- 4 The second of an and the second s
- 5 The line was marine mining
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# Critical Head Blow Table

Use this table only for critical hits to the head (*face, skull*, or *eye*). In all cases, the target gets no active defense against the attack.

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- 4. C. The second of an experiment of the second second
- 6, 1 Television experimentation for each strength in the second s
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- 9, im i Hannar Analisa malaga att
- 12,
- 14 Hearing I have been malanage (and the provide strange the company of the malanage of the tage (and
- 17 18

# Damage From Thrown Objects

Thrown objects inflict thrust damage for your ST, modified for weight as shown below. Damage is usually crushing, but sharp objects may do cutting, impaling, or piercing instead (GM's option). A fragile object (or thrown character) takes the same amount of damage it inflicts - roll separately for the object and the target.

Weight	Damage
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# Critical Miss Table

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# Attribute Levels

6 or less 7	Crippling (literally; can't live a normal life) Poor (can live a normal life, with care)
8-9	Below Average (low side of able-bodied)
10	Average (most scores for most people)
11-12	Above Average (high side of able-bodied)
13-14	Exceptional (highest you'll likely meet)
15-16	Amazing (highest you'll likely see/hear of)
17-18	Legendary (historical "bests")
19-20	Mythic (astounding even among heroes)
21+	Superhuman (demi-gods and above)
Skill Le	vels
7 or less	Unskilled (default users)
8-9	Feeble (beginners, bumblers)
10-11	Average (non-job skills for ordinary folks)
12-13	Competent (job skills for ordinary folks)
14-16	Exceptional (most seasoned of ordinary)
17-19	Heroic (extraordinary world-class experts)
20-21	Larger-than-Life (top experts fromhistory)
22-23	Legendary ("typical" mythic figures)
24-26	Superhuman (outstanding mythic figures)
27.	Callike (anathest mythic figures ands)

27+ Godlike (greatest mythic figures, gods)

# Throwing Distance

Divide the object's weight in pounds by your Basic Lift to get the weight ratio. If it falls between two values on the table, use the *higher*. Multiply your ST by the *distance modifier* to find the distance in yards you can throw the object.

Weight Ratio	Distance Modifier	Weight Ratio	Distance Modifier
		-1480	11.00
4141	19180	444	10100
41.81		110	11.00
11-00	10.00	1000	4.4
100	10.00	-	10.00
646	10.00	444	11.00
646	1100	- 144	11100
1.8	11100	444	11100
4-8-	10010	1111	41144
-10	101000	-	1100
222	101000	-	11181

# Unarmed Critical Miss Table

Use this table only for critical misses on *unarmed* attacks (bites, claws, grapples, kicks, punches, etc.) or parries, including those by animals.

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- 5 The first and the second s
- 7 Martin Branchikk, "Horizon (Belland), gran (Belland), and (
- 8 -

- 13 14
- 16
- 17 The second state of the second

*Fighters that cannot fall down*: Treat any "fall down" result as 1d-3 of general injury.

Flyers and swimmers: Treat any "fall down" result as being forced into an awkward position with the same effective results (-4 to attack, -3 to defend).

# Cover DR Table

\* Repeated damage to a small area lowers DR, as explained under the *Structural Damage Table* (B558).

Material	DR/Inch
Automatic	10.0
-Brokes	10481
-100000886	10.007
-testorolistic / departmental-	41-42
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-94441	101100
Test services	
BRANK / SAME	10100
-BARDI / BARDI	101-101
-Barren	4112
Mennel I Scientification	444.47

### Humanoid Hit Locations

numa	NOID HIL LOCATIONS
Roll	Location (Penalty)
-	Eye (-9)
-	Ear (-7)
3-4	Skull (-7, -5 from behind)
5	Face (-5, -7 from behind)
-	Jaw (-6)
-	Nose (-7)
6-7	Right Leg (-2)
8	Right Arm (-2)
9-10	Torso/Chest (0)
-	Abdomen (-1)
-	Spine (-8)
11	Groin (-3)
-	Pelvis (-3)
12	Left Arm (-2)
13-14	Left Leg (-2)
-	Joints, Limb (-5)
-	Veins/Arteries, Limb (-5)
15	Hand (-4)
16	Foot (-4)
-	Joints, Extremity (-7)
17-18	Neck (-5)
-	Veins/Arteries, Neck (-8)
-	Vitals (-3, -5 for heart)
-	Chinks in Armor (-8, -10)

Weapon (-5, -4, -3)

Eye: Only *impaling, piercing,* and *tight-beam burning* attacks can target the eye - and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull, but without the extra DR. A miss by 1 hits the torso.

Ear: Treat this as a face hit except when making a *cutting* attack specifically to slice off the ear. In that case, injury over HP/4 is lost but has no special effect... but *twice* this amount removes the ear. This is a major wound, but without the -5 to knockdown rolls for a face hit. Missing ears (one or both) permanently reduce Appearance by a level. A miss by 1 hits the torso. See also Ear Clap (MA70).

Skull: The skull gets an extra DR 2. Wounding modifier is x4. Knockdown rolls are at -10. Critical hits use the Critical Head Blow Table (B556). Exception: these special effects do not apply to toxic damage. When attacking from behind, the skull is at -5 to hit, not -7. A miss by 1 hits the torso.

- Face: If the target has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the Critical Head Blow Table. Corrosion damage gets a x1.5 wounding modifier, and if it inflicts a major wound it also blinds one eye (both eyes on damage over full HP). Random attacks from behind hit the skull instead. On a hit from in front, roll 1d. A 1 means a skull hit if the attack was impaling, piercing, or tight-beam burning, a nose hit otherwise. When attacking from behind, the face is at -7 to hit, not -5. A miss by 1 hits the torso.
- Jaw: The jaw is part of the face and only valid as a target from the front. Treat as an ordinary face hit, except that a *crushing* blow gives the victim an extra -1 to knockdown rolls. A miss by 1 hits the torso.
- **Nose:** The nose is part of the face and only valid as a target from the front. Treat as an ordinary face hit, but injury over HP/4 breaks the nose. This is a major wound, and inflicts No Sense of Smell/Taste until healed. *Cutting* attacks can choose to lop off the nose: injury over HP/4 is then an ordinary major wound (no -5 for face hit), excess damage lost. However, *twice* that damage takes off the nose, reducing Appearance by two levels permanently. A miss by 1 hits the torso.
- Arms and Legs: Reduce the wounding multiplier of *large piercing* (pi+), *huge piercing* (pi++), and *impaling* damage to x1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb (B421). Damage beyond that threshold is lost. If holding a shield, *double* the penalty to hit: -4 for shield arm. Roll 1d. On a 1, a *cutting, impaling, piercing,* or *tight-beam burning* attack hits a vein/artery, while a *crushing* attack hits a joint.
- Torso/Chest: On a hit with a *crushing, impaling, piercing,* or *tight-beam burning* attack, roll 1d. On a 1, it hits the vitals. Also roll 1d for a *cutting* blow from behind; a 1 indicates a spine hit.

Abdomen: On a hit with a crushing, impaling, piercing, or tight-beam burning attack, roll 1d. On a 1, it hits the vitals.

**Spine:** Can only be targeted from behind. Has DR 3. No wounding modifiers, but any injury that inflicts a shock penalty requires a knockdown roll, at -5 if a major wound. Injury over HP is crippling, causing automatic knockdown and stunning, plus Bad Back and Lame (roll once to recover from each after combat). A miss by 1 hits the torso.

Groin: Human males and similar species suffer *double* shock (maximum of -8) from *crushing* damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit. A miss by 1 hits the torso.

Pelvis: Treat as a torso hit, except that a major wound (B420) causes you to fall down. You cannot stand, and can only fight if you assume a sitting or lying posture. Until healed, you have Lame (Missing Legs, B141). A miss by 1 hits the torso.

Joints: Limbs and extremities contain vulnerable joints that an attacker can target with a *crushing, cutting, piercing,* or *tight-beam burning* attack. This allows crippling with injury over HP/3 (not HP/2) for a limb, or injury over HP/4 (not HP/3) for an extremity. Excess injury is lost. Dismemberment still requires twice the injury needed to cripple the whole body part – not just the joint. HT rolls to recover from crippling injuries are at -2. A miss by 1 hits the limb or extremity, not the joint.

Veins/Arteries: A fighter with a *cutting, impaling, pierding, or tight-beam burning* weapon can target a major blood vessel in the neck (jugular vein or carotid artery), arm (brachial artery), or leg (femoral artery). The attack has an extra -3: -5 for a limb, -8 for the neck. Increase the wounding modifier for that hit location by 0.5; e.g., a *cutting* attack gets x2 instead of x1.5 against a limb, or x2.5 instead of x2 for the neck. Ignore crippling effects and damage limits for limbs. The GM may rule that Mortal Wounds (B423) doesn't apply and that any failed HT roll to avoid death means the victim collapses and bleeds out messily. A miss by 1 hits the neck, arm, or leg, as appropriate.

- Hands and Feet: Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost. If holding a shield, double the penalty to hit: -4 for shield arm, -8 for shield hand. On a hit with a crushing, cutting, piercing, or tight-beam burning attack, roll 1d. On a 1, the attack hits a joint. If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.
- Neck: Increase the wounding multiplier of *crushing* and *corrosion* attacks to x1.5, and that of *cutting* damage to x2. At the GM's option, anyone killed by a *cutting* blow to the neck is decapitated! On a hit with a *cutting, impaling, piercing,* or *tight-beam burning* attack, roll 1d. On a 1, it hits a vein/artery. Also roll 1d for *crushing* attacks from behind; a 1 indicates a spine hit. Crippling the spine this far up a "broken neck" causes Quadriplegic (B150), not merely Lame (Paraplegic). This occurs automatically if Neck Snap (MA77) or a throw from a Head Lock (MA74) inflicts injury over HP to the neck! A miss by 1 hits the torso.

Vitals: Heart, lungs, kidneys, solar plexus, etc. Increase the wounding modifier for an *impaling* or any *piercing* attack to x3, and that of a *tight-beam burning* attack to x2. The wounding modifier for a *crushing* attack is only x1, but shock requires a HT roll to avoid knockdown, at -5 if a major wound. A miss by 1 hits the torso.
 Chinks in Armor: A *piercing, impaling,* or *tight-beam burning* attack can target joints or weak points in a suit of armor, vehicle, etc. Roll at -8 to hit a chink in the foe's torso armor, or at -10 for any other location (face, eyes, vitals, arm, etc.). If you hit, halve DR. This is cumulative with any armor divisors.

Weapon: Reach "C" melee/pistol: -5, Reach 1 melee/carbine: -4, Reach 2+ melee/rifle: -3. Disarm: extra -2. See B400-401 for details.

### Wounds

Shock (B419):

Knockback (B378):

Major Wound (B420):

Knockdown and Stunning (B420):

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Effects of Stun (B420):

Crippling Injury (B421):

Mortal Wounds (B423):

Bleeding (B420):

### Melee Attack Modifiers

When attacking in melee combat, figure your effective skill by:

1. Taking your base skill with the weapon or unarmed attack you are using. (In some situations, another - e.g., Free Fall, Riding, or Environment Suit will limit this skill.)

2. Applying the target's Size Modifier (SM).

3. Applying the relevant modifiers below. Modifiers are cumulative, but combined visibility penalties cannot exceed -10 (-6, if used to blindness). If any modifier marked with an asterisk (\*) applies, adjusted skill after all modifiers cannot exceed 9.

A roll of this number, or less, is a hit.

### Attacker's Maneuver

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### Attacker's Posture

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# Active Defense Modifiers

When performing a dodge, block, or parry, figure your active defense roll by:

1. Taking your calculated Dodge, Block or Parry score. (The Combat Reflexes and Enhanced Defenses advantages increase these values above their base.)

2. Applying the relevant modifiers below. All modifiers are cumulative.

A roll of this number, or less, means you avoid the attack.

### Defender's Equipment

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### **Defender's Maneuver**

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# Lost Hit Points (B419)

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- -5xHP: States and a state
- -10xHP: Total bodily destruction ALTER HER BUILDED & HER BOTTOM
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### Attacker's Situation

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### Other Actions by Attacker

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### Defender's Posture

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### Defender's Situation

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Lost Fatigue Points (B426)

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### Target (choose one)

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#### Other Actions by Defender

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### Criticals

3 or 4 is always a critical success/hit

5 is a critical success if your effective skill is 15+

6 is a critical success if your effective skill is 16+

A roll of 18 is always a critical failure/miss

- A roll of 17 is a critical failure if your effective skill is 15 or less; otherwise, it's an ordinary failure Any roll of 10 greater than your effective skill is a
- critical failure (except for ranged attacks)
- Critical hit: Target gets no active defense roll on Critical Hit or Critical Head Blow table (B556).
- Critical success on a defense roll: Melee, attacker goes to Critical Miss Table; ranged, thrown weapon can be caught.
- Critical miss Attack: Attacker rolls on the Critical Miss Table.
- Critical failure Block: Defender's shield becomes unready.

Critical failure - Dodge: Defender falls down prone. Critical failure - Parry: Defender rolls on the Critical Miss Table.

Rule of 20 (B344): - ALL CARDONNESS

# Ranged Attack Modifiers

When making a ranged attack, figure your effective skill by:

- 1. Taking your base skill with your ranged weapon.
- 2. Applying the target's Size Modifier (SM). 3. Modifying for the target's Range and Speed
- (table, B550).

4. Applying the relevant modifiers below. Modifiers are cumulative, but combined visibility penalties cannot exceed -10. If any modifier marked with an asterisk (\*) applies, adjusted skill cannot exceed 9.

A roll of this number, or less, is a hit. If using

Rapid Fire, you score one extra hit for every full multiple of Recoil by which you make your attack roll.

### Attacker's Maneuver

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### Attacker's Situation

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### Attacking from Moving Vehicle or Mount

If weapon is not in a stabilized mount, the combined bonus for Accuracy, Aim, bracing and targeting systems cannot exceed the vehicle's SR.

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# Wounding Modifiers

Round fractions down (B379):

- x0.5: Small Piercing (pi-)
- x1: Burning (burn), Corrosion (cor), Crushing (cr), Fatigue (fat), Piercing (pi), Toxic (tox) x1.5: Cutting (cut), Large Piercing (pi+)
- x2: Impaling (imp), Huge Piercing (pi++)

# First Aid

Bandaging: Treating Shock: Track Mills and Long Mills Solds (1997), 1986 and constructions, while the chief contains an other and the second internal and internal of the Raffigure (million ( many -- ) lift ( part Ataux ; ) die - trainaite No. -----

### **Opportunity Fire**

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### **Other Actions by Attacker**

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		The Dr. Black		101-10	

### Target

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### **Targeting Systems**

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### Visibility

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Dodge:

- Block: Parry:
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# Natural Recovery of HP

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# First Aid Table

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TL	Time per Victim	HP Restored
0-1	100 ( 0000 ( 0000)	180.01
2-3	100 1 1000 (0000)	100.00
4		100.00
5		189.51
6-7		199.01
8		1001
9+		

# Size and Speed/Range

Siza

Linear

Sneed/Range

Speed/Range	Size	Linear
		Measurement
0	-15	1/5″
0	-14	1/3″
0	-13	1/2″
0	-12	2/3″
0	-11	1″
0	-10	1.5″
0	-9	2″
0	-8	3″
0	-7	5″
0	-6	8"
0	-5	1 ft
0	-4	1.5 ft
0	-3	2 ft
0	-2	1 yd
0	-1	1.5 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	5 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	50 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	500 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
		(1 mile)
-19	+19	3,000 yd
-20	+20	5,000 yd
		(2.5 miles)
etc.	etc.	etc.

For every yard your target has over you, add one yard to effective range. For every two yards you have over your target, subtract one yard from effective range (min. half the ground distance).

### Parry: Unarmed (cont.): troppet i troppe its distante ing / its its structure Antipado - por filia i Martin - pres a performa - conte-Prophy a supervision of the state of the supervision of the state all - magnes, the game and weapers and the TO IT MANAGEST AND TRACTOMENTS. TRACTICES constant apprint. Mittade i fila - affinanteriti - dette - masserite. - 48 and the company of canada the company CONTRACTOR OF STREET,

# Unconsciousness

Regardless of whether you are truly unconscious or just incapacitated by pain and injury, you can't do anything. You recover as follows (B423): 1 or more HP remaining:

- 0 HP or worse, but above -1xHP: The constitution country of these constrained in the second second second second second second second second se the rest rate for the second s standing of a second state of a second state of the addenie otra i decisión i teste i diasta, idasi i decisionale i pri-Manines - -----
- -1xHP or below: MANDER OF A CONTRACT OF A CONT Charles - contractional - and the straining - franklinged The Address of Barrie Manual States, 198 AND CONSIDER THE CONTRACTOR OF CONSIDER THE CONSIDER. GGL/980 (GGL/86)

<b>Maneuver</b> (B363+)	Description	Active Defense	Movement
Aim (Ranged)	Aim a ranged weapon to get its Acc bonus (+1 for bracing, +1 for 2 turns, +2 for 3+ turns)	Any*	Step (None with braced
	The combined bonus from all targeting systems cannot exceed the weapon's base Accuracy		two-handed weapon)
All-Out Attack (Me	lee)		
Determined	+4 to hit	None	Half Move (forward)
Double	2 attacks on same foe with ready hand/weapon (weapon attacks -4 to off-hand)	None	Half Move (forward)
Feint	Make one feint and one attack on same foe (ranged as well as melee)	None	Half Move (forward)
Long	Increase reach by 1 yard (Swing attacks at -2 dmg. or -1 per die), may end in crouch (MA87)	None	Half Move (forward)
Strong	+2 to damage (or +1 per damage die)	None	Half Move (forward)
All-Out Attack (Ra	nged) For optional ranged feints, see MA121		
Determined	+1 to hit	None	Half Move (forward)
Suppression Fire	Weapon must have RoF 5+ (B409)	None	Half Move (forward)
All-Out Defense			
Increased	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move)	Any	Step (or Half Move)
Double	Two different Defenses against one attack	Any	Step
Attack	Attack unarmed or with a ready weapon (melee weapon attacks -4 to off-hand)	Any	Step (before or after attack)
Change Posture	Standing, sitting, kneeling, crawling, prone, lying face up (see B364 and MA98)	Any	None
Concentrate	Focus on a mental task	Any †	Step
Committed Attack	(Melee) MA100		
Determined	+2 to hit	Special‡	Step (or 2 Steps, at -2 to hit
Strong	+1 to damage (or +1 per two full damage die), ST-based attacks only	Special‡	Step (or 2 Steps, at -2 to hit
Defensive Attack	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon	Any	Step (before or after attack)
(Melee)	or Parry with the same weapon, Kick: +2 to avoid Leg Grapple and DX rolls to avoid falling.		
	-2 to damage (or -1 per die if worse), foe gets +1 to defend against a grab or grapple		
Do Nothing	Take no action (Active Defenses at -4 if taking Do Nothing due to Stun; roll vs. HT/IQ)	Any	None
Evaluate (Melee)	Study a foe prior to a melee attack (+1 per turn to subsequent attacks or feints, max. +3);	Any	Step
	may also use the Evaluate bonus to cancel out penalties from Deceptive Attacks or feints		
eint (Melee)	May use the highest Melee Weapon or unarmed combat skill to resist a feint - for optional range	ied feints, see MA1	121
Beat	Contest of ST-based combat skill vs. foe's ST- or DX-based skill (MA100)	Any	Step
Defensive Feint	Apply the penalty from a successful Beat, Feint, or Ruse to foe's attack roll instead of defense	Any	Step
Feint	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield, or DX	Any	Step
Ruse	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill, or Tactics (MA101)	Any	Step
Nove and Attack	Move and attack at a penalty (Ranged: -2 or weapon's Bulk; non-slam Melee: -4, max. skill 9).	Special§	Full Move (-2 to avoid falling
	For thrusting attacks, may use slam damage (HP x velocity/100). Not compatible with Flurry of		
	Blows, Mighty Blow, Giant Step, Combos, Rapid Strike, or Deceptive Attack (except slams, etc.)		
Move	Do nothing but move (see Sprinting, B354, and Acrobatic Movement, MA105-MA107)	Any	Full Move
Ready	Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)	Any	Step
Wait	Hold your action, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack,	Any	Varies
	Feint, or Ready. Can also attempt a Stop Hit (MA108)		

\* Taking an active defense spoils your Aim; if you are injured, make a Will roll or lose your Aim.

† Taking an active defense or being knocked down, injured, distracted etc. requires a Will-3 roll to maintain.

<sup>‡</sup> The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat.

§ If you attacked using an arm, you cannot use that arm to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any other body part to attack, you cannot dodge. You can use any other defense, but you cannot retreat.

Deceptive Attack (B369): Target suffers a -1 to active defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of 10). Dual-Weapon Attack (B417): Use both hands to make two attacks (including pistols), both at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for melee). Foe defends at -1 if he is the target of both attacks.

Rapid Strike (B370, HT85): Make two attacks (with a ready hand/weapon), both at -6, to replace one normal attack. Can target separate foes (within a 30° angle for Ranged). Ranged attacks require a weapon with RoF of 2+. Divide the RoF evenly into two separate attacks, and use each to determine the rapid-fire bonus.
Telegraphic Attack (MA113): +4 to hit (melee), +2 to defend against. Incompatible with Deceptive Attack, Evaluate, Riposte, or Feint. Does *not* affect crit chance.

Tip Slash (MA113): Swing a thrusting impaling weapon to do cutting damage equal to the weapon's impaling damage -2. Cross Parry (MA121): Commit two ready melee weapons to a single parry, using the better Parry score +2 and combining their weights (for purposes of breaking). Neither hand can parry again this turn.

Riposte (MA124): Take a penalty to your Parry (min. of 8), not including modifiers. If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (hand or weapon), Block (shield), or Dodge (non-hand unarmed strike), or half that penalty to all other defenses.

Supported Parry (MA121): Use a ready (empty) hand to support a parrying weapon for +1 as if it were a two-handed weapon. Neither hand can parry again. Extra Effort: A critical failure on these rolls causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). May use no more than one offensive option (Flurry of Blows, Giant Step, Great Lunge, Heroic Charge, Mighty Blows) and one defensive option (Feverish Defense or Rapid Recovery). Flurry of Blows: Spend 1 FP per attack to halve the penalty for a melee Rapid Strike (B370, usually -6).

Giant Step: Spend 1 FP for one extra step (before or after your attack) during an Attack or Defensive Attack.

Great Lunge: Spend 1 FP to get the effects of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip).

Heroic Charge: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).

Mighty Blow: Spend 1 FP per attack to get the All-Out Attack (Strong) damage bonus to a melee Attack without losing defenses.

Feverish Defense: Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack).

Rapid Recovery: Spend 1 FP to parry with an unbalanced weapon during an Attack, or any weapon during a Move and Attack

Posture (B367, B551)	Attack	Defense	Target	Movement	
Standing	Normal	Normal	Normal	Normal (may Sprint, B354)	Attack is the modifier when making a
Crouching	-2	Normal	-2	2/3 (or +1/2 MP per hex)	melee attack from this posture (no effect on ranged attacks).
Kneeling	-2	-2	-2	1/3 (or +2 MP per hex)	- /
Crawling	-4 (reach "C")	-3	-2*	1/3 (or +2 MP per hex)	<i>Target</i> is the modifier to hit your torso, groin, or legs with a ranged attack - no
Sitting	-2	-2	-2	None	penalty for other hit locations if visible.
Lying Down	-4	-3	-2*	1 yard/second	

\* If attacker is at the same or lower elevation and farther away than his own height, he attacks your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at all. If you also have your head down, he cannot attack your neck, eyes, or face.

# Skill Modifiers

Tech Level (B168)

and a supervised to a supervised and the supervised of the supervi	# 736/Rk:
it and an and the first	Stall (Parally
Skill's TL=# or more	Proposalilitie
SHITE TL=3	-115
Skill's TL=2	-010
Skill's TL+1	-5
SAINS TIL	0
Skills TL-U	-8
Skills TL-2	-3
Per coltra -1 la TL	-2

Other Technological Skills: -1 per TL of difference between the skill and the equipment.

### Familiarity (B169)

Unformitiar with appgment: -2 Epugment from another TL: add Tamilianty penalty and Tach Lovel modifiem.

Six or more familiarities for a given skill val against your skill - success, no penalty.

Unternitian Culture: -3 to Carnuting, Cornelisana, Criminology, Barring, Battell Lais, Biptoniaky, Batt-Talk, Carnen, Gesture, Hernitity, Internititien, Laustersing, Merchant, Bostry, Bullics, Psychology, Bullic Speaking, Saver Pare, See Appeal, Sociology, Streativities, and Tatching.

### Physiology (B181)

Apply Io: Body Language, Diagnosis, Freit Aul, Physician, Prossure Hanto, Pressure Secrets, Surgery Similar physiology: -2 (oc: BF) Io: -4 (oc: Trolf), Viery different physiology: -5 (including animals,

bull still from your work(). Utterly alters: -6 or worke ((SMs outlion)).

Machterer: Net wills gesmiltin.

Roll Physiology (recial specially) to avoid permittee.

### Time Spent (GM's option, B346)

Extra Time: =1 for 2x as long, =2 for 4x, =3 for 8x, =4 for 15x, =5 for 30x, Natio:-1 per 10% loss line later.

Circonality - UD to complete a lask instantly.

### Combat

#### Flexible Armor and Blunt Trauma (B379):

attiack fails to penetrate the SR of fieldle armor, every full 30 points of *outling*, impailing, or planning damage, or full 5 points of *orushing* damage, inflicts 1 point of blant trauma injury (no modifiers).

### Close Combat (B391)

Initiated by entering a facts heat; you must either stop, evade (\$1500), or siam (\$1570). Only reach "C" meliee weapons can be used) ranged weapons use their Bulk as a penalty to hit in piece of Range. Roll DK to ready a weapon, pius Fast Draw to ready it usidifu.

You may Dodge normally or Parry with a reach "C" weapon, but cannot Block. Attack mills take a shirid?s DB as a penalty *after* initially entering the hox, as do DK rolls *after* the finit turn of close combat. Getting rid of a shirid takes a facety manusure and a DK roll.

Evade: Quick Contest of DK, -5 if foe is standing, -2 if foe is kneeting, +2 from left or right side, +5 from behind, +5 if foe is lying down. Lase or the means he stopped you. Cannot evade if grappied.

Slam: Use DV, Brawling, or Sump Wrestling to hit. Foe can use any defense; if he dialges, you must move at least 2 yards past him (if able). Demage is (#P \* Velecity)/1404. If less than 5d up to 0.25= 3d-3, up to 0.35=5d-2, over 0.50=5d-3; otherwise, mund fractions of 0.50 or more up to a full die. If damage is equal to or greater than your facts, he must roll DK or fail down; if damage is twice his or more, he fails down automatically; if his damage is twice yours or more, you fail down. See also *Flying Tackle* (=4 to hit, extra yard of range, but end up prone); and *Shield Aush* (Shield skill to hit, add shield's DB to damage; your shield takes the damage, though you may still be knocked down).

### **Geographical and Temporal Scope** (B176)

Apply to shifts such as Area Knowledge, Current Affairs (Regional), Geography (Regional), Halony, Determor Long Determor Healthers, Al TL 5=, roll

34 against TL+1 to ignore distance penalties.

Time: Long Outlance, substituting yours for miles. Tach Lond: double the time modifier for each point of difference between Tach Londs.

Area Classes: Neighborhood), Wilage or Town; City; Barony, County, Duchy, or Small Nation; Large Nation; Planet; Interplanetiany State; Calory.

Knowing a larger area and working info on a anality area: -2 for one class of difference, double for each additional class of difference.

Knowing one area and wanting info on a similarsize area within the same larger areas Lang Datamor.

Itnoving a anall area and wanting infe on larger area that surrounds it -2 per class of difference.

### Equipment (B345)

Norme: -115 for tenth skills, -5 for aither skills (many skills cannot be used at all without equipment), *Improvised:* -5 for tenth skills, -2 for other skills. *Basic*: No modifier (this is usually the case). *Condropulity:* =1 (costs 5e basic prior).

Pirar-quality =2 (contin 200 (antic price)).

Basil promitists all TL: =TL/2 (mund dawn, min. =2, mit usually for sale.

If you have Basic or better equipment that is not in perfect condition:

Musing important items: -1 per item. Demograf aquipment: -1 to -3.

### Language (B24)

Applies to Past Talk, Public Speaking, Research,

Speech Boalling, Toxching, and Writing. Broker Comprehension: -3

Accornial Comprehension: -5

Artistic Endowore Enablic Insue penalties (Uninge

like Singing, Mattry, Bertornance, etc.).

# Rapid Fire (B373-B375, B409): Compare the

margin of success on the attack roll to the wragon's Recuil- an attack scores are actra hit for every full multiple of Recuil by which you make your attack.

Against multiple hits, a successful Dodge lets you avoid one hit, plus additional hits equal to your margin of success. Ortical Success dodges all hits.

# Unarmed Combat (B370)

Grabbing: DK or grapping skill to hit, with usual -4 for targeting the hand. Subsequent turns are a Regular Context of ST. Win, you take item; Lawe, lose grip.

Grappling: DK or a grappling skill to hit. Make hit location penalties (except weapon), mund up. If fee is grapplied, he is -4 to DK (and Dk-based skills), -2 to Parry and Block, and -1 to Dodge. A grappled limb carnot parry or block. We carnot step, change posture, retreat, or Archatic Dodge.

Fire may meliee attack *only*, unarmed or with reach "C" or ranged weapons (and not with a grappied limb); make a DK roll to Ready an Item with a free hand (drop on a failure); or Break Free by winning a Quick Cantest of ST (you get =5 if grapping with both hands, =6 if stummal. If free is pinned, he may only by to Break Free every DD seconds: you get =5 if pinning with one hand, =30 with two hands). If he breaks free he can immediately move 1 ward in any direction.

Takedown: Bear a standing, grappind for to the ground. Quark Context of 57, 5%, or best grapping skill (usual penalties if you are not standing). Wile, for falls down next to your hos (and loads grap if grapping)); Lawe, same happens to you?; Tie, nothing happens.

Pin: Only if fice is on ground and you are grappling his torso. Regular Context of ST (larger fighter gets =3 for every point of SH over his fac; fighter with most free hands gets =3). When, fac is pinned and helpless (you can free one hand). Lawe/Tile, nothing happens.

### Long-Distance Modifiers (B241)

Use these for Information spells that work over long distances, and for certain advantages. If the distance falls between two values, use the *higher*.

Distance	Penalty
lap its 2000 yardle	0
9/2 mille	-4
1 mile	-2
3 milite	-3
11 million	-4
30 million	-9
alle milles	-6
2000 realities	-7
1,000 million	-8

# Damage Table

ST	Thrust	Swing
1-2	386	38-5
3-4	385	34-6
5-6	38-6	149-2
7-8	149-2	146-2
9	149-2	349-5
10	38-2	1145
11	38-5	140=1
12	38-1	140-2
13	1140	38-1
14	1140	248
15	14.61 m 12	2681=11
16	140-1	341+3
17	141-2	38-1
18	14+2	34
19	3810	26E1=1
20	36-1	3461=3
21	34	4615
22	34	-98
23	249-11	48010
24	241+1	46+2
25	241-2	58-1
26	34117	34

Hurting Yourself (B379): If you hit a target with DE 25 unarrend, you imprevation of the 2 point for every full 5 points basic damage relief, up to a maximum of that target's DE. Your own DE still prototics as normal.

A failed unarmed Parry against a weapon means you are hit - your attacker may choose to hit his original target, or the limb you parried with

Strangle: If neck is grappied, Quick Context of ST vs. facts higher of ST or MT. You are at -5 if using only one hand, +2 per hand after the first two. If you win, inflict orushing damage equal to margin of victory (DR protects normally, but remember x1.5 for neck). If any damage penetrates DR, also inflict 1 PP neck). If any damage penetrates DR, also inflict 1 PP per turn starting next turn. You cannot do anything dise with your hands (i.e., Famy).

Free Actions: Release one or both hands; throw a ready weapon away; drag or carry foe (if he's pinned, treat as encumbrance; if not, need at least twice his ST to move him).

There are many other optional attacks for use against a grappied foe: Arm Lock (B403), Choke Hold (B404), Knee Strike (B404), Neck Snap/Minech Linib (B404), Martial Arts adds even more (H4104-103).



# Afflictions (B428-429, PU4 p. 21)

In most cases, the viction of an affliction gets a HT roll to resist. Duration depends on the specific cause.

### Irritating Conditions

Coughing:

Drowsy: Drunk;

Euphoria:

Itching: Nauseated: - it critting, at compile it if it and the state of the

Pain: No new control of the second providence - sing rings - Receptories - secondarie - Recent

Sneezing:

Tipsy:

### Incapacitating Conditions

All of these afflictions prevent you from taking voluntary action for the duration. In addition to their other effects, you're effectively stunned (-4 to active defenses). In combat, you must Do Nothing on your turn. If an affliction lets you drop, you can sit, kneel, go prone, etc. if standing, or go prone if kneeling or sitting. If it lets you stagger, you can drop, change facing, or step or crawl one yard. In all cases, you are still effectively stunned.

Agony: ter men of anteres. If another, of differ, one /W men while he affective private, one the interest 10010-0001-001-000 n a fighin hand the second, ment of an order branch as all a birght fight to be an all - is the second as all nge Bergeben einerfen für fen ant felfen ihren. Auf vem Bergeben im ein einer eine Bergeben, einer ein felfen ihr geben, auf ge bie bereiten im

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Paralysis: Retching: Seizure: Y Unconsciousness:

### Mortal Conditions

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Heart Attack: supporting (\$1.5). Propriority, star of the star of a star variable by contribution a carrier binary, by task correctly

# Posture and Hit Locations (MA99)

### Standing

Hit Location Effects: Remove -1 from the penalty for the neck, face, eye, or skull of a kneeling or sitting man, or to kick the leg or foot of a standing man. Prohibited Attacks: None.

Modified Attacks: Attacks of reach C against enemies who are lying down give -2 to hit. Elbow Strike and Knee Strike can't reach those lying down (but Elbow Drop and Knee Drop can). Head Butt can't reach those lying down either, and has -2 to hit even against kneeling, sitting, or crawling foes. Using Scissors Hold or the grappling techniques in Using Your Legs (MA79) forces the attacker to fall down.

#### Kneeling

*Hit Location Effects:* Remove -1 from the penalty for the feet, legs, or groin of a *standing* man, but add -1 to hit the neck, face, eye, or skull. *Prohibited Attacks:* All kicks, Backbreaker, Knee Drop, Knee Strike, Piledriver, Scissors Hold, and any Sweep using a leg.

Modified Attacks: Elbow Drop is at -1 damage and can only target a foe crawling or lying down. Head Butt is at -2 to hit a foe who is crawling or lying down - and against a standing opponent can only target the legs or groin. Techniques from Using Your Legs (MA79) can only target the legs of a standing man.

### Crawling

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a standing man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, Scissors Hold, Two-Handed Punch, any Sweep using a leg, all kicks except Back Kick, and weapon strikes at reach 1+.

- Modified Attacks: Elbow Strike has an extra -1 to hit, and cannot reach the neck, face, eye, or skull of a standing man. Against a standing foe, Head Butt can only attack the groin, legs, or feet. Knee Strike can only target an opponent who is lying down, the legs or feet of a sitting man, or the feet of a standing man. Techniques from Using Your Legs (MA79) can only target the legs of a standing man.
- Sitting (see Fighting While Seated, MA83, if sitting on something other than the ground)

Hit Location Effects: Remove -1 from the penalty for the feet, legs, or groin of a standing man, but add -1 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (Drop Kick, Flying Jump Kick, Jump Kick, Pole-Vault Kick, etc.), Back Kick, Backbreaker, Knee Drop, Piledriver, and any kind of slam.

Modified Attacks: Same as Kneeling. In addition, Elbow Strike cannot hit the neck, face, eye, or skull of a standing man. Knee Strike, any Sweep using a leg, and all permitted kicks have an extra -1 to attack and damage. Downward kicks (Axe Kick, Stamp Kick, etc.) can only hit opponents who are crawling or lying down, or the feet of a standing foe, and do -1 damage.

### Lying Face-Up

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a standing man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (as for Sitting), Back Kick, Backbreaker, Elbow Drop, Knee Drop, and Piledriver.

Modified Attacks: Elbow Strike and Head Butt cannot reach any part of a standing man but his feet or legs, and cannot attack the neck, face, eye, or skull of anyone who isn't crawling or lying down. Stability removes -2 from the penalty for permitted kicks and Sweeps with legs, but lack of leverage gives -1 damage. Knee Strike, punches, and close-combat weapon attacks (reach C) cannot reach above the groin of a standing man.

### Lying Face-Down (prone)

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a standing man, but add -2 to hit the neck, face, eye, or skull.

- Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, and all kicks except Back Kick.
- Modified Attacks: Elbow Strike, Head Butt, and Knee Strike cannot reach any part of a standing man but his feet, and cannot attack the neck, face, eye, or skull of any one who isn't crawling or lying down. Punches and close-combat weapons cannot target anything above the groin on a standing man. Techniques from Using Your Legs (MA79) can only target the legs of a standing man.

# Fright Checks (B360)

# When you fail a Fright Check, roll 3d and add your margin of failure on the Fright Check. Reroll or change implausible results.

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# Awe and Confusion (P85)

# When you fail an Awe or Confusion Check, roll 3d and add your margin of failure.

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### Falling Velocity Table Use random hit location for damage from a fall.

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# Quick Reaction Table (also, SE23) Roll 3d and apply any reaction modifiers.

0, Disastrous.	Marine and adding in the
1-3, Very Bad.	
4-6, Bad.	CONTRACTOR OF CONTRACTOR
7-9, Poor.	maintenant (Mag/Jogen/Hotable)
10-12, Neutral.	- aaraana Haroffi ya chadii ya
13-15, Good.	manifestation and colline temptation representation temptation
16-18, Very Good.	ANT: HARRY / HERE'S / ATTACK / ANTE: HERE'S / HERE'S / ATTACK / ATTACK
19+, Excellent.	- and a state of the second state of the secon

19+, Excellent.