

SKILLS: Roll 2d10 + Skill Rank + modifiers to equal or greater than 11. 21+ is critical success.

PASSIVE SKILLS: If difficulty of task is \leq skill rank, task succeeds automatically.

COMBAT SEQUENCE

1. Declare movement for new round.

2. Count phases from 1 to 5

(DIA) a) declare Ebb power. Ability manifests at start of next phase.

(DEX) b) missile/projectile combat.

(DEX) c) Hand to hand and defensive manoeuvres.

d) bleeding, healing, non-combat activities.

3. Book-keeping.

Combat phases

Dexterity	No. of Actions	Phases acted in
1-3	1	3
4-6	2	2, 4
7-9	3	1, 3, 5
10-12	4	1, 2, 4, 5
13+	5	1, 2, 3, 4, 5

Actions (phases)

Changing movement type	1
Reload	2 (1 on DEX roll)
Draw weapon	1 (0 on DEX-4 roll)
Change gun setting (to auto, etc)	1 (0 on DEX roll)
Use/throw item	1
Attack/dodge target	1

Movement (metres/phase)

Race	Walk	Run	Sprint	Running Skill
				(run/sprint only)
Human	1	2	3	+0.3 m/rank
Frother	1	2	4	+0.3 m/rank
Ebon	1	2	3	+0.3 m/rank
Brain Waster	1	2	3	+0.3 m/rank
Wraith Raider	2	4	6	+0.3 m/rank
Shaktar	1	3	5	+0.3 m/rank
Stormer 313	1	2.5	4	+0.3 m/rank
Stormer 711	2	4	6	+0.3 m/rank
Stormer 714	1	2	3.5	+0.3 m/rank
Vevaphon	1	2	4	+0.3 m/rank
Advanced Carrien	1	3	5	+0.3 m/rank
Carnivorous Pig	2	4	6	+1.2m total

HAND TO HAND COMBAT

TO HIT: Roll 11+ on 2d10 + HtH Weapon Skill Rank + modifiers.

DAMAGE: Weapon DMG + STR bonus - (PV-PEN if over 0) +1 DMG for every point over 20 on hit roll.

If attack hits but DMG is 0, then target takes 1 point of bruising damage from impact.

Hand to Hand modifiers

Activity	Modifier	Actions
Aim	+1 (one action only)	1
Aim-Torso	0	0
Aim-Arm	-1	0
Aim-Leg	-3	0
Aim-Head	-4	0
Defensive Manoeuvres	Up to - Skill Rank for defender	1
Unskilled	-3	
Natural Weapon (fists, claws etc)	+1	
Visibility	-1 to -5 (Dark room to No light)	

NATURAL WEAPONS

Name	Skill	DMG	PEN	AD
Fist	Unarmed	0*	0	0
Kick	Unarmed	1*	0	0
Shaktar Claws	Unarmed	0	1	0
Stormer Claws	Unarmed	1	1	0
Chagrin Tusks	Unarmed	2	2	0
Stormer Tail	Unarmed	4	2	1
Carrien Claw	Unarmed	2	1	0
Carrien Fang	Unarmed	1	0	0
Carnivorous Pig Claw	Unarmed	1	1	0
Carnivorous Pig Teeth	Unarmed	3	1	1

* will **not** cause ID damage against an armoured target.

GRENADES

Type	Blast	PEN	Wt	Cost
Blast	1	-1	0.5 kg	10
Frag	10	6	0.5 kg	15
Smoke	N/A	N/A	0.5 kg	4
Gas	N/A	N/A	0.5 kg	10

Grenade misses

ROLL (2d10)	DIRECTION (relative to target)
2-4	Behind
5-6	Behind/Left
7-9	Front/Left
10-12	Front
13-15	Front/Right
16-17	Behind/Right
18-20	Behind

Amount failed by = distance from target (x3 for Long range)

CLOSE COMBAT WEAPONS

Name	Skill	DMG	PEN	AD	Cost
Chain Axe	Chainaxe	5	4	3	85
Pacifier Baton	Club 1-H	5	0	5	80
Vibro Sabre	Blade 1-H	4	4	2	100
GASH Fist	Unarmed	4	4	2	80
Flick Scythe	Polearm	5	5	2	120
MAC Knife	Blade, 1h	4	1	1	80
ITB Mutilator	Unarmed	5	3	3	85
Power Disc	Blade 1-H/Thrown	4	4	2	100
Power Claymore	Blade 2-H	6	4	3	100
SLA Blade	Blade 1-H	1	0	0	2
Knife	Blade 1-H	1	0	0	5u
Club/Bat	Club 1-H	1	0	0	20u
Sledgehammer	Club 2-H	3	-1	1	35u
Sword	Blade 1-H	2	0	1	10u
Jolt Glove	Unarmed	user	user	user	105
Battle Axe	Axe	6	2	4	40
Fire Axe	Axe	3	6	2	10
Pick	Axe	2	8	1	3
Lochaber Axe	Polearm	7	6	6	950
Morning Star	Flail	6	3	4	300
Two-Handed Flail	Flail	7	1	6	350
Warhammer	Club 2-H	5	2	5	400
Mace	Club 1-H	4	2	10	300
Quarterstaff	Club 2-H	2	0	1	15
Industrial Nailer	Industrial Weaponry	3	5	2	50
Power Sander	Industrial Weaponry	4	1	6	115
Arc Welder	Industrial Weaponry	6	0	6	175
Concrete Saw	Industrial Weaponry	5	6	3	215
Boom Hammer	Industrial Weaponry	11	2	6	175
Bola	(Flexible+Thrown)/3	2	0	0	40
Whip	Flexible Weapon	3	1	1	5
Net	Flexible Weapon	1	-1	0	50
Defender	Shield (PV10, ID50)	3	1	1	350
Defender II	Shield (PV10, ID50)	3	4	3	900

RANGED COMBAT

TO HIT: Roll 11+ on 2d10 + Ranged Weapon Skill Rank + modifiers.

DAMAGE: Weapon DMG - (PV-PEN if over 0) +1 DMG for every point over 20 on hit roll. If attack hits but DMG is 0, then target takes 1 point of bruising damage (no wounds) from impact unless wearing Dogeybone or heavier armour.

Autofire: Use Auto/Support instead of Weapon Skill. A/S cannot be higher than Weapon Skill. One bullet hits target for every point over 20 (00 means all rounds hit), minimum of 1 bullet if hit roll succeeds.

ROF	ROF Hit Mod.	Number of hits (round up)
3	+2	1 per 5 points > result of 10
5	+3	1 per 4 points > result of 10
10	+4	1 per 3 points > result of 10

Suppressive Fire is emptying the entire clip into an area (up to five metres wide at Medium Range). SF must be maintained for a minimum of an entire round (5 phases) to be effective. A/S is used for the To Hit roll with normal modifiers that apply - everything entering the area is hit on 11+. Each point over 10 is one extra bullet hit, up to the ROF of the gun.

Firing Blind is the same as SF, but based on a totally unmodified 11+ roll.

RECOIL: To fire gun with no penalties, recoil must be \leq STR. If $RCL > STR$, difference is penalty to hit roll. If $RCL > 4+STR$, firer also takes damage to arms equal to the (difference - 3) and requires a PHYS roll to stay conscious. Recoil can be reduced by using baffling by up to 5 points to a minimum of 1. A pistol fired two-handed in firing stance has its RCL reduced by 1. A Rifle can be fired one-handed as a pistol but RCL is doubled.

Activity	Attacker/ Defender modifier
Stationary: Standing	0/0
Stationary: Kneeling	0/-1
Stationary: Prone	0/-2
Walking	0/-1
Running	-2/-2
Sprinting	NA/-3
Diving to ground/cover	NA/-4
Speeding (per 20 km/h)	-1
Wild shot (no aim)	-3
Aim for 1/2/3/4 phases	0/+1/+2/+3
Aim for 5 phases	+4 (Firing Stance)
Aim for 6 phases	+5 (Firing Stance + Rest)
Aim for 7+ phases	+6 (As above+Marksmanship)
Aim-Torso	0
Aim-Leg	-2
Aim-Arm	-3
Aim-Head	-4
ROF 3	+2
ROF 5	+3
ROF 10	+4
Range: Close Combat	-3 (-5 with rifle)
Range: Point Blank (< 5m)	+5
Range: Optimum	+0
Range: Medium (range x2)	-2
Range: Long (x8)	-4 (scopes)
Range: Extreme (x16)	-8 (scopes and rest)
Wounded	-1 per wound
Unskilled	-3
Laser painting	+1 (not long or extreme)
Telescopic Sights	+1 (med to ext range only)
Pistol: no stock	-1 (med to ext range only)
Bipod/Rest	+1 (med to ext range only)
Size: Small (<1.5 m)	-2 (target)
Size: Medium (1.5-3m)	+0 (target)
Size: Large (> 3m)	+2 (target)
Size: Huge (> 6m)	+5 (target)
Visibility	-1 to -5 (Dark to No Light)
Partial cover	-1 to -3 (cover adds PV)

BOWS AND ARROWS

Type	Range	ROF	RCL	Cost
Compound Bow	100m	special	2	1500

Arrow	DMG	PEN	AD	Max Rng	Cost
Standard	4	6	1	200m	20
HE	14	3	12	40m	140*
X-Head	8	2	8	90m	40*
Fowling	7	4	2	200m	35*

PISTOL AMMUNITION - DMG/PEN/AD

	STD Pistol	AP Pistol	HP Pistol	HEAP Pistol	HESH Pistol
CAF	2/2/1	-	-	-	-
5mm SMG	2/3/1	-	-	-	-
8mm long	5/9/1	1/12/1	-	9/11/2	-
9mm BLA	4/4/1	1/8/1	8/1/3	6/6/2	-
10mm auto	5/4/2	1/7/1	9/1/4	7/6/3	-
12mm	6/7/2	2/10/1	10/4/4	8/9/3	12/2/4
12.7mm	8/8/3	4/12/2	12/5/7	10/10/6	16/3/6
17mm	16/11/4	14/12/3	18/9/6	17/12/5	34/8/8
10ga shot	6/1/7	-	-	-	-
10ga slug	7/3/4	-	-	-	-
11mm HEAP	-	-	-	8/8/3	-

RIFLE AMMUNITION - DMG/PEN/AD

	STD Rifle	AP Rifle	HP Rifle	HEAP Rifle	HESH Rifle
CAF	3/3/1	-	-	-	-
5mm SMG	-	-	-	-	-
8mm long	8/10/1	4/11/1	-	10/12/2	-
10mm auto	8/5/2	4/8/1	12/2/4	10/7/3	-
12mm	9/8/2	5/11/1	13/3/4	11/10/3	18/3/4
12.7mm	13/9/2	9/12/2	17/6/7	15/11/6	26/4/6
17mm	32/21/4	28/24/3	36/18/6	34/23/5	64/16/8
10ga shot	9/4/7	-	-	-	-
10ga slug	10/7/4	-	-	-	-
11mm HEAP	-	-	-	11/9/3	-
14mm DU	22/15/7	-	-	-	-
17mm DU	37/21/14	-	-	-	-

WEAPON NAME	SKILL	CLIP	CAL	ROF	RCL	RNG	WT	COST
GA47 10mm Semi-Auto Pistol	Pistol	12	10	2	2	10	0.5	75
GA50 Finisher Assault Rifle	Rifle	18	10	3	6	15	3	300
GA9442 Browbeater	Rifle	300	Ball	20	0	15	2.4	N/A
FEN 603 10mm Automatic	Pistol	20	10	3/1	3	12	0.5	150
FEN 204 Gunhead 10 mm SMG	Pistol	40	10	5/3/1	7/3/1	15	2.0	350
FEN AR 10mm Assault Rifle	Rifle	25	10	5/1	8/2	20	3.5	750
FEN 706 Power Reaper 2.1000	Rifle	Belt	10	10/5	10/7	26	14.5	1575
FEN 400 SureKill Sniper Can.	Rifle	5	17	1	15	540	24.0	2000
FEN 30-30 True Shot Sniper R.	Rifle	1	8	1	6	900	5.0	1100
FEN TRI Sniper Platform	Rifle	1	12.7	1	0	1200	8.0	1450
FEN 93 GAG	Rifle	10	12	2/1	8/7	75	3.0	800
FEN 091 Farjacket Pump Pistol	Pistol	5	17	1	10	24	2.0	800
FEN 808 Power Reaper 2.4000	Rifle	Belt	12	10/5	13/8	30	15.1	1850
FEN 24 Warmonger	Rifle	40	11.35	5	11	27	2.6	N/A
KK20 Panther	Pistol	20	12	2	6	15	2.0	430
KK30 Ripper	Pistol	20	12	5	8	15	3.5	570
GAK19 Assault System	Rifle	5	12.7	1	8	145	11.5	1850
BLA 464M Derringer	Pistol	2	12.7	2/1	12/9	3	0.4	450
BLA 646M Buzzsaw	Pistol	180	9	10	8	10	1.4	850
BLA 710M Snubber	Pistol	14	9	2/1	2	15	0.3	150
BLA 046M Blitzer	Pistol	6	12.7	1	7	20	1.5	790
KPS Mangler Assault Shotgun	Rifle	10	10ga	3	9	10	4.0	900
MAL Assault Cannon	Rifle	20	12.7	2	9	150	12.5	2150
AGB Chopper	Rifle	24	spec	1	6	20	4.0	1700
SP Vibro Disc	Pistol	4	spec	1	0	25	2.0	760
SLA 10-10 Bully Boy Shotgun	Rifle	10	10ga	1	8	10	3.0	200
CAF P50 Steel Death	Pistol	8	CAF	1	2	10	0.3	150u
CAF Cold Shadow SMG	Pistol	30	CAF	3	5	10	0.6	250u
CAF Screaming Eagle AR	Rifle	20	CAF	2	4	15	1.5	300u
CAF R7 Wild Boar	Rifle	6	CAF	1	5	45	2.0	400u
DarkNight DN74 Pistol	Pistol	20	10	3/1	3/1	12	0.5	n/a
DarkNight DN80 SMG	Pistol	40	10	5/1	7/1	15	1.8	n/a
DarkNight DN100 Rifle	Rifle	25	10	5/1	8/2	20	2.8	n/a
Thresher SHEER 0023/B1 R	Rifle	40	11HEAP	5	12	30	15.25	n/a
Thresher FLAY 1701/C6	Pistol	14	11HEAP	2	9	15	3.75	n/a
Thresher VAPHII 0600/C12	Rifle	100	14DU	5	21	80	18.35	n/a
Thresher 0000/A0	Rifle	500	17DU	10	30	90	20.75	n/a

ARMOUR NAME	PV	HEAD	TORSO	ARMS	LEGS	COST	NOTES
Striker Motorcycle Armour	1	-	5	5	5	10	
Padquill Flak	3	-	8	-	-	20	
Body Blocker	5	8	14	10	12	400	
Exo Base	7	10	20	15	17	750	-2 DEX
Exo Heavy	8	15	35	25	28	1250	
Exo Stormer	9	20	50	40	45	1500	+3 STR
HARD	10	20	50	40	45	1750	-1 DEX
Powercell	12	20	70	50	60	2000	+2 STR
Crackshot	15	20	80	60	70	3000	
Silverback	15	10	24	18	20	4000	+3m Sprint
Dogeybone	16	60	150	80	120	5000	+5 STR
Shock Armour	18	80	200	120	180	10000	STR 18, DEX 13
Scout Helmet	10	15	-	-	-	1000	1.6 kg
Deathsuit: Light	6	10	15	12	14		
Deathsuit: Medium	7	10	20	15	17		
Deathsuit: Super	9	20	40	30	35		
Deathsuit: Heavy	13	20	80	60	70		
Deathsuit: Angel	17	60	150	80	100		
Techwear	4	6	10	6	7	550	15c/ID point
SigersonStreet	5	6	14	8	10	850	18c/ID point
KAV Clothing	6	7	20	10	13	1200	Self-healing (CD108)
Hypnowear/WorkSmart	7	7	28	12	16	1700	24c/ID point
DN Flak Vest	4	-	8	-	-	(250u)	
DN Flak Jacket	4	-	8	6	6	(500u)	
DN Resigel Bodysuit	6	-	14	10	12	(5000u)	
DN Body Armour	5	6	12	8	12	(4250u)	
DN Power Armour	11	20	60	45	55	(25000u)	
Thresher Endeavour	6	1	25	15	20	-	
Thresher One-Way	8	30	55	35	40	-	Jump capable
Thresher Close Nitt	10	30	70	40	60	-	Jump capable
Thresher First Step	14	40	90	65	75	-	Jump capable
Thresher Sarge	18	100	240	170	200	-	Jump capable