

COMBAT SUMMARY

MODIFIERS & RULES MODS

1. Setup

Initiative: 2d6 + DEX

Tactics Check: Add Effect to Init. Of unit

Hasten: +2 to Initiative but -1 DM to all actions for round

2. Combat Round

Significant Actions (1 per round)

Attack: Melee, Ranged, or Thrown attacks

First Aid: Restore 2xEffect in characteristics

Issue Orders: Effect as bonus to one character's Init.

Minor Actions: Gain two Minor Actions

Psychic Powers: Use Psychic Power with time of 1-6 sec

Skill Use: Per GM's approval

Minor Actions (1 per round)

Movement: 6m normally or 3m in difficult terrain

Change Stance: Prone, Crouched, or Standing

Draw/Reload: Draw and ready or reload per weapon rules

Aim: +1 DM to next attack, maximum of +6

Skill Use: Per GM's approval

Reactions (as many as needed per round)

Dodge: -1 DM to attacker, -2 DM if hard cover available

Parry: Melee Skill as DM modifier for attacker

All reactions reduce Initiative by 2 and apply a -1 DM to the character's Skill Checks until the next round.

VEHICLE/SPACECRAFT DAMAGE

Damage Roll	Effect
0 or less	No damage
1 to 3	One Single Hit
4 to 6	Two Single Hits
7 to 9	One Double Hit
10 to 12	Three Single Hits
13 to 15	Two Single Hits, One Double Hit
16 to 18	Two Double Hits
19 to 21	One Triple Hit
22 to 24	One Triple Hit, One Single Hit
25 to 27	One Triple Hit, One Double Hit
28 to 30	One Triple Hit, One Single Hit, One Double Hit
31 to 33	Two Triple Hits
For every extra +3	additional Single Hit
For every extra +6	additional Double Hit

VEHICLE/SPACECRAFT LOCATION

2d6	Vehicle		Robot /	Small	Spacecraft	
	External	Internal	Drone	Craft	External	Internal
2	Hull	Structure	Hull	Hull	Hull	Crew
3	Sensors	Power	Power	Power	Sensors	J-Drive
4	Drive	Power	Sensors	M-Drive	M-Drive	Power
5	Weapon	Cargo	Weapon/Limb	Fuel	Fuel	Bay
6	Hull	Structure	Hull	Hull	Hull	Structure
7	Armor	Passengers	Armor	Armor	Armor	Hold
8	Hull	Structure	Hull	Hull	Hull	Structure
9	Weapon	Cargo	Weapon/Limb	Turret	Turret	Bay
10	Drive	Computer	Drive	Hold	M-Drive	J-Drive
11	Sensors	Cockpit	Sensors	Power	Sensors	Power
12	Hull	Cockpit	Computer	Bridge	Hull	Bridge

Automatic Weapons

Burst: Add Auto Value to DMG. Use # of Rounds = to Auto Value

Full Auto: Roll dice equal to Auto, sorting into pairs. Use 3xAuto in bullets

Battlefield Comms

Comms allow for Tactics and Leadership to boost Initiative. If comms

are lost so too are the Initiative bonuses

Explosions

Dodging reduces damage by 1d6

Diving for cover halves damage but defender is prone next round

Stance

Standing: No modifications

Crouching: Halve Movement, Raise Cover type by 1 level.

Prone: No melee/dodge, Raise Cover type by 1 level, -2 DM to be hit ranged

+2 DM to be hit at Personal Range, +0 DM to be hit at Close Range

Range

Personal	0m to 1.5m
Close	1.5m to 3m
Short	4m to 12m
Medium	12m to 50m
Long	51m to 250m
Very Long	251m to 500m
Distant	501m to 5km

Recoil/Heft

If STR DM is greater than Recoil/Heft, then no penalties

If STR DM is less than Recoil/Heft, then reduce Init by difference next rnd.

Burst fire adds 1 to Recoil

Autofire adds half Auto value to Recoil

Cooperation

Effect	DM Bonus
-6 or Less	-3
-2 to -5	-2
-1	-1
0	0
1 to 5	+1
6 or More	+2

Combat Modifiers

Aiming +1 DM per round

Laser Sight +1 DM to aim bonus

"Smart" weapon +1 DM

Cover

¼ Cover	0 DM	undergrowth, small rock, building corner
½ Cover	-1 DM	thick forest, low wall, crate
¾ Cover	-2 DM	jungle, trench, reinforced position
Full Cover	-4 DM	pillbox, building

Conditions

Darkness -4 DM

Extreme Weather -1 DM, also include Poor Visibility

Fire into Melee -2 DM, if miss roll d6, hit another on 4+

Low Light/Poor Visibility -1 DM

Smoke/Fog -1 DM, -2 DM if heavy, double for Lasers

Collisions (pg 66)

1d6 damage per 10km/h to target

Colliding vehicle takes same damage if target is solid enough