

CRITICAL HIT ENHANCEMENT TABLES

HAND-TO-HAND AND MUSCLE POWERED MISSILE WEAPONS

D20	Enhancement	GUNS	
1-9	+1 to WDM	Pistol	+ 1D10 to BDG
10-15	+2 to WDM	Rifle	+ 2D10 to BDG
16-19	+3 to WDM	Burst	all rounds hit plus the effect of 1D3 additional rounds.
20	+4 to WDM		

Once the Damage Done is calculated, the Gamesmaster will roll on the Critical Effect Table if the Damage Potential has exceeded the Armor Value of the hit location. The Gamesmaster should add the Damage Done to the D100 that is rolled to determine Critical Effect.

CRITICAL EFFECT TABLE

D100	EFFECT		
1-30	No special effect.	76-87	Disable.
31-55	Daze.	88-95	Trauma.
56-75	Stun.	96-00	Lethal.

DAZE—The character's BCS and ODA are at 1/2 value until after the Action Phase on the next Combat Turn which has the same number as the phase on which the effect occurred.

STUN — As above but the character may not initiate any attacks or fire any weapons. Additionally the character's Deftness and Speed are reduced to 1/2 value for that time period and the character will be treated as Dazed for the following Combat Turn.

DISABLE — This is a numbing effect. If received in a limb, the character will lose the use of that limb for the rest of the combat. Health Ability Saving Throws may be made each hour of game time in order to regain use of the limb.

If received in the head, neck or body the character must make Health Saving Throw. Failure indicates a System Shock. A save in the Ability range means the character will be Stunned for the rest of the combat. A save in the Critical range means that the character will be Dazed for the rest of the combat. A Health Ability Saving Throw can be attempted each hour of game time in order to eliminate these effects.

TRAUMA — The Damage Done is Critical Damage. The also receives one half the Damage Done as regular Lethal damage. A Health Ability Saving Throw is required or the character also receives a Disable Effect.

The Critical Damage is also the percent chance of a Sever Effect. Severs to the head or neck are Death Blows. All other Severs will cause the character to bleed to death in a number of Combat Turns equal to the character's Health Group plus 1D6 unless cauterized or bandaged with a First Aid Skill BCS roll. Cauterization will automatically put the character into System Shock. A Health Ability Saving Throw is required for the character to survive the cauterization.

Sever results due to things which do not cut are considered to have broken the bone. If the character fails a Health Ability Saving Throw, the result will be a compound fracture and he will be subject to bleeding to death, as if a normal Sever result had occurred.

LETHAL —To head, neck or torso: Death
To a limb: Automatic Sever

Player Characters and Personality Non-Player Characters are allowed a Health Ability Saving Throw to lower the Effect to the next less lethal category.

SITUATION MODIFIER TABLE

HAND-TO-HAND COMBAT

SITUATION	BCS
Target is prone	+2
Attacker is prone	-10
Target is sitting or kneeling	+2
Attacker is sitting or kneeling	-5
Attacking to a Side or Long Side hex	-5
Attacking from a Side or Long Side hex	+5
Attacking to a Rear hex	-10
Attacking from a Rear hex	+10
Attacking from a superior position such as a table or stairs, etc.	+1
Attacking from an inferior position such as the reverse of the above	-1
In Dim light*	-3
In Poor light*	-5
In Darkness or Partially blind*	-9
Totally blind*	-12
Attacker is over 50% wounded*	-2
Attacker is over 75% wounded*	-4

MISSILE WEAPONS

Situation	BCS
Hip fire	use Average BCS
Damaged in that Combat Turn	-(damage taken/2)
Firing a gun in each hand	-1 to all shots
Surprised	-2
Shooting at a newly acquired target	-2
In firing stance	+1
Braced weapon (requires firing stance)	+1
Sighted in (requires stance)	+1
Shooting out a side hex	-2
Shooting out a Rear hex	-4

POSITION ON DAT DISPLAY MODIFICATION TABLE

WEAPON LENGTH	MODIFICATION TO STRENGTH GROUP		
	Target in		
	Character hex	Front, Side Rear hex	Long Front, Long Side hex
Extra-Long	-1	0	0*
Long	-1	0	-1*
Average	0	0	Not Allowed
Short	1	0	Not Allowed

* No secondary strike allowed.

TARGET ACTIONS

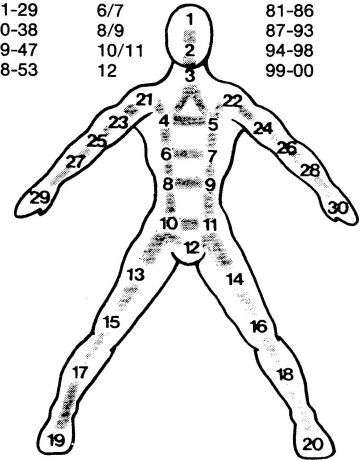
The movement rate of the target at the Action Phase when a shot is resolved will determine this modifier. It is always expressed as a multiple of the target's CDA, as follows:

- Target not moving, in combat, or taking Combat Move: CDA x 1
- Target Walking: CDA x 2
- Target Running: CDA x 3
- Target Dodging: Increase multiplier by 1
- Target Falling (Changing Position Downwards): CDA x 3

HIT LOCATION TABLES

BIPEDAL

D100	LOC		
1-4	1	54-59	21/22
5-8	2	60-65	23/24
9-11	3	66-69	25/26
12-20	4/5	70-74	27/28
21-29	6/7	75-80	29/30
30-38	8/9	81-86	13/14
39-47	10/11	87-93	15/16
48-53	12	94-98	17/18
		99-00	19/20

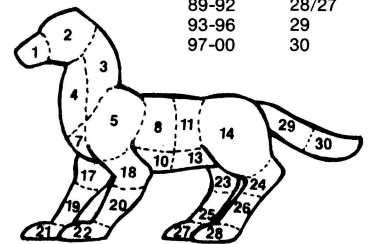


MODIFICATIONS

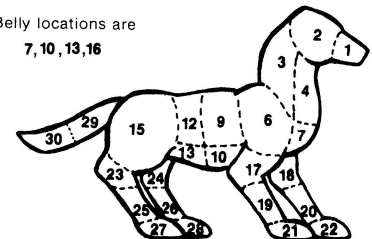
Bipedal	
from above	+5
from below	+5
Quadrupedal	
from the front	-5
from the rear	+5

QUADRUPEDAL

D100	LOC
1-4	1
5-12	2
13-20	3/4
21-28	5/6/7
29-36	18/17
37-44	20/19
45-48	22/21
49-56	8/9/10
57-64	11/12/13
65-72	14/15/16
73-80	24/23
81-88	26/25
89-92	28/27
93-96	29
97-00	30



Belly locations are 7, 10, 13, 16



Attack from Front or Rear
X/Y 50% either location
X/Y/Z 1-40/41-80/81-00

Attack from Side
X/ 1-70 nearest side
Y 71-00 furthest side
X/ 1-60 nearest side
Y/ 61-70 furthest side
Z 71-00 underbelly

CRITICAL MISS EFFECTS TABLES

ARMED COMBAT

D100	RESULT
1-10	No effect.
11-40	Character is Dazed.
41-70	Character is Stunned.
71-80	Character falls.
81-90	Weapon breaks.
91-00	Character drops weapon.

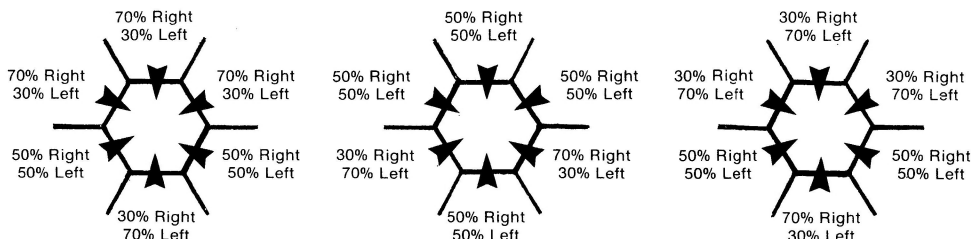
BOW AND CROSSBOW

D100	RESULT
1-10	No effect.
11-40	String breaks.
41-80	Arrow breaks.
81-00	Bow breaks.

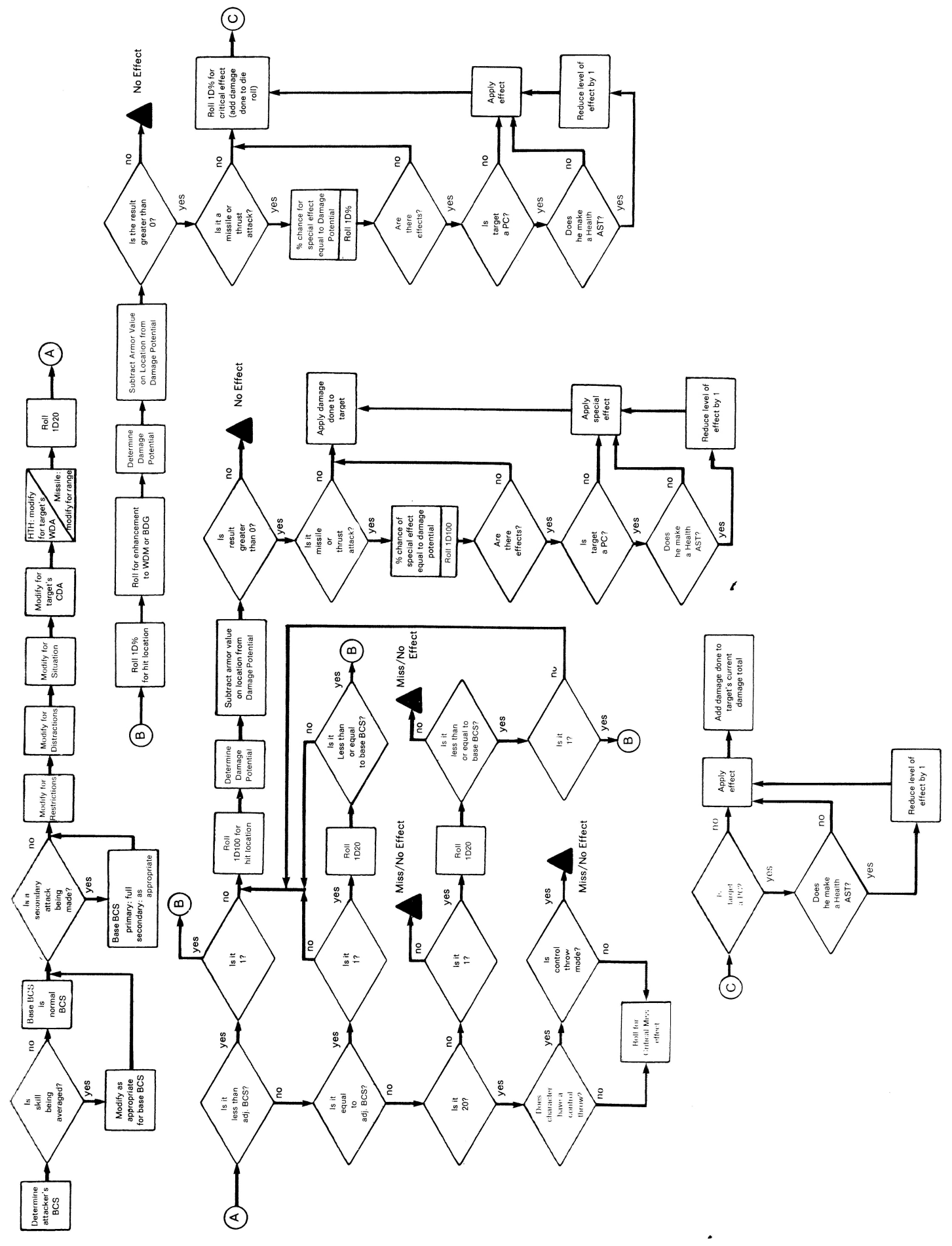
UNARMED COMBAT/NATURAL ATTACK

D100	RESULT
1-10	No effect.
11-40	Character is Dazed.
41-70	Character is Stunned.
71-80	Mode of attack (hand, foot, jaws, etc.) receives a Disable result with 1D6 of Critical Damage.
81-00	Character falls.

Percentage Breakdown of exact hit Location for attack coming from surrounding hexes



Combat Procedure Flowchart



WEAPONS LISTING

WEAPON	SKILLS	UTILITY	STR	HAND	SEC.	SURV.	FORMAT	LENGTH	ENC	WDM	BARTER VALUE
Ax, fire ⁶	SW, PI	2	3	1½	S	6	S	L	1	1.8L	5
hatchet ^{5,6}	SW, Th	1	1	1	N	4	S	S	.4	1.1L	3
hand ^{5,13}	SW	2	2	1	N	5	S	A	.6	1.3L	4
lumber ⁶	PI	2	4	2	N	7	S	XL	1.1	1.8L	5
Baseball bat ⁵	SW, PI	1	2	1½	N	4	S	A	0.9	1.3C	-
Bat with nails ⁵	SW, PI	1	2	1½	N	4	S	A	1	1.5B	-
Bayonet, short ^{4,13}	Kn	2	1	1	S	9	T	S	0.3	1.3L	7
long ⁴	Kn	2	2	1	N	10	S,T	A	0.4	1.5L	8
Belt Buckle ^{5,12}	FW	1	1	1	N	3	E,S	A	-	1.1B	-
Brass Knuckles ^{5,13}	Br	3	1	1	-	6	S	S	0.1	1.3B	2
Chain ^{5,13}	FW	2	3	1	N	10	S,E	A	1	1.5B	-
Club ^{5,13}	SW, Th	1	1	1	S	3	S	S	0.5	1.1 (1)C	-
Cudgel ^{5,13}	SW	2	2	1½	N	5	A	S	0.7	2C	-
Hammer ^{5,13}	SW	1	2	1	N	4	S	S	0.5	1.2C	2
Knife, belt ^{5,12}	Kn, Th	1	1	1	S	8	S,T	S	0.3	1.1L	2
bowie ^{5,13}	Kn, Th	2	2	1	S	9	S,T	S	0.3	1.3(1.5)L	5
jack ^{5,12}	Kn, Th	0	1	1	T	7	S,T	S	0.1	1L	1
Kukri ^{5,13}	Kn, Th	2	2	1	S	9	S	S	0.3	1.5(1.3)L	5
switchblade ^{5,12}	Kn, Th	1	1	1	T	7	S,T	S	0.2	1.2L	3
throwing ^{5,13}	Th	2	1	1	-	-	-	-	0.2	1.5L	5
trench ^{3,6,7,13}	Kn	3	2	1	S	9	ST	S	0.4	1.4L	6
Knife-spear ^{5,13}	PI ²	1	2	2	S	4	T	XL	1.1	1.5L	3
Nunchaku, wood ⁵	Nn, Fw	3	2	1	S	3	S	S	0.4	1.5C	3
metal ⁶	Nn, Fw	4	3	1	S	8	S	S	0.6	2C	5
Pipe Light ⁵	PI	1	2	1	N	7	S	A	1	1.6C	1
heavy ⁵	PI	1	3	2	S	8	S	L	1.5	2C	2
Pick ax ⁶	SW	2	3	1	N	9	S	A	1.5	2C	2
Pistol butt	PI	2	4	2	S	10	S	L	1.7	2.3C	3
Pitchfork ^{5,13}	Br, SW	-	2	1	N	-	S	S	1.1	1.5L	5
Rifle butt	PI	-	2	1	N	-	S	S	-	1 + (ENC of Gun) C	-
Rope	Br, PI	-	2	2	N	-	S	L	-	1.3L ¹¹	4
Sai ⁸	Sai	3	3	1	S	9	S,T	S	0.4	1.7C/1.2L	5
Sap	special	1	2	1	N	2	S	S	0.3	special	-
Shuriken ^{6,10}	Th	3	2	1	-	-	-	-	0.2	1.6L	8
Sledge hammer ⁵	SW, PI	2	3	1½	N	6	S	L	1.5	2B	4
Staff, crude ^{5,13}	PI	1	3	2	S	3	S	XL	1	1.8C	1
hardened ^{5,13}	PI	2	3	2	S	4	S,T	XL	1	2C	2
Straight razor ^{5,12}	Kn	1	1	1	T	3	S	S	0.2	1.2L	1
Sword, ceremonial ^{3,13}	SW	2	2	1	N	8	S,T	A	0.8	1.7L	9
machete ⁶	SW	2	2	1	N	10	S	A	1	1.8L	9
saber ³	SW	3	2	1	N	10	S,T	A	0.9	1.8L	9
trench ^{3,6,7}	SW	3	2	1	N	10	S,T	A	0.8	1.7L	9
Tonfa ⁵	Tonfa	4	2	1	S	3	S	A	0.6	1.3C	6
Whips											
Rope, hemp	FW	1	2	"2"	N	6 ⁹	E	XL	1	-	0.5/m
nylon	FW	2	2	"2"	N	10 ⁹	E	XL	0.8	-	1/m
cable	FW	3	3	"2"	N	15 ⁹	S,E	L	1.2	0.8	1/m
weighted version	FW	+1	+1	"2"	N	-	+S	-	+0.3	+1	+1
Whip, leather	FW ¹²	2	2	1	N	4	S,E	XL	0.6	1.2	4
steel tip version	FW ¹³	3	2	1	N	4	S,E	XL	0.6	1.5	5
cable	FW ¹²	3	3	1	N	10	S,E	L	0.8	1.7	6

¹ Second strike is only available when using Polearm Skill.
² May also be used with a shield but no second strike is allowed.
³ Has a hand guard with AV = 4, SR.
⁴ Used on rifle will add .3 to WDM but will not add to ENC of rifle. Polearm Skill required.
⁵ Weapon must check for breaking if used against Rigid armor greater than AV6 or Semi-rigid or Flexible, Hard armor greater than AV8. A die roll greater than or equal to the Survival Value on 1D20 indicates that the weapon has broken. Any damage done by that attack will be halved, as the final adjustment to the Damage Potential.
⁶ As note 5 but armor Values requiring check are 8 and 10 respectively.
⁷ Hand guard functions as Brass Knuckles.
⁸ Weapon subtracts .5 from its WDM when thrusting.
⁹ Survival Value is the Barrier which must be cut to destroy weapon.
¹⁰ A character may throw more than one at a time. Maximum number is equal to the character's Dexterity Group. Each one thrown will receive a negative modification to the BCS equal to the number being thrown if it is more than 1. Each is rolled for separately.

¹¹ Maximum Armor Value that the weapon can penetrate is 2 times user's Strength Group.
¹² Maximum Armor Value that the weapon can penetrate is 4 times user's Strength Group.

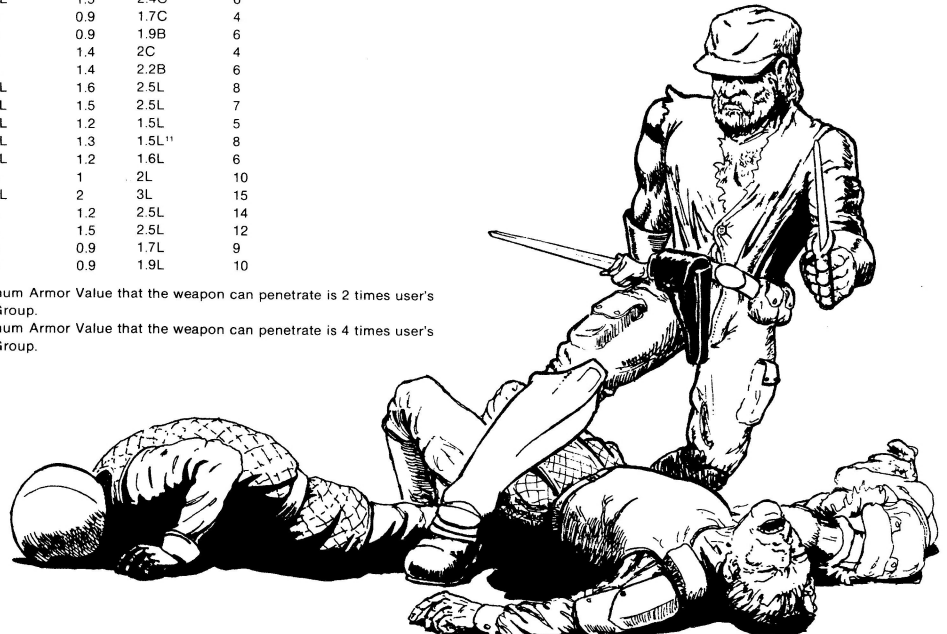
ARMOR MATERIALS LIST

MATERIAL	CODE	FORMAT	ENC/LOC	ARMOR VALUE	BARTER VALUE PER LOCATION
PLASTIC					
Plasteel	PS	R	.04	15	30
Armorplast	AM	R	.036	13	26
Plated Plasteel	LP-PS	SR	.052	13	26
Dentisplast	DP	R	.03	11	22
Plated Armorplast	LP-AM	SR	.046	11	22
Mesh Plasteel	M-PS	FH	.06	11	22
Macroplast	MP	R	.024	9	14
Plated Dentisplast	LP-DP	SR	.04	9	14
Mesh Armorplast	M-AM	FH	.054	9	14
Plated Macroplast	LP-MP	SR	.032	8	12
Mesh Dentisplast	M-DP	FH	.046	8	12
Plastex	PX	FQ	.02	6	9
Mesh Macroplast	M-MP	FH	.036	6	9
Synthiplast	SY	FQ	.01	5	5
Plasthide	PH	FQ	.002	4	4
Plasticloth	PC	FQ	.0015	3	3
Light Plasticsheet	HP	FQ	.001	2	2
Heavy Plasticsheet	LP	FQ	.0005	1	1
NON-METALLIC					
Natural Armor Leather	AL	FH	.02	5	3
Hardened Heavy Leather	H-HL	FH	.008	5	3
Heavy Leather	HL	FS	.008	4	2
Scaled Leather	SL	FH	.008	4	2
Natural Armor Hide	AH	FS	.02	4	2
Light Leather	LL	FS	.004	3	2
Heavy Hide	HH	FS	.008	3	2
Scaled Hide	SH	FS	.008	3	2
Heavy Cloth	HC	FQ	.001	2	1
Light Hide	LH	FS	.004	2	1
Light Cloth	LC	FQ	.0005	1	0.5
METALLIC					
Carballoy	CA	R	.072	14	21
Plated Carballoy	LP-CA	SR	.08	13	20
Macrosteel	MS	R	.07	12	18
Mesh Carballoy	M-CA	FH	.09	11	17
High Quality Steel	QS	R	.07	10	15
Plated Macrosteel	LP-MS	SR	.092	10	15
Steel	SP	R	.07	9	9
Plated High Quality Steel	LP-QS	SR	.092	9	9
Mesh Macrosteel	M-MS	FH	.104	9	9
Light Ferrous Metal	FP	R	.06	8	8
Plated Steel	LP-SP	SR	.092	8	8
Aluminum Alloy	AA	R	.04	7	7
Plated Ferrous Metal	LP-FP	SR	.078	7	7
Mesh High Quality Steel	M-QS	FH	.104	7	7
Bronze	BP	R	.06	6	6
Plated Aluminum Alloy	LP-AA	SR	.052	6	6
Mesh Steel	M-SP	FH	.104	6	6
Mesh Ferrous Metal	M-FP	FH	.09	6	6
Plated Bronze	LP-BP	SR	.078	5	5
Mesh Aluminum Alloy	M-AA	FH	.06	5	5
Mesh Bronze	M-BP	FH	.09	4	4

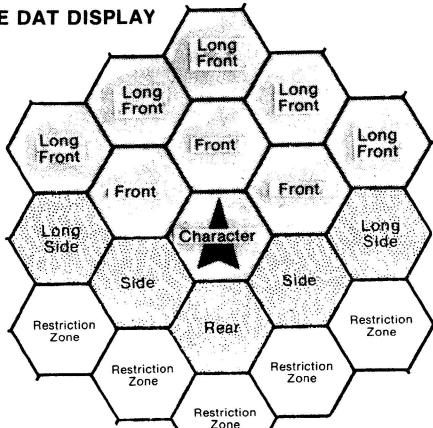
Ballistic Cloth

This material presents an effective barrier to bullets but still does not perform as well against hand held weapons. To determine the Ballistic Cloth's Armor Value when struck by a hand-held weapon, divide the Barrier Factor by 10 and round to the nearest whole number. If the character struck is wearing other armor that has a higher Armor Value than the Cloth, this other armor will be used to subtract from the Damage Potential.

MATERIAL	CODE	FORMAT	ENC/LOC	ARMOR VALUE/ BARRIER FACTOR	BARTER VALUE PER LOCATION
Emplon	BC5	FQ	.001	1/5	10
Fabulon	BC10	FQ	.002	1/10	15
Armorlon	BC20	FH	.01	2/20	25
Hercuweave	BC30	FH	.025	4/35	50

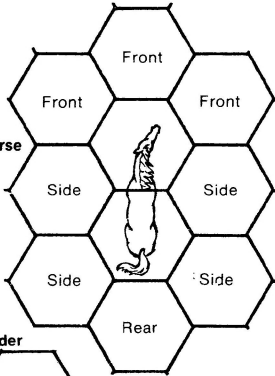


THE DAT DISPLAY

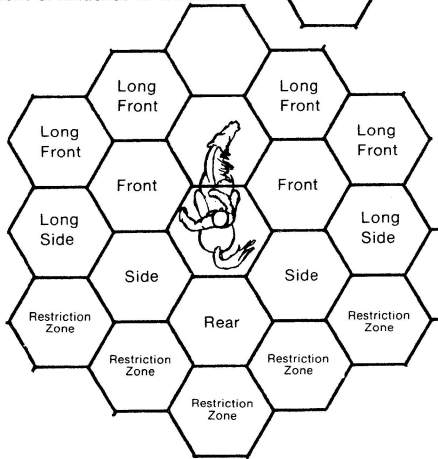


ACTIVE ZONE
PASSIVE ZONE

Zone of Influence of a horse



Zone of Influence for a rider



THE HORSE

The most common mount for a man is the horse. The statistics for an average horse are given here:

STR	DFT	SPD	HLH	BAP	MNA	PCA	CDA	DRT
30	14	24	24	12	2	6	2	60

SF	ENC	CAP	MASS	AV
12	12	32	3	

Attack modes:	WDM	Length	BCS	Notes
Teeth	1.5L	S	7	minus 1 STR Group
Hoof, unshod	1.5C	A	10	2 attacks when used
Hoof, shod	1.7C	A		and a WDA equal to 3

ATTRIBUTE GROUP CHART

Attribute Rating	0	1-4	5-14	15-24	25-34	35-44	45-54	55-64	65-74
Group Number	0	1	2	3	4	5	6	7	8
Effect Die	none	1D3	1D6	1D10	2D6	2D10	2D10+1	2D10+2	2D10+2

REACTION TABLE

DIE RESULT (D100)	DESCRIPTION	VALUE NUMBER	NOTES	
01-05	Bad	-6	This is a very hostile reaction. It usually indicates the initiation of action if the overall reaction is unfriendly. If the overall reaction is friendly, it tends to indicate a lack of interest in continuing to deal with the Player Characters.	
06-15	Poor	Very Poor	-4	This is a negative reaction. It can indicate growing hostility.
16-30		Poor	-2	This is a negative reaction. It signals a deteriorating relationship.
31-45	Mediocre	Negative Indifference	-1	An undecided reaction with leanings to the negative.
46-55		Indifference	+0	This reaction indicates no leanings in one direction or the other. In negotiations, it might call for a period to consider the situation.
56-70	Good	Positive Indifference	+1	An undecided reaction with leanings to the positive.
71-85		Good	+2	This is a positive reaction. It can signal an improving relationship.
86-95	Very Good	+4	This is a positive reaction. It indicates growing friendliness and a willingness to agree.	
96-00	Excellent	+6	This is a very positive reaction. It tends to indicate willingness and helpfulness. As an initial reaction it may indicate aid is offered freely and before it is requested.	

ENCUMBRANCE VALUE CHART

BULK	MASS						
	Vlt	Lt	Hvy	VHvy	MS1	MS2	MS3
VSm	0.001	0.05	0.1	0.6	1.0	2.0	3.0
Sm	0.05	0.1	0.6	1.0	1.6	3.5	5.0
Med	0.1	0.3	1.0	1.6	2.0	5.0	7.5
Lg	0.3	0.6	1.5	2.0	3.5	7.0	10.0
VLg	0.6	1.0	3.5	4.5	5.0	10.0	15.0
HG1	2	3.5	5.0	6.0	8.0	16.0	22.0
HG2	4	7.0	10.0	12.0	16.0	32.0	44.0
HG3	6	10.5	15.0	18.0	24.0	48.0	66.0

BULK

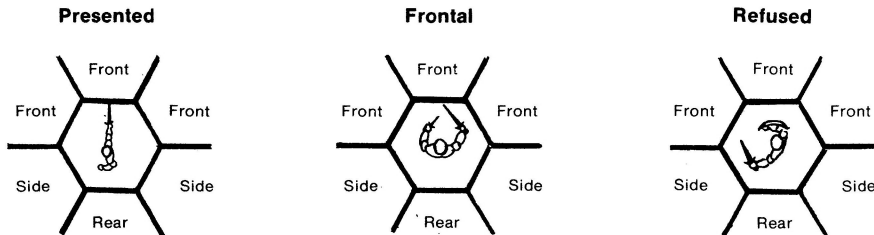
VSm .. very small ... able to be hidden in a hand, such as a coin, gem, small jewelry, etc.
 Sm ... small can be held and used with one hand and does not project far from the hand, such as knives, candles, clubs, lanterns, etc.
 Med .. medium held and used in one hand but significantly larger than the hand, such as short swords, torches, etc.
 Lg large usable in one hand and up to about a meter in length, such as swords, large tools, bundles, etc.
 VLg ... very large ... able to be held or carried in one hand but usually requiring two hands to use properly, such as

staves, longbows, polearms, crossbows, rifles, etc.
 HG huge greater than 6 feet long and bulky, usually requires two hands to carry
 HG1: mattress, small giant, coffin, etc.
 HG2: horses, carts, small car, etc. and so on.

MASS

Vlt ... very light wood, paper, feathers, cloth, etc.
 Lt light flesh, leather, water, heavy woods, etc.
 Hvy ... heavy stone, gemstones, iron, brass, etc.
 VHvy .. very heavy ... lead, silver, etc.
 MS ... massive MS1: gold, platinum, etc.
 MS2: uranium, plutonium, etc. and so on

VARIATION IN CHARACTER STANCE DUE TO POSITIONING



ENCUMBRANCE STATUS

Status	Deftness	Speed	BCS
Unencumbered			
up to 1/2 ENC CAP	***	no modifications	***
Partially Encumbered			
up to 3/4 ENC CAP	-25%	-25%	-1
Fully Encumbered			
up to full ENC CAP	-50%	-50%	-2

A character may carry:
 1 "thing" on his back.
 1 "thing" up to Very Large in each hand.
 1 "thing" slung over each shoulder.
 10 "things" on a belt.

STOPPING FORWARD MOTION TABLE

Category 3:
achieved by running for a full Combat Turn or Charging. Character must move on a number of phases equal to his PCA at his normal BMA after which he will be at category 2. All movement must be out of the central Front hex.

Category 2:
achieved by moving at a dodge-run or by reduction from above. Character must move one phase at his normal BMA after which he will be at Category 1. All movement must be out a Front hex.

Category 1:
achieved by moving at a dodge or a run or by reduction from above. Character must move for one phase at his normal BMA after which he will be at Category 0. All movement must be out a Front hex.

Category 0:
achieved by moving at a walk or by reduction from above. Character is subject to normal rules for movement in DAT.

MOVEMENT MODIFIERS CHART

On Good Road	200%
On Poor Road	100%
On Ruined Road	50%
In Ruined City	25%
In Built-up Area	50%
In Open Terrain	100%
In Rough or Impeding Terrain	75%
In Woods, Hills or Desert	50%
In Forest, Swamp, Jungle, or Mountains	25%
At Night without light	25%
At Night with Dim light	50%
At Night with Good light	75%
In Light Rain or Fog	75%
In Heavy Rain or Fog or Light Snow	50%
In Dense Fog or Heavy Snow	25%

On Day After

Heavy Rain (day 1) ... 75% (day 2) ... 100%
Light Snow (day 1) ... 50% (day 2) ... 75%
Heavy Snow (day 1) ... 25% (day 3) ... 75% (day 2) ... 50% (day 4) ... 100%

Prolonged Snow: for each additional day of snow add 1 day at the worst penalty

CLIMBING MOVEMENT TABLE

Method or Surface	BMA	Notes
Simple rope	.1	Maximum height in meters equal to Strength CST plus Strength Group Effect Die roll. Requires two hands. No other Actions allowed.
Knotted rope	.1	As above but substitute AST for CST. BCS modification of 2 while on ladder.
Ladder	.25	Treacherous Ground.
Stairs	.5	Treacherous Ground. "Running" allowed.

TABLE OF LEARNING RATE MODIFICATIONS

LEARNING AIDS	VALUE
Expert Teacher	1
Gifted Teacher	1
Character's Governing Talent is greater than 10	1
Character is Studying a language in current local use	1
Character is Studying a firearm Skill & expends one unit of ammunition over the required amount	1*

LEARNING HINDRANCES

Solo Study (no teacher available)	2
Proper facilities unavailable	2
Character is studying an ancient language no longer in use	2
Character's Governing Talent for the Skill being Studied is less than 1	2
Character is acting as a Teacher during the Study period	3
The Skill being Studied is not a Freely Improvable Skill for the character	2
Character is Wounded for at least part of the week	2
Character is Seriously Wounded for at least part of the week	3
Character does not have the required score in a Prerequisite Skill	**
Character does not make unit expenditure of ammunition while studying a firearm Skill	2

Optional Learning Hindrances

Current Skill score greater than 50	2
Current Skill score greater than 75	3

* Once per week only.
** Study not allowed.

UNARMED COMBAT THROW TABLE

Effect Number	Outcome of Throw
0-1	The throw is incomplete. Target must abort any Action in progress that does not resolve that Action Phase. If able to under the normal rules for initiation of Actions, he may reinitiate the Action on the next Phase.
2-3	Target is treated as Dazed (see Book 1, page 30) for a full Combat Turn. He remains on his feet.
4-6	Target is actually thrown. He will be prone on the next Action Phase. He is also subject to the results of an Effect Number of 0 or 1 and must make the usual Saving Throw to avoid the effects of a fall (see Book 1, page 32).
7-9	As 4-6 above and the thrown character will take subdual damage equal to the thrower's Strength Group Effect Die roll. Armor will not reduce this damage but each level of Blast Buffering will eliminate 5 points of it.
10+	As 7-9 above plus the victim must make an immediate Health Ability Saving Throw or succumb to System Shock. Blast Buffering will add twice its level to the number needed.

BARRIER FACTOR OF MATERIALS

Material	Barrier Factor per inch
Glass	5
Glass, safety	20
Glass, shatter resistant	25
Heavy Leather	20
Light Leather	15
Metal, veneer	20
Metal, light	30
Metal, heavy	40
Metal, hardened or structural	*60
Plastic, light	5
Plastic, medium	10
Plastic, heavy	20
Plastic, structural	*40
Sand	8
Soil	variable 8 to 20
Stone	*30
Wicker	10
Wood, veneer	5
Wood, solid	10
Wood, plywood	20

ENTANGLEMENT EFFECT CHART

Effect Number	Head & Neck Loc 1-3	Torso ¹ Loc 4-12	Leg Loc 13-20	Arm ² Loc 21-30
0-1	Distraction	No Effect	Distraction	Distraction
2-3	Multiple Distraction	Distraction	Abort Action	Abort Action
4-6	As 2-3 plus Check for Daze	Multiple Distraction	Dazed	Dazed
7-9	As 2-3 plus Dazed	As 4-6 plus Check for Daze	Knocked over	Stunned
10 & Up	Stunned	As 4-6 plus Dazed	Knocked over plus check for Fall results	As 7-9 plus Check for Knocked Over

Distraction	The target receives 1 Distraction to all BCS for a Combat Turn.	Abort Action	The target must abort any Action in progress that is not resolving on the Action Phase on which the Entanglement attack is resolved. If able under the normal rules for initiation of Actions, the target may reinitiate his Action on the next Action Phase.
Multiple Distractions	The target receives the user's Deftness Group in Distractions for a Combat Turn.	Knocked Over	The target is knocked from his feet and is subject to the rules for falling. The target's lower half is in the hex he had been occupying and his upper half is in the one most directly away from the weapon user.
Check for Daze	The target compares his Health Group Effect Die roll to the user's Strength Group Effect Die roll. If it is higher there is no effect other than the Distractions. Otherwise he is Dazed as well.	Knocked Over plus	As above plus the target is at least Dazed.
Dazed	The effect is the same as the critical effect Daze.	Check for Knocked Over	The target and user compare Strength Group Effect Die rolls. If the user's is higher the target is Knocked Over.
Stunned	The effect functions as the critical effect Stun except that the target functions normally on the next Combat Turn.		

¹In order to achieve an effect against one of these Locations the flexible weapon must at least be of Long length. When one of these Locations is hit by such a weapon, the target and the user should compare Deftness Group Effect Die rolls. If the user's is higher he gets to make a second BCS roll subject to all the modifiers present for the first one. If the roll is successful he will also have scored an Entanglement effect on an arm. A critical hit will get both arms.

²If one of these Locations is hit on a man in Stance with a missile weapon all benefits of Stance are lost. He is treated as if he were Engaged for purposes of getting off a shot and all fire is treated as Hip fire

ACID SPECIAL EFFECTS TABLE

D100 Special Effect

01-30 No serious effect

31-60 Extensive scarring. Decrease the character's Looks category by the strength of the acid when it began its attack.

61-70 Character's sense of smell is impaired.

71-80 Character's sense of taste is impaired. Character will also have a speech problem.

81-90 Character is blinded in one eye.

91-95 Character is blinded in both eyes.

96-00 Roll twice for effects ignoring die rolls over 95.

It is left to the Gamesmaster to adjudicate the result in subsequent adventures of the character's impairment in smell, taste, hearing or speech. Other effects are self explanatory. In all cases, the character will be left with sufficient scars to be considered a distinguishing mark.

KPH TO DAT MOVEMENT CONVERSION TABLE

KPH	m/ct	m/AP	Rounded Value
120	192	9.6	10
115	184	9.2	9
110	176	8.8	9
105	168	8.4	8
100	160	8.0	8
95	152	7.6	8
90	144	7.2	7
85	136	6.8	7
80	128	6.4	6
75	120	6.0	6
70	112	5.6	6
65	104	5.2	5
60	96	4.8	5
55	88	4.4	4
50	80	4.0	4
45	72	3.6	4
40	64	3.2	3
35	56	2.8	3
30	48	2.4	2
25	40	2.0	2
20	32	1.6	2
15	24	1.2	1
10	16	0.8	1
5	8	0.4	1

INHERENT ACCURACY TABLE

Weapon Used	Size	Inherent Accuracy
Pistol:	SNUB	-1
	SHT	+ 0
	STD	+ 1
	LNG	+ 2
	XLNG	+ 2
Long Guns:	Carbine	+ 3
	Rifle	+ 4
Shotgun:	Slug	+ 3
	Shot	+ 4

Gun Actions and Rates

Gun Action	Shots per Action
SS	1 Shot and reload for next shot
SA	1 Shot per Action
BA	1 Shot per Action
LA	1 Shot per Action
PA	1 Shot per Action
DA	1 or 2 Shots per Action. Firer's choice
AL	1, 2, or 3 Shots per Action. Firer's choice
FA	Variable number of Bursts* per Action
AB	1, 2, or 3 Bursts* per Action

Autofire: Using a weapon for automatic fire reduces the Inherent Accuracy normally accorded the weapon by 2. For each full Burst fired, add 1 to the Inherent Accuracy. Match Weapons: If the Feature is used, then Match Weapons, add 1 to the normal Inherent Accuracy of the weapon.

* In automatic fire, Bursts are fired rather than individual rounds as with other Gun Actions. The majority of weapons fire Bursts of 3 rounds each. Some of the new "super-automatic" guns fire Bursts of 6. See Autofire rules below for details.

Damage Capability

The number of damage dice a round will do against the Armor Value of a struck target, and his DRT if it penetrates, is based on the BDG. The Damage Dice for a bullet strike are calculated as follows:

number of D10 of Damage equals BDG/10, up.
plus Damage Points equal BDG/10, nearest.

MISSILE SPECIAL EFFECTS TABLE

D100 RESULT

- 1-20 No special effect
- 21-30 Flesh wound: damage is adjusted to 1 point and this only if the Armor Value on the target location is exceeded.
- 31-45 Minor wound: 1 point of damage caused. This supercedes any normal results. This effect on a Critical Hit results in normal damage.
- 46-65 Normal damage and Stopping.
- 66-75 As 46-65 plus a Daze effect (see Critical Hit Effect Explanations).
- 76-85 As 66-75 plus a Stun effect (see Critical Hit Effect Explanations).
- 86-95 As 76-85 plus a roll on the Critical Effect Table.
- 96-00 As 86-95 but add 30 to the roll on the Critical Effects Table.

STOPPING

The effect number for Stopping is equal to the Adjusted BDG (used to determine if a Special Effect would occur) or the Damage Potential for muscle powered missile weapons and Impalements divided by the Mass of the target.

- IF > 1 Knock back for 2D3 meters. A Deftness Ability Saving Throw is required to prevent being knocked down. Each two meters of knock back will drop a target one category for purposes of stopping forward motion.
- IF > 5 As above but a Critical Saving Throw is required for the character to keep his feet.
- IF > 10 As above but knock down is automatic.
- IF < 1 The % chance of getting a result as if the effect number were equal to 1 is the Adjusted BDG (used to determine if Missile Special Effects would occur) divided by the Mass of the target multiplied by 100.

Range Table

Weapon	PBR	SHT	EFF	LNG	EXT	MAX		
Pistols	BBL : SNUB	2	10	15	25	50	100	
	: SHT	4	10	20	30	60	120	
	: STD	5	10	30	50	100	200	
	: LNG	5	10	40	60	120	240	
	: XLNG	5	20	60	80	160	320	
Long Guns	Carbine	10	25	50	250	500	1000	
	Rifle	10	30	100	500	1000	2000	
Autofire	Carbine	10	15	25	125	250	500	
	Rifle	10	20	50	250	500	1000	
	SMG*	5	10	20	40	80	160	
Shotguns	Slug Load	10	20	50	100	200	400	
	Shot Load	Full Choke	10	25	30	60	100	150
		Modified Choke	5	20	30	40	80	120
		Open Choke	5	10	20	30	60	90
		Riot Gun	5	10	15	20	30	50
BCS Modifiers	plus 1	plus 1	plus 0	minus 1	minus 2	minus 5		
BDG Modifiers	plus 10	plus 0	plus 0	minus 10%	minus 25%	minus 50%		

To use the Range Table, simply note the range to the target in meters on the combat display. Locate the Range Step under which this figure falls on the Table. This is the Range Step for that shot.

* Unless weapon is specified as having another barrel length.

BASE BDG TABLE

CENTERFIRE PISTOL AMMUNITION		CENTERFIRE LONG GUN AMMUNITION	
Caliber	BDG	Caliber	BDG
22 Jet	4	22 Jet	8
221 Fireball	8	222	13
25 ACP (6.35mm)	1	223 (5.56mm)	20
256 Magnum	10	222 Magnum	14
30 (7.65mm)	6	22-250	18
32 Short	2	243	21
32 Long	4	6mm	24
32 ACP	5	25-06	25
32-20	3	25-20	6
357 Magnum	11	25-35	15
9mm Parabellum	5	250	18
9mm Short	2	256 Magnum	20
38 Long	5	257	18
38 Special	10	6.5mm Magnum	25
38 Short	2	264 Magnum	31
380 ACP	5	270	28
38 SuperAuto	6	280	28
38-40	4	284	28
41 Magnum	16	7mm Mauser	25
44 Special	6	7mm Magnum	36
44 Magnum	21	30 Carbine	12
44-40	6	30-30	21
45 Long Colt	6	30-06	26
45 ACP	11	30-40 Krag	24
		300 Magnum	38
		303	23
		308 (7.62mm NATO)	27
		32 Special	21
		32	375
		32	17
		32-30	6
		8mm Mauser	25
		8mm Magnum	40
		338 Magnum	41
		35	20
		350 Magnum	35
		351	15

SHOT SHELL AMMUNITION							
Shot Size	Shotgun Gauge	10	12	16	20	.410	28
		12-9*		12	10	8	6
8-5**		16	14	12	10	8	6
4-BB**		20	18	18	16	16	14
Buckshot							
4-3 Buck		22	18	18	18	x	x
2-1 Buck		28	24	22	20	x	x
00 Buck		36	32	30	x	x	x
Slug		x	27	23	17	6	x

* These are very light, small shot pellets, often referred to as "birdshot." Only any target massing over 2 Enc, they do B type damage (half lethal, half subdual).

** Again, these are fairly light loads. At any range beyond SHT, they also do B damage.

x Indicates that no Shot Shell of that type is made for the Gauge in question.

Note that certain rounds appear on both the Centerfire Pistol and Centerfire Long Gun Tables. The are: 22 Jet, 32-20, 38-40, 44-40, and 44 Magnum. These are identical rounds, but are widely popular both as Pistol and as Long Gun loads. They are entered on each Table for easy reference. Some Players may favor using weapons which all chamber the same caliber, as such standardization can offset some of the problems in maintaining an ammo supply.

The Encumbrance of cartridges is also based on their Caliber. All Pistol ammo of 30 or less, and all Rimfire ammo, has an ENC value of .01. Other Pistol ammo (32 Caliber or larger), Long Gun Ammo, and Shot Shell, has an ENC value of .02.

CRITICAL MISSES FIREARMS, BLACK POWDER

D100 RESULT

- 1-10 No effect.
- 11-40 Primer flash. Primer is expended but the round is still good.
- 41-70 Main load is a dud. Primer and powder for round are expended. Gun must be reloaded.
- 71-85 Cook-off. Appears to be a dud round. It will go off on the bookkeeping phase. There is a 50% chance of it going off if there is an attempt to remove it before Action Phase 0. If it goes off, treat as if it were a chamber explosion as below.
- 86-95 Chamber explosion. Burst effect of BDG of the round/30, nearest. Burst effect minus the Durability of the weapon is the number of D10s of Lethal Damage done to the character's Location that is nearest to the breach of the gun. If the number of D10s is less than 1, reduce the Durability of the gun by 1 and treat as if the main load was a dud. If the number is greater than or equal to 1 (the chamber actually does explode), the gun is Disrepaired with a chance (equal to the number of D10s) in 6 of it being Junked.
- 96-00 Chamber explosion as above but burst effect is BDG of the round/20, nearest.

FIREARMS, MODERN

D100 RESULT

- 1-10 No effect.
- 11-40 Dud round. Autoloaders and autoweapons require 1 Action to manually clear the round. Other types clear with the next round, no special action is necessary.
- 41-70 Jammed round. Requires 2 Actions to clear manually. A weapon with an extractor will clear in 1 Action.
- 71-85 Cook-off. See Black Powder firearms.
- 86-95 Chamber explosion. Burst effect is BDG of the round/30, nearest.
- 96-00 Chamber explosion. Burst effect of the round is BDG/20, nearest.