

COMBAT REFERENCE:

This section covers rules amendments to the combat system, which itself is an amalgam of the CoC and RQ combat systems. From CoC come rules relating to ranged weapons, automatic weapons etc. From RQ comes the strike rank and hit location systems.

THE COMBAT ROUND:

STRIKE RANKS:

A standard combat round in Cthulhu Rising is 10 seconds long, and is split into segments using the Runequest 3 Melee Strike Ranks system. In this system, there are 10 Strike Ranks (SR) to a melee round (or combat round), each one second long.

POSSIBLE ACTIONS:

Aside from non-combat actions, a Player Character (PC) can normally perform a maximum of two of three possible combat actions during a combat round: Attack, Parry, and Dodge.

WHEN TO ACT:

A PC acting during a combat round must start on the strike rank equal to their DEX strike rank.

STRIKE RANK MODIFIERS:

<i>Description:</i>	<i>SR Modifier:</i>
Surprised by an enemy	+3
Drawing a weapon	+3
Altering intent	+3

MOVEMENT DURING MELEE:

Most humans can move 3 metres during each strike rank. At this speed, an individual can still dodge some hazards, and have time left over to do some fighting of their own.

Running:

A PC who wishes to do nothing but run and to avoid obvious obstacles in their direct path can move at 6 metres per strike rank.

Attacking On The Move:

A moving PC may perform one of the three combat actions.

COMBAT ACTION RESULTS:

ATTACK:

A PC can make a number of missile attacks dictated by his/her weapon of choice. In melee, he/she can make one attack, and one parry during a combat round, unless their skill is greater than 100%.

COMBAT ACTION RESULTS TABLE:

<i>Success:</i>	<i>Result:</i>
Critical:	Attack does maximum possible damage, plus any modifier, ignoring armour. If a burst from an automatic weapon, only first hit deals this critical damage. Target suffers automatic Knockback (see later).
Special:	Attack does normal damage plus any modifier. Impaling weapons (bullets, thrusting weapons) deal double rolled damage plus any modifier. If a burst from an automatic weapon, only first hit deals this impaling damage. Target suffers automatic Knockback (see later).
Normal:	Weapon does normal damage. If damage is greater than target's SIZ, then target suffers Knockback.
Failure:	No damage.
Fumble:	No damage. Attacker suffers effects of roll on Fumble table (see later).

PARRY:

One parrying weapon can be used against one attack.

DODGE:

Each point of ENC carried reduces Dodge skill by 1%. Dodge is effective against all attacks from a single source, but must be rolled against each attack.

FIREARMS:

Some spot rules for firefights...

RANGE MODIFIERS:

Depending on the range to a target, the following multipliers are applied. Malfunction rules still apply.

	x2	x1	x1/2	x1/4
Handgun	5m	10m	20m	50m
SMG	10m	20m	40m	100m
Rifle	10m	50m	100m	300m
Hvy Wpns	20m	100m	200m	500m

SINGLE SHOTS:

The ROF of a weapon gives the total number of single shots or bursts a PC can squeeze of in one round. The first shot is on the PCs DEX SR, then on the PCs DEX SR+3, then DEX SR+7 (unless otherwise indicated in the weapon notes). E.g. a PC with a DEX SR of 3 would fire on SRs 3, 6 and 10, whereas a PC with a DEX SR of 2 would fire on SRs 2, 5 and then 9.

AIMED SHOTS:

An aimed shot allows the PC to hit a specific hit location on his/her designated target. If declared during combat, the PC waits until SR10 of the combat round and then fires at ½ his/her weapon skill to hit. If a PC wishes to make an aimed shot at another time (e.g. sniper fire) the PC aims for 1MR, then fires on his/her usual SR using the above rules but with a +10% bonus to his/her skill (before halving it).

FIRING BURSTS:

Fully automatic weapons can fire in bursts. For each shot fired in a burst, the A% rises by 3%. However, this modifier cannot raise an A% higher than double the skill. This modifier only applies if a target is within the x2/x1 range band.

Roll once for all attacks against a single target. If the attack succeeds, roll to see how many shots hit the target. Only the first shot impales if an Impale is rolled. Energy weapons cannot impale. If more than one target is attacked, the PC loses one shot per extra target.. Each attack must be rolled separately in this situation.

Firing a burst increases the weapon's malfunction chance by 3%.

Firing a burst from a weapon like a minigun at a closely packed group of targets allows the

PC to roll 1d3+1 to see how many targets the bullets are split between.

SUPPRESSING FIRE:

If a PC has a weapon capable of full automatic fire, he/she can declare that he/she intends to put down suppressing fire. In effect, they spend an entire round firing their weapon into a designated zone. Anyone caught in this area is suppressed. If they wish to move from cover, they will be hit by a burst from the weapon.

PANIC FIRE:

An armed PC who fails a SAN check during combat automatically performs this action. It can also be declared voluntarily. Panic fire halves the hit chance, and doubles the malfunction chance, but allows a PC to fire a burst ever SR during a MR until their weapon is empty.

THE MALFUNCTION:

If this happens, roll 1d100. A result of 01-50 indicates the weapon jams, overheats, or fails in some way. Roll appropriate weapon skill or mechanical/electronics (depending on tech of weapon) to fix the weapon. This takes 1d6 rounds. If the repair roll is fumbled, the weapon is bugged until stripped (time, time). If the result of the 1d100 roll is 51 or higher, roll on the missile weapon fumble table at the end of this chapter.

AREA EFFECT WEAPONS:

Certain weapons deliver explosive or burning damage. Damage delivered for such weapons is calculated as follows: Roll the weapon damage and match it against the target's armour. If the damage overcomes the armour rating, the full rolled damage is inflicted to the target's total HP, with damage deducted equal to half the armour rating (rounded up). If the armour succeeds, the armour protects fully, but damage is still to total HP. A Critical success protects the target from all but 1HP worth of damage.

WEAPON BASE SKILLS:

Handgun (Pistol, TASER):	20%
Machine Gun (SMG, SSW, Mini Gun, Smart Gun, Flamethrower):	15%
Rifle (all rifles):	10%
Heavy Weapons (Missile Launcher, Grenade Launcher, Particle Phalanx, Rail Gun):	10%
High Energy Weapons (Plasma Weapons, Fusion Gun):	10%
Shotgun:	30%

Blade (Combat Knife, Dagger etc):	15%
Sword: (Sword, Vibro-Blade):	10%
Thrown Weapons (Grenades, rocks, etc): Equal to PCs Throw skill	
Gunnery (Ship/vehicle mounted weapons)	10%

ATTACK MODIFIERS

All effects are cumulative, but no matter how many negative modifiers apply, never reduce the attack chance below 05%.

<i>Positive Percentile</i>	<i>Effect</i>
+25%	Target helpless
+20%	Target surprised during non-combat or knocked down.
+10%	Target surprised during combat.
+10%	Attacking from behind target.
+10%	Prepared attack (1 MR delay to aim just right)
+10%	Attacking from above target.
+05%	Per 10 SIZ points that the target is over 20.
<i>Negative Percentile</i>	<i>Effect</i>
-75%	Target cannot be seen, or sensed in any way.
-20%	Attacker has been knocked down.
-10%	Target moving (only applies to missile weapon attacks).
-10%	Per SIZ point which target is below SIZ 4
-10%	Attacker is riding in/on a moving vehicle.

HUMANOID HIT LOCATIONS:

Melee:

<i>D20</i>	<i>Body Area</i>	<i>Description</i>
01-04	Right Leg	RL from hip to foot
05-08	Left Leg	LL from hip to foot
09-11	Abdomen	Hip to just under floating ribs
12	Chest	Floating ribs to neck and shoulders
13-15	Right Arm	Entire right arm
16-18	Left Arm	Entire left arm
19-20	Head	Neck and head

Missile:

<i>D20</i>	<i>Body Area</i>	<i>Description</i>
01-03	Right Leg	RL from hip to foot
04-06	Left Leg	LL from hip to foot
07-10	Abdomen	Hip to just under floating ribs

11-15	Chest	Floating ribs to neck and shoulders
16-17	Right Arm	Entire right arm
18-19	Left Arm	Entire left arm
20	Head	Neck and head

DAMAGE RESULTS:

A PC falls unconscious if they only have 1 or 2 total HP remaining, unless they make a CONx5% roll each combat round.

At zero total HP, a PC will die in a number of combat rounds equal to their CON, unless they receive emergency medical attention.

If a PC has been reduced to negative total hit points, but it is still less than or equal to their CON, a generous Keeper can allow medics to take heroic measures to save the dying individual. The dying PC will continue to lose 1 HP each combat round, until it either exceeds their CON, at which point they expire, or until they are restored to positive hit points.

Player Characters revived in this manner are critically ill, and incapable of performing any actions for 20-CON days.

DAMAGE EQUALS OR EXCEEDS LOCATION HP:

Location: Result:

<i>Head:</i>	PC unconscious. Make CONx5% or lose 1HP/combat round due to blood loss/tissue trauma. Blood loss stops or PC can be heroic if CONx1% rolled.
<i>Chest:</i>	PC falls. Cannot fight. Can crawl, perform First Aid on self. Make CONx5% or lose 1HP/combat round due to blood loss/tissue trauma. Blood loss stops or PC can be heroic if CONx1% rolled.
<i>Abdomen:</i>	Both legs useless. PC falls. May fight from ground. May First Aid self. Make CONx5% or lose 1HP/combat round due to blood loss/tissue trauma. Blood loss stops or PC can be heroic if CONx1% rolled.
<i>Arm:</i>	Limb useless. Drop any item held. Continue standing unless Knockback. May First Aid self.
<i>Leg:</i>	Limb useless. PC falls. May fight from ground. May First Aid self.

DAMAGE EQUALS OR EXCEEDS DOUBLE LOCATION HP:

Location:	Result:
<i>Head, Chest or Abdomen:</i>	PC unconscious. Lose 1HP/combat round. No CON roll, heroic action or anything else.
<i>Limb:</i>	Limb is maimed or severed. PC is unconscious. Lose 1HP/combat round. CONx1% will allow a PC a heroic action, but will not stop blood loss. Limb must be healed to positive HP within 10CR or lost permanently. No more than double location HP can be done as damage to total HP.

GRAPPLING/WRESTLING:

Match PCs STR+DEX against STR+DEX of opponent on resistance table. Success allows a PC to perform one of the following actions:

Immobilize Foe:

STR vs. STR on resistance table to immobilise foe. Failure means PC maintains grip, and foe must win next rounds grappling/wrestling to shake themselves free.

Throw Foe:

Attackers STR+DEX vs. Defenders SIZ+DEX on resistance table. Success means opponent thrown, and must make a DEXx5% roll or suffer 1d6 damage to random hit location.

KNOCKBACK:

Every 5 points of damage in excess of target SIZ knocks the target back 1 metre. Target will fall unless DEXx5% roll is successful. A Special hit automatically knocks a target back 1m regardless of SIZ.

Knockback Into Solid Objects:

Target suffers additional 1d6 damage per metre travelled.

Knockback into Small Objects/People:

Primary and Secondary targets must both make DEXx5% rolls or both suffer 1d6 damage per 5m travelled by Primary target.

Intentional Knockback:

Also known as tackling/shoulder barging. Match attackers STR+SIZ vs. SIZ+DEX of target on resistance table. If successful, treat attackers STR+SIZ as damage for calculating Knockback. Failure means attacker knocked

back as if defenders STR+SIZ is weapon damage.

Unarmed Combat/Martial Arts:

If melee attack is below actual skill and Unarmed Combat skill, they roll double damage dice. E.g. Fist attacks do 2d3 instead of normal 1d3.

MISSILE WEAPON FUMBLES

<i>D100</i>	<i>Result</i>
01-10	Lose next attack
11-20	Lose next 1d4 attacks
21-30	Lose next 1d3 melee rounds for any activity
31-40	Drop weapon at feet. Take rest of round to recover
41-50	Fall to ground, dropping whatever was in hands at time
51-60	Vision impaired: lose 50% for all attack chances for 1d3 melee rounds
61-65	Vision blocked: cannot see for 1d3 melee rounds
66-70	Drop weapon: weapon lands 1d6 metres distant
71-73	Weapon jam irreparable: weapon useless
74-80	Hit self: Do impaling damage.
81-85	Hit self: Do critical damage.
86-89	Hit nearest friend: do regular rolled damage. If no friend is near, apply as per entry #71-73
90-92	Hit nearest friend: do impaling damage. If no friend is near, apply as per entry #74-80
93-94	Hit nearest friend: do critical damage. If no friend is near, apply as per entry #81-85
95-98	Ammunition explosion/hit self: do maximum rolled damage.
99-00	Blow it badly. Roll 3 times on this table and apply all results

SKILL RESULTS:

<i>Actual Skill Rating</i>	<i>Critical Success</i>	<i>Special Success</i>	<i>Fumble</i>
01-07	01	01	96-00
08-10	01	01-02	96-00
11-12	01	01-02	97-00
13-17	01	01-03	97-00
18-22	01	01-04	97-00
23-27	01	01-05	97-00
28-29	01	01-06	97-00
30	01-02	01-06	97-00
31-32	01-02	01-06	98-00
33-37	01-02	01-07	98-00
38-42	01-02	01-08	98-00
43-47	01-02	01-09	98-00
48-49	01-02	01-10	98-00
50	01-03	01-10	98-00
51-52	01-03	01-10	99-00
53-57	01-03	01-11	99-00
58-62	01-03	01-12	99-00
63-67	01-03	01-13	99-00
68-69	01-03	01-14	99-00
70	01-04	01-14	99-00
71-72	01-04	01-14	00
73-77	01-04	01-15	00
78-82	01-04	01-16	00
83-87	01-04	01-17	00
88-89	01-04	01-18	00
90-92	01-05	01-18	00
93-97	01-05	01-19	00
98-00	01-05	01-20	00