

# Personal Combat

## Healing

### First Aid: Stops Bleeding

May be performed during Combat.  
Requires: Toolkit.

10

### Extended Care: Heal all 1

and a Minor Condition.  
Requires: Toolbox.

2x 12t

### Paramedics: Heal any 3

Req: Toolbox. Only Heals Dmg dealt this Combat.  
Healing may be applied to multiple Characters.  
Must be performed directly after a Combat.  
Maximum of 1 Paramedics Roll per 3 Characters.

12

### Surgery: Heal one 8

and a Major or Minor Condition.  
Requires: Workshop.  
May Retro any Trait for a Implant Trait.

2x 14t

## Major Action Effects

<b>Attack</b>	You may make an Attack Roll against your Target's Defence Stat with a Weapon that you have Equipped.
<b>Damage</b>	If your Attack Roll is successful then your Weapon Deals its Endurance Damage to your Target.
<b>Impair</b>	You may make an Attack Roll against a Target's Defence vs Impair Defence Stat.
<b>Move</b>	You may move your Character 1 space per your Movement Attribute.
<b>Recover</b>	You may heal damage to your Endurance equal to your Recovery Stat.
<b>Stealth</b>	You may make an Attack Roll against a Target's Defence (Character with the highest Defence) vs Stealth.

## Major Minor Effects

<b>Cover +X Steps</b>	Increase your Cover Steps.
<b>Defence +X</b>	Increase your Defence.
<b>Hit +X</b>	Bonus to this Attack Roll.
<b>Hit +Extra RoF Dice</b>	May add additional dice to your Attack Roll if you have RoF 2 or more.
<b>Move +X</b>	Increase your movement.
<b>Range +X</b>	Bonus to this Attacks Range.
<b>Boost Next Attack: X</b>	Boost your next Attack Roll (must be taken within 1 Turn).

## Cover

<b>Step 0</b>	=	<b>No Cover, +0 Defence</b> Can never be Increased. Eg: Out in the open.
<b>Step 1</b>	=	<b>Light Cover, +2 Defence</b> You may Stealth. Eg: Smoke, low light, foliage, character.
<b>Step 2</b>	=	<b>Heavy Cover, +4 Defence</b> Reduce End Dmg from RoF 3+ Weapons by 2. Eg: Blind, metal doorway, crate, boulders.
<b>Step 3</b>	=	<b>Entrenched, +6 Defence</b> Immune to Critical Hits if you have Endurance. Eg: Physical + Limited Vision Cover or Hard Cover + Bonus Cover Step.
<b>Front Cover:</b>		Grants Cover Bonus vs all Targets in a 90° Arc. Does not allow Stealth
<b>Limited Vision:</b>		Grants a Cover Bonus. May grant Entrenched Cover if Combined with another Heavy Cover. Low Light is a specific type of Limited Vision.

## Balanced\* Combat

1 Henchmen Group	=	1 Player Character
1 Skilled NPC	=	1 Player Character
1 Nemesis NPC	=	3 Player Characters

\*Combat should never be truly balanced.

## Natural Weapons

Natural Weapons	Hit (+Skill)	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
Mind	+Int+Tactical	-	-	Focus	-	Infinite	0	1	0	Analytical	Auto
Natural, No Variations or Modifications											
Limbs	+Exotic	Str -1	Str -2	-	-	Infinite	0	2 (+1d6)	0	Melee, Impairment	Auto
Natural, Small, Blunt, No Variations or Modifications											

## Henchmen / Drone Action

**Attack**  
\*Damage  
Move

**Hit +RoF**  
Pick One: \*Attack, Draw Wpn, Reload, Set Up or Pull Down or make a Analyse, Stealth or Escape Attack Roll.

## Personal Combat Actions

Pick any 2 Actions Per Turn			Bonuses from the same Action do not Stack				
Tactical Actions		Range Actions		Melee Actions			
<b>Full Move</b>	Move	Move +2	<b>Snap Shot</b>	Attack Damage Move	<b>Strike</b>	Attack Damage Move	Hit +Ref +Extra RoF Dice Move -2
<b>Take Cover</b>	Move	+1 Cover Step Armour vs Slow +1 (go Prone)	<b>Spray Fire</b>	Attack Damage Move	<b>Charge</b>	Attack Damage Move	Move +2 (Straight Line) Damage +1 (per 4 Movement)
<b>Prep</b>	Recover	Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical).	<b>Sighted Shot</b>	Attack Damage	<b>Block</b>	Impair	Hit +Per +Foc On Hit: Debuff Targets next Attack: Strong Hit -1
<b>Analyse</b>	Attack Recover	On Hit: Boost next Attack: Crit Attribute Location +/-2	<b>Throw</b>	Attack Damage Move	<b>Impair</b>	Damage Impair Move	Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1
<b>Stealth</b>	Stealth	Vs Highest Defence On Hit: Cannot Be Targeted	<b>Overwatch</b>	Attack* Damage	<b>Escape</b>	Damage Impair Move	Hit +Ref +Str On Hit: Debuff Target: Loose Grabbing Target.

## Optional: NPC Personal Combat Actions

Pick any 2 Actions Per Turn			Bonuses from the same Action do not Stack				
Tactical Actions		Range Actions		Melee Actions			
<b>Moving</b>	Move	Move +2 Pick One: Draw Wpn, Reload, Un-Jam, Set Up, Pull Down, Use Stim or Skill Roll (Medical).	<b>Shooting</b>	Attack Damage	<b>Striking</b>	Attack Damage Move	Hit +Ref +Extra RoF Dice
<b>Analyse</b>	Attack Recover	On Hit: Boost next Attack: Crit Attribute Location +/-2	<b>Throw</b>	Attack Damage Move	<b>Impair</b>	Damage Impair Move	Hit +Ref +Str On Hit: Pick One Debuff vs Target: Prone, Grab or Move 1
<b>Stealth</b>	Stealth	Vs Highest Defence On Hit: Cannot Be Targeted	<b>Overwatch</b>	Attack* Damage	<b>Escape</b>	Damage Impair Move	Hit +Ref +Str On Hit: Debuff Target: Loose Grabbing Target.

# Spacecraft Combat

## Repair

### Change Out

Change 1 Attribute, Wpn, Trait or new Spacecraft.  
Requires: Workshop.

14t

### Maintenance: Heal 1

and a Minor Condition (eg: Virus).  
Requires: Toolbox.

12t

### Quick Fix: Heal any 2

Req: Workshop. Only Heals Dmg dealt this Combat.  
May only be rolled once per available Workshop.  
Must be performed directly after a Combat.

12

### Rebuild: Heal one 8

and a Major Condition (eg: Lost Wing).  
Requires: Workshop.

2x 14t

## System Rolls

Each Character may attempt 1 System Roll per Turn.

Each System Roll may only be successfully rolled once per Turn.

## System Roll Effects

### Alter Velocity = X

May increase or decrease your current Velocity.

### Armour vs Boarding +X

Increase your Armour vs Boarding until your next Turn.

### Attack with a Weapon

May Attack with a single Weapon that has not made an Attack Roll this Turn.  
If your Attack Roll is successful then your Weapon Deals its Shield Dmg to your Target.

### Hit +X

Bonus to this Attack Roll.

### Launch Ordnance

May place Ordnance Bodies within the Side and Front Arcs of your Spacecraft.  
You may place in a space within the Ordnance's Movement of your Spacecraft.  
Ordnance may not Move or Attack during the Turn they are Launched.

### May Roll once per Weapon

This System Roll may be used multiple time per Turn, but with a different Weapon.

### Range +X

Bonus to this Attacks Range.

### Regen Shields

You may heal damage to your Shields equal to your Regen Stat.

### Remove an Effect

Removes an Effect from your Spacecraft.

### Shield Dmg +X

Bonus to this Attacks Shield Damage.

### Turn X

You may change the facing of your Spacecraft.  
You must Turn the full amount or none at all (no partial turn).

## Altering Combat Scale

**Increase Scale:** Remain at Velocity 6 for 5 Turns.  
Leave Combat Area.

**Decrease Scale:** Remain at Velocity 1 for 5 Turns.  
Leave Combat Area.

## Balanced\* Combat

### Equal Influence Cost

### Equal Number of System Rolls

Non Spacecraft Traits cost 5 Influence

\*Combat should never be truly balanced.

## Velocity

**Minimum Velocity** = 1

At the start of your Command System Roll Phase you must move forward an amount of spaces equal to your Velocity

**Maximum Velocity** = 6

## Ordnance: Fighter

May Move and Attack during the Command System Roll Phase.

All Fighter Bodies may be Launched at once.


Fighter Bodies Move and Attack as a single group.

## Ordnance: Warhead

May Move and Attack during the Second System Roll Phase.

A single Warhead Body is Launched at a time.

Each Warhead Body Moves and Attacks independently.

Innate Weapon 	Hit (+Skill)	Shield Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Mount	Type & Variations	Cost
Boarding Party	+Crew	-	1*	-	-	-	-	1	-	Boarding	Auto

No Variations or Modifications. \*Treat Target as if it had no Shields or Armour

## Ordnance Action

Attack  
Damage  
Move

Hit +RoF

## Spacecraft Combat System Rolls

Highest Velocity (or Size if Equal) First		Make 1 System Roll per Turn (Successful System Rolls may not be rolled again),		Highest CPU (or Sensors if Equal) First			
Command + 2		Engineering + 2		Operations + 2		Gunnery + 2	
Skill Roll		Skill Roll		Skill Roll		Skill Roll	
<b>Full Burn</b>	8 Rotate 45° Alter Velocity = Eng.	<b>Damage Control</b>	12-Crew Remove 1 On Fire Effect. Regen Shields. Armour vs Boarding +1	<b>Calibrate</b>	12-CPU Add or remove 1 Locked On Effect.	<b>Preparation</b>	8-Crew Reload or Un Jam a Weapon. May Roll Once per Weapon.
<b>Manoeuvre</b>	Size x4 Rotate 90° Alter Velocity = Eng -2.	<b>Divert Power</b>	14-Pow A System Roll gains Str Hit +1. Take 5 Shield Damage.	<b>Dumb Fire</b>	vs Def Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn.	<b>Volley</b>	vs Def Attack with a Battery. Shield Dmg +1 May Roll Once per Weapon.
<b>Direct Crew</b>	14-Crew Turn 45° Armour vs Boarding +1 Make System Roll at -2 or Launch Fighters.	<b>Combat Jump</b>	14-CPU+ *4 Success, +2 Success required if Spacecraft leaves Combat Area. ○○○○	<b>Seeker</b>	8-Crew Launch a Warhead. This Warheads gains: Lock On +6.	<b>Lead the Target</b>	vs Def Attack with a Battery. Range +1 May Roll Once per Weapon.
<b>Strafe</b>	Size 1 or 2 vs Def Turn 45° Attack Front Arc with a Battery. Range -1	<b>Patch Job</b>	14-Crew Repair 1 Attribute Dmg that was dealt after your last Turn.	<b>Scan</b>	14 -CPU Boost next Attack: Crit Attribute Location +/-1 vs a Locked On Target.	<b>Bombard</b>	Size 4+ vs Def Attack with 2 Batteries. Hit -2

## Optional: NPC Spacecraft Combat System Rolls

Highest Velocity (or Size if Equal) First		Make 1 System Roll per Turn (Successful System Rolls may not be rolled again),		Highest CPU (or Sensors if Equal) First			
Command + 2		Engineering + 2		Operations + 2		Gunnery + 2	
Skill Roll		Skill Roll		Skill Roll		Skill Roll	
<b>Full Burn</b>	8 Rotate 45° Alter Velocity = Eng.	<b>Damage Control</b>	12-Crew Remove 1 On Fire Effect. Regen Shields. Armour vs Boarding +1	<b>Calibrate</b>	12-CPU Add or remove 1 Locked On Effect.	<b>Preparation</b>	8-Crew Reload or Un Jam a Weapon. May Roll Once per Weapon.
<b>Manoeuvre</b>	Size x4 Rotate 90° Alter Velocity = Eng -2. Launch Fighters.	<b>Combat Jump</b>	14-CPU+ *4 Success, +2 Success required if Spacecraft leaves Combat Area. ○○○○	<b>Dumb Fire</b>	vs Def Launch and Attack with a Warhead. Destroy this Warhead at the end of the Turn.	<b>Lead the Target</b>	vs Def Attack with a Battery. Range +1 May Roll Once per Weapon.
<b>Strafe</b>	Size 1 or 2 vs Def Rotate 45° Attack Front Arc with a Battery. Range -1	<b>Patch Job</b>	14-Crew Repair 1 Attribute Dmg that was dealt after your last Turn.	<b>Seeker</b>	8-Crew Launch a Warhead. This Warheads gains: Lock On +6.	<b>Bombard</b>	Size 4+ vs Def Attack with 2 Batteries. Hit -2

# Reference

## Spacecraft Environment

<b>Atmosphere</b>	1 Engine Attribute Damage (no Armour) at the end of each Turn. 2 Attribute Damage (no Armour) at the end of each 3rd Turn. -2 Hit and Range.
<b>Dust Cloud</b>	Take Damage equal to your Velocity. Hit -2 if you Attack through Dust Cloud.
<b>Gravity Field</b>	Gain +2 Velocity when you enter a Gravity Field. May make a free Rotate of 45° towards the source of the Gravity Field.
<b>Nebula</b>	Remove any Locked On Effects on you. Remove all Locked On Effects you have applied to your Opponents. May have additional GM defined effects.
<b>Object</b>	Reduce your Vel by 2, if your Vel is not reduced to 1 or 2: take 1 Attribute Dmg (no Armour). Hit -2 if you Attack through an Object.
<b>Spacecraft</b>	Other Spacecraft immediately move into an adjacent space.

## Spacecraft Effects

<b>Boarded</b>	May have up to 5 Boarded Effects applied to you. At the start of your Opponent's Turn they may make 1 Boarding Party Attack against you. On a failed Attack Roll, remove 1 Boarded Effect.
<b>Locked On</b>	Enemies gain Hit: +Lock On vs you.
<b>On Fire</b>	1 Attribute Dmg (no Armour) at the start of your Turn.

## Personal Combat Environment

<b>Zero Gravity</b>	Moving one space costs 2 Movement. Hit -2 No Overburden Penalty.
<b>Cover X</b>	Defence +X
<b>Open/Close Door</b>	Cost 2 Movement to Change.

## Difficult Terrain - Moving one space costs 2 Movement

<b>Climbing</b>	Must make a Physical Skill Roll (difficulty of 12) as part of your movement Action. Failed Skill roll means you lose all movement this Turn. A failed Skill Roll of 4 or more should mean that the Character falls.
<b>Falling</b>	Automatic Endurance Damage, Critical hit and go Prone. Fall 0-1m = 5 End Dmg 1 Crit Dmg Fall 4-6m = 10 End Dmg 1d6 Crit Dmg Fall 7-10m = 15 End Dmg 2d6 Crit Dmg Fall 11m+ = 30 End Dmg 2d6+6 Crit Dmg
<b>Swimming</b>	Must make a Physical Skill Roll (difficulty dependent on your Equipments Weight) each Turn. Failed Skill roll means you lose all movement this Turn. A failed Skill Roll of 4 or more should mean that the Character takes 1 Attribute Dmg (no Armour). All Weapons and Outfit below Weight 2 = Difficulty 8 All Weapons and Outfit below Weight 3 = Difficulty 10 All Weapons and Outfit below Weight 4 = Difficulty 14 All Weapons and Outfit below Weight 5 = Difficulty 16 All Weapons or Outfit is Weight 6+ = Difficulty 18 2 free hands = Difficulty -2

## Personal Combat Effects

<b>Bleeding</b>	1 Attribute Dmg (no Armour) at the start of your Turn.
<b>Grabbing Target</b>	As with Grabbed Effect but may remove as a Free Action.
<b>Grabbed</b>	1 Action per Turn. May Move with Target if you have higher Str. Gain 1 Additional Action if you remove this Effect.
<b>Limited Vision</b>	Targets gain Cover versus you: Light Cover (Low Light) or Heavy Cover (Blind, Pitch Black) vs You.
<b>Locked On</b>	Enemies gain Hit: +Lock On vs you.
<b>Prone</b>	+1 Cover Step Cost 2 Movement to Change. Moving one space costs 2 Movement while Prone.
<b>Stealthed</b>	May not be Targeted while in Cover. Lost on Major Effect: Attack. Lost next Turn if 1st Action is not a successful Stealth Action.
<b>Suppressed</b>	Maximum 1 Action this Turn.

## Skill Roll Difficulties

8+ Routine Task	Or Skill Roll vs Skill Roll when directly competing against another Characters.
12+ Moderate Task	
16+ Difficult Task	
18+ Very Difficult Task	

## Optional: Theater of the Mind Combat

Easy Fight: 10+	Successes equal to Players x2 = Victory.
Evenly Matched: 12+	Failed Roll = 2 Dmg to a (1d6) Attribute.
Out Matched: 14+	Retreat = +2 Bonus.
Suicidal: 16+	

## Dangerous Terrain: Automatic Damage & Critical Hit

<b>Acid Pool</b>	End Dmg 4 Crit Dmg 3 Pen 2 min 3 Burn
<b>Decompression</b>	End Dmg 4 Crit Dmg 3 Pen 2 min 3
<b>EMP Field</b>	-4 Hit, End Dmg and Crit Dmg to all non-Low Tech or Bio Tech Attacks through field area.
<b>Fuel/Munitions</b>	Defence 10 (any Attack with the 'Energy' Keyword makes it explode). End Dmg 5 Crit Dmg 5 Splash 1d6 Slow
<b>Radiation</b>	End Dmg 2 Crit Dmg 3 Pen 4 min 2 -2 Hit, End Dmg and Crit Dmg to Bio Tech Attacks through field area.
<b>Security Fence</b>	Automatic Damage on failed Climb Skill Roll. End Dmg 10 Crit Dmg 3 -4 to Physical Skill Roll to climb over.
<b>Severe Temp</b>	Recovery -4 Physical and Resolve Rolls -2

## Dangerous Terrain: Requires Attack Roll to Deal Damage

<b>Exposed Wires</b>	Hit +4 End Dmg 6 Crit Dmg 4 Energy
<b>Lava</b>	Hit +4 End Dmg 15 Crit Dmg 8 Energy Burn
<b>Bombardment</b>	Hit -10 End Dmg 15 Crit Dmg 6 Splash 3 Lock On +6 All Damaged Characters are knocked Prone and moved 1d6 away from the centre of the Attack.
<b>Steam Vent</b>	Hit +4 End Dmg 10 Crit Dmg 3 Energy

## Inhospitable Environment (out of Combat)

Most environments will require a Physical, Resolve or Survival Skill Roll.

<b>Journey</b>	Every two days requires all Characters to pass a Skill Roll of 12. Failed Skill Roll = Gain Minor Condition: Worn Out. Failed Skill Roll by 4 = Gain Minor Condition: Exhausted. Barren Environment = Difficulty +1 Limited natural resources = Difficulty -2 Well planned or supplied = Difficulty -2 Pass a Survival Skill Roll by 2 = All Allies gain +2 to their Skill Roll result.
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**Low Food/Water** Every two days requires all Characters to pass a Skill Roll of 14.

Failed Skill Roll = Gain Minor Condition: Exhausted. Failed Skill Roll by 4 = Gain Major Condition: Dying. After 2 days = Gain Minor Condition: Worn Out. No Food and/or Water = Difficulty +2 Pass a Survival Skill Roll by 2 = All Allies gain +2 to their Skill Roll result.
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## Minor Conditions

<b>Worn Out</b>	-5 Endurance -1 to all Spare Time Rolls You may gain this Condition multiple times. if this Condition is removed: remove all Worn Out Conditions.
<b>Exhausted</b>	-10 Endurance -2 Combat Order -1 to all Rolls You may gain this Condition multiple times. For every third time you gain this Condition: gain the Major Condition Dying.
<b>Addiction</b>	You may never have more than 2 unspent Spare Time Points. -1 Wealth

## Major Conditions

<b>Dying</b>	Take 1 Damage to a Random (1d3) Attribute (no Armour) at the start of each day.
<b>Lost Arm/Hand</b>	-1 Hand and Gauntlet Slot.
<b>Lost Leg/Foot</b>	may only Move while Prone or while assisted.
<b>Blind</b>	All Targets gain Heavy Limited Vision Cover (+4) vs you.
<b>Deaf</b>	-6 Stealth.
<b>Fear</b>	-2 to all Rolls connected with the object of your Fear (reduced to -1 if trained in Resolve).
<b>Addiction</b>	You may never have more than 2 unspent Spare Time Points. -1 Wealth

## Research

<b>Acquire 1 Unit:</b>	12t
<b>Variations</b>	Unethical: -4t -1 Inf Difficult: +4t x2 Inf
<b>Publish:</b>	14t
12 Units =	1 Inf
16 Units =	2 Inf

## Trade Goods

<b>Acquire 1 Box:</b>	8t
<b>Acquire 4 Boxes:</b>	14t
<b>Loot</b>	Weight 4 = 1 Box
<b>Variations</b>	+2t
Dangerous:	x2 Res
Illegal:	x2 Res
Valuable	-2 Cargo
<b>Sell:</b>	16t
12 Boxes =	1 Res
16 Boxes =	2 Res

## Primary Skills

Everyday	Wealth
	Conversation
	Leadership
	Culture
Professional	Physical
	Resolve
	Awareness
	Survival
	Mechanics
	Electronics
	Programming
Bio Tech	
Medicine	
Psychology	
Astronomy	
Planetoids	

## Combat Skills

Vehicle	Operations
	Engineering
	Command
Personal	Gunnery
	Small Arms
	Heavy Arms
	Tactical
Exotic	

# Example NPCs

## Henchmen

	Hit	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Weapon: Type & Variations	Cost
Self-Propelled Shotgun	+4	6+Bodies	3	3*	5	RoF x1	1	2+Bodies	3	Gun, Self-Propelled	2
Combat Order = 0	Movement		Armour	Defence	vs Stealth	vs Impair	Slots		Bodies		
Average Player Res	6-10	4	3	14	10	17	3		5		

Weapon Notes: Low Tech, \*Strong Hit (5-6) vs Targets within first Range Increment, Works in Liquid.

Trait: Amass (Strong Hit: Amass (Attack, Hit) Gain +1 Body (may never have more than 6 above your starting Bodies)).

## Skilled NPC

Average Player Resources

6-10

Race: Nephilim

Variation: Talent

Trait: Special Ammo

Str 3 1	Foc 3 4	Defence: 10+Ref + ○ = 13 -Cover	Armour: 3 + ○ = 3	End: 10+(Str x5) + ○ = 25
Ref 3 2	Int 3 5	vs Impair Def+Str + ○ = 16	vs Energy + ○	Recovery Foc + 1 = 4
Mov 3 3	Per 3 6	vs Psionic Def+Foc + ○ = 16	vs Slow + ○	Stealth Req: Cover 2 + Ref + ○ = +5
Fate 0		vs Stealth 10+Per + ○ = 13*	at 0 Endurance - ○	Combat Order Int + ○ = 3

Weapon (Pick One)	Hit	End Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Weight	Type & Variations	Cost
Self-Propelled Rifle	+3	5	4	6	2	4	2	1*	2	Gun, Self-Propelled	2

Low Tech, Works in Liquid, \*Strong Hit (5-6) with all RoF 1 Attack Rolls, Modification: Personalised.

Low Quality Spine SMG	+3	7	2	2	3	10	0	5 (+4d6)	1	Gun,	2
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Small, Bio Tech, Modifications: Low Quality, Personalised.

### Strong Hit



### Requirements

Special Ammo

Damage, Hit

### Result

Pick one: Target is knocked Prone, Splash +1, Target is Locked On OR +2 End Dmg.

## Spacecraft

Influence Cost

20

Build: Corporation

Hul 4 1	Pow 3 4	Defence: 12-Size+E+ ○ = 12	Armour: 3 + ○ = 3	Shield: 10+(PxSize) + ○ = 19
Eng 3 2	CPU 3 5	vs Ordnance Def+2 = 14	vs Boarding 0 + ○ = 0	Regen Power + ○ = 3
Cre 3 3	Sen 4 6	vs Boading 10+Size+C+ ○ = 16	at 0 Shield -1	Weapon Slots Size + (-1) = 2
Size 3				

Weapons	Hit	Shield Dmg	Crit Dmg	Range	Clips	Ammo	Load	RoF	Mount	Type & Variations	Cost
Crack Burst Battery	+1	5	4	Sensors	Inf	12	1	3 (+2d6)	2	Battery, Crack	5

Front and Side Arc, Lock On +2, Modifications: Improved, Weapon Bank.

Explosive Missiles		4	4	-	-	-	0	1	2	Ordnance, Warhead, Explosive	5
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Defence: 16 Armour: 1 Movement: 6 Bodies: 6

Front Arc (normally Front and Side), Strong Hit (5-6).

### Strong Hit



### Requirements

Critical Hit

Damage, Hit, 1 use per RoF, Not Splash Damage

Critical Boost

Damage, Does not Req Hit

Effort

Primary or Vehicle System Skill, Does not Req Success, Not a Spare Time Roll

### Result

Deal your Weapons Critical Damage (-Targets Armour) to a random (roll a d6) Attribute.

+1 Critical Damage for this Attack vs all Targets with 0 Endurance/Shield.

You may re-roll a single die from this Skill Roll.

Attack Roll Formula:

3d6 +Hit -2 per Rng Increment beyond 1st  
1 Ammunition per RoF used (minimum 1)

vs

Targets Defence

Free Critical Hit vs Target with 0 Endurance

### Splash Scatter

Scatters 1 space per missed Attack Roll in a random (roll 1d6) direction.  
Weapons with 'Splash' Keyword only.

