

Time Chart	The Speed Chart												Hit Location Table						
	Segments												3d6	Location	STUN <sub>x</sub>	N STUN	BODY <sub>x</sub>	To Hit	
1 Segment													3-5	Head	x5	x2	x2	-8 OCV	
1 Phase													6	Hands	x1	x½	x½	-6 OCV	
1 Turn	1	--	--	--	--	--	X	--	--	--	--	--	7-8	Arms	x2	x½	x½	-5 OCV	
1 Minute	2	--	--	--	--	--	X	--	--	--	--	X	9	Shoulders	x3	x1	x1	-5 OCV	
5 Minutes	3	--	--	--	X	--	--	--	X	--	--	--	X	10-11	Chest	x3	x1	x1	-3 OCV
20 Minutes	4	--	--	X	--	--	X	--	--	X	--	--	X	12	Stomach	x4	x1½	x1½	-7 OCV
1 Hour	5	--	--	X	--	X	--	--	X	--	X	--	X	13	Vitals	x4	x1½	x2	-8 OCV
6 Hours	6	--	X	--	X	--	X	--	X	--	X	--	X	14	Thighs	x2	x1	x1	-4 OCV
1 Day	7	--	X	--	X	--	X	X	--	X	--	X	X	15-16	Legs	x2	x½	x½	-6 OCV
1 Week	8	--	X	X	--	X	X	--	X	X	--	X	X	17-18	Feet	x1	x½	x½	-8 OCV
1 Month	9	--	X	X	X	--	X	X	X	--	X	X	X	<b>Special Hit Locations</b> <b>General Location</b> Head Shot (Head to Shoulders) OCV -4 Dice Roll 1d6+3 High Shot (Head to Vitals) -2 2d6+1 Body Shot (Hands to Legs) -1 2d6+4 Low Shot (Shoulders to Feet) -2 2d6+7* Leg Shot (Vitals to Feet) -4 1d6+12 * Count 19 as Feet					
1 Season	10	--	X	X	X	X	--	X	X	X	X	X	X						
1 Year	11	--	X	X	X	X	X	X	X	X	X	X	X						
5 Years	12	X	X	X	X	X	X	X	X	X	X	X	X						
25 Years																			
1 Century																			

Range Modifiers		DCV Modifiers			Combat Maneuvers Table					
Range	Mod	Character is:	DCV	Hit Location	Maneuver	Phase	OCV	DCV	Effects	
Adjacent	-0	Affected by EGO +30 Mental Illusion	½	½	<b>Standard Maneuvers</b>					
2-4"	-0	Affected by PRE/EGO +20 Pre. Attack	½	Normal	Block	½	+0	+0	Block HTH attacks, Abort	
5-6"	-1	Affected by PRE/EGO +30 Pre. Attack	0	½	Brace	0	+2	½	+2 OCV only to offset Range Modifiers	
7-8"	-2	Affected by Flash/Darkness/Invisibility			Disarm	½	-2	+0	Disarm Target, Requires STR vs. STR Roll	
9-12"	-3	Ranged, makes Nontargeting PER Roll	Normal	Normal	Dodge	½	+0	+3	Dodge all attacks, Abort	
13-16"	-4	HTH, makes Nontargeting PER Roll	-1	Normal	Grab	½	-1	-2	Grab 2 limbs, can squeeze or throw	
17-24"	-5	Ranged, fails Nontargeting PER Roll	½	Normal	Grab By	½	-3	-4	FMove and Grab object, +(v/5) to STR	
25-32"	-6	HTH, fails Nontargeting PER Roll	½	Normal	Haymaker	½*	+0	-5	+4 DC to any attack	
33-48"	-7	Attacked from behind (or surprised) out of combat	½	½	Move By	½	-2	-2	((STR/2) + (v/5))d6, attacker takes 1/3 dam.	
49-64"	-8	Attacked from behind (or surprised) in combat	½	Normal	Move Through	½	-v/5	-3	(STR+(v/3))d6; atkr takes ½ or full dam.	
65-96"	-9	Braced	½	½	Set	1	+1	+0		
97-128"	-10	Carrying or using bulky focus	½	Normal	Strike	½	+0	+0	STR damage or by weapon type	
129-192"	-11	Climbing	½ to -0	Normal	Other Attacks	½	+0	+0		
193-256"	-12	DEX 1 or less	0	½	<b>Optional Maneuvers</b>					
257-384"	-13	Encumbered (depending on degree)	-0 to -5	Normal	Blazing Away	½	+0	+0	Unlimited attacks, only hit on a 3	
385-512"	-14	Entangled	0	½	Club Weapon	½	+0	+0	Killing weapon does DC in Normal Dam.	
513-768"	-15	Fighting in a cluttered or cramped area	-2	Normal	Cover	½	-2	+0	Target held at "gunpoint"	
769-1024"	-16	Grabbed by another character	½	Normal	Dive for Cover	½	+0	+0	Character avoids attack, Abort	
1025-1536"	-17	Grabbing another character	½	Normal	Hipshot	½	-1	+0	+1 DEX, only for initiative purposes	
1537-2048"	-18	In the water	-2	Normal	Hurry	½	-2	-2	+1d6 DEX, only for initiative purposes	
2049-3072"	-19	Intoxicated	-2	Normal	Pulling a Punch	½	-1/5d6	+0	Strike, normal Stun, ½ body damage	
3073-4096"	-20	In zero gravity	½	Normal	Rapid Fire	½	-2/x	+0	Make multiple ranged attacks	
		Knocked out	0	½	Roll with a Punch	½	-2	-2	"Block" after being hit, ½ damage, Abort	
		On a narrow surface (tightrope, ledge)	-2	Normal	Snap Shot	1	-1	+0	Lets character duck back behind cover	
		On ice, mud, or other slippery surfaces	-1	Normal	Suppression Fire	1	-2	+0	Continuous fire on hexes, must be Autofire	
		Prone	½	Normal	Sweep	½	-2/x	+0	Make multiple HTH attacks	
		Recovering from being stunned	½	½	<b>Martial Maneuvers</b>					
		Resisting knockback with STR	½	Normal	Choke Hold	½	-2	+0	Grab, 2d6 NND (2)	
		Sleeping	0	½	Defensive Strike	½	+1	+3	STR Strike	
		STR 0 (or lower)	½	Normal	Killing Strike	½	-2	+0	½d6 HKA	
		STR -30 (or negative value of STR)	0	½	Legsweep	½	+2	-1	STR +1d6, target falls	
		Stunned	½	½	Martial Block	½	+2	+2	Block, Abort	
		Subject to multiple attacker bonus	-1 to ½	Normal	Martial Disarm	½	-1	+1	Disarm, +10 STR to Roll	
		Taking a Recovery	½	½	Martial Dodge	½	+0	+5	Dodge all attacks, Abort	
		Underwater	-2	Normal	Martial Escape	Var.	+0	+0	+15 STR vs. Grabs	
		Using Autofire Skills	½	Normal	Martial Grab	½	-1	-1	Grab 2 Limbs, +10 STR to hold on.	
		Using Noncombat Movement	½	Normal	Martial Strike	½	0	+2	STR +2d6 Strike	
		Using a Power with Concentration	½	Normal	Martial Throw	½	0	+1	STR +(v/5)d6 Strike, Target Falls	
		Using Rapid Fire or Sweep	½	Normal	Nerve Strike	½	-1	+1	2d6 NND (1)	
					Offensive Strike	½	-1	+1	STR +4d6 Strike	
					Sacrifice Throw	½	-2	+1	STR damage, You fall, target falls	

\* This maneuver takes one extra Segment to perform

Combat Modifiers Table				Airplane/Vectored Thrust Vehicle Hit Locations Table					
Modifier	Notes	OCV	DCV	3d6	Location	BODYx	Effect	To Hit	Armor
Area of Effect Attack	Must hit hex's DCV (3; 0 if adjacent)	--	--	3	Cockpit	x2	1-2	-8 OCV	x½
Autofire	Multiple Shots, 1 hit/2 points roll is made	+1/AF-10	+0	4-5	Sensors/Communications	x1	1-2	-5 OCV	--
Concealment	By Hit Location Table or: Target half-hidden	-2	--	6-7	Front Control Surfaces	x½	1-2	-5 OCV	--
	Only Target's Head and shoulders visible	-4	--	8-9	Engines/Propeller	x1½	1-3	-6 OCV	x¼
Bouncing an Attack	Requires 1 CSL per bounce	+1 to +3	--	10-11	Fuselage	x1	1	-3 OCV	--
Coordinated Attacks	Combine damage to stun; Teamwork roll required	--	--	12	Occupants/Cargo	x½	1-2	-5 OCV	--
Multiple Attackers	+1 OCV/Attacker after the first; Must Coordinate	Varies	--	13-14	Wings/Rear Control Surfaces	x½	1-3	-6 OCV	--
Off Hand	Using off hand	-3	--	15-17	Military Systems*	x1	1-2	-6 OCV	3
Surprised	In Combat	--	x½	18	Fuel Tank(s)	x½	1-4	-8 OCV	--
	Out of Combat, take x2 Stun	--	x½	* If None, consider this an Occupants/Cargo roll Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
Surprise Move	GM decides	+1 to +3	--	<b>Automobile Hit Locations Table</b>					
Target A Hex	Must hit hex's DCV (3; 0 if adjacent)	--	--	3d6	Location	BODYx	Effect	To Hit	Armor
Target Prone	May have concealment	--	x½	3-4	Front Wheels*	x1	1-2	-7 OCV	As Tire
Target Size	Fills 1 hex/2x attacker's size	+2	--	5-6	Front Suspension	x1	1-2	-5 OCV	--
	Fills 2 hexes/4x attacker's size	+4	--	7-9	Engine/Drive Train	x1½	1-3	-6 OCV	--
	Fills 4 hexes/8x attacker's size	+6	--	10-11	Chassis/Frame	x1	1-2	-3 OCV	--
	½ attacker's size	-2	--	12	Occupants/Cargo	x½	1-2	-5 OCV	x½
	¼ attacker's size	-4	--	13-14	Rear Suspension	x1	1-2	-5 OCV	--
	1/8 attacker's size	-6	--	15-17	Rear Wheels*	x1	1-2	-7 OCV	As Tire
Throw Object	Unbalanced, unaerodynamic object	-4	--	18	Fuel Tank(s)	x½	1-4	-8 OCV	--
	Balanced or aerodynamic object	-2	--	* See p. 40 TUV for effect of loss of wheels. Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
	Balanced and aerodynamic object	-0	--	<b>Boat Hit Locations</b>					
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	--	3d6	Location	BODYx	Effect	To Hit	Armor
<b>Sight Modifiers</b>				3-4	Keel*	x1½	1-2	-7 OCV	3
Situation	Modifier	Situation	Modifier	5-7	Engine/Propulsion	x1½	1-3	-6 OCV	x¼
Extremely High Contrast	+5	Grenade	+6	8-12	Hull	x1	1-2	-3 OCV	--
Low Contrast	-1	Rifle	+5	13-14	Occupants/Cargo	x½	1-2	-5 OCV	x½
Long Look (1 Phase, ½ DCV)	+2	Submachine Gun	+4	15-17	Rudder	x1	1-2	-7 OCV	3
Looking (½ Phase)	+1	Pistol	+3	18	Fuel Tank(s)	x½	1-4	-8 OCV	--
High Contrast	+1	Truck	+3	* If boat has no keel (like most speedboats), treat result as Hull Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
Moving Object	+1	Hovercraft	+4	<b>Motorcycle Hit Locations</b>					
Object fills entire hex	+2	Whistle	+3	3d6	Location	BODYx	Effect	To Hit	Armor
2 hex object	+4	Shout	+2	3-4	Front Wheel*	x1	1-2	-7 OCV	As Tire
4 hex object	+6	Loud Conversation	+1	5-6	Front Suspension	x1	1-2	-5 OCV	--
8 hex object	+8	Breaking Glass	+1	7-9	Engine/Drive Train	x1½	1-3	-6 OCV	--
Night	-2	Sneeze	+1	10-11	Chassis/Frame	x1	1-2	-3 OCV	--
Dark Night	-4	Punch	+0	12-13	Rider	x½	1-2	-5 OCV	As Rider
Object size ¼ hex	-2	Body Hitting Ground	+0	14-15	Rear Suspension	x1	1-2	-7 OCV	--
1/8 hex object	-4	Run (6"')	+1	18	Fuel Tank(s)	x½	1-4	-8 OCV	As Tire
1/16 hex object	-6	Fast Walk (3"')	+0	* See p. 40 TUV for effect of loss of wheels. Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
1/32 hex object	-8	Normal Walk (2"')	-1	<b>Rotorcraft Hit Locations</b>					
<b>Smell Modifiers</b>				3d6	Location	BODYx	Effect	To Hit	Armor
Person	+0	Careful Walk (1"')	-2	3-4	Cockpit	x2	1-2	-8 OCV	x½
Smelly Person	+2	Whisper	-3	5-6	Main Rotor	x½	1-3	-8 OCV	3
Extremely Smelly Person	+4	Open a Door	+0	6-7	Sensors Communications	x2	1-2	-5 OCV	--
Upwind, Light Breeze	-2	Slowly Open a Door (1 Phase)	-2	8-9	Engine	x1½	1-3	-6 OCV	--
Upwind, Strong Breeze	-4	High Contrast Sound	+1	10-11	Main Body	x1	1	-3 OCV	--
Downwind, Light Breeze	+1	Foggy Weather	-1	12	Occupants/Cargo	x½	1-2	-5 OCV	--
Downwind, Strong Breeze	-1	Listen (½ Phase)	+1	13-14	Rear Rotor	x½	1-3	-8 OCV	3
Dung	+3	Listen Close (1 Phase, ½ DCV)	+2	15-17	Military Systems*	x1	1-2	-6 OCV	3
Gasoline	+3	Echoes	+3	18	Fuel Tank(s)	x½	1-4	-8 OCV	--
Skunk	+5	Locating Source of Echoes	-3	* If none, consider this an Occupants/Cargo Roll Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
		Downwind	+1						
		Upwind	-1						
		Quiet Area	+3						