

COMBAT ACTIONS

AIM
+2 SHOOTING/THROWING IF CHARACTER DOES NOT MOVE

AREA EFFECT ATTACKS
TARGETS UNDER TEMPLATE SUFFER DAMAGE, TREAT COVER AS ARMOR; MISSED ATTACK ROLLS CAUSE 1d6* DEVIATION FOR THROWN WEAPONS, 1d10* FOR LAUNCHED WEAPONS; X1 FOR SHORT, X2 OR MEDIUM, X3 FOR LONG

AUTOFIRE
-2 SHOOTING ROLLS ON WEAPONS WITH +2 OR GREATER RATE OF FIRE

BREAKING THINGS
SEE OBSTACLE TOUGHNESS TABLE; PARRY 2; NO BONUS OR DAMAGE FOR ACES

CALLED SHOTS
+4 DAMAGE; LIMB -2; HEAD/SMALL TARGET -4; TINY TARGET -6

COVER
LIGHT -1; MEDIUM -2; HEAVY -4

DARKNESS
DIM -1; DARK -2, TARGETS ARE NOT VISIBLE BEYOND 10"

PITCH DARKNESS
TARGETS MUST BE DETECTED TO BE ATTACKED AT -4

DEFEND
+2 PARRY; CHARACTER MAY TAKE NO OTHER ACTIONS

DISARM
-2 ATTACK; DEFENDER MAKES STRENGTH ROLL VS. DAMAGE OR DROPS WEAPON

DOUBLE TAP / 3 ROUND BURST
+1 ATTACK AND DAMAGE / +2 ATTACK AND DAMAGE

THE DROP
+4 ATTACK AND DAMAGE

FINISHING MOVE
INSTANT KILL TO HELPLESS FOE WITH LETHAL WEAPON

FULL DEFENSE
FIGHTING ROLL REPLACES PARRY IF HIGHER

GANGING UP
+1 FIGHTING PER ADDITIONAL ATTACKER; MAXIMUM OF +4

GRAPPLING
FIGHTING ROLL TO GRAPPLE; RAISE MAKES OPPONENT SHAKEN; DEFENDER MAKES OPPOSED STRENGTH OR AGILITY TO BREAK FREE (ANY OTHER ACTION MADE AT -4); ATTACKER CAN MAKE OPPOSED STRENGTH OR AGILITY TO CAUSE DAMAGE

INNOCENT BYSTANDERS / FIRING INTO MELEE
MISSED SHOOTING OR THROWING ROLL OF 1 (2 WITH SHOTGUNS OR AUTOFIRE) HITS RANDOM ADJACENT TARGET

NONLETHAL DAMAGE
CHARACTERS ARE KNOCKED OUT INSTEAD OF POTENTIALLY KILLED WHEN INCAPACITATED

OBSTACLES
IF ATTACK HITS BY THE CONCEALMENT PENALTY, THE OBSTACLE ACTS AS ARMOR

PRONE
AS MEDIUM COVER; PRONE DEFENDERS ARE -2 FIGHTING, -2 PARRY

RANGED WEAPONS IN CLOSE COMBAT
PISTOLS ONLY; TARGET NUMBER IS DEFENDER'S PARRY

SUPPRESSIVE FIRE
WITH SUCCESSFUL SHOOTING ROLL, TARGETS IN MED BURST TEMPLATE MAKE A SPIRIT ROLL OR BE SHAKEN; ROLL OF 1 ARE HIT FOR NORMAL DAMAGE

TOUCH ATTACK
+2 FIGHTING

TRICK
DESCRIBE ACTION; MAKE OPPOSED AGILITY OR SMARTS ROLL; OPPONENT IS -2 PARRY UNTIL NEXT ACTION; WITH A RAISE, FOE IS -2 PARRY AND SHAKEN

TWO WEAPONS
-2 ATTACK; ADDITIONAL -2 FOR OFF-HAND IF NOT AMBIDEXTROUS

UNARMED DEFENDER
ARMED ATTACKERS GAIN +2 FIGHTING

UNSTABLE PLATFORM
-2 SHOOTING FROM A MOVING VEHICLE OR ANIMAL

WILD ATTACK
+2 FIGHTING; +2 DAMAGE; -2 PARRY UNTIL NEXT ACTION

WITHDRAWING FROM CLOSE COMBAT
ADJACENT FOES GET ONE FREE ATTACK AT RETREATING CHARACTER

OBJECT TOUGHNESS

OBJECT	TOUGHNESS	DAMAGE TYPE
LIGHT DOOR	8	BLUNT, CUTTING
HEAVY DOOR	10	BLUNT, CUTTING
LOCK	8	BLUNT, PIERCING
HANDCUFFS	12	BLUNT, PIERCING, CUTTING
KNIFE, SWORD	10	BLUNT, CUTTING
ROPE	4	CUTTING, PIERCING
SMALL SHIELD	8	BLUNT, CUTTING
MEDIUM SHIELD	10	BLUNT, CUTTING
LARGE SHIELD	12	BLUNT, CUTTING

OBSTACLE TOUGHNESS

ARMOR	OBSTACLE
+1	GLASS, LEATHER
+2	PLATE GLASS WINDOW, SHIELD
+3	MODERN INTERIOR WALL, SHEET METAL, CAR DOOR
+4	OAK DOOR, THICK SHEET METAL
+6	CINDER BLOCK WALL
+8	BRICK WALL
+10	STONE WALL, BULLETPROOF GLASS

INITIATIVE



BENNIES

1	2
3	4

MISC. INFORMATION

Boating	AGL	Persuasion	SPR
Climbing	STR	Piloting	AGL
Driving	AGL	Repair	SMT
Fighting	AGL	Riding	AGL
Gambling	SMT	Shooting	AGL
Guts	SPR	Stealth	AGL
Healing	SMT	Streetwise	SMT
Intimidation	SPR	Survival	SMT
Investigation	SMT	Swimming	AGL
Knowledge	SMT	Taunt	SMT
Lockpicking	AGL	Throwing	AGL
Notice	SMT	Tracking	SMT



IN A FIGHT,
make things go your way:
GANG UP on 'em,
go **WILD ATTACK**,
take a moment to **AIM**,
TRICK 'em,
try to **DISARM** 'em...
if all else fails,
DEFEND yourself
or just **RUN AWAY!**

S	R1	R2	R3	R4	R5
4	8	12	16	20	24
5	9	13	17	21	25
6	10	14	18	22	26
7	11	15	19	23	27
8	12	16	20	24	28
9	13	17	21	25	29
10	14	18	22	26	30