

Combat Sheet

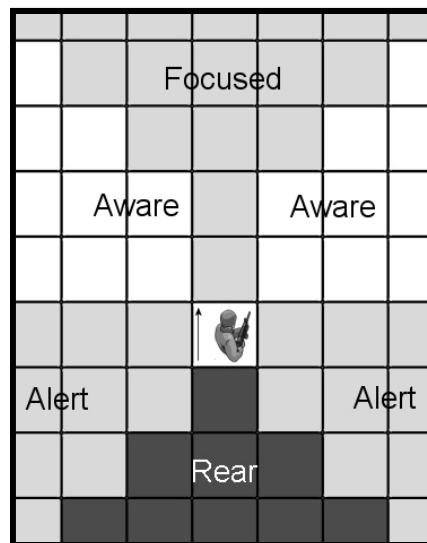


Combat Points

Action Points	Reaction Points
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22

Combat Mode

<p>Focused +2 Bonus Can act/react only to targets/ events in Focused area</p>
<p>Aware +1 Bonus Can act/react to targets/events in focused or Aware areas</p>
<p>Alert No Bonus Can act/react to targets/events in Focused , Aware or Alert areas</p>



Difficulty Number

Modifier Order

1. Static Modifiers
2. Combat Mode
3. Attackers Movement
4. Weapon Modifiers
5. Weapon Mode
6. Target Size
7. Target Concealment
8. Environmental Conditions
9. Aiming

Range	Level
4 - 7	Auto
8 - 11	Very Easy
12 - 15	Easy
16 - 19	Normal
20 - 23	Extended
24 - 27	Hard
28 - 31	Very Hard
32 - 35	Difficult
36 - 39	Very Difficult
40 - 44	Impossible

Wound Points	Severe Wounds	Deadly Wounds	Fatigue Points