

Chukchi Sea

Anadyr  
Provideniya



Magic 9  
 Social 23  
 Spirit 10  
 Tech 23  
 Core Earth



UNITED STATES

NORTH PACIFIC OCEAN

Gulf of Mexico

COSTA RICA

# ZORG ETERNITY



## LAW OF GLORY

When a hero plays for the critical moment, he may replace any one of his Destiny cards with a Glory card taken from the Destiny Deck or discard pile.

## LAW OF THE UNDERDOG

Storm Knights may play a Destiny card into their pool for free at the beginning of a combat when they are outnumbered or at a disadvantage.



# RUSSIA



## DIFFICULTY MODIFIERS

| Modifier | Adjusted DN | Task Description |
|----------|-------------|------------------|
| +4       | 6           | Very Easy        |
| +2       | 8           | Easy             |
| -        | 10          | Standard         |
| -2       | 12          | Challenging      |
| -4       | 14          | Hard             |
| -6       | 16          | Very Hard        |
| -8       | 18          | Heroic           |
| -10      | 20          | Near Impossible  |

## SUCCESS LEVELS

| Result Points | Success     |
|---------------|-------------|
| 0-4           | Standard    |
| 5-9           | Good        |
| 10+           | Outstanding |

## DAMAGE RESULTS TABLE

| Damage Over Toughness | Damage            |
|-----------------------|-------------------|
| -6 or more            | No Effect         |
| -5 to -1              | 1 Shock           |
| 0-4                   | 2 Shock           |
| 5-9                   | 1 Wound, 2 Shock  |
| 10-14                 | 2 Wounds, 4 Shock |
| 15-19                 | 3 Wounds, 6 Shock |
| 20-24                 | 4 Wounds, 8 Shock |

...and so on

## DARKNESS PENALTIES

| Mod | Light       |
|-----|-------------|
| -2  | Dim         |
| -4  | Dark        |
| -6  | Pitch Black |

- **Flurry:** The heroes or villains get an extra turn this round. All characters on the side with Flurry take their normal actions, then everyone gets another complete turn. The additional movement doesn't mean the character is super fast — it might just mean he took action while others hesitated.
- **Inspiration:** All the characters on this side immediately recover 2 Shock. Unconscious individuals wake up as part of this recovery.
- **Up:** An Up result gives each character on that side an additional roll. Add this to the first roll (and roll again if a 10 or 20 comes up as usual). Ups are rare and very powerful — use them to pull off epic attacks and Multi-Actions. Note that Up results are not Possibilities, so there's no guarantee that the second die is a minimum of 10.
- **Confused:** Players may not use cards from their pools during the round. They may still gain Destiny cards from Approved Actions and place them into their pool normally.
- **Fatigued:** Fatigue inflicts two points of Shock to every character on the afflicted side at the end of their turn. This represents exhaustion, fear, stress, bleeding or minor injuries that happen between more serious attacks. Some types of armor and equipment might increase the amount of Shock damage caused by a Fatigue result as well.
- **Setback:** Setbacks represent bad luck or wavering morale for the affected side. The Game Master should figure out a likely and unfortunate turn of events. Perhaps reinforcements for the other side show up or an environmental situation causes danger. If the GM doesn't have something prepared, those who are Setback lose their next turn — they hesitate, are distracted, or are otherwise delayed.
- **Stymied:** Everyone on this side becomes Stymied (-2 to all tests) until the end of their next turn.
- **Surge:** Everyone on this side must check for Contradictions.

## GRAPPLING

- **Standard:** The attacker strikes his target and does *Strength* -2 damage (if he chooses).
- **Good:** The attacker strikes with *Strength* damage (if he chooses) and restrains his foe — see below.
- **Outstanding:** As a Good result, but the foe is also Stymied and Vulnerable.

## DILEMMAS

- **Possible Setback:** On a failure lose one step.
- **Complication:** Failure subtracts 1 from all further tests in the task!
- **Critical Problem:** Failure forces a restart of the task. Return to Step A.

## Bonus Chart

|       |     |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|-------|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Die   | 1   | 2  | 3  | 5  | 7  | 9  | 11 | 13 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 26 | 31 | 36 | 41 | 46 | +5 |
| Roll  |     |    | 4  | 6  | 8  | 10 | 12 | 14 |    |    |    |    |    |    | 25 | 30 | 35 | 40 | 45 | 50 |    |
| Bonus | -10 | -8 | -6 | -4 | -2 | -1 | 0  | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | +1 |

## RANGE PENALTIES

| Modifier | Range  |
|----------|--|
| —        | Short  |
| -2       | Medium   |
| -4       | Long   |
| -8       | Extreme. In the right circumstances (lighting, terrain, etc.), and at the Game Master's discretion, weapons can fire up to twice their Long Range. |

## SOAKING DAMAGE

Roll a *reality* test and consult the results below:

- **Standard:** One Wound and all Shock.
- **Good:** Two Wounds and all Shock.
- **Outstanding:** All Wounds and Shock.

## DEFEAT

Roll a *Strength* or *Spirit* test (whichever is lowest) and consult the results below:

- **Failure:** The victim dies. He immediately gets one final, dramatic action before expiring. He may ignore his Wound penalties for this last heroic effort.
- **Standard:** The character is Knocked Out and suffers a permanent Injury.
- **Good:** The Storm Knight is Knocked Out. He suffers an Injury (see below) that lasts until all his Wounds are healed.
- **Outstanding:** The hero is Knocked Out.

## COVER VALUE CHART

| Armor | Type of Cover                   |
|-------|---------------------------------|
| +2    | Heavy table                     |
| +4    | Car door (steel), 6"+ of wood   |
| +6    | Brick wall, small tree, vehicle |

## AREA EFFECT TARGETS

| Size       | Affected | Examples                                    |
|------------|----------|---|
| Small      | 1        | Micro grenades, AP mines                    |
| Medium     | 3        | Frag grenades, HE tank rounds, mortar round |
| Large      | 5        | Claymore, small bomb                        |
| Very Large | 10       | Medium bomb                                 |
| Huge       | 15       | Large bomb                                  |

## RECONNECTION CHART

| Mod | Zone          |
|-----|---------------|
| —   | Mixed Zone    |
| -4  | Dominant Zone |
| -8  | Pure Zone     |

## FALLING DAMAGE

| Distance     | Damage  |
|--------------|---------|
| 0-5 meters   | 0       |
| 6-10 meters  | 10 +1BD |
| 11-15 meters | 15 +1BD |
| 16-20 meters | 20 +1BD |
| 21-30 meters | 30 +1BD |
| 31 meters+   | 40 +1BD |

## CLIMBING DIFFICULTY NUMBERS

| DN | Surface  |
|----|--|
| 8  | Tree, knotted rope                                     |
| 10 | Rock wall, rope  |
| 12 | Rough cliff, building wall with some ledges or windows |
| 16 | Smooth surface with few hand- or footholds             |

## RAPID FIRE OPTIONS

| Option      | Bonus | Rounds per Target | Half Range |
|-------------|-------|-------------------|------------|
| Short Burst | +2    | 3                 | 1-2        |
| Long Burst  | +4    | 7                 | 1-3        |
| Heavy Burst | +6    | 50                | 1          |

## SPEED PENALTIES

| Penalty | Speed Value | Speed Categories                                       |
|---------|-------------|--|
| -2      | 11-14       | <b>Fast:</b> Motorcycles, cars, biplanes               |
| -4      | 15-16       | <b>Very Fast:</b> Racing bikes, sports cars, airplanes |
| -6      | 17+         | <b>Ultra Fast:</b> Jets                                |

## COLLISIONS

| Vehicle Test | Damage               |
|--------------|----------------------|
| Failure      | Top Speed value +2BD |
| Standard     | Top Speed value +1BD |
| Good         | Top Speed value      |
| Outstanding  | No effect!           |

## LEAPING DISTANCE

| DN | Horizontal Distance* | Vertical Distance |
|----|----------------------|-------------------|
| 10 | Up to 2 meters       | Up to 1 meter     |
| 12 | Up to 3 meters       | Up to 2 meters    |
| 14 | Up to 4 meters       | Up to 3 meters    |

\*A running start doubles the distance.

## COMBAT AND ACTION OPTIONS

| Option            | Effect  |
|-------------------|---|
| Active Defense    | Sacrifice a turn to roll a bonus (minimum of 1) that applies to all defenses until the character's next turn.   |
| Aim               | Sacrifice a turn aiming to gain +4 on the next ranged attack.   |
| All-Out Attack    | The attacker adds +4 to his melee or unarmed attack total but is Very Vulnerable.   |
| Blind Fire        | Attack at -6 if the target's location is generally known.   |
| Called Shot       | Subtract a penalty based on size (-2 for size of an arm or leg; -4 for size of a soccer ball; -6 for space between armor). Add +4 damage if the attack is against a vital area.                               |
| Cover             | The obstacle adds a bonus to the defender's Toughness. See text.  |
| Firearms in Melee | Pistols only. DN is the defender's <i>melee weapons/unarmed combat</i> .  |
| Firing into Melee | If the die roll is odd, the attack hits a random participant.   |
| Flat Footed       | A relatively defenseless foe is Very Vulnerable (+4 to actions against him).  |
| Multi-Actions     | Declare all actions. Roll one total with a penalty of -2 for each extra action.   |
| Multi-Target      | The character suffers -2 for each extra target affected. Each target suffers damage or effects normally based on the level of success.  |
| Non-Lethal Damage | Non-lethal Wounds are recovered after 24 hours.   |
| Objects           | Attacking a stationary object is Very Easy (DN 6).  |
| Rapid Fire        | The attacker fires a Short Burst (3 rounds and adds +2), Long Burst (7 rounds for +4), or Heavy Burst (+6). Malfunction range is 1-2 for a Short Burst or 1-3 for a Long Burst, but normal for a Heavy Burst. |
| Reload            | Reload a clip, magazine, or three loose bullets as a simple action.   |
| Run               | The character may move up to his Run distance at a -2 penalty to all other actions that round.  |
| Shotguns          | +2 to the attack total at Short range, -2 at Long range.  |
| Size              | <b>Tiny:</b> -6; <b>Very Small:</b> -4; <b>Small:</b> -2; <b>Large:</b> +2; <b>Very Large:</b> +4   |
| Suppressive Fire  | Use <i>fire combat</i> as an interaction attack. An Outstanding result causes damage.   |
| Surprise          | If the heroes surprise their foes, they start with an extra card in their pool, or may not play a card if they are surprised. The surprised side never acts first.  |
| Wait              | The character delays her action and may go at any time before her next turn at a -2 penalty.  |

## TORG VALUE CHART

| Base Number | Value |
|-------------|-------|
| 1           | 0     |
| 2           | 1     |
| 3           | 2     |
| 4-5         | 3     |
| 6-9         | 4     |
| 10-14       | 5     |
| 15-24       | 6     |
| 25-39       | 7     |
| 40-59       | 8     |
| 60-99       | 9     |
| 100-149     | 10    |
| 150-249     | 11    |
| 250-399     | 12    |
| 400-599     | 13    |
| 600-999     | 14    |
| 1000        | 15    |
| 1500        | 16    |
| 2500        | 17    |
| 4000        | 18    |
| 6000        | 19    |
| 10,000      | 20    |
| 15,000      | 21    |
| 25,000      | 22    |
| 40,000      | 23    |
| 60,000      | 24    |
| 100,000     | 25    |
| 150,000     | 26    |
| 250,000     | 27    |
| 400,000     | 28    |
| 600,000     | 29    |