

Critical Hit Table

All doublings and triplings of damage refer to basic damage (not injury). In all cases, the target gets no active defense against the attack.

- 3 - The blow does double damage.
- 4 - The blow does triple damage.
- 5 - The blow does quadruple damage.
- 6 - The blow does quintuple damage.
- 7 - The blow does sextuple damage.
- 8 - The blow does septuple damage.
- 9 - The blow does octuple damage.
- 10 - The blow does nonuple damage.
- 11 - The blow does decuple damage.
- 12 - The blow does undecuple damage.
- 13 - The blow does duodecuple damage.
- 14 - The blow does tredecuple damage.
- 15 - The blow does quattuordecuple damage.
- 16 - The blow does quindecuple damage.
- 17 - The blow does sexdecuple damage.
- 18 - The blow does septendecuple damage.

Critical Head Blow Table

Use this table only for critical hits to the head (face, skull, or eye). In all cases, the target gets no active defense against the attack.

- 3 - The blow does quadruple damage and causes the target to bleed.
- 4 - The blow does triple damage and causes the target to bleed.
- 5 - The blow does double damage and causes the target to bleed.
- 6 - The blow does single damage and causes the target to bleed.
- 7 - The blow does no damage and causes the target to bleed.
- 8 - The blow does no damage and causes the target to bleed.
- 9 - The blow does no damage and causes the target to bleed.
- 10 - The blow does no damage and causes the target to bleed.
- 11 - The blow does no damage and causes the target to bleed.
- 12 - The blow does no damage and causes the target to bleed.
- 13 - The blow does no damage and causes the target to bleed.
- 14 - The blow does no damage and causes the target to bleed.
- 15 - The blow does no damage and causes the target to bleed.
- 16 - The blow does no damage and causes the target to bleed.
- 17 - The blow does no damage and causes the target to bleed.
- 18 - The blow does no damage and causes the target to bleed.

Critical Miss Table

- 3, 4 - The blow does no damage and causes the target to bleed.
- 5 - The blow does no damage and causes the target to bleed.
- 6 - The blow does no damage and causes the target to bleed.
- 7 - The blow does no damage and causes the target to bleed.
- 8 - The blow does no damage and causes the target to bleed.
- 9, 10 - The blow does no damage and causes the target to bleed.
- 11 - The blow does no damage and causes the target to bleed.
- 12 - The blow does no damage and causes the target to bleed.
- 13 - The blow does no damage and causes the target to bleed.
- 14 - The blow does no damage and causes the target to bleed.
- 15 - The blow does no damage and causes the target to bleed.
- 16 - The blow does no damage and causes the target to bleed.
- 17, 18 - The blow does no damage and causes the target to bleed.

Unarmed Critical Miss Table

Use this table only for critical misses on unarmed attacks (bites, claws, grapples, kicks, punches, etc.) or parries, including those by animals.

- 3 - The blow does no damage and causes the target to bleed.
- 4 - The blow does no damage and causes the target to bleed.
- 5 - The blow does no damage and causes the target to bleed.
- 6 - The blow does no damage and causes the target to bleed.
- 7 - The blow does no damage and causes the target to bleed.
- 8 - The blow does no damage and causes the target to bleed.
- 9 - The blow does no damage and causes the target to bleed.
- 10 - The blow does no damage and causes the target to bleed.
- 11 - The blow does no damage and causes the target to bleed.
- 12 - The blow does no damage and causes the target to bleed.
- 13 - The blow does no damage and causes the target to bleed.
- 14 - The blow does no damage and causes the target to bleed.
- 15 - The blow does no damage and causes the target to bleed.
- 16 - The blow does no damage and causes the target to bleed.
- 17 - The blow does no damage and causes the target to bleed.
- 18 - The blow does no damage and causes the target to bleed.

Attribute Levels

- 6 or less Crippling (literally; can't live a normal life)
- 7 Poor (can live a normal life, with care)
- 8-9 Below Average (low side of able-bodied)
- 10 Average (most scores for most people)
- 11-12 Above Average (high side of able-bodied)
- 13-14 Exceptional (highest you'll likely meet)
- 15-16 Amazing (highest you'll likely see/hear of)
- 17-18 Legendary (historical "bests")
- 19-20 Mythic (astounding even among heroes)
- 21+ Superhuman (demi-gods and above)

Skill Levels

- 7 or less Unskilled (default users)
- 8-9 Feeble (beginners, bumblers)
- 10-11 Average (non-job skills for ordinary folks)
- 12-13 Competent (job skills for ordinary folks)
- 14-16 Exceptional (most seasoned of ordinary)
- 17-19 Heroic (extraordinary world-class experts)
- 20-21 Larger-than-Life (top experts from history)
- 22-23 Legendary ("typical" mythic figures)
- 24-26 Superhuman (outstanding mythic figures)
- 27+ Godlike (greatest mythic figures, gods)

Damage From Thrown Objects

Thrown objects inflict thrust damage for your ST, modified for weight as shown below. Damage is usually crushing, but sharp objects may do cutting, impaling, or piercing instead (GM's option). A fragile object (or thrown character) takes the same amount of damage it inflicts - roll separately for the object and the target.

Weight	Damage
1 lb	1d4
2 lb	1d6
3 lb	1d8
4 lb	1d10
5 lb	1d12
6 lb	1d14
7 lb	1d16
8 lb	1d18
9 lb	1d20
10 lb	1d22
11 lb	1d24
12 lb	1d26
13 lb	1d28
14 lb	1d30
15 lb	1d32
16 lb	1d34
17 lb	1d36
18 lb	1d38
19 lb	1d40
20 lb	1d42
21 lb	1d44
22 lb	1d46
23 lb	1d48
24 lb	1d50
25 lb	1d52
26 lb	1d54
27 lb	1d56
28 lb	1d58
29 lb	1d60
30 lb	1d62
31 lb	1d64
32 lb	1d66
33 lb	1d68
34 lb	1d70
35 lb	1d72
36 lb	1d74
37 lb	1d76
38 lb	1d78
39 lb	1d80
40 lb	1d82
41 lb	1d84
42 lb	1d86
43 lb	1d88
44 lb	1d90
45 lb	1d92
46 lb	1d94
47 lb	1d96
48 lb	1d98
49 lb	1d100
50 lb	1d102
51 lb	1d104
52 lb	1d106
53 lb	1d108
54 lb	1d110
55 lb	1d112
56 lb	1d114
57 lb	1d116
58 lb	1d118
59 lb	1d120
60 lb	1d122
61 lb	1d124
62 lb	1d126
63 lb	1d128
64 lb	1d130
65 lb	1d132
66 lb	1d134
67 lb	1d136
68 lb	1d138
69 lb	1d140
70 lb	1d142
71 lb	1d144
72 lb	1d146
73 lb	1d148
74 lb	1d150
75 lb	1d152
76 lb	1d154
77 lb	1d156
78 lb	1d158
79 lb	1d160
80 lb	1d162
81 lb	1d164
82 lb	1d166
83 lb	1d168
84 lb	1d170
85 lb	1d172
86 lb	1d174
87 lb	1d176
88 lb	1d178
89 lb	1d180
90 lb	1d182
91 lb	1d184
92 lb	1d186
93 lb	1d188
94 lb	1d190
95 lb	1d192
96 lb	1d194
97 lb	1d196
98 lb	1d198
99 lb	1d200
100 lb	1d202

Throwing Distance

Divide the object's weight in pounds by your Basic Lift to get the *weight ratio*. If it falls between two values on the table, use the *higher*. Multiply your ST by the *distance modifier* to find the distance in yards you can throw the object.

Weight Ratio	Distance Modifier	Weight Ratio	Distance Modifier
1/100	1	1/10	10
1/90	1	1/9	11
1/80	1	1/8	12
1/70	1	1/7	13
1/60	1	1/6	14
1/50	1	1/5	15
1/40	1	1/4	16
1/30	1	1/3	17
1/20	1	1/2	18
1/10	1	1	19
1/9	2	1/9	20
1/8	2	1/8	21
1/7	2	1/7	22
1/6	2	1/6	23
1/5	2	1/5	24
1/4	2	1/4	25
1/3	2	1/3	26
1/2	2	1/2	27
1	2	1	28
1	3	1	29
1	3	1	30
1	3	1	31
1	3	1	32
1	3	1	33
1	3	1	34
1	3	1	35
1	3	1	36
1	3	1	37
1	3	1	38
1	3	1	39
1	3	1	40
1	3	1	41
1	3	1	42
1	3	1	43
1	3	1	44
1	3	1	45
1	3	1	46
1	3	1	47
1	3	1	48
1	3	1	49
1	3	1	50
1	3	1	51
1	3	1	52
1	3	1	53
1	3	1	54
1	3	1	55
1	3	1	56
1	3	1	57
1	3	1	58
1	3	1	59
1	3	1	60
1	3	1	61
1	3	1	62
1	3	1	63
1	3	1	64
1	3	1	65
1	3	1	66
1	3	1	67
1	3	1	68
1	3	1	69
1	3	1	70
1	3	1	71
1	3	1	72
1	3	1	73
1	3	1	74
1	3	1	75
1	3	1	76
1	3	1	77
1	3	1	78
1	3	1	79
1	3	1	80
1	3	1	81
1	3	1	82
1	3	1	83
1	3	1	84
1	3	1	85
1	3	1	86
1	3	1	87
1	3	1	88
1	3	1	89
1	3	1	90
1	3	1	91
1	3	1	92
1	3	1	93
1	3	1	94
1	3	1	95
1	3	1	96
1	3	1	97
1	3	1	98
1	3	1	99
1	3	1	100

Cover DR Table

* Repeated damage to a small area lowers DR, as explained under the *Structural Damage Table* (B558).

Material	DR/Inch
Asphalt	10/1
Brick	10/1
Concrete	10/1
Concrete (reinforced)	10/1
Earth (loose)	10/1
Earth (packed)	10/1
Earth (solid)	10/1
Earth (solid) (reinforced)	10/1
Ice	10/1
Iron	10/1
Lead	10/1
Steel	10/1
Wood (softwood)	10/1

Humanoid Hit Locations

Roll	Location (Penalty)
-	Eye (-9)
-	Ear (-7)
3-4	Skull (-7, -5 from behind)
5	Face (-5, -7 from behind)
-	Jaw (-6)
-	Nose (-7)
6-7	Right Leg (-2)
8	Right Arm (-2)
9-10	Torso/Chest (0)
-	Abdomen (-1)
-	Spine (-8)
11	Groin (-3)
-	Pelvis (-3)
12	Left Arm (-2)
13-14	Left Leg (-2)
-	Joints, Limb (-5)
-	Veins/Arteries, Limb (-5)
15	Hand (-4)
16	Foot (-4)
-	Joints, Extremity (-7)
17-18	Neck (-5)
-	Veins/Arteries, Neck (-8)
-	Vitals (-3, -5 for heart)
-	Chinks in Armor (-8, -10)
-	Weapon (-5, -4, -3)

- Joints:** Limbs and extremities contain vulnerable joints that an attacker can target with a *crushing*, *cutting*, *piercing*, or *tight-beam burning* attack. This allows crippling with injury over HP/3 (not HP/2) for a limb, or injury over HP/4 (not HP/3) for an extremity. Excess injury is lost. Dismemberment still requires twice the injury needed to cripple the whole body part – not just the joint. HT rolls to recover from crippling injuries are at -2. A miss by 1 hits the limb or extremity, not the joint.
- Veins/Arteries:** A fighter with a *cutting*, *impaling*, *piercing*, or *tight-beam burning* weapon can target a major blood vessel in the neck (jugular vein or carotid artery), arm (brachial artery), or leg (femoral artery). The attack has an extra -3: -5 for a limb, -8 for the neck. Increase the wounding modifier for that hit location by 0.5; e.g., a *cutting* attack gets x2 instead of x1.5 against a limb, or x2.5 instead of x2 for the neck. Ignore crippling effects and damage limits for limbs. The GM may rule that Mortal Wounds (B423) doesn't apply and that any failed HT roll to avoid death means the victim collapses and bleeds out messily. A miss by 1 hits the neck, arm, or leg, as appropriate.
- Hands and Feet:** Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost. If holding a shield, *double* the penalty to hit: -4 for shield arm, -8 for shield hand. On a hit with a *crushing*, *cutting*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, the attack hits a joint. If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.
- Neck:** Increase the wounding multiplier of *crushing* and *corrosion* attacks to x1.5, and that of *cutting* damage to x2. At the GM's option, anyone killed by a *cutting* blow to the neck is decapitated! On a hit with a *cutting*, *impaling*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, it hits a vein/artery. Also roll 1d for *crushing* attacks from behind; a 1 indicates a spine hit. Crippling the spine this far up – a "broken neck" – causes Quadriplegic (B150), not merely Lame (Paraplegic). This occurs automatically if Neck Snap (MA77) or a throw from a Head Lock (MA74) inflicts injury over HP to the neck! A miss by 1 hits the torso.
- Vitals:** Heart, lungs, kidneys, solar plexus, etc. Increase the wounding modifier for an *impaling* or any *piercing* attack to x3, and that of a *tight-beam burning* attack to x2. The wounding modifier for a *crushing* attack is only x1, but shock requires a HT roll to avoid knockdown, at -5 if a major wound. A miss by 1 hits the torso.
- Chinks in Armor:** A *piercing*, *impaling*, or *tight-beam burning* attack can target joints or weak points in a suit of armor, vehicle, etc. Roll at -8 to hit a chink in the foe's torso armor, or at -10 for any other location (face, eyes, vitals, arm, etc.). If you hit, halve DR. This is cumulative with any armor divisors.
- Weapon:** Reach "C" melee/pistol: -5, Reach 1 melee/carbine: -4, Reach 2+ melee/rifle: -3. Disarm: extra -2. See B400-401 for details.

Wounds

Shock (B419):

Knockback (B378):

Major Wound (B420):

Knockdown and Stunning (B420):

- Eye:** Only *impaling*, *piercing*, and *tight-beam burning* attacks can target the eye – and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull, but without the extra DR. A miss by 1 hits the torso.
- Ear:** Treat this as a face hit except when making a *cutting* attack specifically to slice off the ear. In that case, injury over HP/4 is lost but has no special effect . . . but *twice* this amount removes the ear. This is a major wound, but without the -5 to knockdown rolls for a face hit. Missing ears (one or both) permanently reduce Appearance by a level. A miss by 1 hits the torso. See also *Ear Clap* (MA70).
- Skull:** The skull gets an extra DR 2. Wounding modifier is x4. Knockdown rolls are at -10. Critical hits use the *Critical Head Blow Table* (B556). *Exception:* these special effects do not apply to *toxic* damage. When attacking from behind, the skull is at -5 to hit, not -7. A miss by 1 hits the torso.
- Face:** If the target has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the *Critical Head Blow Table*. *Corrosion* damage gets a x1.5 wounding modifier, and if it inflicts a major wound it *also* blinds one eye (*both* eyes on damage over full HP). Random attacks from behind hit the skull instead. On a hit from in front, roll 1d. A 1 means a skull hit if the attack was *impaling*, *piercing*, or *tight-beam burning*, a nose hit otherwise. When attacking from behind, the face is at -7 to hit, not -5. A miss by 1 hits the torso.
- Jaw:** The jaw is part of the face and only valid as a target from the front. Treat as an ordinary face hit, except that a *crushing* blow gives the victim an extra -1 to knockdown rolls. A miss by 1 hits the torso.
- Nose:** The nose is part of the face and only valid as a target from the front. Treat as an ordinary face hit, but injury over HP/4 breaks the nose. This is a major wound, and inflicts No Sense of Smell/Taste until healed. *Cutting* attacks can choose to lop off the nose: injury over HP/4 is then an ordinary major wound (no -5 for face hit), excess damage lost. However, *twice* that damage takes off the nose, reducing Appearance by two levels permanently. A miss by 1 hits the torso.
- Arms and Legs:** Reduce the wounding multiplier of *large piercing* (pi+), *huge piercing* (pi++), and *impaling* damage to x1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb (B421). Damage beyond that threshold is lost. If holding a shield, *double* the penalty to hit: -4 for shield arm. Roll 1d. On a 1, a *cutting*, *impaling*, *piercing*, or *tight-beam burning* attack hits a vein/artery, while a *crushing* attack hits a joint.
- Torso/Chest:** On a hit with a *crushing*, *impaling*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, it hits the vitals. Also roll 1d for a *cutting* blow from behind; a 1 indicates a spine hit.
- Abdomen:** On a hit with a *crushing*, *impaling*, *piercing*, or *tight-beam burning* attack, roll 1d. On a 1, it hits the vitals.
- Spine:** Can only be targeted from behind. Has DR 3. No wounding modifiers, but any injury that inflicts a shock penalty requires a knockdown roll, at -5 if a major wound. Injury over HP is crippling, causing automatic knockdown and stunning, plus Bad Back and Lame (roll once to recover from each after combat). A miss by 1 hits the torso.
- Groin:** Human males and similar species suffer *double* shock (maximum of -8) from *crushing* damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit. A miss by 1 hits the torso.
- Pelvis:** Treat as a torso hit, except that a major wound (B420) causes you to fall down. You cannot stand, and can only fight if you assume a sitting or lying posture. Until healed, you have Lame (Missing Legs, B141). A miss by 1 hits the torso.

Mortal Wounds (B423):

Effects of Stun (B420):

Bleeding (B420):

Crippling Injury (B421):

Ranged Attack Modifiers

When making a ranged attack, figure your *effective skill* by:

1. Taking your base skill with your ranged weapon.
2. Applying the target's Size Modifier (SM).
3. Modifying for the target's Range and Speed (table, B550).

4. Applying the relevant modifiers below. Modifiers are cumulative, but combined *visibility* penalties cannot exceed -10. If *any* modifier marked with an asterisk (*) applies, adjusted skill cannot exceed 9.

A roll of this number, or less, is a hit. If using Rapid Fire, you score one *extra* hit for every *full* multiple of Recoil by which you make your attack roll.

Attacker's Maneuver

Attacker's Maneuver: *Attacker's Maneuver* (B379)

Attacker's Situation

Attacker's Situation: *Attacker's Situation* (B379)

Attacking from Moving Vehicle or Mount

If weapon is *not* in a stabilized mount, the combined bonus for Accuracy, Aim, bracing and targeting systems cannot exceed the vehicle's SR.

Attacker's Situation: *Attacker's Situation* (B379)

Opportunity Fire

Opportunity Fire: *Opportunity Fire* (B379)

Other Actions by Attacker

Other Actions by Attacker: *Other Actions by Attacker* (B379)

Target

Target: *Target* (B379)

Targeting Systems

Targeting Systems: *Targeting Systems* (B379)

Targeting Systems

Targeting Systems: *Targeting Systems* (B379)

Visibility

Visibility: *Visibility* (B379)

Size and Speed/Range

Speed/Range	Size	Linear Measurement
0	-15	1/5"
0	-14	1/3"
0	-13	1/2"
0	-12	2/3"
0	-11	1"
0	-10	1.5"
0	-9	2"
0	-8	3"
0	-7	5"
0	-6	8"
0	-5	1 ft
0	-4	1.5 ft
0	-3	2 ft
0	-2	1 yd
0	-1	1.5 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	5 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	50 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	500 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd (1 mile)
-19	+19	3,000 yd
-20	+20	5,000 yd (2.5 miles)
etc.	etc.	etc.

For every yard your target has over you, add one yard to effective range. For every two yards you have over your target, subtract one yard from effective range (min. half the ground distance).

Dodge:

Block: *Block* (B379)

Parry: *Parry* (B379)

Unarmed: *Unarmed* (B379)

Parry: Unarmed (cont.):

Parry: Unarmed (cont.): *Parry: Unarmed (cont.)* (B379)

Wounding Modifiers

Round fractions down (B379):

- x0.5:** Small Piercing (pi-)
- x1:** Burning (burn), Corrosion (cor), Crushing (cr), Fatigue (fat), Piercing (pi), Toxic (tox)
- x1.5:** Cutting (cut), Large Piercing (pi+)
- x2:** Impaling (imp), Huge Piercing (pi++)

First Aid

Bandaging: *Bandaging* (B379)

Treating Shock: *Treating Shock* (B379)

Natural Recovery of HP

Natural Recovery of HP: *Natural Recovery of HP* (B379)

First Aid Table

TL	Time per Victim	HP Restored
0-1	10 minutes	10%
2-3	20 minutes	15%
4	30 minutes	20%
5	40 minutes	25%
6-7	50 minutes	30%
8	1 hour	35%
9+	1.5 hours	40%

Unconsciousness

Regardless of whether you are truly unconscious or just incapacitated by pain and injury, you can't do anything. You recover as follows (B423):

1 or more HP remaining:

1 or more HP remaining: *1 or more HP remaining* (B423)

-1xHP or below:

-1xHP or below: *-1xHP or below* (B423)

Maneuver (B363+)	Description	Active Defense	Movement
Aim (Ranged)	Aim a ranged weapon to get its Acc bonus (+1 for bracing, +1 for 2 turns, +2 for 3+ turns) <i>The combined bonus from all targeting systems cannot exceed the weapon's base Accuracy</i>	Any*	Step (None with braced two-handed weapon)
All-Out Attack (Melee)			
Determined	+4 to hit	None	Half Move (forward)
Double	2 attacks on same foe with ready hand/weapon (weapon attacks -4 to off-hand)	None	Half Move (forward)
Feint	Make one feint and one attack on same foe (ranged as well as melee)	None	Half Move (forward)
Long	Increase reach by 1 yard (Swing attacks at -2 dmg. or -1 per die), may end in crouch (MA87)	None	Half Move (forward)
Strong	+2 to damage (or +1 per damage die)	None	Half Move (forward)
All-Out Attack (Ranged) <i>For optional ranged feints, see MA121</i>			
Determined	+1 to hit	None	Half Move (forward)
Suppression Fire	Weapon must have RoF 5+ (B409)	None	Half Move (forward)
All-Out Defense			
Increased	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move)	Any	Step (or Half Move)
Double	Two <i>different</i> Defenses against one attack	Any	Step
Attack	Attack unarmed or with a ready weapon (melee weapon attacks -4 to off-hand)	Any	Step (before or after attack)
Change Posture	Standing, sitting, kneeling, crawling, prone, lying face up (see B364 and MA98)	Any	None
Concentrate	Focus on a mental task	Any†	Step
Committed Attack (Melee) MA100			
Determined	+2 to hit	Special‡	Step (or 2 Steps, at -2 to hit)
Strong	+1 to damage (or +1 per two <i>full</i> damage die), ST-based attacks only	Special‡	Step (or 2 Steps, at -2 to hit)
Defensive Attack (Melee)	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon or Parry with the same weapon, Kick: +2 to avoid Leg Grapple and DX rolls to avoid falling. -2 to damage (or -1 per die if worse), foe gets +1 to defend against a grab or grapple	Any	Step (before or after attack)
Do Nothing	Take no action (Active Defenses at -4 if taking Do Nothing due to Stun; roll vs. HT/IQ)	Any	None
Evaluate (Melee)	Study a foe prior to a melee attack (+1 per turn to subsequent attacks or feints, max. +3); may also use the Evaluate bonus to cancel out penalties from Deceptive Attacks or feints	Any	Step
Feint (Melee) <i>May use the highest Melee Weapon or unarmed combat skill to resist a feint - for optional ranged feints, see MA121</i>			
Beat	Contest of ST-based combat skill vs. foe's ST- or DX-based skill (MA100)	Any	Step
Defensive Feint	Apply the penalty from a successful Beat, Feint, or Ruse to foe's attack roll instead of defense	Any	Step
Feint	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield, or DX	Any	Step
Ruse	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill, or Tactics (MA101)	Any	Step
Move and Attack	Move and attack at a penalty (Ranged: -2 or weapon's Bulk; non-slam Melee: -4, max. skill 9). For <i>thrusting</i> attacks, may use slam damage (HP x velocity/100). Not compatible with Flurry of Blows, Mighty Blow, Giant Step, Combos, Rapid Strike, or Deceptive Attack (except slams, etc.)	Special§	Full Move (-2 to avoid falling)
Move	Do nothing but move (see <i>Sprinting</i> , B354, and <i>Acrobatic Movement</i> , MA105-MA107)	Any	Full Move
Ready	Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)	Any	Step
Wait	Hold your action, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready. Can also attempt a Stop Hit (MA108)	Any	Varies

* Taking an active defense spoils your Aim; if you are injured, make a Will roll or lose your Aim.

† Taking an active defense or being knocked down, injured, distracted etc. requires a Will-3 roll to maintain.

‡ The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat.

§ If you attacked using an arm, you cannot use that arm to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any other body part to attack, you cannot dodge. You can use any other defense, but you cannot retreat.

Deceptive Attack (B369): Target suffers a -1 to active defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of 10).

Dual-Weapon Attack (B417): Use both hands to make two attacks (including pistols), both at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for melee). Foe defends at -1 if he is the target of both attacks.

Rapid Strike (B370, HT85): Make two attacks (with a ready hand/weapon), both at -6, to replace one normal attack. Can target separate foes (within a 30° angle for Ranged). Ranged attacks require a weapon with RoF of 2+. Divide the RoF evenly into two separate attacks, and use each to determine the rapid-fire bonus.

Telegraphic Attack (MA113): +4 to hit (melee), +2 to defend against. Incompatible with Deceptive Attack, Evaluate, Riposte, or Feint. Does *not* affect crit chance.

Tip Slash (MA113): Swing a thrusting impaling weapon to do cutting damage equal to the weapon's impaling damage -2.

Cross Parry (MA121): Commit two ready melee weapons to a single parry, using the better Parry score +2 and combining their weights (for purposes of breaking). Neither hand can parry again this turn.

Riposte (MA124): Take a penalty to your Parry (min. of 8), not including modifiers. If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (hand or weapon), Block (shield), or Dodge (non-hand unarmed strike), or half that penalty to all other defenses.

Supported Parry (MA121): Use a ready (empty) hand to support a parrying weapon for +1 as if it were a two-handed weapon. Neither hand can parry again.

Extra Effort: A critical failure on these rolls causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). May use no more than one offensive option (Flurry of Blows, Giant Step, Great Lunge, Heroic Charge, Mighty Blows) and one defensive option (Feverish Defense or Rapid Recovery).

Flurry of Blows: Spend 1 FP *per attack* to halve the penalty for a melee Rapid Strike (B370, usually -6).

Giant Step: Spend 1 FP for one extra step (before or after your attack) during an Attack or Defensive Attack.

Great Lunge: Spend 1 FP to get the effects of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip).

Heroic Charge: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).

Mighty Blow: Spend 1 FP *per attack* to get the All-Out Attack (Strong) damage bonus to a melee Attack without losing defenses.

Feverish Defense: Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack).

Rapid Recovery: Spend 1 FP to parry with an unbalanced weapon during an Attack, or any weapon during a Move and Attack

Posture (B367, B551)	Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal (may <i>Sprint</i> , B354)
Crouching	-2	Normal	-2	2/3 (or +1/2 MP per hex)
Kneeling	-2	-2	-2	1/3 (or +2 MP per hex)
Crawling	-4 (reach "C")	-3	-2*	1/3 (or +2 MP per hex)
Sitting	-2	-2	-2	None
Lying Down	-4	-3	-2*	1 yard/second

Attack is the modifier when making a melee attack from this posture (no effect on ranged attacks).

Target is the modifier to hit your torso, groin, or legs with a ranged attack - no penalty for other hit locations if visible.

* If attacker is at the same or lower elevation and farther away than his own height, he attacks your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at all. If you also have your head down, he cannot attack your neck, eyes, or face.

Skill Modifiers

Tech Level (B168)

Equipment's TL	Skill Penalty
Skills TL=0 or more	Impossible
Skills TL=3	-15
Skills TL=2	-10
Skills TL=1	-5
Skills TL	0
Skills TL=1	-1
Skills TL=2	-3
For extra -1 to TL	-2

Other Technological Skills: -1 per TL of difference between the skill and the equipment.

Familiarity (B169)

Unfamiliar with equipment: -2

Equipment from another TL: add familiarity penalty and Tech Level modifiers.

Six or more familiarities for a given skill: roll against your skill - success, no penalty.

Unfamiliar Culture: -3 to Carousing, Commerce, Cosmology, Dancing, Deftness, Diplomacy, Fast-Talk, Games, Gesture, Hospitality, Intimidation, Leadership, Merchant, Poetry, Politics, Psychology, Public Speaking, Savvy, Senses, Sex Appeal, Sociology, Streetwise, and Teaching.

Physiology (B181)

Applies to: Body Language, Diagnosis, First Aid, Physician, Pressure Points, Pressure Secrets, Surgery, Similar physiology: -2 (see EP) to +4 (see Trait).

Very different physiology: -5 (including animals, but still from your world).

Utterly alien: -4 or worse (GM's option).

Mechanics: No rolls possible.

Roll Physiology (racial specialty) to avoid penalties.

Time Spent (GM's option, B346)

Extra Time: +1 for 2x as long, +2 for 4x, +3 for 8x, +4 for 15x, +5 for 30x.

Master: -1 per 10% less time taken.

Chromatic: -10 to complete a task instantly.

Geographical and Temporal Scope (B176)

Applies to skills such as Area Knowledge, Current Affairs (Regional), Geography (Regional), History, Distance: Long-Distance Modifiers. At TL 5+, roll 3d against TL +1 to ignore distance penalties.

Time: Long-Distance, substituting years for miles. Tech Level: Double the time modifier for each point of difference between Tech Levels.

Area Classes: Neighborhood, Village or Town, City; County, County, Duchy, or Small Nation; Large Nation; Planet; Interplanetary State; Galaxy.

Knowing a larger area and wanting info on a smaller area: -2 for one class of difference, double for each additional class of difference.

Knowing one area and wanting info on a similar-size area within the same larger area: Long-Distance.

Knowing a small area and wanting info on larger area that surrounds it: -2 per class of difference.

Equipment (B345)

None: -10 for each skill, -5 for other skills (many skills cannot be used at all without equipment).

Improvised: -5 for each skill, -2 for other skills.

Basic: No modifier (this is usually the case).

Good-quality: +1 (costs 2x basic price).

Fine-quality: +2 (costs 3x basic price).

Best possible at TL: +TL/2 (round down, min. +2, not usually for sale).

If you have basic or better equipment that is not in perfect condition:

Missing important items: -1 per item.

Damaged equipment: -1 to -5.

Language (B24)

Applies to Fast-Talk, Public Speaking, Research, Speed-Reading, Teaching, and Writing.

Broken Comprehension: -3

Accented Comprehension: -1

Artistic Endeavors: Double these penalties (things like Singing, Poetry, Performance, etc.).

Long-Distance Modifiers (B241)

Use these for Information spells that work over long distances, and for certain advantages. If the distance falls between two values, use the *higher*.

Distance	Penalty
Up to 200 yards	0
1/2 mile	-1
1 mile	-2
2 miles	-3
10 miles	-4
30 miles	-5
100 miles	-6
300 miles	-7
1,000 miles	-8

Damage Table

ST	Thrust	Swing
1-2	1d4	1d5
3-4	1d5	1d6
5-6	1d6	1d7
7-8	1d7	1d8
9	1d7	1d8
10	1d7	1d8
11	1d8	1d9
12	1d8	1d9
13	1d8	1d9
14	1d8	1d9
15	1d9	1d10
16	1d9	1d10
17	1d9	1d10
18	1d9	1d10
19	1d10	1d10
20	1d10	1d10
21	1d10	1d10
22	1d10	1d10
23	1d10	1d10
24	1d10	1d10
25	1d10	1d10
26	1d10	1d10

Combat

Flexible Armor and Blunt Trauma (B379): If an attack fails to penetrate the DR of flexible armor, every full 30 points of cutting, impaling, or piercing damage, or full 5 points of crushing damage, inflicts 1 point of blunt trauma injury (no modifiers).

Rapid Fire (B373-B375, B409): Compare the margin of success on the attack roll to the weapon's Rapid-Attack score: one extra hit for every full multiple of Rapid by which you make your attack.

Against multiple hits, a successful Dodge lets you avoid one hit, plus additional hits equal to your margin of success. Critical Success dodges all hits.

Hurting Yourself (B379): If you hit a target with DR \geq unarmed, you injure yourself for 1 point for every full 5 points basic damage rolled, up to a maximum of that target's DR. Your own DR still protects as normal.

A failed unarmed Parry against a weapon means you are hit - your attacker may choose to hit his original target, or the limb you parried with.

Close Combat (B391)

Initiated by entering a foe's hex; you must either stop, evade (B384), or slam (B371). Only reach "C" melee weapons can be used; ranged weapons use their Bulk as a penalty to hit in place of Range. Roll DR to ready a weapon, plus Fast Draw to ready it quickly.

You may Dodge normally or Parry with a reach "C" weapon, but cannot Block. Attack rolls take a shield's CB as a penalty after initially entering the hex, as do DR rolls after the first turn of close combat. Getting rid of a shield takes a ready maneuver and a DR roll.

Evade: Quick Contest of DR. -5 if foe is standing, -2 if foe is kneeling, +2 from left or right side, +5 from behind, +5 if foe is lying down. **Loose** or **Die** means he stopped you. Cannot evade if grappled.

Slam: Use DR, Brawling, or Sumo Wrestling to hit. Foe can use any defense; if he dodges, you must move at least 2 yards past him (if able). Damage is $(DP \times Velocity) / 500$. If less than 1d: up to 0.25=1d-3, up to 0.50=1d-2, over 0.50=1d-1; otherwise, round fractions of 0.50 or more up to a full die. If damage is equal to or greater than your foe's, he must roll DR or fall down; if damage is twice his or more, he falls down automatically; if his damage is twice yours or more, you fall down. See also *Flying Tackle* (+4 to hit, extra yard of range, but end up prone); and *Shield Rush* (Shield skill to hit, add shield's CB to damage; your shield takes the damage, though you may still be knocked down).

Unarmed Combat (B370)

Grabbing: DR or grappling skill to hit, with usual -4 for targeting the hand. Subsequent turns are a Regular Contest of ST. **Win**, you take him; **Loose**, lose grip.

Grappling: DR or a grappling skill to hit. Make hit location penalties (except weapon), round up. If foe is grappled, he is -4 to DR (and DR-based skills), -2 to Parry and Block, and -1 to Dodge. A grappled limb cannot parry or block. He cannot stop, change posture, retreat, or Acrobatic Dodge.

Foe may make attack only, unarmed or with reach "C" or ranged weapons (and not with a grappled limb); make a DR roll to Ready an item with a free hand (drop on a failure); or Break Free by winning a Quick Contest of ST (you get +5 if grappling with both hands, -4 if stunned. If foe is pinned, he may only try to Break Free every 30 seconds; you get +5 if pinning with one hand, +10 with two hands). If he breaks free he can immediately move 1 yard in any direction.

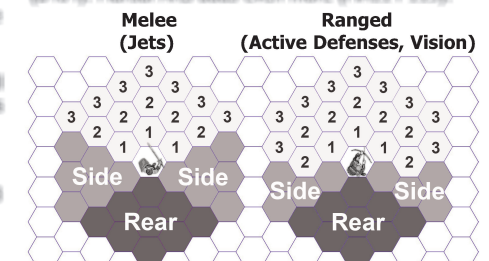
Takedown: Bear a standing, grappled foe to the ground. Quick Contest of ST, DR, or best grappling skill (usual penalties if you are not standing). **Win**, foe falls down next to your hex (and loses grip if grappling); **Loose**, same happens to you!; **Tie**, nothing happens.

Pin: Only if foe is on ground and you are grappling his torso. Regular Contest of ST (larger fighter gets +3 for every point of DR over his foe; fighter with most free hands gets +3). **Win**, foe is pinned and helpless (you can free one hand). **Loose/Tie**, nothing happens.

Strangle: If neck is grappled, Quick Contest of ST vs. foe's higher of ST or HT. You are at -5 if using only one hand, +2 per hand after the first two. If you win, inflict crushing damage equal to margin of victory (DR protects normally, but remember $\times 1.5$ for neck). If any damage penetrates DR, also inflict 1 PF per turn starting next turn. You cannot do anything else with your hands (i.e., Parry).

Free Actions: Release one or both hands; throw a ready weapon away; drop or carry foe (if he's pinned, treat as encumbrance; if not, need at least twice his ST to move him).

There are many other optional attacks for use against a grappled foe: *Arm Lock* (B402), *Choke Hold* (B404), *Knee Strike* (B404), *Neck Snap/Wrench Limb* (B404). Martial Arts adds even more (M4114-125).



Afflictions (B428-429, PU4 p. 21)

In most cases, the victim of an affliction gets a HT roll to resist. Duration depends on the specific cause.

Irritating Conditions

Coughing:

Drowsy:

Drunk:

Euphoria:

Itching:

Nauseated:

Pain:

Sneezing:

Tipsy:

Incapacitating Conditions

All of these afflictions prevent you from taking voluntary action for the duration. In addition to their other effects, you're effectively stunned (-4 to active defenses). In combat, you must Do Nothing on your turn. If an affliction lets you *drop*, you can sit, kneel, go prone, etc. if standing, or go prone if kneeling or sitting. If it lets you *stagger*, you can drop, change facing, or step or crawl one yard. In all cases, you are still effectively stunned.

Agony:

Choking:

Daze:

Ecstasy:

Hallucinating:

Paralysis:

Retching:

Seizure:

Unconsciousness:

Mortal Conditions

Coma:

Heart Attack:

Posture and Hit Locations (MA99)

Standing

Hit Location Effects: Remove -1 from the penalty for the neck, face, eye, or skull of a *kneeling* or *sitting* man, or to kick the leg or foot of a *standing* man.

Prohibited Attacks: None.

Modified Attacks: Attacks of reach C against enemies who are lying down give -2 to hit. Elbow Strike and Knee Strike can't reach those lying down (but Elbow Drop and Knee Drop can). Head Butt can't reach those lying down either, and has -2 to hit even against kneeling, sitting, or crawling foes. Using Scissors Hold or the grappling techniques in *Using Your Legs* (MA79) forces the attacker to fall down.

Kneeling

Hit Location Effects: Remove -1 from the penalty for the feet, legs, or groin of a *standing* man, but add -1 to hit the neck, face, eye, or skull.

Prohibited Attacks: All kicks, Backbreaker, Knee Drop, Knee Strike, Piledriver, Scissors Hold, and any Sweep using a leg.

Modified Attacks: Elbow Drop is at -1 damage and can only target a foe crawling or lying down. Head Butt is at -2 to hit a foe who is crawling or lying down – and against a standing opponent can only target the legs or groin. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.

Crawling

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a *standing* man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, Scissors Hold, Two-Handed Punch, any Sweep using a leg, all kicks except Back Kick, and weapon strikes at reach 1+.

Modified Attacks: Elbow Strike has an extra -1 to hit, and cannot reach the neck, face, eye, or skull of a standing man. Against a standing foe, Head Butt can only attack the groin, legs, or feet. Knee Strike can only target an opponent who is lying down, the legs or feet of a sitting man, or the feet of a standing man. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.

Sitting (see *Fighting While Seated*, MA83, if sitting on something other than the ground)

Hit Location Effects: Remove -1 from the penalty for the feet, legs, or groin of a *standing* man, but add -1 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (Drop Kick, Flying Jump Kick, Jump Kick, Pole-Vault Kick, etc.), Back Kick, Backbreaker, Knee Drop, Piledriver, and any kind of slam.

Modified Attacks: Same as Kneeling. In addition, Elbow Strike cannot hit the neck, face, eye, or skull of a standing man. Knee Strike, any Sweep using a leg, and all permitted kicks have an extra -1 to attack and damage. Downward kicks (Axe Kick, Stamp Kick, etc.) can only hit opponents who are crawling or lying down, or the feet of a standing foe, and do -1 damage.

Lying Face-Up

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a *standing* man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Aerial kicks (as for Sitting), Back Kick, Backbreaker, Elbow Drop, Knee Drop, and Piledriver.

Modified Attacks: Elbow Strike and Head Butt cannot reach any part of a standing man but his feet or legs, and cannot attack the neck, face, eye, or skull of anyone who isn't crawling or lying down. Stability removes -2 from the penalty for permitted kicks and Sweeps with legs, but lack of leverage gives -1 damage. Knee Strike, punches, and close-combat weapon attacks (reach C) cannot reach above the groin of a standing man.

Lying Face-Down (prone)

Hit Location Effects: Remove -2 from the penalty for the feet or legs of a standing man, but add -2 to hit the neck, face, eye, or skull.

Prohibited Attacks: Backbreaker, Elbow Drop, Knee Drop, Piledriver, and all kicks except Back Kick.

Modified Attacks: Elbow Strike, Head Butt, and Knee Strike cannot reach any part of a standing man but his feet, and cannot attack the neck, face, eye, or skull of any one who isn't crawling or lying down. Punches and close-combat weapons cannot target anything above the groin on a standing man. Techniques from *Using Your Legs* (MA79) can only target the legs of a standing man.

Fright Checks (B360)

When you fail a Fright Check, roll 3d and add your margin of failure on the Fright Check. Reroll or change implausible results.

4, 5	Shocked by the event. You cannot
6, 7	Shocked by the event. Your margin of failure is
8, 9	Shocked by the event. Your margin of failure is
10	Shocked by the event. You are
11	Shocked by the event. You are
12	Shocked by the event. You are
13	Shocked by the event. You are
14	Shocked by the event. You are
16	Shocked by the event. You are
17	Shocked by the event. You are
18	Shocked by the event. You are
19	Shocked by the event. You are
20	Shocked by the event. You are

21	Shocked by the event. You are
22	Shocked by the event. You are
23	Shocked by the event. You are
24	Shocked by the event. You are
25	Shocked by the event. You are
26	Shocked by the event. You are
27	Shocked by the event. You are
28	Shocked by the event. You are
29	Shocked by the event. You are
30	Shocked by the event. You are

31	Shocked by the event. You are
32	Shocked by the event. You are
33	Shocked by the event. You are
34	Shocked by the event. You are
35	Shocked by the event. You are
36	Shocked by the event. You are
37	Shocked by the event. You are
38	Shocked by the event. You are
39	Shocked by the event. You are
40	Shocked by the event. You are

Awe and Confusion (P85)

When you fail an Awe or Confusion Check, roll 3d and add your margin of failure.

4, 5	Shocked by the event. You cannot
6, 7	Shocked by the event. Your margin of failure is
8, 9	Shocked by the event. Your margin of failure is
10	Shocked by the event. You are
12	Shocked by the event. You are
14	Shocked by the event. You are
16	Shocked by the event. You are
17	Shocked by the event. You are
19	Shocked by the event. You are
20	Shocked by the event. You are

21	Shocked by the event. You are
22	Shocked by the event. You are
24	Shocked by the event. You are
26	Shocked by the event. You are
28	Shocked by the event. You are
30	Shocked by the event. You are

32	Shocked by the event. You are
34	Shocked by the event. You are
36	Shocked by the event. You are
37	Shocked by the event. You are
38	Shocked by the event. You are
39	Shocked by the event. You are
40	Shocked by the event. You are

Falling and Collisions (B430-432)

Falling Velocity Table
Use random hit location for damage from a fall.

Quick Reaction Table (also, SE23)
Roll 3d and apply any reaction modifiers.

0, Disastrous. ...

1-3, Very Bad. ...

4-6, Bad. ...

7-9, Poor. ...

10-12, Neutral. ...

13-15, Good. ...

16-18, Very Good. ...

19+, Excellent. ...

Falling Velocity Table

Use random hit location for damage from a fall.

Velocity	1d6	2d6	3d6
1-10 ft	1	1	1
11-20 ft	2	2	2
21-30 ft	3	3	3
31-40 ft	4	4	4
41-50 ft	5	5	5
51-60 ft	6	6	6
61-70 ft	7	7	7
71-80 ft	8	8	8
81-90 ft	9	9	9
91-100 ft	10	10	10
101-110 ft	11	11	11
111-120 ft	12	12	12
121-130 ft	13	13	13
131-140 ft	14	14	14
141-150 ft	15	15	15
151-160 ft	16	16	16
161-170 ft	17	17	17
171-180 ft	18	18	18
181-190 ft	19	19	19
191-200 ft	20	20	20

Quick Reaction Table (also, SE23)

Roll 3d and apply any reaction modifiers.

0, Disastrous. ...

1-3, Very Bad. ...

4-6, Bad. ...

7-9, Poor. ...

10-12, Neutral. ...

13-15, Good. ...

16-18, Very Good. ...

19+, Excellent. ...