

ATTACKER: REF+Skill+Bonuses/Penalties+1D10 VS.

DEFENDER: REF+Skill+Bonuses/Penalties+1D10

Tie goes to Defender

HAND -HAND COMBAT MODIFIERS

Target dodging	-2
Blinded by light or dust	-3
Double-Jointed (grapple/escape/hold) +1	
Half body visible	-1
Head and shoulders only visible	-1
Head only visible	-2
Behind someone else	-2
Aimed strike at vitals	-3
Improvised weapon	-2

RANGE PENALTY FOR CASTING

RANGE	PENALTY
Hitting	-5
Close	-0
Medium	-5
Long	-10
Extreme	-15

COUNTER ATTACK

Provided you have attacks still available in the round, you may attempt a counter attack (in place of your free dodge) anytime your opponent fails by more than 5 points or anytime he fumbles, representative of him leaving himself open.

COUNTER ATTACK TABLE

OPPONENTS ATTACK	DEFENDERS COUNTER
Strike	Strike, Sweep, Kick, Punch,
Punch	Punch, Kick, Sweep, Grapple
Kick	Kick, Sweep, Punch
Sweep	Kick, Punch
Grapple	Grapple, Punch, Kick
Ram	Sweep, Jump Kick*, Throw#
Jump Kick	Throw#, Sweep, Kick, Punch

*You may only attempt the Jump Kick from a standing position

#In situations where your opponent is already moving, it is possible to throw him without first making a grapple, as you use his own momentum against him.

SURPRISE ATTACK MODIFIERS

Circumstance	Human Perception Modifier
In the Heat of Battle	+5
Neutral Environment	+1
Peaceful Environment	-1
In Public or Crowded Place	-1
Isolated Location	+2
Enemy Territory	+3
Home or Safe Haven	-2
Attacker is an enemy	+5
Attacker is a Stranger or Neutral	+1
Attacker is a Friendly Acquaintance	0
Attacker is Trusted Friend/Lover/Family	-5
Defender perceives Attacker as Helpless/Incapacitated	-2
Other Situational Modifiers*	Varies*
Attacker is a Child or Elderly	-2

* Any situation which would change the defenders perception of the attacker, such as a heated argument, a friend acting strangely, or a friend being influenced by another, may result in a GM set modifier of a positive or negative value between -5 and +5.

Body Type	Strength	BTM	H-H Dam.	Cast Dam.	Throw Distance	Ram Dam.
1-2	Very Weak	-0	-1	-1	5y	1D6-2
3-4	Weak	-1	+0	+0	10y	1D6
5-6	Average	-2	+1	+1	40y	2D6
7-8	Strong	-3	+2	+1	60y	2D6+1
9-10	Very Strong	-4	+3	+1	80y	2D6+2
11-12	Superhuman	-5	+4	+2	100y	3D6+4
13-14			+6	+3	120y	3D6+6
15-16			+8	+4	140y	3D6+8
17-18			+10	+5	160y	4D6+8
19-20			+12	+6	180y	5D6+8

Carry = 10x BT in kg./Dead lift = 40x BT in kg. Martial Artists add skill level to damage

HAND TO HAND MANEUVERS

STRIKE/CAST:	Attack with a hand held or thrown melee weapon
PUNCH:	Attack with fists, elbows, headbutts
KICK:	Attack with feet, knees
DISARM:	Remove opponents weapon
SWEEP:	Trip or knock opponent to the ground
BLOCK/PARRY:	Use Body or weapon to intercept opponents attack
DODGE:	Evade opponents attack
GRAPPLE:	Seize opponent to initiate a hold, choke, or throw
THROW:	Hurl or toss grappled opponent
HOLD/BREAK:	Immobilize or do damage to grappled opponent
CHOKE/CRUSH:	Damage or incapacitate grappled opponent
ESCAPE:	Free yourself from a grapple, hold, or choke
RAM:	Slamming or hurling oneself into opponent as an attack

HAND TO HAND RANGES

RANGE	MODIFIER	KEY ATTACKS
Casting	-0	Block, Dodge, Jump Kick
	Various	Cast, Ram
Hitting	+5	Polearm Strike
	+3	Normal Weapon Strike
	-0	Punch, Kick, Disarm, Ram, Sweep, Block, Dodge
	-3	Grapple
	-5	Cast
Grabbing,	-0	Disarm, Grapple, Throw
		Hold, Choke, Escape
	-3	Punch, Kick, Sweep, Block
Dodge	-5	Normal Strike

REQUIREMENTS FOR RANGE CHANGE

Casting to Hitting:	If you have the greater MA you may be able to enter Hitting range.
Hitting to Grabbing:	Make Grapple roll.
Grabbing to Hitting:	Make Parry or Dodge roll.
Hitting to Casting:	If you have the greater MA you may be able to enter Casting range.

DASH MODIFIER TABLE

Dashing Distance	Damage	Penalty To Hit
None (up to 2m)	-0	-0
5m	+1/4 of MA	-2
10m	+1/3 of MA	-4
15m	+1/2 of MA	-6
20m	+ MA	-8
25m	+ 1 1/4 MA	-10
30m	+ 1 1/3 MA	-10

The penalty to hit stops at -10, anyone who can run faster than that is going to be too quick to react any more than that.

FALLING DAMAGE

Damage from a fall is determined at a rate of 1d10 per ten feet (ignore the first 10 feet, An Athletics roll is permissible, with the difficulty raising by 5 for every ten foot increment of fall. For every point over success, the character may ignore 5 feet of the fall. Soft armor is completely ineffective against falling damage, Hard armor is 1/2.

IMPACT DAMAGE

Impact Damage is determined at a rate of 1d10 per 10 MPH, if two objects collide head on, both objects take the combined damage determined by the speed of each object. If collision occurs from a forward angle, the damage is reduced by 25%, damage from the side is at half to both objects but only the impacting object determines damage, and damage from behind a or from rear angle is reduced by 75%, again only the impacting object determines damage. Impact Damage is also modified by weight. For every 50% weight difference, modify damage up or down by 50%.

DEFENDERS WEAPON SIZE DISARM PENALTY

Very Heavy: Great Sword

Heavy: Rifle, Long Sword

0

Medium: Pistol, SMG, Large Knife

-3

Light: Shuriken, Small Knife, Derringer

-6

Attackers Weapon CHANCE DEFENDERS WEAPON BREAKS ON A D10

Attackers Weapon	Very Heavy	Heavy	Medium	Light
Very Heavy	Very Heavy 1	Heavy 1-2	Medium 1-3	Light 1-4
Heavy	Very Heavy 0	Heavy 1	Medium 1-2	Light -3
Medium	Very Heavy 0	Heavy 0	Medium 1	Light 1-2
Light	Very Heavy 0	Heavy 0	Medium 0	Light 1

Very Hvy Weapon Maul, Great Axe, Great Sword, Sledgehammer, Polearm
 Hvy Weapon Battle Axe, Longsword, Steel Staff, Rifle
 Medium Shortsword, Axe, Spear, Pistol, Machete, Knife, Nunchaku, Rapier
 Light Small Knife, Dagger, Derringer, Foil, Blowgun

Weapons made of wood are automatically treated as being no higher than Medium, this includes wooden shafts (Just the wooden part) on spears or polearms. Weapons made of Monocrystal or leather are automatically treated as being light. Anything more fragile (such as glass) will break on any parry attempt.

MELEE WEAPON QUALITY

0	Fragile, breaks on any fumble, 50% chance of breaking during use.
1	Cheap, breaks on a roll of 4 on a 1D10 after any fumble. Weapons of this quality are treated as being 2 categories lower on the Break Chart
2	Poor Quality-breaks on 2 or less on a 1d10 after a fumble. Weapons of this quality are treated as being 1 category lower on the Break Chart
3	Standard Quality, hard to damage, breaks only on a critical fumble
4	High Quality, long lasting, can take abuse, military quality tool, almost impossible to damage without specifically intending to. Weapons of this quality are treated as being 1 category higher on the Break Chart
5	Masterwork Quality, even trying, it is near impossible to damage. Only the finest weapons can achieve this. Weapons of this quality are treated as being 2 categories higher on the Break Chart

RUN

To determine how far a character can run in a single combat round (3.3 seconds) in meters, multiply the characters MA by 3. The character can then run x3 this distance in a full 10-second turn. Write this in the RUN section on your Character Sheet. (For example: MA of 7 would write 21/63)

TERRAIN MODIFIERS

Easy (sidewalk, plains) No reduction

Rough (wooded, sand) 1/2 MA

Very Rough (marsh, snow) 1/4 MA

WEATHER MODIFIERS

Light rain, flurries No reduction

Steady rain, heavy snow 1/2 MA

Blizzard 1/4 MA

LEAP:

To determine the distance of a characters standing jump, divide the characters RUN by 12, this is how many meters the character can jump. For a running jump, divide the characters full 10-second Turn Run by 12, this is how far the character can jump in meters. Vertical Distance is 1/2 standing jump.

CLIMBING:

Characters can climb a number of meters equal to their MA in one round. An Average Athletics check should be made every Turn spent climbing. An Average Strength Feat check should be made for the character to hang on, climbing can resume next round. The movement rate when climbing without aid of a rope is MA/2 meters. The GM should assign a difficulty number for Athletics or Strength Feat checks according to the sheerness and angle of the surface being climbed.

Every point of Athletics will modify: Run by 1 meter/round, Leap by 6 centimeters distance / 3 centimeters Height, and Climb by .5 meters a round.

MICROWAVER SIDE EFFECTS ON CYBERNETICS

1. Cyberoptics short for 1D6 turns.
2. Neural pulse! if character has interface plugs, Reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
3. Cyberaudio shorts for 1D6 turns.
4. Cyberlimb malfunction: Lose all use of cyberlimb for 1D10 turns. Roll 1D6 for limb, re-rolling if no cyberlimb is present:
1-2 Right Arm 3 Left Leg 4 Right Leg 5-6 Left Arm
5. Total Neural breakdown! Character reduced to twitching, epileptic fit for 1 D6/3 turns.
6. No Effect.

ARROW & BOLT DAMAGE

Arrow/BOLT size Damage

Short Bow / Hand Crossbow 1d6 + BT damage

Medium Crossbow 2D6 + BT damage

Long Bow / Heavy Crossbow 3d6 + BT damage

Different arrow heads may increase or decrease damage

Armor Piercing 1/2 damage Broadhead + 1D6

Razor Tipped + 1D6 Blunt Stun Only

Barbed Arrows do an additional d6 damage unless a successful first aid check is made at a difficulty equal to 5 + damage taken

Arrows that miss have a 50% chance of breaking

Shortbows have a maximum BT of 6

Longbows have a maximum BT of 10.

Compound Bows have a maximum BT of 16.

Hand Crossbows have a maximum BT of 5.

Compound Hand Crossbows have a max BT of 10.

Medium & Larger Crossbows have a max BT of 10.

Medium & Larger Compound Crossbows have a max

BT of 20

Range =BT x 5m

ENDURANCE

Activity Level	Requires Check at each Increment:	Examples:
Light	BOD + Endurance = x2 Hours	Driving, Working on Computer, Walking, Guard Duty, Paperwork,
Medium	BOD + Endurance = x10 Minutes	Manual Labor, Jogging, Climbing, Heavy Lifting (Carry Max),
Heavy	BOD + Endurance = x2 Rounds	Fighting, Running, Extreme Lifting (Dead Lift Max)

Any time a character exceeds the amount of time allowed for an activity, he must make an Endurance Check at a difficulty of 10. For every Increment after, (Light = Hours, Medium = Minutes, Heavy = Rounds) the difficulty of the check raises by +1 modified by the following conditions:

SAMPLE CONDITIONS	MODIFIERS
Under Pressure	-3
Unskilled at Activity (0 skill level)	-3
Lightly Skilled (1-3 Skill Level)	0
Moderately Skilled (3-5 Skill Level)	+1
Highly Skilled at activity (6-8) skill level)	+2
Expertly Skilled at activity (9-10 Skill Level)	+3
Combat Situation	-1
Adverse Conditions (mild rain, slightly hot or cold, sand, snow, etc...)	-2
Severe Conditions (Heavy Rain, Extreme Heat or Cold, mud, ice, etc...)	-4
Exceeding Weight allowance	-4

In some instances, Cool may replace BOD for purposes of Endurance Checks, at GM Discretion

POISON/DRUG/DISEASE DAMAGES

TYPE	MILD	STRONG	POWERFUL
Damage	1-4 D6	5-10 D6	11-20 D6
Poison	Belladonna	Arsenic	Stonefish Venom
Drug	Alcohol	Sodium Pentathol	LSD
Illness	Measles	Pneumonia	Plague

ACTIONS:

During your part of the round, you may perform one of the following actions without penalty:

Move up to your full Movement (3x your Movement Allowance In meters) per round. Actions (such as reloading, defending, or Combat Actions) made during the full movement are possible, but incur a -3 penalty. Or you may move up to 1m and perform any other action.

Reload or change weapons.

Mount or dismount from a vehicle. Or stand from a prone position. Making an additional action (reloading, defending, or Combat Actions) is possible, but any action made will incur a -3 penalty.

Escape a hold or trap.

Aim (gaining +1 to hit every round of aiming up to 3 rounds)

Perform a non-combat task.

Dodge or Block a melee attack. Everyone gets one free dodge per round, after that any Dodges/Blocks are considered part of their Combat Actions.

Two weapon attacks can be made at a -3 penalty on both weapons used. If a character is Ambidextrous (as per the optional Innate Ability rule) he may ignore this penalty.

Make your maximum allowable number of Combat Actions

COMBAT ACTIONS:

To determine a characters number of Combat Actions:

A) Add your Initiative skill+Combat Sense+any other Initiative modifiers applicable, the final result is known as the **Reaction Total (RT)**.

B) Add your RT to your Applicable Combat Skill (Handgun, Submachine Gun, Rifle, Heavy Weapons, Archery, Martial Arts, and Brawling/Melee) to determine your maximum number of **Combat Actions (CA)** allowed in a round with that skill.

C) There are 3 types of CA's, **Quick, Normal, and Full**. To determine the number of actions allowed by each type, consult the following.

Quick Combat Actions: (RT+Skill divided by 5) Firing a semi-automatic weapon (Handgun, Submachine Gun, Rifle, Heavy Weapons), a Quick Melee punch, kick or strike, Cast an ultra/extra-light weapon, and Block/Parries,

Normal Combat Actions: (RT+Skill divided by 10) Nock/fire an Arrow on a Bow, fire a 3-round burst, fire and re-chamber a Pump, Bolt, Lever, or Single Action weapon, Sweeps, Disarms, Escapes, Grapples, Holds, Breaks, Throws, 1 normal Melee Punch, Kick or Strike, Cast a Light Weapon, Fast Draw (-3 to hit), and Dodges,

Full Combat Actions: (RT+Skill divided by 15) Single Shot or Fully Automatic Weapons, Choke, Crush, Ram and a Full Melee Punch, Kick or Strike, Cast a medium or larger weapon, and drawing a weapon

The player must specify the number of shots or maneuvers to be performed before the first dice (after initiative) is rolled per round.

If attacking more than one target regardless of your RT, you lose a Quick Action, this effect is cumulative. In Close Quarters situations, using any weapon with a Concealability rating of N, you lose a Normal action (2 Quick Actions) every time you change targets.

Regardless of RT or Skill level, only a character's first shot can be a Called Shot per round. This rule also applies to martial arts and melee attacks but only within normal striking range. More than 1 yard of movement limits a character to 1 Martial Art attack per round. (For example if a character has to close distance, or wants to perform a running attack, he only gets the 1 attack).

After the first combat action, all following Combat Actions allowed take a cumulative -1. Combat Actions taken beyond those allowed by your RT acquire a -3 cumulative penalty, on top of the penalty already acquired. Maximum number of additional Combat Actions is x2 what is allowed.

If the weapons BOD minimum is higher than the characters BODY, divide the number of Combat Actions allowed by Half, (rounding down).

Different types of Combat Actions may be performed. A full Combat Action = 1 Normal CA and 1 Quick CA, or 3 Quick CA's. A Normal CA = 2 Quick CA's. A character may even use 2 separate skills to perform multiple Combat Actions, however the number of actions are determined by the **LOWEST** skill being used.

(When applying this rule be sure to use discretion, common sense will tell you if what a character is attempting is feasible.)

INITIATIVE = ROLL 1D10+REF+INITIATIVE SKILL.

AMBUSH = +5 TO ATTACK FOR 1 ROUND

WEAPON RANGES RANGED COMBAT TO-HIT NUMBERS

Handguns/SMGs..... 50m	Point Blank (Touching-1m) ... 10
Shotguns 25m	Close (1/4 Long range) 15
Assault Rifles 250m	Medium (1/2 Long range) 20
Sniper/Hunt.Rifles..500m	Long (Full range) 25
Throwing 3m x BOD	Extreme (2x Long range) 30

LINE OF SIGHT AND COVER MODIFIERS

Target silhouetted	+2
Target crouched/kneeling	-1
Target prone	-2
Half body visible	-2
Head and shoulders only visible	-3
Blinded	-5
Head only	-4
Behind someone else	-4

RANGED COMBAT TO-HIT MODIFIERS

Extra actions	-3/extra action
Using off hand	-3
Using two weapons	-3 on both
Firing while running	-3
Firing a shoulder arm from hip	-2
Fast draw/Snapshot	-3
Ambush/Surprise attack	+5
Silencer/Suppressor	-1
Aimed shot at vitals	-6
Aimed shot at head, hands, feet	-4
Aimed shot at stomach	-3
Aimed shot at arms, thighs	-2
Aimed shot at chest	-1
Bipod (stationary & braced)	1 to 2
Gyro-Mount	-1
Turning to face target	-2
Ricochet or indirect fire	-5
Loser of Facedown	-3
Target immobile	+4
Moving target	-1
(additional -1 per 2 points of MA above 5)	
Tiny target (bullseye, eye, vital area)	-6
Small target (body location, <1m)	-4
Large target (car, large animal)	+2
Very large target (truck, wall)	+4
Aiming (max +3)	+1/turn
Laser sight	+1
Telescopic sight	+2 Ext, +1 Med
Targeting scope	+1
Scopesight	+2 Long/Ext, +1 Med
Computer Sights	+3 Long/Ext,+2 Med
Smartgun	+2
Smartgoggles	+2
Three round burst (Close/Medium).....	+3
Full auto, Close	+1/10 rnds
Full auto, all other	-1/10 rnds
Autoshotgun	-2/additional shot

RECOIL & BODY MINIMUM

Weapon Type Base BOD Min

D6 weapons	(Max Damage/6)
D10 weapons	(Max Damage/5)
Shotguns	Max SHOT Damage x0.25
Grenade launchers	(Diameter in mm) x0.3

Modifiers Multiply all mods together

1-handed (handgun)	x2.0
2-handed, no brace* (SMGs & shotguns)	x1.0
2-handed & brace* (rifles, MGs, other SMGs)	x0.5
High-pressure/high-velocity grenades	x1.5
EAP (railguns)	x1.8
ROF 1-3 (semiauto)	x1.0
ROF 3-16	x1.75
ROF 16-30	x2.0
ROF 31-60	x2.5
ROF 61-120	x3.0
ROF 121+	x3.5

*Brace=stock, arm brace, shoulder strap, harness, sling, mono/bi/tripod, gyro-mount, etc.

In near future and beyond settings,

A Cyberarm acts as BOD 12 for pistol recoil purposes. A Powered Exo-Mount has BOD 18 for recoil purposes.

FULL AUTO RULES

At Close Range: For every 10 rounds fired at Close range, add 1 to your Attack Total.

At Medium, Long and Extreme Ranges: For every 10 rounds fired at Medium, Long and Extreme ranges, subtract 1 from your Attack Total.

$$\text{NUMBER OF HITS} = \frac{\# \text{ POINTS } > \text{ THAN TO HIT NUMBER}}{\text{SAVE}}$$

Suppressive Fire: Suppressive fire is used to cover an area (called a fire zone) with bullets, making the area hazardous to pass through. All targets entering or crossing the fire zone during this attack must make a "save" against taking a bullet by rolling their Athletics Skill + REF + 1D10 and beating a save number. A failed Save means the target takes 1D6 rounds, each randomly located.

This save number is determined by dividing the total number of bullets fired by the width of the fire zone.

$$\text{SAVE} = \frac{\text{NUMBER OF ROUNDS}}{\text{WIDTH OF THE FIRE ZONE IN METERS}}$$

You may overlap the fire zones of more than one weapon, dividing the total number of shots to determine the save number. For example, two Uzis with an ROF of 32 would place 64 bullets into the fire zone.

FULL AUTO AT MULTIPLE TARGETS

If attacking more than one target, you must roll for each target individually. When firing full-auto at multiple targets the distance between targets is included when dividing the number of possible hits. So two characters 5 meters apart = 7, 6 targets over 8 meters = 10, etc. The ROF of the weapon is divided by this number to determine the maximum number of hits per target. If ROF is 30 and targets are 5 meters apart (7 including targets themselves) then $30/7 = 4$; a maximum of 4 rounds per target. Roll as per FULL AUTO rules.

FIRE CORRIDORS & GRAZING FIRE

A fire corridor is where you plot an area where the enemy can advance, then set up a machine gun, or other automatic weapon, to cover it with sweeping fire. That way you don't have to aim when the enemy starts moving through it, you just hold down the trigger and sweep. This Ambush doesn't grant +5 to Attack rolls, but +10 to Initiative. Grazing fire is where you set the machinegun at knee level and fire; this way, you usually hit not-so-well-armored legs. Grazing fire is considered a use of Suppressive Fire that only hits legs.

AREA EFFECT TABLE

Type	Blast Radius
Grenades	1m per Die of damage
Gas Grenade	3m
Molotovs	2m/liter
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from explosion
6	5m/kg
SMG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Lng/Ext)	3m
Micromissile	2m each

DRUG & POISON EFFECTS

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea Drugs	Illness	-4 REF
Sleep Drugs	Sleep**	None
Biotoxin I	Death	4D6
Biotoxin II	Death	8D6
Nerve Toxin/gas	Death	8D10

** Half effect if drowsiness, -2 to all stats.

SHOTGUN TABLE

Range	Size of Pattern	Damage
Close, PB	1 meters	4D6
Medium	2 meters	3D6
Long	3 meters	2D6

AMMO TYPE	DAMAGE	COST	NOTES
5mm	1d6	5	
.25 ACP	1d6+1	7	
.22 Long Rifle	1d6	6	
6mm	1d6+1	8	
7mm	1d6+2	9	
.38	1d6+2	10	
9mm	2d6+1	12	
.41 CL	2d6+1	14	
.45 Cal ACP	2D6+2	15	
10mm	2d6+3	16	
Militech 88 ISTS	3d6	20	8.8mm Necked-Down 10mm
.338	3d6	17	
.357 Magnum	3d6+1	18	
.45ACP	2d6+2	18	
.400 Cor-Bon	3d6	22	Necked-Down .45ACP
.40S&W	2d6+3	18	
11mm	3d6	20	
CA 10.4mm	3d6+3	35	Necked-Down 11mm round
.408 Magnum	3d6+2	25	
.41 Magnum	3d6+2	24	
12mm	4d6+1	30	
.44 Magnum	4d6	35	
.454 Casull	4d6+3	40	
.50AE (12.7mm)	4d6+2	42	Desert Eagle & Jericho load
.44 Cor-Bon Magnum	4d6+3	55	Necked-Down .50AE round
.525 Magnum Express	5d6	55	
.577 Boomer Magnums	5d6AP	60	
14mm Malorian Short	6d6	70	
RIFLE AMMO			
4.5mm Liquid Prop	4d6	50	
5.5mm Chinese	4d6+2	40	
5.56mm NATO	5d6	35	
5.54mm PACT	5d6	40	
5.7mm Caseless	3d6	25	
6mm Caseless	5d6	40	
7mm Fed. Caseless	5d6	30	
.30-06	6D6	25	
7mm Can Long	6d6-2	40	
7.62mm Sov Short	5d6+2	45	
7.62mm Sov Long	6d6	50	
7.62mm NATO Long	6d6+2	65	
6.5CL Hybrid	6d6-1	50	
9mm CL Long	2d6+4	20	
Arasaka 10mm Rifle	8d6	80	
.300 Winchester Mag.	7d6+3	100	
12.7mm /.50 BMG	6d10	100	
20mm Reduced	4d10	75	
14.5mm	7d10	100	
15mm BMG	7d10	110	
15mm Kurz	4d10+3	150	Available in KTW & Explosive
20mm	8d10	200	Available in EHI
30mm	10d10	500	Available in EHI
SHOTGUN AMMO *			
.20 Gauge	3d6/2d6/1d6	35	*indicates Damage at close, medium, and long ranges
.12 Gauge	4d6/3d6/2d6	40	
.10 Gauge	5d6/4d6/3d*	50	
SHOTGUN SLUG/SABOTED ROUND DAMAGE			
20ga. slugs	3D10	X2/x3	AP Armor ½ - Dam full on Hard ½ on Soft
12ga. slugs	4D10	X2/x3	AP Armor ½ - Dam full on Hard ½ on Soft
10ga. slugs	5D10	X2/x3	AP Armor ½ - Dam full on Hard ½ on Soft

Choose or roll	CRITICAL SUCCESS EFFECT
1	Weapon does x2 damage
2	Weapon does Maximum Damage as if from a point blank
3	You may choose Hit Location instead of rolling (Head, Arm, etc.) In case of called shot, you may choose specific location (Eye, Finger, Groin, etc)
4	Weapon hits weak spot in opponents armor (view slits, joints, between seams) armor is treated as being at 1/4 th
5	Weapon hits 2 targets (via ricochet, over penetration, etc.) second target takes half damage
6	Weapon hits something explosive or flammable (explosives, ammo, fuel, etc.) on opponent or target, and detonates or ignites (only applicable if something of this nature is available)
7	Impact from your weapon automatically disarms opponent
8	Blood, Shrapnel, or other substance released from your weapons damage gets into targets eyes, blinding him for 1 round
9	Weapon shocks enemy more than normal, stun save at -2
10	Weapon knocks opponent off his feet.

FUMBLE TABLES	
REFLEX - Combat	
1-4	No fumble. You just screw up.
5	You drop your weapon.
6	Weapon discharges or strikes something harmless.
7	Weapon jams or imbeds itself in the ground for one turn.
8	You manage to wound yourself.
9-10	You wound a member of your party.
REFLEX - Athletics	
1-4	No fumble. Make an idiot of yourself.
5-7	Fail miserably. 1 point of damage (sprain, fall), make a Stun save
8-10	Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.
TECH - Repair or create	
1-4	No fumble. You can't get it together.
5-7	You make it worse, +5 Difficulty for next attempt.
8-10	You damaged the device or creation beyond repair.
EMP - Convince, Fast Talk, Seduce	
1-4	No fumble. They just won't buy it.
5-6	You not only don't convince them, they are left totally cold (-4 to next roll).
7-10	They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.
INT - Figure out, Notice, catch a clue	
1-4	No fumble. Don't know how to do it, or what's going on.
5-7	You don't know anything about what's going on. Fast Talk -2 to see if anyone else notices how dumb you are.
8-10	You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

EXPLOSIVE RANGES			
Explosive	Unit	Area	Damage
Plastique	1kg	7m	7D10
C6	1kg	8m	8D10
TNT	1 stick	4m	4D10

Take the area covered by one unit of explosive and multiply this by the total number of units.

EXPLOSIVES RULES	
Use grenade to damage structure	20
Use explosive as thrown bomb	15
Tamping an explosive (5 min+)	15
Minimize C-6+ shockwave (33%)	20
Enhance C-6+ shockwave (+100%)	20
Shaping charge (1/3 rd AOE, x2 damage)...	30
EVALUATE STRUCTURE FOR WEAKNESS	
x2 damage	20
x3 damage	30
x1	Failure
x1/3	Fumble
MAKING EXPLOSIVES	
Nitroglycerine (lab, 24eb/kg)	15
Guncotton (lab, 10eb/kg)	15
TNT (full lab, 20eb/kg)	20
Plastique (full-lab, 50eb/kg)	25
C6 (full-lab, 75eb/kg)	35
Chemical delay fuses (25eb-75eb)	20

PROPORTIONAL ARMOR TABLE	
Difference in SPs	Bonus Number
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	+0

Staged Penetration
 Armor doesn't just keep absorbing damage indefinitely. Every time the armor is hit, it is reduced by one point of SP. Each time the armor is struck by a penetrating attack (i.e., an attack that actually exceeds the armor's SP), it's SP is reduced by an additional 1 point for every 4 points of penetration (before halving for Armor Piercing and the like). When the SP reaches 0, the armor will no longer stop damage.

COMMON COVER	SP SDP
Office/Sheetrock Wall	5/15-sq yard
Concrete Block Wall	10/30-sq yard
Reinforced Wall	20/60-sq yard
Brick Wall	25/75-sq yard
Stone Wall	30/90-sq yard
Reinforced Wall	40/120-sq yard
External Wall	50-150-sq yard
Floor / Ceiling	25/75-sq yard
Heavily Reinforced Floor	100/300-sq yard
Office/Wood Door	5/15
Heavy Wood Door	15/45
Concealed Security Door	15/45
Steel/Security Door	25/60
Reinforced Steel Door	50/150
Plexiglas Windows	12/15-sq yard
Bulletproof Glass	15/45-sq yard
External Windows	25/75-sq yard
Car Body, Door	5/20
Data Term	25/75
Mailbox	10/55
Curb	25/25
Armored Fridge	90/30
Weapon Emplacement	30/90
Tree, Phone Pole	90/50
Concrete Utility Pole	85/85
Engine Block	55/40
Hydrant	35/65
Armored Car Body	25/80
AV-4 Body	40/60
Jersey Barrier	120/120

GRENADE TABLE

Roll 1D10 to determine Point Of Explosion.
 To determine effects and damage for anyone caught in the Blast Radius of the Explosion, first determine the targets distance from the center of the blast. Next figure the Area Of Effect Range.

For every meter away from the Point Of Explosion damage is reduced by 1 Die increment (shaped or directional charges are reduced by 2 Die increments).

Explosive damage is taken to 1 location for every 2 Die of damage (round up) the character(s) in the Blast Radius receives.

Average Missiles, Rockets, And Torpedos		
Type	Blast Radius	Damage
Rocket	5m	13d6
Missile	4m	12d6
Torpedo	10m*	13d6

* underwater only

Note: for Rockets and Missiles: If a rocket or missile has an Armor-Piercing warhead, the armor's SP is halved, but the damage that penetrates is not.



Skill Level	1	2	3	4	5	6	7	8	9	10
IP Cost	10	10	20	30	40	50	60	70	80	90
Total IP Cost	10	20	40	70	110	160	220	290	370	460

IP AWARD GUIDELINE

- Used Skill often, but not effectively
- Used Skills effectively
- Frequent and effective use of skill
- Did something out of the ordinary
- Very clever/effective use of this skill
- Extremely clever/effective use of skill
- Skill critical to player in this session
- Skill critical to all group this session
- Performed incredible feat with skill

TASK DIFFICULTIES

Easy	10
Average	15
Difficult	20
Very Difficult	25
Nearly Impossible	30

HEALING RATES

Treatment-Pts./day	
First Aid	0.5
Medical Tech	1
Speedheal	+1
Enhanced	.
Antibodies	+1
Nanosurgeons	x2
(First Aid not cumulative with Med Tech)	

HOW LONG WILL IT TAKE?

Fix simple electronic device or gun	5 min
Fix complex electronic device	20 min
Fix a laser, taser, or maser	10 min
Fix a tire	5-6 min
Fix an engine	10-20 min
Rebuild an engine	2 days
Look for hidden object	2-5 min
Open simple mechanical lock	1-2 min
Open complex mechanical lock	5-10 min
Open simple electronic lock	3-4 min
Open complex electronic lock	5-10 min
Search a database	5-20 min
Design a cyberdeck	1-3 days
Put on a disguise	3 min
Decryption	100hrs/skill



MOVEMENT

Run: MAx3 for a singleround, times 3 again for full ten second turn.

Multiply MA by 2 to determine MPH

Leap: Single round run divided by 4 for vertical distance in feet, ten second run divided by 4 for horizontal distance in feet

TERRAIN MODIFIERS

Easy (street, plains)
No reduction
Rough (woods, sand)
1/2 MA
Very Rough (mud, snow)
1/4 MA

WEATHER MODIFIERS

Light rain, flurries
No reduction
Heavy rain, snow
1/2 MA
Blizzard
1/4 MA

AWARENESS MODIFIERS

Taret firing	+4
Target moving	+5
Target in cover	-10
Unit camouflaged	-5
Militech "Ghostsuit"	-4/-2, -1/10m
Gibson "Sneak Suit"	-4, -1/10m
Militech "Mirage Gear"	-2/-1, -1/10m
Cam-O-Skin	-1/20m
Target a normal sized Remote	-5
Target a small sized Remote	-10
Spotter in vehicle	-5
Spotter in AFV (total -10)	-5
Spotter doing something else	-10
Computer-assisted Optics	+5
Cyberlinked into vehicle	+2
Darkness	-3
Using IR, to find IR-baffled target	-5
Image Enhancement/Intensifiers	+2
Kiroshi MonoVision	+1
Revelation Cyberoptic	+1
Echolocation (total darkness)	-1
Nanooptical Upgrade(night vision)	+2
Tactile Boost (touch)	+2
Olfactory Boost (smell)	+2
Amplified Hearing	+1
Sound Editing(specific convers.)	+2

DIFFICULTY MODIFIERS

Complex repair	+2	Full-Spectrum Booster(+disease)..	+4
Very complex repair	+4	Anti-Plague Nanotech (disease) ...	+3
"It's never been done before"	+6	SWIMMING	
Don't have the right parts	+2	Web Foot	+3
Don't have the right tools	+3	Web Hand	+2
Unfamiliar tool, weapon, vehicle...	+4	COOL/WILL	
Under stress	+3	Life Scan Body Monitor	+1
Under attack	+3 to 4	Stress Chip (morale)	+1
Wounded	+2 to 6	Facedown Chip(Facedown rolls)...	+1
Drunk, drugged or tired	+4	INTERROGATION	
Hostile environment	+4	Voice Stress Analyser	+2
Lack of instructions for task	+2	Hand Held VSA	+1
Other characters "kibitzing"	+3	RESIST TORTURE/DRUGS	
Never performed task before	+1	Biomonitor	+2
Difficult acrobatics involved	+3	EMPATHY	
Very difficult acrobatics involved	+4	Stress Chip (human interaction)...	+1
Impossible acrobatics involved	+5	HUMAN PERCEPTION	
Information hidden,		Voice Stress Analyser	+2
secret, obscure	+3	Hand Held Voice Stress Analyser...	+1
Well-hidden clue, door, panel	+3	PERFORM	
Complex program	+3	AudioVox	+2
Very complex program	+5	Sound Optimization Sys	+1
Complex lock	+3	PERSUASION/ FAST TALK	
Very complex lock	+5	Tailored Pheromone-Gullible	+1
Target on guard or alerted	+3	Nymph Perfume	+2
Brightly lit area	+3	Forked Tongue (Audio-Vox)	+1
Insufficient light	+3	SEDUCTION	
Pitch blackness	+4	Nymph Perfume	+2
Secretive task under observation	+4	Forked Tongue (Audio-Vox)	+1
Add LUCK points	-1 to -10	Mr.Studd/Midnight Lady	+1
Manipulation with natural claws	+3	Maximum Lover Chip	+2
Cybercontrols	-2	Tailored Pheromone-Love	+1
Mag-Duct spots & cybercontrols	-1	INT	
Model 100 plugs & cybercontrols	+2	Cyber-PCX (skills)	+1
Excellent tools/ equipment	-1 to -2	Cyber-"E-Book" (skills)...	+2
Excellent conditions	-1 to -2	Tailored Pheromone-Confusion(1m)-1	
Rushing the task	+2	PhotoMem RAM Chip(remember)...	+2

STAT & SKILL MODIFIERS

ATTR

Bodycure (1d6 days)	+2
Autotanner (1d6 days)	+1
Royo Bodyfree Masks	+1/+2

PERSONAL GROOMING

Nano-Groomers	+2 to +4
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WARDROBE AND STYLE

Romanova Cyberlegs	+1
'Farinata' or 'Venedico' Tool Kit	+1
'Francesca' Techscanner	+1
Buchsterhude Tool Kit	+1
Very Good Quality Clothes	+1
Designer Quality Clothes	+2
Superchic Quality Clothes	+3

BODY

Pacesetter Heart	+1
Pacesetter 2000 Heart	+2
Adrenal/Endorphin Surge(3/24hr)...	+1

ENDURANCE

EnduroDrink (2 hours)	+1
Variable-Chambered Heart	+1
"Freezeban" Bioconstruct	+1
Hemological Replacement	+1

RESIST DRUG/POISON

Hemological Replacement	-1
T-Maxx Cyberliver (ingested)	+4
Nasal Filters (inhaled)	+4
Toxin Binders	+2
BoozeMaster (alcohol)	+1

Adrenal Booster (1d6+2 turns)...	+1
Boostmaster (need boosterware)...	+1
SuperSized Arm (with that arm)	-2
Enable Cyberlimb (with that limb)...	-1
ATHLETICS	
Gyro-Stabilizer	+1
0-G MANEUVER	
Gyro-Stabilizer	+1
CLIMB	
Grip Foot	+2
STEALTH	
Catspaw Stealth Foot	+1
Total Body Plating	-1

BASIC LOCATION CHART 1D10						
Location	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg
D10	1	2-4	5	6	7-8	9-0

EXPANDED LOCATION TABLE 1D6				
D6	HEAD	TORSO	ARM	LEG
1	Skull	Neckline	Shoulder	Hip
2	R/L Cheek/ Back of Skull	Chest/ Upper Back	Upper Arm	Thigh
3	R/L Eye R/L Ear	Sternum/ Spine	Elbow	Knee
4	Nose/ Back of Skull	Ribs	Forearm	Calf/ Shin
5	Mouth/ Back of Skull	Stomach/ Lower Back	Wrist	Ankle
6	Neck	Groin	Hand	Foot

If you hit a body location that is behind cover, do not re-roll, keep it and hope your weapon does enough damage to penetrate the cover, if not, tough luck. The GM may decide allowances are in order, but only within reason.

LIGHT	SERIOUS	CRITICAL	MORTAL 0	MORTAL 1
Stun - 0	Stun - 1	Stun - 2	Stun - 3	Stun - 4
MORTAL 2	MORTAL 3	MORTAL 4	MORTAL 5	MORTAL 6
Stun - 5	Stun - 6	Stun - 7	Stun - 8	Stun - 9

CRITICAL WOUNDS
10 points in an arm or leg means it cannot be used until medical attention is sought. Single wounds causing 10 or 11 points of damage to one area cause critical effects as follows:

10 points in the head requires an instant Mortal 4 save and in any case renders the victim into a coma lasting 2D10 days. A mortal 3 death save must be passed every day for the first half of this time. There is a 50% chance of brain damage. This is permanent and reduces INT by D6/2.

10 points in the torso, requires a single mortal 1 save, (death and stun) and needs a save each minute after the wound at one mortal level greater, (i.e. 2 then 3 then 4 then 5 etc...). This continues till the patient is stabilized, healed or dies....

10 points to any arm or leg will break it, immobilizing it so it cannot be used until it has been re-set, (this means it cannot be used for 1D10 weeks from when it is re-set).

Single wounds causing 12 or more points of damage will cause a mortal effect as described below:

12 points to the head, (after doubling), will kill the character outright. They automatically drop to death state 10 as their head is literally blown off!!!!

12 points to the torso, (14 for decentralized heart), will automatically put the victim at death state 1 regardless of wounds, this increases as per normal. This represents major internal organ damage.

12 points to any arm or leg will either mangle it or sever it completely. This means the victim must make a mortal 0 stun and death save, with another save one level more each turn, (i.e. mortal 1, then 2 then 3 etc...).

WOUND EFFECTS	
Light (1)	0
Serious (5)	-2 to all Actions/-1 Stun Saves
Critical (9)	-4 to all Actions/-2 Stun Saves
Mortal (13)	-6 to all Actions/-3 Stun Saves/-0 Death Saves
Mortal 1 (17) ...	-8 to all Actions/-4 Stun Saves/-1 Death Saves
Mortal 2 (21) ...	-10 to all Actions/-5 Stun Saves/-2 Death Saves
Mortal 3 (25) ...	-12 to all Actions/-6 Stun Saves/-3 Death Saves
Mortal 4 (29) ...	-14 to all Actions/-7 Stun Saves/-4 Death Saves
Mortal 5 (33) ...	-16 to all Actions/-8 Stun Saves/-5 Death Saves
Mortal 6 (37) ...	-18 to all Actions/-9 Stun Saves/-6 Death Saves

Degree	Damage	Progressive Effects	Per Location of Burn
1 st	Light	Redness and Pain	
2 nd	Medium	Blistering	
3 rd	Serious	Scarring (-1 ATTR) Epidermis burned away	
4 th	Critical	Severe Scarring (-2 ATTR) Ligaments and Tendons burned, (-2 to all physical actions with limb)	
5 th	Mortal 0	Hideous Scarring (-3 ATTR) Possible Limb Loss (Burned to Muscle Tissue)	
6 th	Mortal 1	Limb Loss or Death (burned down to bone)	

Source	Damage
Average Taser	1D6
Powerful Taser	2D6
Car Battery	2D6
Electrical Outlet	3D6
Transformer	4D6
Lightning Strike	6D6

FBC'S
Full conversion cyborgs take damage from electricity the same way a human does, as such their Stun Save still applies, unless shielded. The encumbrance penalty for additional layers on a cyborg applies fully.

STABILIZATION MODIFIERS	
Full Hospital & Surgery	+5
Trauma Team Ambulance.	+3
Life Suspension Tank	+3
Clinic.....	+2
Veterinary clinic	+2
Portable Intern Unit	+1
Blood Substitute	+1
First Aid Kit.....	+1
Full Field Trauma Kit.....	+2

HOLLYWOOD OVERACTING EFFECTS	
1	creams, windmills arms, falls
2	Crumples like a rag doll
3	Spins around in place, falls
4..	Clutches wound, staggers and falls
5	Stares stupidly at wound, then falls
6	Slumps to ground, moaning

INFECTION CHANCE TABLE SITUATION	SAVE MODIFIER
Untreated wound in a filthy environment	-5
Untreated wound in a Normal Environment	-3
Untreated Wound in a clean environment	-2
Untreated wound in a Sterile Environment	-1
Treated Wound in a Filthy Environment	-3
Treated Wound in a Normal Environment	-2
Treated Wound in a clean environment	0
Treated Wound in a Sterile Environment	+2
Wounded by Filthy object	-2
Wound is a burn	-3
Wound is from Laser	+1
Wound is left untreated	0
Wound is cleaned and dressed regularly	+3
Light Wound	0
Serious Wound	-1
Critical Wound	-2
Mortal Wound	-3

DC	Sample Target
15	Household name Corporation or Establishment Website
20	Low threat target (School or small business networks)
25	Personal computer IP's
30	Police, Govt. or Corporate networks
35+	Top Secret Corporate and Military servers and networks

Rnds Req.	INFILTRATION ACTIONS Sample Actions
1	Make a System Knowledge check, Delete a File, Copy a small file, take over an automated Process.
2	Copy or Edit a mid-sized file, plant a virus,
3	Edit a small Program
4	Copy or Edit a large file
5	Edit a medium program
6	Copy or Edit a Huge file
7	Edit a large program

DC	SampleTarget File or System
10	Computer Program (start menu)
15	Common File/Trash (desktop access)
20	Remote System (security door locks, automated machinery)
25	Buried Data File or Folder, Secured Remote Sytem
30	Hidden or Protected Data file or Folder,
35+	Top Secret Data, Bank Transaction Sytem, heavily protected automated system

COMPUTER INTRUSION
Hacker: INT + Programming Skill + Interface + Comp. Speed + 1D10 Vrs.
Target Computer: Comp. Speed + CPU + Protection (DWx3)USER:
INT + Awareness/Notice + Interface + 1D10 Vrs.
Hacker: INT + System Knowledge + Interface + 1D10

COMPUTER COMBAT
Attacker: INT + Programming Skill + Interface + Comp. Speed + 1D10 Vrs. User
Defender: INT + Programming Skill + Interface + Comp. Speed + 1D10 Or vrs. Cybermodem
Comp. Speed + CPU + Protection (DWx5) +1d10

VEHICULAR MANEUVER DIFFICULTY TABLE	
Difficulty Level:	DC Modifier (base 10)
Driving at Speed Limit	0
Driving over speed limit/safe driving speed	+1 per 5mph
No traffic	-1
Light traffic (1-6 vehicles)	+1
Medium Traffic	+2
Heavy Traffic	+3
Extreme Traffic	+4
Attempting a turn traveling faster than vehicles top speed for degree of turn. Usually involves a "drift" or "power slide" maneuver	+1 per 2mph over turn top speed
Driving in reverse	+1 per 5mph
Driving under fire	+4
Driver distracted (talking on hand held phone, eating)	+2
Recovering from loss of control (ignore 1 10mph increment for every +1 of maneuverability, if the vehicle has negative maneuverability, add a 10mph increment for every -1)	+1 per 10mph
Vehicle traveling faster than 80% of listed top speed	+3
Vehicle traveling more than 80 mph regardless of top speed (Add or reduce 10mph to the 80 for every bonus or minus to maneuverability a vehicle possesses.)	+3 every 20mph over 80 (round up)
Making a full deceleration	+1
Slamming on the brakes	+3
Doing something crazy, like attempting a jump, driving under a truck, driving in oncoming traffic or other insane stunt. (May be modified by circumstance at GM discretion)	+6
Recovering from a sideswipe or a ram from behind (either as attacker or target)	+2
Recovering from impact from side or behind greater than 10 degrees (either as attacker or target) (receives additional +1 for every 10 degrees up to 90)	+3
Driving with flat tire (non steering tire) (vehicles with more than 2 non steering tires reduce this penalty by half)	+2 difficulty (per flat tire)
Driving with flat tire (steering)	+3
Treaded vehicle	-3
Driving blind	+10
Extra actions w/ cybercontrols (Near Future+ settings only)	-1/action
DRIVING OFF-ROAD	
Fairly flat field	+2
Partially wooded, rocky, and/or hilly terrain	+4
Densely wooded, very rocky, and/or steep hills	+6
Flat, hard packed desert	0
Loose sand	+3
High dunes, drifting sands	+6
Off-road capable vehicles treat off-road conditions as having a 2 point lower modifier	
Treaded vehicles treat off-road conditions as having a 4 point lower modifier	

MPH to KM/H Simple Conversion
5 mph = ~10 km/h
10 mph = ~15 km/h
15 mph = ~25 km/h
20 mph = ~30 km/h
25 mph = ~40 km/h
30 mph = ~50 km/h
35 mph = ~55 km/h
40 mph = ~65 km/h
45 mph = ~70 km/h
50 mph = ~80 km/h
60 mph = ~100 km/h
70 mph = ~115 km/h
80 mph = ~130 km/h

TOP TURNING SPEED			
Radius	Top Speed	Radius	Top Speed
15 degree	70 mph	105 degree	10 mph
30 degree	60 mph	120 degree	0
45 degree	50 mph	135 degree	0
60 degree	40 mph	150 degree	0
75 degree	30 mph	165 degree	0
90 degree	20 mph	180 degree	0

Traffic Random Vehicle Generator:			
1D10	VEHICLE		
1-2	Motorcycle		
2-3	Compact Car, Midsize, Car Sedan,		
6	Luxury Vehicle, Sportscar		
7-8	SUV, Pickup Truck, or Minivan		
9	Large SUV, Van, or Light Truck		
10	Semi Truck or Large RV		
RANDOM TRAFFIC GENERATOR			
1d10	# OF VEHICLES		
1	Road Clear		
2-6	Light Traffic 1d6 Vehicles		
7-9	Medium Traffic 2d6 Vehicles		
10	Heavy Traffic 3d6 Vehicles		
Default is for Daytime, (normal hours 5-7AM, 9AM-3PM, and 6PM to 9PM)			
Rush Hour (7AM-9AM and 4PM-6PM) doubles the number of vehicles rolled			
Night time (9PM-12PM) 1/2 of the vehicles rolled (round down)			
Late night/early morning (12pm-5am) 1/3 of vehicles rolled, (round down)			
High population Area = x2 Vehicles rolled			
Rural Area = 1/2 vehicles rolled (round down)			
Desolate area (interstates between cities, extreme back roads, etc...) = 1/4 vehicles rolled (round down)			
Dirt Roads raise difficulty modifier level by 1			
Road in severe disrepair raise difficulty modifier level by 2			
Light rain, snow, = -10% of vehicles on road (round down), treat speed limit as if -10mph posted, increases difficulty modifier level by 1			
Heavy Rain, Snow, Ice, fog, and Sandstorm = -50% of vehicles on road (round down), treat speed limit as if half posted, and Difficulty Modifier level raises by 2			
For every 2 vehicles over 5 per lane in an increment, treat posted speed limit as being 10% lower in that lane			
Roll on the table above once for traffic moving in your direction, and again for the traffic in the oncoming lanes.			
The default is for a 4-lane road (2 lanes moving your direction, 2 lanes oncoming). For every additional lane add 1d6 vehicles,			
MPH over posted speed	re-roll times modified by speed	MPH over posted speed	re-roll times modified by speed
Posted speed	10 rounds (30 seconds)	+25 mph	5 rounds (15 seconds)
+5 mph	9 rounds (27 seconds)	+30 mph	4 rounds (12 seconds)
+10 mph	8 rounds (24 seconds)	+35 mph	3 rounds (9 seconds)
+15 mph	7 rounds (21 seconds)	+40 mph	2 rounds (6 seconds)
+ 20 mph	6 rounds (18 seconds)	+50 mph	1 rounds (3 seconds)
1D10	REACTION RESULT		
1	Driver panics, loses control of vehicle (roll on vehicle fumble table)		
2	Driver not paying attention, cannot react or evade		
3	Road Rage, driver purposely does whatever he can to hinder involved vehicle, 20% chance he will join chase		
4	Driver Speeds up		
5-6	Driver slows down		
7	Driver moves out of way violently, if driver is in outside lane he will move onto shoulder or sidewalk, if he is in inside lane he will move into oncoming traffic, if multiple lane, he will move into adjoining lane regardless of traffic.		
8	Driver slams on breaks		
9-10	Driver moves out of way easily		

RANDOM INTERSECTION TABLE	
1-2	Side streets have stop signs
3	You have stop sign
4-5	4-way stop sign
6-10	Stop light

For a stop light roll 1d6: 1-3 green, 4 yellow, 5-6 red (if yellow it will change to red in 1d6/3 rounds (3-6 seconds))

For every 15 seconds it takes you to reach the intersection, there is a 25% chance a light will change color.

RANDOM ROAD OCCURRENCES (roll once every ten increments of random traffic)	
1D100	RESULT
1-3	Driver ahead slams on brakes
4-10	Opening in traffic, Road clear ahead for 2 increments (comes in to play next increment)
11-20	Vehicles ahead of you are side by side and blocking you from passing
21-24	Opportunity for cinematic maneuver (ramp allowing for jump, vehicle with loose cargo, etc...) (Comes into play next increment)
25-29	As you move to pass a vehicle it suddenly swerves into your lane (18 difficulty to avoid)
30-35	Traffic closes behind you, hindering pursuit for 2 increments
36-38	Animal, person runs out into road ahead of you (18 difficulty to avoid)
39-42	Vacant lot, open field on side of road
43-45	Something falls from a vehicle in front of you (20 difficulty to avoid)
46-50	Emergency vehicle, lights and siren on, pulls onto road ahead of you, moves 20mph faster than posted speed limit, stays on road 2d10 rounds
51-55	Collision between one or more vehicles in front of you (23 to avoid)
56-60	Road ends in a T-Junction (if on rural road, road becomes dead end, if on interstate, ignore and re-roll)
61-65	Road Damage (large potholes, etc..)
65-72	Road changes size (even larger, odd smaller), Roll 1D6/2 to determine additional lane increase/decrease. Even numbers always result in the lanes distributed equally to both outbound and inbound lanes, if the roll is odd, the GM determines placement of the lane (if the road gets smaller and decreases to 1 lane, the road becomes 1-way).
73-78	Oil, Ice (15 difficulty to keep control, or glass, nails, debris, etc.. (10% chance of blowout))
79-84	Sharp Curve ahead, increases difficulty modifier by one level.
85-87	Driver from side street runs light or stop sign (24 difficulty to avoid)
88-93	Traffic Jam ahead, all traffic comes to a complete stop
94-96	Oncoming traffic suddenly swerves into lane (difficulty 26 to avoid)
97-100	Vehicle broken down in middle of the road

For every increment of random traffic rolled, there is a 10 percent chance of police presence

CONTROL LOSS / CRASH!	
Total up the amount by which you missed the Driving/Piloting roll, and apply below:	
1-5	Vehicle slews briefly out of control. Weapons fire at -5 this turn.
6-9	Vehicle slews out of control. All weapons fire at -10 this turn and next.
10+	Vehicle crashes. No weapons fire from this vehicle.

VEHICLE QUALITY RATING	
Breakdown chance is rolled once per day vehicle is used. There is ALWAYS at least a 1% chance of vehicle breakdown.	
For every 20% of SDP damage taken a vehicle drops one category and must make an immediate breakdown chance roll.	
Quality Rating	Chance of breakdown per day
Last Legs	20%
Used and Abused	15%
Normal	10%
Maintained	5%
Showroom Quality	1%

Other quality rating modifiers	
New vehicle (1 year old or less)	- 10%
Used (2-10 years old)	+5%
Well Used (11-20 years old)	+10%
Classic (21-30 years old)	+15%
Antique (31+ years old)	+20%
Standard Maintenance	0
Well Maintained	-5%
Lovingly Maintained by Top Grade Professional mechanics	-10%
No Maintenance	+10%

VEHICLE HIT LOCATION TABLE	
Civilian Ground Vehicle Location	
D10	
1	Tire track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4-6	Driver, crew, or passenger (unless otherwise noted glass is 4 SP / 2 SDP)
7-9	Vehicle body (Full SP/SDP)
10	Cargo
Military Ground Vehicle Location	
D10	
1	Tire/GE skirt/track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)
2-3	Engine (full SP/ x3SDP)
4	Driver or crew (unless otherwise noted glass is 4 SP / 2 SDP)
5	Subsystem.
6-8	Vehicle body (full SP/SDP)
9-10	Turret (body if not present) (turret is full SP / 1/3 SDP)
Aircraft Location	
D10	
1-2	Engine (full SP/ x3SDP)
3	Pilot or crew (unless otherwise noted glass is 5 SP / 3 SDP)
4-5	Wings/rotors/fans (unless otherwise noted 1/2 SP / full SDP)
6	Subsystem.
7-10	Vehicle body (full SP/SDP)

AERIAL VEHICLE TERRAIN		Diff
Open Sky		0
Hazardous (within 300m of ground)		+5
Very Hazardous (nape of Earth)		+10
AERIAL MANEUVERS		
Hard banks (up to 45°)		+3
46-90 degree banks		+5
Controlled skids (sideways drift)*		20
Emergency deceleration (x2 Dec rate)		+6
Bootlegger reverses (-1/2 speed)		+5
Rapid dives and climbs		+3
Loops (reverse direction) **		+2
Corkscrew**		20
*Can't be done by Fixed Wing Aircraft		
**Can't be done by non-fixed wing aircraft		
Jinking (reduce chance of being hit)	20	
Stress Take-off (under fire, danger)	10	
Stress Landing (under fire, danger)	15	
Rapid Direction Change	20-25	
Moving Pivot (hovers, AVs, helis)	15	
DOGFIGHTING		
Each contestant declares the maneuver they wish to make that turn and which particular target he's dogfighting. All contestants make appropriate skill tests. Count the difference between the skill roll and the difficulty and compare below, subtracting lower differences from higher:		
Difference	Result	
-10 or more	You can't get a shot	
-9 to -2	Only use turret weapons at -5	
-1 to +1	Shoot at normal WA	
+2 to +9	+3WA vs chosen target	
+10 or more	+5WA vs chosen target	

