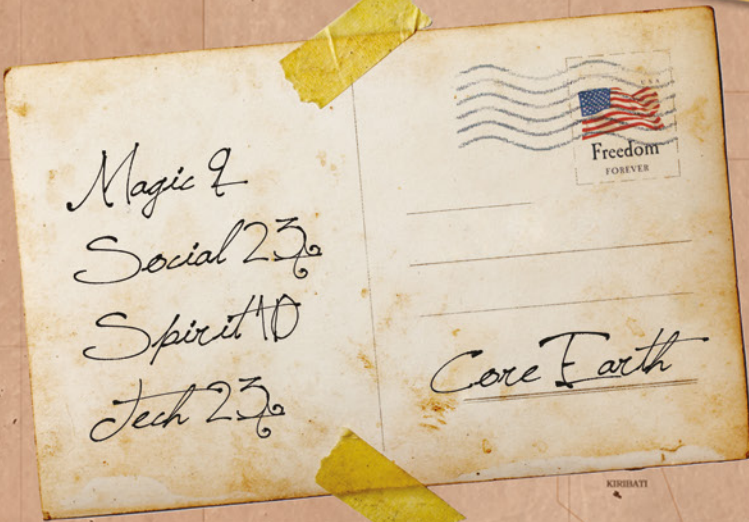




TORG ETERNITY



LAW OF GLORY

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

LAW OF THE UNDERDOG

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



RUSSIA



DIFFICULTY MODIFIERS

Modifier	Adjusted DN	Task Description
----------	-------------	------------------

+4	6	Very Easy
+2	8	Easy
–	10	Standard
–2	12	Challenging
–4	14	Hard
–6	16	Very Hard
–8	18	Heroic
–10	20	Near Impossible

SUCCESS LEVELS

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

DAMAGE RESULTS TABLE

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

...and so on

DARKNESS PENALTIES

Mod	Light
–2	Dim
–4	Dark
–6	Pitch Black

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

GRAPPLING

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

DILEMMAS

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

Bonus Chart

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

RANGE PENALTIES

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

SOAKING DAMAGE

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

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

DEFEAT

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

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

COVER VALUE CHART

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

AREA EFFECT TARGETS

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

RECONNECTION CHART

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

FALLING DAMAGE

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

CLIMBING DIFFICULTY NUMBERS

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

RAPID FIRE OPTIONS

Option	Bonus	Rounds per Target	Mal Range
Short Burst	+2	3	1–2
Long Burst	+4	7	1–3
Heavy Burst	+6	50	1

SPEED PENALTIES

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

COLLISIONS

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

LEAPING DISTANCE

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

*A running start doubles the distance.

COMBAT AND ACTION OPTIONS

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

TORG VALUE CHART

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