

Multiple Actions

- Every action beyond the first imposes a -1 step Skill penalty to all actions in a turn.
- Defensive actions apply to the next attack directed against you, even if it doesn't come until the next turn.
- Defensive actions added after your turn count against the total actions for the next turn.
- Penalty does not apply if the character does nothing but Movement.

General Combat

Innate Defense

Flat footed characters are Easy (Diff 3) targets. If you are aware of your attacker, you can make an unskilled Agility roll as your defense number. This counts as a Free Action, and you cannot Botch this roll.

Called Shot

A called shot is a determined single attack. Extra actions, bursts, or autofire cannot be called shots.

Sneak Attack

Anyone caught unaware is automatically an Easy (3) target.

Extraordinary Success (Critical Hits)

Crits in combat either bypass any body armor or inflict a special effect (attacker's choice) if the target fails an Average Endurance roll. Effect is based on damage type:

Stun: Shock points equal to the Stun damage inflicted.

Basic: Debilitating injury (broken limb, blind, deaf).

Wound: Suffer an additional d2 Wounds every ten minutes.

All-Out Attack/Defense

If all your actions in a turn are either attacking or defensive, you gain a +2 step Skill bonus to the rolls (multiple action penalties still apply). If you have actions carrying over from a previous turn, you cannot declare All-Out Defense.

Disarm

Make a melee attack at -2 skill steps or a ranged attack at -4 steps. If successful, target must make a Hard (11) Agi+WP test or drop the weapon.

Prone

Attacking while down incurs -2 skill steps. If you are lying flat, you have Light Cover.

Covering

You can delay your action on a turn to keep your weapon trained on a spot you think someone's gonna pop out of cover. As long as you hold your action, you can act out of the normal initiative as soon as your target appears.

Dead to Rights

If you've got someone Dead to Rights (such as a gun trained on his head or a knife at his throat) you get a free attack with +2 Skill Steps if they attempt any sort of action.

Melee Combat

Knockdown

Roll Agility+Unarmed (or Melee if attacking with a staff or a chain). If successful, make opposed Agi+Str rolls. If the attacker wins, the target is knocked Prone. If the attacker botches or the defender get an extraordinary success, the attacker is knocked Prone (or their weapon is dropped).

Feint

GM determines a roll based on the nature of feint (often Alert+Hand to Hand skill) against either Alertness or Int+Perception/Intuition. If successful, target may only use Innate Defense against next attack.

Grapple

Grab hold with Agi+Unarmed. Opponent must make Agi+Str

to break free. Each turn held, opponent is an Easy (3) target, you may choke or knock down.

Block/Parry (Melee Defense)

Counts as 1 Action. Roll Agi+an appropriate skill as the Difficulty on the opponent's attack. If you block a weapon while unarmed, the opponent automatically inflicts the weapon's damage on you (though damage from the attack may be mitigated).

Ranged Combat

Aim

Gain +1 skill step for each turn you spend doing nothing but aiming. Max +3 steps.

Range

+1 Skill step at Point Blank range (within 10feet), and suffer -2 Skill steps for each range increment beyond the first.

Obscured Vision (target more than 10feet away)

Dim Light, Thin Smoke, or Fog	+4 Difficulty
Dark, Thick Smoke	+8 Difficulty
Pitch Black or Blind	All potential targets make Easy Innate Defense: Lowest Fail gets hit.

Dodge (Ranged Defense)

Counts as 1 Action. Roll Agi+Athletics/Dodge as the Difficulty on the opponent's attack. Must be something nearby to dodge behind, and after dodging you end up in Cover. The skill penalty is based on the available cover:

Adjacent	arm's reach (~2 ft.)	none
Close	body's length (~6 ft.)	-1 step
Near	walking distance (~15 ft.)	-2 steps
Far	running distance (~30 ft.)	-3 steps

Cover

Cover applies in addition to any innate or active defense against ranged attacks.

Light Cover (half concealed)	+4
Medium Cover (mostly concealed)	+8
Heavy Cover (only head visible)	+12
Total Cover (only tiny part visible)	+16

Burst Fire

The attacker fires three bullets using one attack action against one target. The weapon's damage die advances by +2 step, but the attack roll is reduced by -1 Step due to recoil. Burst fire counts as one action, limited by the weapon's Rate of Fire. Called shots can't be bursts, and you can't benefit from aiming.

Autofire (Dedicated Single)

Autofire uses a number of bullets equal to half of the gun's ammo capacity. Visibility penalties (due to smoke, dim light, etc) are halved. You can't make called shots or aim when using autofire.

- If made against a single target, the difficulty increases by 2 (due to the recoil) but you gain a +4 Step to the attack.
- Spray autofire fills an area within range 5-10 feet wide. Make a single attack roll. Everyone in the area or who moves through the area until your next turn must make defense rolls or suffer the attack's damage. Plot points spent only affect a single target.

Cover Fire

To pin down the enemy. No damage, but they make Willpower + Discipline/Morale roll at a Difficulty equal to the attack roll result. If the target fails, he is pinned down, cannot move, and can only take defensive actions on his next turn. If target succeeds, he can act normally. Ammo expended is equal to the weapon's Rate of Fire. Autofire can be used to lay down suppressive fire in its area.