

Actions and Health

Multiple Actions

Each combat turn is 3 Half Actions and takes about 10 seconds

Second Wind

Once per day, make a Vitality or Willpower roll to gain that many stun back (minimum 1)

Heavily Wounded

When you have taken more than half of your total Wounds, you are heavily wounded and all tests are taken at [+2] Difficulty

Unconscious

When your Stun plus Wounds taken equal your total health levels, you must make an Endurance check each round (and [+1] Difficulty each thereafter) or go unconscious.

Death

When you have your Wounds filled, you must test Endurance once per minute (with a [+1] Difficulty each minute after) or die.

General Combat Conditions

Innate Defense

Flat footed characters are Easy [1] targets. If you are aware of your attacker, you can make a straight AGI roll to add to the difficulty. This is a Free Action; you cannot Botch.

Called Shot (Full Action)

Extra actions, bursts, or autofire cannot be called shots. Called shots may bypass armor or cover or have special results at the GM's discretion.

Target Size	Difficulty	Damage
Medium (Limb, Briefcase)	[+1]	-
Small (Hand, Head)	[+2]	+2 Dice
Precise (Eye, Padlock)	[+3]	+4 Dice

Sneak Attack

Anyone caught unaware is automatically an Easy [1] target. Any extra successes on a Stealth vs. Perception roll may be added to the attack.

Prone

Attacking while down incurs [+1] Difficulty. If you are lying flat, you have Light Cover. Standing up is a Half Action.

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 +4 Damage dice if they attempt any sort of action.

Wounds and Bleeding

Extra successes on Attack rolls are taken as Stun damage. If a target suffers Wounds during an attack, they roll Endurance (WP+Vitality), with the Difficulty equal to Wounds taken. If they fail, they begin to bleed and suffer 1 Wound every 10 minutes. If you take more than a half action in a round, roll Endurance or suffer 1 Wound. A Bleeding character can be stabilized with First Aid (Int+Medicine/First Aid) at a difficulty equal to the Wounds taken.

Melee Combat

Disarm (Half Action)

Make a melee attack at [+1] Difficulty versus target's Agi+WP. If you roll more extra successes, they drop their weapon.

Knockdown (Half Action)

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 (Half Action)

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 (Full Action)

Grab hold with Agi+Unarmed. Opponent must make Agi+Str to break free. Each turn held, opponent is an Easy [1] target, you may choke or knock down.

Block/Parry/Interrupt (Half Action)

Half Action. Roll Agi+an appropriate skill as the [+Difficulty] on any one action an opponent takes. If you block a weapon strike while unarmed, the opponent automatically inflicts the weapon's damage on you (though damage from the attack may be mitigated).

Knockout (Half Action)

After a Sneak Attack or Grapple, you may roll your Attack versus the target's Endurance (WP+Vit). If you succeed, the target is Unconscious.

Ranged Combat

Aim (Full Action)

Gain +1 Die (Max=Alertness) to the subsequent attack roll for each full action you spend doing nothing but aiming.

Range

+2 dice to Attacks made at Point Blank range (within 10feet)
+2 Difficulty beyond listed range (up to double)

Obscured Vision (target more than 10feet away)

Dim Light, Thin Smoke	[+1] Difficulty
Dark, Thick Smoke	[+2] Difficulty
Pitch Black or Blind	All potential targets make Innate Defense roll: Lowest Fail gets hit.

Dodge (Half 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 (Difficulty based on distance).

Adjacent	arm's reach (~2 ft.)	[1]
Close	body's length (~6 ft.)	[2]
Near	walking distance (~15 ft.)	[3]
Far	running distance (~30 ft.)	[4]

Cover

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

Light Cover (half concealed)	[+1]
Medium Cover (mostly concealed)	[+2]
Heavy Cover (only head visible)	[+3]
Total Cover (only tiny part visible)	[+4]

Burst Fire (Half Action)

The attacker fires three bullets using one attack action against one target. The weapon gains +2 Damage, but the attack roll is at +1 Difficulty due to recoil. Called shots can't be bursts, and you can't benefit from aiming.

Autofire (Full Action – no Called Shot or Aim)

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. Make a single attack roll, all in a 5-10 feet wide area or move through the area until your next turn suffer the attack's damage. Plot points spent only affect a single target.

Cover Fire (Full Action)

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.