

Actions and Health

Multiple Actions

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

Walk it Off

Once per day, make a WP+Endurance roll to gain back 1 Shock plus one more for each success.

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 Shock plus Wounds taken equal your total health levels, you must make a WP+Endurance check each round (and [+1] Difficulty each thereafter) or go Unconscious.

An Unconscious character can't take any actions and is automatically hit by any attack directed at them. An Unconscious character without any Stun points (below) can test WP+Endurance each round to wake up.

Stunned

If you receive Shock damage while Unconscious (or take Shock greater than your health), you start receiving Stun points. Unattended characters with Stun points are Unconscious for 1 hour. Each hour, they can make a VIT+Endurance test to remove 1 point. Medical attention makes it easier to remove Stun; any drug that removes Shock damage administered with an Intelligence+Medicine test removes Stun points in the same manner.

If you accumulate Stun equal to your total Health, you slip into a coma and require advanced medical attention to recover.

Death

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

General Combat

Called Shot

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

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

Sneak Attack

Attacking an unaware target reduces the difficulty by [-1] and the target is unable to take a defensive action against the attack.

Prone

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

Overwatch

If you are in Cover and have at least one action remaining, you can watch over a specific area and take a free shot against the first person to pop out of Cover, whether they're moving or popping out to take a shot at someone else, in which case their Cover goes down by [-1] difficulty. Overwatch lasts until you take your shot or take a different action.

Dead to Rights

If you can catch someone flat-footed and train a weapon on them without them having a weapon on you, you've got them Dead to Rights. If they take any sort of action you disagree with, you can immediately make a free attack against them at difficulty [0].

Wounds and Bleeding

Extra successes on Attack rolls are taken as Stun damage. Any time you take Wounds, you roll VIT+Endurance at a Difficulty equal to the Wounds taken. Fail it, and you start to Bleed, losing 1 Wound every 10min until someone patches you up.

Trying to do more than one action each round while bleeding means you roll VIT+Endurance or suffer another Wound that round.

Stabilize a Bleeding character with First Aid INT+Medicine(First Aid).

Melee Combat

Disarm

Make a melee attack versus target's DEX+Melee. If you roll more extra successes, they drop their weapon. If you get 2 or more successes than your opponent, you gain control of the weapon.

Feint

GM determines a roll based on the nature of feint against PER+Discipline. If successful, target may not defend the next attack.

Grapple

To get a hold of someone, roll DEX+Unarmed Combat. Once you have a hold, your opponent must spend an action and succeed a STR+Might or AGI+Unarmed to break free. While holding someone, you both are easy targets (Difficulty [1] to hit). While holding, neither you or your opponent can take actions other than holding or attempting to escape. Held opponents can be Human Shields (Light Cover).

Block/Parry/Interrupt (Defensive Action)

Roll DEX+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).

Tackle

As an action, you can rush your opponent and tackle them to the ground. You need at least 2m of run-up to attempt a Tackle. The attack roll is [+1] difficulty and inflicts Shock damage equal to your Strength{8}. Both combatants must make an DEX+Athletics[3] test or become Prone.

Throw

As an action, you can try to get a hold of someone and use their own momentum to throw them. Make a DEX+Unarmed(Martial Art) attack at [+1] difficulty. The target travels a number of meters equal to their STR. They automatically become Prone and suffer a Shock damage roll equal to your STR{8}, with {-1} for each 2 meters they fly (rounded down). If you manage to throw them into something nasty, the damage could increase even further, or even become Wound damage.

Ranged Combat

Aim (2 Actions)

Gain [-1] (Max=Perception) to the subsequent attack roll for each 2 actions you spend doing nothing but aiming.

Range

Attack difficulty is [+1] for each range increment beyond the first.

Obscured Vision (target more than 10feet away)

Dim Light, Thin Smoke	[+1] Difficulty
Dark, Thick Smoke	[+2] Difficulty
Pitch Black or Blind	[+3], Random potential target gets hit.

Dodge (Defensive Action)

Roll AGI+Athletics(Dodge) Each success you score on the roll cancels a success on the attack roll. 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.)	[0]
Close	body's length (~6 ft.)	[1]
Near	walking distance (~15 ft.)	[2]
Far	running distance (~30 ft.)	[3]

Cover

Cover applies in addition to any other 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

The attacker fires three bullets using one attack action against one target. [+1] on the attack. {-1} to the damage. No Called Shot or Aim.

Autofire (3 Actions)

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 at [+1], all in a 5-10 feet wide area or move through the area until your next turn must make a defensive action or suffer the attack's damage.

Suppressive Fire

To pin down the enemy. No damage, but they make WP+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.