

COMBAT (Non-Mecha)

A combat turn represents **five seconds** of highly intense dramatic action.

3 types of non-mecha combat which use different skills and can be defended by different skills

TYPE OF COMBAT	ATTACKING SKILL	DEFENDING SKILL
• Close quarters unarmed fighting -	Fighting	Fighting/Armed Fighting/Dodge
• Close quarters armed fighting -	Armed Fighting/Thrown Weapons	Armed Fighting/Dodge*
• Firefight -	Marksman/Support Weapons	Dodge

*fighting may be used to defend against armed fighting if defender has natural weapons.

1. Determine initiative

- 1 die + Reflex = Initiative
- Highest initiative goes first, acting in descending order

2. Declare Number of actions

- Multiple actions suffer a penalty

Multiple Action Penalty

#Actions	Penalty to each action
1	0
2	-2
3	-4

3. Make Combat Contests

- If firefight or thrown weapons – check range
- Make skill test using attacking skill (apply range modifier and/or multiple action penalty if appropriate)
- Defender makes skill test using defending skill
- If attacker's result is higher than defender attack is successful – proceed to Roll Damage phase. If attacker's roll is equal to or lower than defender's, attack fails.

Range Test Modifier

Range	Test Modifier
Short	+2
Mid	0
Long	-2
Extreme	-6

4. Roll Damage

- Damage depends on three factors
 - Degree of success achieved in combat contest
 - Type of weapon used
 - Strength (if using a hand weapon, bare hands or natural weapons)
- Calculate success based damage dice
- Add or subtract weapons based dice
- Add or subtract strength based dice (if appropriate)
- Roll total number of damage dice and add result of all dice – this is your total damage from the attack

Success Based Damage

Result greater than Defenders By	Damage Dice
1-5	1
6-10	2
11-15	3
16-20	4

5. Check Wounds

- If defender is wearing armour – make armour roll. Subtract total of armour roll from attacker Damage total.
- Apply remaining damage to defender's vitality wound scale.

Strength Based Damage

Strength	Modification
1-3	-1 Die
4-7	0
8-9	+1 Die
10-11	+2 Dice
12-13	+3 Dice
14-15	+4 Dice

6. Additional Actions

- Complete this process for all characters in descending order of initiative.
- Repeat each stage for all characters taking a second action.
- Repeat each stage for all characters taking a third action.
- Once all actions are complete, end the round. Begin new round at stage one – determine initiative.

Combat Actions

Aiming

- One action spent aiming = +4 bonus to next attack contest.
- Two actions spent aiming = +6 bonus to next attack contest.
- Aiming bonuses are lost if you have to defend yourself in any way between aiming and firing.

Automatic Weapons fire

Weapons capable of automatic fire have two listings in Shots (rate of fire) listing. The first is normal number of single aimed shots weapon is capable of per turn. The second is the automatic fire profile.

Auto fire profile has 3 characteristics – Target/Rate/Expenditure

- Target – Number of individual targets at which auto fire can be aimed within a 180 degree arc in front of user
- Rate - Number of bullets that will strike a target hit by auto fire (1-5 or 1-10).
- Expenditure – amount of ammo used in auto fire mode. If not enough ammo, must reload to auto fire.

1. An auto fire attack uses all a character's actions for the turn.
2. Make one attack contest which all targets will defend against with a -2 penalty.
3. Apply damage – roll the amount listed by the weapons rate (1/2 a die or 1 full die). This indicates the number of rounds the defender has been hit by.
4. Take normal damage (success based + weapon damage) and add the weapons base damage for each round **AFTER THE FIRST**, eg with a +1 weapon that hits with 5 rounds calculate success damage + 1 then add a further four damage dice.
5. The target is allowed only one armour roll to defend against total damage.
6. Determine damage separately for each target hit.

- It's a **FREE ACTION** to switch between fire modes.
- There is no test penalty for firing on three-round burst.
- If the attack is successful roll damage as normal (success + weapon DMG) and add the weapons base damage once more.

Suppressive Fire

- Make a normal attack roll – although do not target anyone.
- The first ten targets that want to move into the 180 degree arc in front of the firer within short range must defend against that attack or be struck as per a three round burst.

Blindfighting

- If conditions make sight difficult (light fog/dusk) = -2 penalty to actions that require sight.
- If conditions are truly obscuring (heavy smoke/darkness) = -4 penalty for actions that require sight.

Breaking Away

To break away from close quarters combat

- Roll one die
- 6-10 = Break away from combat
- The chances decrease by one for each opponent beyond the first, eg fighting 3 opponents = break away on 8-10.

Called Shots

Target Size	Test pen	DMG bonus
Med (Limb, Laptop)	-2	+1
Small (Head, Hand, Gun)	-4	+2
Tiny (Eye, Finger, Camera)	-8	+3

Cover

Cover is normally taken into account with normal defence skills. By spending an action taking cover a character can gain the following benefits

- Light cover gives a test penalty of -2 to those attacking you.
- Heavy cover gives a test penalty of -4 to those attacking you.

Critical Failures

- Defence – treat the defence roll as zero for determined damage based on success
- Attack – Lose the next two actions or one full turn, whichever is greater.

Entangling & Disarming

- If attack is entangling, resolve combat contest as usual.
- If attack is successful, combatants engage in a strength feat contest in addition to normal damage dealt.
- If attacker wins strength feat contest, target is now entangled.
- Target is robbed of 1 action for every 5 points attacker beat strength test by. Loss of actions is cumulative over turns.
- While entangled a character suffers a -4 test penalty to all physical actions.
- He can continue to defend against attacks even from the entangler as long as he has at least one action available to him in a turn.
- A character out of actions cannot defend himself, all attacks targeting him are treated as surprise attacks.
- Once entangled the attacker must spend one action to maintain it each turn. No further combat contests are needed.
- The entangler can choose to do no damage with an entangling attack and simply restrain.
- Entangling attacks also have the option to disarm a target.
- The attack is resolved the same, if the target loses the strength feat contest his is disarmed of one weapon instead of being entangled. This does no damage to the target.