

[1] Start with unmodified weapon skill and go to [2].

[2] Apply all environmental modifiers - for bad footing (B107), darkness (B92), etc - and go to [3].

[3] Apply all personal modifiers - for attacking on the move (B117), with your off hand (B13) or while using an unfamiliar weapon (B43); attacking with an All Out Attack or a Wild Swing (B105); attacking using a weapon in close combat (B111); and for your position (B203), shock from wounds (B126), etc - and go to [4].

[4] If the attack is a Wild Swing or a randomly-targeted blow (B109), go on to [5]; otherwise, skip to [6].

[5] Roll for hit location (B203 or CII53); go to [6].

[6] Apply all target modifiers - for cover (B118) and obstructing figures (B117), hit location (CII53), relative elevation (B123), size (B201), striking into a close combat (B114), etc. - and go to [7].

[7] If the attack is a ranged attack, go to [8]; otherwise, go immediately to [14].

[8] Apply all special ranged combat modifiers, including the Speed/Range modifier (B201) modified for both elevation and erratic movement (B117), and any applicable Rcl penalties (B119); and go on to [9].

[9] If this attack is opportunity fire taken while watching more than 1 hex (B118) or if it is a pop-up attack (B116), apply the appropriate penalty and go to [12]; otherwise, go to [10].

[10] Did you take at least 1 turn to aim (B116) or are you aiming successive groups from an automatic weapon (B121)? If so, go to [13]; otherwise go on to [11].

[11] Is your modified skill greater than the SS number of your weapon (B115)? If so, skip to [14]; otherwise continue on to [12].

[12] Apply a Snap Shot (B115) penalty of -4 (or less, for some UT weapons) and go directly to [14].

[13] Apply the Acc bonus of your weapon (B115), including any bonuses for high-tech sights or scopes (CII31), and an extra +1 per additional turn of aiming - or per additional group fired from an automatic weapon, if aiming successive groups - to a maximum additional +3. Add +1 more if you are *braced*. Now go on to [14].

[14] Roll against your modified skill to hit. This can be no greater than 9 if this attack is a Wild Swing or an attack against the wrong target (B114, B117, B119). Note the result. If the skill roll succeeds, go immediately to [21] (note that a group from an automatic weapon can hit with more than one bullet - see B120); otherwise, continue on to [15].

[15] Did the attack *critically* miss (B110)? If so, go on to [16]; otherwise, go to [17].

[16] Roll on the appropriate *Critical Miss Table* (B202) and note the result. Apply any immediate effects. If you dropped, broke, or disabled your weapon, go to [52]. If you hit yourself, you are now the target of your attack; go to [28] and assess the damage. Otherwise, go to [19].

[17] Did the attack miss by only one? If so, proceed to [18]; if not go to [19].

[18] If you were firing a group of three or more rounds from an automatic weapon (B120), a miss by 1 still hits with one round; go to [23]. If your target was a hit location that lists a "Miss by 1" result (CII53), you have hit this new location instead; again, proceed to [23]. Otherwise go to [19].

[19] Was the attack a missile weapon, or aimed into close combat? If so, proceed to [20]; if not, go to [52].

[20] Check to see if you have hit the wrong target. Start with the target nearest to you on a miss with a missile (B117), the first target *behind* your intended target on a missile attack that was *dodged* (B119), or with a random target if striking into a close combat (B114). Return to [1] and attack your new target. Your final modified skill cannot exceed 9.

[21] Did the attack *critically* hit (B109)? If so, go to [22]; otherwise, move on to [23].

[22] Roll on the appropriate *Critical Hit Table* (B202) and note the result - (note that this applies to *one* round in a group if firing an automatic weapon). Apply any immediate effects, then go immediately to [28].

[23] The target rolls his active defense, modified for his position (B203), stunning (B127), the angle of the attack (-2 from the side, B108, or above, B124), relative elevation (B123), retreating (B109), and for any feints (B105) or wounds (B126) that took place since his last turn. If the target did an All-Out Attack, or was attacked by surprise, he gets only his PD. Parries have their own unique modifiers (see modifiers sheet and B99). If the defense roll fails, go to [26]. Otherwise, go to [24].

[24] Did the target *critically* succeed on his active defense (non-ranged attacks only)? If so, go immediately to [16]. Otherwise, go on to [25].

[25] Was the target's active defense a Dodge? If so, go to [19]; otherwise, go to [52].

[26] Did the target *critically* fail on his active defense? If so, go to [27]. If not, go to [28].

[27] If the target Dodged, he falls down. If he Blocked, his shield is now unready. If he Parried, he goes to the *Critical Miss Table* (B202). Go to [28].

[28] A HIT! Roll the basic damage for your weapon (B73). A bullet, or a cutting or impaling weapon, can never do less than 1 hit of damage. Natural attacks and crushing attacks *can* do 0 damage. Go to [29].

[29] Modify the damage result for extra damage - from an All Out Attack (B105), the target's Vulnerability disads, etc- and multiply it by any multiplier that was given on the *Critical Hit Table*, or any multiplier for a special ammunition type (CII55) that applies *before* DR. Go to [30].

[30] If the attack is impaling, a bullet or any other attack that does not inflict *knockback* (B106), go to [33]; otherwise, continue on to [31].

[31] Apply 1 hex of *knockback* for every 8 points of damage you have rolled. If the target is knocked back at least 1 hex, go to [32]; otherwise, go on to [33].

[32] The target must roll versus DX or fall down. Continue on to [33].

[33] Apply any *armor divisors* - for armor-piercing bullets, shaped-charge rounds, monowire, etc.- to the target's DR at the hit location you have hit, using the DR that applies to the attack in question (e.g., Kevlar is less effective versus impaling attacks). Now go on to [34].

[34] Subtract the modified DR of step [33] from the damage rolled in step [29]; if the result is greater than 0, go immediately to [36]. If the result is *exactly* 0 (0 or less if you are attacking with a bullet), go immediately to [35]. In all other cases, go to [53].

[35] If your target is wearing flexible armor (like Kevlar), then for each 6 rolled on the damage dice, you inflict 1 hit of *blunt trauma* (B211). This is treated just like an ordinary crushing attack. If damage was inflicted, go immediately to [36]. If your target was the brain, head (including the nose or jaw) or vitals (including groin or kidneys), go immediately to [39]. Otherwise, go to [53].

[36] Multiply your damage by any *bonus damage* modifiers (B74) for your attack type - cutting or impaling weapons, special ammo types, etc. If the hit location you have hit specifies a damage multiplier for your attack type, use this *instead* (CII53). Go to [37].

[37] If the hit location that you have hit is subject to blow-through (B109, CII53) from your weapon type, reduce the damage to the appropriate blow-through limit and proceed to [38].

[38] Subtract the final damage from the target's hit points. The target will have a *shock* (B126) penalty equal to this final damage on all DX- based

and IQ-based skills next turn. Go to [39].

[39] Does the hit location in question have any special damage effects (see *Hit Locations*, CII53)? If so, go to [40]; otherwise, go to [41].

[40] Follow any special rules for special damage effects such as *stunning*, *knockout*, *crippling*, or *instant death*. See CII53 for the effects of hitting certain hit locations; see B126-127 for the definition of these terms. If the foe suffers *instant death* as a result, go to [56]; otherwise, go to [41].

[41] Was the damage inflicted greater than the target's HT/2? If so, go to [42]; otherwise, go to [44].

[42] The target is *stunned* (B127). He must roll versus HT to recover on his turn. Go to [43].

[43] The target must roll vs. HT or suffer *knockdown* (B127). Go to [44].

[44] If the target has 4 or more hit points left, go to [54]. If he has 3 or fewer hit points left, go to [45].

[45] The target now has half his usual Move and Dodge scores (B126). Go to [46].

[46] If your attack caused your target's hit points to fall to 0 or less, go to [47]. Otherwise, go to [48].

[47] The target must roll versus HT (plus or minus any Strong or Weak Will) or fall unconscious, and must roll again each turn until healed to above 0 hit points. See B126 for details. Go to [48].

[48] If your attack reduced the target's hit points to -HT or less, go to [49]; otherwise, go to [55].

[49] The target must roll vs. HT or die, once at -HT and once again for each further -5 points (B126). He need only do this once, ever, at each threshold. If he fails any of these HT rolls, go to [56]; otherwise, go to [50].

[50] If your attack reduced the target's hit points to -5xHT (B126), go to [56]. Otherwise, go to [51].

[51] The foe is critically injured. END.

[52] You have missed. END.

[53] The blow hits, but has no effect on the target. Unless you were attacking for the purpose of simply touching the foe (as a mage or psi may wish to)...END

[54] The foe is slightly injured. END.

[55] The foe is severely injured. END.

[56] The foe is dead. END.

<u>HT</u>	<u>Result</u>
3, 2, 1	1/2 Move/Dodge

□ 0	Each turn roll vs. HT +/- Strong/Weak Will. Success: act normally Failure: unconscious
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-HT, (-5)	Roll vs. HT (no Strong/Weak Will), first at -HT then at every further -5 thereafter. Success: act normally Failure: death
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-5 x HT Automatic Death

On any turn after you take damage your IQ/DX and all skills are reduced by that amount.

More than 1/2 HT in a Single Blow: you are stunned...roll vs. HT to remain standing.

Stunned: immediately all active defenses are at -4. On your next turn roll vs. HT. Success: act normally
Failure: no action, still -4 to active defenses

<u>Roll</u>	<u>Location</u>
3-4	Brain
5	Head
6	Far Arm
7	Hand
8	Near Arm
9-11	Torso
12	Far Leg
13-14	Near Leg
15-16	Foot
17-18	Vital Organs