

Manoeuvre	Movement	Facing (end)	Attack	Defense	Notes
Aim	min(½Move,2)	no change	See Aiming Table	normal, but lose Aim bonus	must keep target continually in sight
Change Position	0	any	none	normal	none
Step & Ready	1 hex	any	none	normal	also to pick up items
Step & Attack	1 hex	any	normal	normal	requires ready weapon to attack
All-Out Attack	½Move	no change	2 attacks, or 1 at +4, or 1 at +2 damage or feint & attack	Passive Defense only	none
Step & Feint	1 hex	any	Quick Contest vs max(weapon, shield or DX)	normal	foe has defense penalty next turn
Step & Concentrate	1 hex	any	none	any, but roll Will-3 or break concentration	magic or psionics only
Step & Wait	1 hex	any	normal	normal	if did not move, can move 1 hex forward & attack Also reflex action, Opportunity Fire and Stop Thrust
All-Out Defense	1 hex	any	none	max 2 different defenses per attack	max 2 parries per weapon and 2 blocks
Move	Move	≤½ Move: any side otherwise only 1 side	Wild Swing only	normal	Stand (may sprint), Crouch (+½ per hex), Kneel or Crawl (+2 per hex), Sit (no move), Lying (1 hex per turn)

Combat round checklist	
1) All check injuries	
2) Choose manoeuvre	
3) Resolve attack and damage	
4) Resolve defense and injury	
5) Record injury	

Location Mod
Brain -7
Head -5
Eyes -9
(thru slits) -10
Far arm -4
Hand (l/r) -4
Far hand -8
Near arm -2
Torso 0
Far leg -2
Near leg -2
Foot (l/r) -4
Vitals -3
Groin -3
Jaw -5
Kidneys -4
Nose -6
Throat -5

Ranged weapon attack = base skill + size mod + (range + speed) mod + other mods	
Size(m)/Range(m)/Speed(m/s)	1 1½ 2 3 4½ 7 10 15 20 30 45 70 100 150 200
+/- Modifier	2 1 0 1 2 3 4 5 6 7 8 9 10 11 12
Aiming time	Higher target Add 1m to range per metre higher
0 turns (Snap shot)	-4 if skill < weapon's SS
# of turns	1 2 3 ≥4
Modifier	+ACC +ACC+1 +ACC+2 +ACC+3
Moving	max +1, speed≤min(2, ½Move); not bow
Bracing	+1 if time is taken to aim
Long range	2x penalty if attacker is nearsighted
Opportunity fire	(see also Step & Wait)
Evaluate target before firing	-2
Hexes watched	1-2 3-4 5-6 7-10 >10 1-line
Modifier	-4 -5 -6 -7 -8 -5
Pop-up attack	-2 (and -4 for Snap Shot) is -6
Wrong target	worse of roll vs normal or 9
Shooting blind	worse of roll vs normal-10 or 9
Unfamiliar ...	Type of weapon -4
Weapon in bad repair	Weapon of known type/vehicle aiming system -2
Weapon as target	Small -5, Medium -4, Large -3
Target's position	
Prone behind minimum cover, head down	-7
Head and shoulders exposed	-4
Behind someone else	-4 per intervening figure
Body half-exposed	-3
Behind light cover	-2
Crouching, Kneeling or Sitting	-2
Crawling, Lying down	-4

Close Attack	Notes
Grapple	DX+3 vs DX. DX+6 vs DX if foe is lower
Grab weapon	DX vs DX, then ST vs ST next round
Grab weapon arm	DX vs DX, then ST vs ST next round
Attack with weapon	Requires CC weapon, Attack-2
Attack bare-handed	Eg. Punch, Bite (Cr/Thr-4), Kick (-1 Dam)
Takedown	Max(ST, DX or Judo) vs ST. -5 if on ground
Pin	ST vs ST. +1 per 5 kgs heavier. Foe must be on ground
Choke	ST vs HT
Break free	ST vs ST, vs ST+5 if pinned by 1 hand vs ST+10, once per 10 secs, if pinned by 2 hands

Close Move	Notes
Slam	1) DX vs DX to hit. Foe at -2 if hit from side or not standing. Automatic success if foe is hit from behind. 2) ST vs ST to fall. +/- 2 if move >1 hex towards foe +/- 2 for medium or large shield, +2 from behind foe.
Flying tackle	Attacker rolls vs DX, moves +1 hex, falls but has +2 in ST vs ST Defender can Dodge but if fails, has -2 in ST vs ST. Automatic grapple if ST vs ST success is ≥ 4.
Evade	DX vs DX. Evader at -5 if foe is standing, -2 if foe is kneeling, +2 from left or right of foe, +5 from behind foe, +5 if foe is lying down.

Type	Damage (subtract DR first)	Location	Damage multiplier
Crush	1x, 1½x (kidneys)	Brain	4x
Cut	1½x	Throat	1½xCrush, 2xCut, 2xImpale
Impale	1x (limbs), 2x (torso), 3x (vitals)	Vitals	Crush or impale attack only

Cause	Roll vs	Injury or Effect
Any injury	—	Shock
>HT/2 damage in 1 round	—	Stun
Stun	HT	Fall
Head or brain, any blow	HT	Unconscious
Head critical hit	—	Refer Critical Head Damage Table
Brain >HT/2 damage	—	Unconscious
Eyes >2HP damage	—	Stun. Impale or small missile hits brain As above and blind (Crippled)
Nose	HT-1, HT+4(if High Pain) or HT-Dam(if Low Pain)	Stun
Jaw	min(HT-2, HT-Dam)	Stun
Throat >HT/3 damage	—	Stun
>=HT edged damage	HT	Decapitation
Vitals, Crush >HT/2 damage	HT	Unconscious
Groin	HT-Damage	Stun
	HT, HT+5(if High Pain) or HT-2xDam(if Low Pain)	Knockout
Arm or leg >HT/2 damage	—	Stun & limb Crippled
Hand or foot >HT/3 damage	—	Stun & limb Crippled
HP <= 3	—	Move=Move/2
HP <= 0	HT +Strong Will or -Weak Will at start of turn	Unconscious
HP <= -HT & every 5 HP damage	HT at start of turn	Dead
HP <= -5xHT	—	Dead

Injury	Effects and Recovery
Shock	(IQ & DX) - Dam for NEXT turn. Recover at start of the following turn
Stun	Active Defense-4 THIS turn. Roll vs HT or IQ at start of next turn
Cripple	After battle, roll vs HT once. Recover(<=HT), Lasting(<=HT+3), Permanent otherwise. Add 5 to HT roll if Rapid Healing
Unconscious	Roll vs HT every 15 minutes if lost 2 or less HP Roll vs HT every hour if HP>0. Awaken in min(12,-HP) hours if 0>=HP>-HT Roll vs HT in 12 hours if HP <= -HT. Success -> Alive

Treatment	Effect
None (roll vs HT)	1HP per day. Add 5 to HT roll if Rapid Healing
First Aid	Requires 30min. Max(1,1d-3)HP, Critical(-2HP or HT)
Physician	+1HP per 1 week, Critical(-1HP or +2HP)