

COMBAT

ROLL FOR INITIATIVE: Agility + Alertness

The highest number goes first.

YOU'RE UP: Some things you could do

Shoot a bullet:	Agility + ranged weapon skill	Wait for opponent to dodge. Roll weapon damage
Throw a punch (melee):	Strength + unarmed combat skill	Wait for opponent to dodge. Roll weapon damage
Wield a sword or stick:	Strength + melee weapon skill	Wait for opponent to dodge. Roll weapon damage
Dance:	Agility + athletics/dodge + d6 for each attack	You can't attack others this combat round.
Seek cover:	Takes one action to find cover. Use modifier.	Use cover table. Note you cannot dodge when covered.
Called shot:	Agility + ranged weapon skill + modifier	Use called shot table to determine difficulty.
Aim:	Agility + ranged weapon skill + d4	Takes two actions.
Grapple or shove:	Agility + Strength to entangle or break.	While entangled, anyone can attack opponent via melee.
Non-combat action:	Use a computer, close a door, run away.	Use appropriate skill/attribute.

COVER

Add the first number to a basic agility roll to avoid attack.

Subtract the second number from your total attack roll to factor in cover penalty.

Light cover:	+4	-2
Medium cover:	+8	-4
Heavy cover:	+12	-6
Total cover	+16	-8

THEY'RE UP: Some things you could do

Avoid:	Agility (takes no actions)	A default move when in combat.
Dodge:	Agility + Athletics/dodge	Takes one action, but greatly lessens damage.
Block:	Agility + unarmed combat	Only melee attacks can be blocked.

CALLED SHOT

Limb: -d2 attack penalty
+ d2 damage. Check attack role v. endurance (vitality+willpower) to avoid incapacitation.

Vital area: -d4 attack penalty
+ d4 damage. Check attack role v. endurance to avoid stun.

Miniscule area: -d6 penalty
+ d6 damage. Check attack role v. endurance to avoid special injury.

WHEN YOU GET HURT:

Total up basic damage:	Subtract your dodge roll from opponent's attack roll. Place half of the total into stun damage and half into wound damage.
Total up weapon damage:	Add total to wound damage.
Tally armor modification:	Subtract armor modification from wound damage. Convert rest of wound to stun.