

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
Throw a punch (melee):	Strength + unarmed combat skill
Wield a sword or stick:	Strength + melee weapon skill
Dance:	Agility + athletics/dodge + d6 for each attack
Seek cover:	Takes one action to find cover. Use modifier.
Called shot:	Agility + ranged weapon skill + modifier
Aim:	Agility + ranged weapon skill +d4
Grapple or shove:	Agility + Strength to entangle or break.
Non-combat action:	Use a computer, close a door, run away.

Wait for opponent to dodge. Roll weapon damage
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You can't attack others this combat round.
Use cover table. Note you cannot dodge when covered.

Use called shot table to determine difficulty.
Takes two actions.
While entangled, anyone can attack opponent via melee.
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)
Dodge:	Agility + Athletics/dodge
Block:	Agility + unarmed combat

A default move when in combat.
Takes one action, but greatly lessens damage.
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.

Minuscule 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.