

ACTIONS

- » Move up to your full Movement (MA x3m)
- » Attempt a Ranged or Melee attack
- » Dodge or Parry a Melee attack
- » Escape a Hold or trap
- » Aim (maximum of 3 turns)
- » Reload or change weapons
- » Mount or dismount from a vehicle
- » Repair or give Medical Aid
- » Perform a non-combat task

WEAPON RANGES

Handguns	50m
Submachineguns	150m
Shotguns	50m
Rifles	400m
Throwing	10m x BOD (-10m/kg. > 1)

TO HIT NUMBERS

Point Blank (Touching to 1m)	10
Close (1/4 Long range)	15
Medium (1/2 Long range)	20
Long (Full range)	25
Extreme (2x Long range)	30

ATTACK MODIFIERS

Target immobile	+4
Target dodging (melee only)	-2
Moving Target REF > 10	-3
Moving Target REF > 12	-4
Moving Target REF > 14	-5
Fast draw/Snapshot	-3
Ambush	+5
Aimed shot at body location	-4
Ricochet or indirect fire	-5
Blinded by light or dust	-3
Target silhouetted	+2
Turning to face target	-2
Using two weapons	-3 on both
Firing while running	-3
Firing shoulder arm from hip	-2
Turret mounted weapon	+2
Vehicle mounted, no turret	-4
Large target	+4
Small target	-4
Tiny target	-6
Aiming	(+1 each round, up to 3 rounds)
Laser Sight	+1
Telescopic Sight	+2 Ext, + 1 Med
Targeting scope	+1
Smartgun	+2
Smartgoggles	+2
Three Round Burst (Close/Medium only)	+3
Full Auto, Close	+1 for every 10 rnds
Full Auto, all other	-1 for every 10 rnds

LOS & COVER

Condition	Modifier
Target silhouetted	+2
Target crouched/kneeling	-1
Target prone	-2
Half body visible	-2
Head and shoulders only visible	-3
Blinded by light or dust	-3
Head only	-4
Behind someone else	-4

RANGE TARGET MOD.

Condition	Modifier
Aimed shot at vitals	-6
Aimed shot at head, hands, feet	-4
Aimed shot at stomach	-3
Aimed shot at arms, thighs	-2
Aimed shot at chest	-1

COMBAT FUMBLES

1D10 Effect

- 1-4 No fumble. You just screw up.
- 5 You drop your weapon.
- 6 Weapon discharges or strikes something harmless.
- 7 Weapon jams or imbeds itself in the ground for one turn.
- 8 You manage to wound yourself.
- 9-10 You wound a member of your party.

COMMON COVER SPS

Sheetrock Wall	5
Stone Wall	30
Tree, Phone Pole	30
Brick Wall	25
Concrete Block Wall	10
Wood Door	5
Heavy Wood Door	15
Steel Door	20
Concrete Utility Pole	35
Data TermTM	25
Car Body, Door	10
Armored Car Body	40
AV-4 Body	40
Engine Block	35
Mailbox	25
Hydrant	35
Curb	25

ARMOR SP

Type of Armor	SP*	EV†
Cloth, leather√	0	+0
Heavy Leather	4	+0
Kevlar T-Shirt, Vest√	10	+0
Steel helmet	14	+0
Light Armor jacket√	14	+0
Med Armor jacket	18	+1
Flack vest√	20	+1
Flack Pants√	20	+1
Nylon Helmet	20	+0
Heavy Armor jacket	20	+2
Doors Gunner's Vest	25	+3
MetaGear™	25	+2

*AP rounds: treat Armor as if half SP

√ Edged weapons treat SP as half

† (EV) Encumbrance Values should be added together and subtracted from character's total REF Stat.

DRUGS & POISONS

Type	Effect	Damage
Hallucinogen	Confusion	-4 INT
Nausea	Illness	-4 REF
Teargas	Tearing	-2 REF
Sleep Drugs	Sleep†	None
Biotoxin I	Death	4D6
Biototoxin II	Death	8D6
Nerve Gas	Death	8D10

†Half effect is drowsiness, -2 to all stats.



GRENADE SCATTER

	10	
7	8	9
5	Target	6
2	3	4
	1	

If Grenade misses roll d10 for scatter, then 1d10 for distance.

AREA EFFECT TABLE

Type	Area
Grenades	5m
Molotovs	2m /liter
Flamethrower	2m
Cyberlimb flamethrower	1m
Mine	2m
Claymore	6m line from center of explosion
C-6	5m/kg
RPG	4m
Missile	6m
Shotgun (Close)	1m
Shotgun (Med)	2m
Shotgun (Long/Ext)	3m
Micromissile	2m each

MICROWAVE EFFECTS

- 1 Cyberoptics short for 1D6 turns
- 2 Neural pulse! If character has interface plugs, reflex boosts or other hardwiring, REF stat reduced by 1D6/2 until repaired.
- 3 Cyberaudio shorts for 1 06 turns.
- 4 Cyberlimb malfunction: lose all use of cyberlimb for 1010 turns. Roll 1D6 for limb, rerolling if no limb present
 - 1-2 Right Arm
 - 3 Left Leg
 - 4 Right leg
 - 5-6 Left Arm
- 5 Total Neural breakdown! Character reduced to twitching, epileptic fit for 1D6/3 turns.
- 6 No Effect.

MOVEMENT

Characters can move up to their MA in meters and do other actions with no penalty, or move 3 x MA in meters and do nothing else. Multiply MA or Run by 2mph to get mph speeds. Movement speeds are modified by terrain and weather:

TERRAIN	MODIFIERS
Easy (sidewalk, plains)	No reduction
Rough (wooded, sand)	1/2 MA
Very Rough (marsh, snow)	1/4 MA
WEATHER	MODIFIERS
Light rain, flurries	No reduction
Steady rain, heavy snow	1/2 MA
Blizzard	1/4 MA

ATHLETIC FUMBLES

1D10 Effect

- 1-4 No fumble. Make an idiot of yourself.
 5-7 Fail miserably. 1 point of damage (sprain, fall), make a Stun Save.
 8-10 Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.

OVERACTED DEATHS

1D6	Effect
1	Screams, windmills arms, falls
2	Crumples like a rag doll
3	Spins around in place, falls
4	Clutches wound, staggers and falls
5	Stares stupidly at wound, then falls
6	Slumps to ground, moaning

H2H COMBAT MODIFIERS

Condition	Modifier
Target dodging	-2
Blinded by light or dust	-3
Dodgeball (after 30 sec)	+1
Extra twist joint (grapple & escape)	+2
Double-Jointed (grapple, escape, hold)	+1
360 Rotating Joints (escape)	+1
Half body visible	-1
Head and shoulders only visible	-1
Head only visible	-2
Behind someone else	-2

ADD TO DAMAGE

Strength	Add to Damage
Very Weak	-2
Weak	-1
Average	+0
Strong	+1
Very Strong	+2
Body Type 11-12	+4
Body Type 13-14	+6
Body Type 15+	+8

BODY TYPE MOD.

2 (Very Weak)	-0
3-4 (Weak)	-1
5-7 (Average)	-2
8-9 (Strong)	-3
10 (Very Strong)	-4
11+ (Superhuman)	-5

H2H OPT. MODIFIERS

Condition	Modifier
Aimed strike at vitals	-3
Aimed strike at head, hands, feet	-2
Aimed strike at stomach, arms, etc	-1
Tiny target (bullseye, 1-3")	-3
Small target (1ft or smaller)	-2
Improvised weapon	-2

CYBERWEAPON DAM.

Weapon	Damage
Scratchers	1D6 / 2
Fangs	1D6 / 3
Rippers	1D6+3 (AP^)
Wolvers	3D6 (AP^)
Big Knucks	1D6+2
Slice n' Dice	2D6 (mono)
Cybersnake	1D6
Hammerhand	1D10
Buzzhand	2D6+2
Spikehand	1D6+3 AP
Talon Foot	1D6
Spike Heel	2D6 AP
Flamethrower	2D6 (1 D6/2†)
Micro Missile	4D6ea
Capacitor Laser	3D6
Cyber Strike	1, 2* or 3D6**
Cyber Kick, Crush	2, 4* or 6D6**

**with hydraulic rams

† secondary damage 3 rounds

*thickened myomar

^ knife AP

MARTIAL ARTS FORMS & SPECIALIZATION BONUSES

Style	Strike	Punch	Kick	Disarm	Sweep	Block	Dodge	Grapple	Throw	Hold	Choke	Escape	Ram
Damage Bonuses	*	*	*	%	\$	@	@	%	*	\$	*	@	*
Aikido (3)	-	-	-	+3	+3	+4	+3	+2	+3	+2	+1	+2	-
Animal Kung Fu (3)	+2	+2	+2	+1	+1	+2	-	-	-	-	-	-	-
Arasaka-Te (1)	+1	+1	+1	-	-	+1	+1	+1	+1	+1	+2	+1	-
Boxing (1)	-	+3	-	-	+3	+1	-	-	-	-	-	-	-
Capoeira (3)	-	+1	+2	-	+3	+2	+2	-	-	-	-	-	-
Choi Li Fut (3)	+2	+2	+2	+1	+2	+2	+1	+1	+1	-	-	-	-
Gun-Fu (3)	-	-	-	-	+3	+2	+4	+4	-	-	-	+2	-
Jeet Kun Do (3)	+3	+3	+2	+1	+1	+2	-	-	-	-	-	-	-
Judo (1)	-	-	-	-	+2	-	+1	+2	+3	+2	+1	+2	-
Jujitsu (2)	-	-	-	-	+2	+3	+2	-	+2	+4	+3	-	-
Karate (2)	-	+2	+2	+1	-	+2	-	-	-	-	-	-	-
Koppo (4)	-	+4	+2	-	+3	+3	-	+2	-	+2	+1	+2	-
Ninjutsu (5)	+3	+3	+1	+2	+2	+1	+2	+1	+1	+1	+1	+1	-
PanzerFaust (5)~	-	+3	+3	-	+1	-	+3	+3	+1	-	-	+4	+3
Sambo (3)	+2	+2	+2	+2	+2	-	-	+2	+3	+2	-	+2	-
Savate (2)	-	-	+4	-	-	+1	+1	-	-	-	-	-	-
Sumo (3)	-	+2	-	-	+2	-	+2	+2	+3	+1	-	+1	+4
Tae Kwon Do (3)	-	+3	+3	-	+2	+2	+1	-	-	-	-	-	-
Tai Chi Chuan (4)	+2	+2	+1	+1	-	+2	+1	+1	-	-	-	-	-
Te (3)	+2	+2	+1	+	+2	-	+1	-	-	-	-	-	-
Thai Kick Boxing (4)	-	+3	+4	-	-	+2	-	+1	-	-	-	-	-
Thamoc (2)	+1	-	-	+4vs	+1	+1	+2	+1	-	-	-	+2	-
Thrash Boxing (3)	+1	+2	+3	-	+3	-	+1	-	+1	-	-	+2	-
Wing Chung (3)	-	+4	+2	-	+1	+3	+1	-	-	+2	-	-	-
Wrestling (1)	-	-	-	-	+2	-	-	+4	+3	+4	+2	+4	-

* Key Attacks have Damage Bonuses.

% Damage Bonus is never applied; a move that doesn't inflict damage.

~ Full 'borg only martial art. Damage bonus is 1.5x PanzerFaust level.

\$

Damage Bonus doesn't usually apply, but Key Variant inflicts damage.

@

Martial Artists can subtract their Bonus from damage received.

Leaping attacks receive +1D6/3m of leap. The attack is AP (SP 1/2, damage penetrating hard SP is normal).