

| BODY TYPE MODIFIER (BTM) | |
|--------------------------|-------------|
| BODY | LESS DAMAGE |
| VERY WEAK [2] | 0 |
| WEAK [3-4] | -1 |
| AVERAGE [5-7] | -2 |
| STRONG [8-9] | -3 |
| VERY STRONG [0] | -4 |

| BODY TYPE DAMAGE MODIFIER | |
|---------------------------|----------|
| STRENGTH | MODIFIER |
| VERY WEAK | -2 |
| WEAK | -1 |
| AVERAGE | 0 |
| STRONG | +1 |
| VERY STRONG | +2 |

| ATTACK MODIFIERS | |
|----------------------------|------|
| AVERAGE WEAPON RANGES | |
| HANDGUNS | 50m |
| SUBMACHINE GUNS | 150m |
| RIFLES | 400m |
| SHOTGUNS | 50m |
| RANGED MELEE | 4xMA |
| RANGE MODIFIERS | |
| POINT BLANK [0.5m-CONTACT] | +10 |
| CLOSE [0.25 FULL RANGE] | +0 |
| MEDIUM [0.5 FULL RANGE] | -1 |
| LONG [FULL RANGE] | -2 |

| ENVIRONMENTAL MODIFIERS | |
|---|----------------|
| AIMED SHOT | -3 |
| PARTIAL BLIND [DUST/GLARE] | -3 |
| PARTIAL COVER | -3 |
| FIRING WHILE RUNNING | -3 |
| SNAPSHOT | -2 |
| TURNING TO FACE TARGET | -2 |
| TINY TARGET [< .10m] | -2 |
| NON-BULLPUP FROM HIP | -2 |
| SMALL TARGET [< 0.25m] | -1 |
| FULL AUTO [CLOSE RANGE OR LESS] | -1 per 10 rnds |
| USING TWO WEAPONS | SEE RULES |
| MULTIPLE TARGETS | SEE RULES |
| AMBUSH | +5 |
| LARGE TARGET [> 2m] | +2 |
| TARGET SILHOUETTED | +2 |
| TARGET PARTIAL BLIND | +2 |
| THREE ROUND BURST [CLOSE RANGE OR LESS] | +1 |
| AIMING [3 TURNS MAX] | +1 EA. TURN |
| FULL AUTO [CLOSE RANGE OR LESS] | +1 per 10 rnds |

| TASK DIFFICULTIES | |
|-------------------------|-----------|
| DIFFICULTY [±MODIFIERS] | BASE ROLL |
| EASY | 10 |
| AVERAGE | 15 |
| DIFFICULT | 20 |
| VERY DIFFICULT | 25 |
| VIRTUALLY IMPOSSIBLE | 30 |

| DIFFICULTY MODIFIERS | |
|-----------------------------|----|
| COMPLEX REPAIR | +2 |
| VERY COMPLEX REPAIR | +4 |
| NEVER BEEN DONE | +6 |
| INCORRECT PARTS | +3 |
| INCORRECT TOOLS | +4 |
| UNFAMILIAR TASK | +2 |
| UNDER STRESS | +3 |
| UNDER ATTACK | +5 |
| WOUNDED [PER WOUND LVL] | +2 |
| DRUNK/DRUGGED/TIRED | +4 |
| HOSTILE ENVIRONMENT | +4 |
| VERY HOSTILE ENVIRONMENT | +6 |
| DIFFICULT ACROBATICS | +3 |
| VERY DIFFICULT ACROBATICS | +4 |
| VIRT. IMPOSSIBLE ACROBATICS | +6 |
| INFO HIDDEN/OBSCURE | +3 |
| WELL-HIDDEN/SECRET PANEL | +3 |
| TARGET ON GUARD/ALERT | +3 |
| WRONG LIGHTING | +2 |
| PITCH BLACK | +3 |
| PERFORMING UNDER WATCH | +4 |

HARDWARE SCANNING

| | |
|---|----------------|
| BASE CHANCE [1d100] | 70% |
| SCANNER QUALITY | MOD |
| POOR [CLUBS] | -20% |
| AVERAGE [SCHOOLS] | - |
| GOOD [CORPS, GOV] | +10% |
| EXCELLENT [HIGH-SECURITY] | +20% |
| MANNED SCANNER [TRAINED OPERATOR] | +[INT+NOTICE]% |
| WEAPON SCANNER [SCAN FOR METAL + SHAPE] | MOD |
| P CONCEALABILITY | +10% |
| J CONCEALABILITY | +20% |
| L CONCEALABILITY | +30% |
| N CONCEALABILITY | +40% |
| 10 rnds METAL CASED AMM. | +10% |
| LOW METAL CONTENT | -10% |
| NO METAL CONTENT | -20% |
| CHEM SCANNER [SCAN FOR EXPLOSIVE OR CORROSIVE CHEMICALS] | MOD |
| CLIP EXPL./INCIND. AMMO | +10% |
| PER GRENADE | +10% |
| PER 30g NON-PLASTIQUE EXPL. | +10% |
| PER 100g PLASTIQUE EXPL. | +10% |
| PER DOSE TOXIN/GAS | +20% |
| AIR-TIGHT CASING | -20% |
| DECOY SCENTING | -10% |

| BASIC FUMBLES | | |
|------------------------------------|---|---|
| SKILL STAT | ROLL | RESULT |
| REFLEX [COMBAT] | 1-4 | NO FUMBLE; YOU JUST BLEW IT ROYALLY |
| | 5 | DROPPED THE WEAPON |
| | 6 | DISCHARGED WEAPON WITH HARMLESS CONSEQUENCES |
| | 7 | JAMB OR COMPLICATION [1 ROUND] |
| | 8 | YOU NAILED YOURSELF! ROLL FOR LOCATION/DAMAGE |
| 9-0 | YOU NAILED ONE OF YOUR OWN PEOPLE; GOOD ONE | |
| REFLEX [ATHLETICS] | 1-4 | NO FUMBLE; YOU JUST LOOKED STUPID TRYING |
| | 5-7 | YOU WRENCHED SOMETHING: SAVE VS. STUN +1pt DAMAGE |
| | 8-0 | YOU ARE A DANGER TO YOURSELF: SAVE VS. STUN -1 +1d6 DAMAGE |
| TECH [REPAIR/ CREATE] | 1-4 | NO FUMBLE; BUT YOU MADE A MESS OF IT |
| | 5-7 | YOU FAILED AND DAMGED IT OR YOUR TOOLS TRY AGAIN [+5 DIFFICULTY] |
| | 8-0 | YOU NOT ONLY FAILED, BUT COMPLETELY DESTROYED IT! |
| EMP [MANIPULATION] | 1-4 | NO FUMBLE; THEY REMAIN UNCONVINCED |
| | 5-6 | YOU PUT THEM ON EDGE/ SUSPICIOUS [-4 ON ANY FURTHER ATTEMPTS TO MANIPULATE THEM] |
| | 7-0 | YOU OFFENDED/ VIOLATED/ PUSHED BUTTONS TO SUCH A DEGREE THAT THEY ARE DIAMETRICALLY OPPOSED TO EVERYTHING YOU'RE SAYING NOW. IN FACT, THERE'S A 40% CHANCE THEY WILL CAUSE YOU HARM OR DIFFICULTY |
| INT [NOTICE, ANALYZE, ETC.] | 1-4 | NO FUMBLE; YOU DON'T ACTUALLY KNOW YOU FAILED, AND CONTINUE ON IN OBLIVIOUS CONTENTMENT AT A JOB SEEMINGLY WELL DONE |
| | 5-7 | YOU ARE BROADCASTING YOUR IGNORANCE. TARGETS MAKE A NOTICE CHECK AT +2 JUST TO SEE IF THEY ACTUALLY BECOME AWARE OF HOW MUCH YOU THINK YOU KNOW SOMETHING ABOUT SOMETHING YOU KNOW NOTHING ABOUT |
| | 8-0 | EVERYONE AROUND YOU BECOMES PAINFULLY AWARE OF HOW LITTLE YOU KNOW, AND EVEN MORESO HOW OBLIVIOUS YOU ARE TO IT. RETREAT! |

■ TO DETERMINE GRENADE LOCATION: 1D10

■ IF GAS WEAPON, TO DETERMINE DIRECTION OF AIR CURRENT: 1D10 PER ROUND

GRENADE TABLE

| COMMON AREA EFFECTS | |
|---------------------|------------------|
| TYPE | AREA (dia. in m) |
| GRENADE | 5 |
| MOLOTOV | 2/liter |
| FLAMETHROWER | 2 |
| MINE | 1-5 |
| CLAYMORE | 6 |
| C-4/C-6 | 5/kg |
| RPG | 4 |
| MISSILE | 6-10 |
| SHOTGUN | 1-3(per range) |

| HUMAN SHIELD ARMOR CALCS | |
|--------------------------|--------|
| DIFF. OF SPs | BONUS# |
| 0-4 | 5 |
| 5-8 | 4 |
| 9-14 | 3 |
| 15-20 | 2 |
| 21-26 | 1 |
| 27+ | 0 |

KEY:
UNARMORED SHIELD SP: BTM
ARMORED SHIELD SP: [LARGER VALUE
BTWN ARMOR & BTM] + BONUS
SDP: 4xBODY

| EXPLOSIVE MODIFIERS | | |
|---------------------|------|--------------|
| UNITS | xDAM | RADIUS BANDS |
| 1 | 1.0 | 1 |
| 2 | 1.5 | 1 |
| 3 | 2.0 | 2 |
| 5 | 2.5 | 2 |
| 8 | 3.0 | 3 |
| 10 | 3.5 | 3 |
| 12 | 4.0 | 4 |
| 17 | 4.5 | 4 |
| 21 | 5.0 | 5 |
| 27 | 5.5 | 5 |
| 33 | 6.0 | 6 |
| 37 | 6.5 | 6 |
| 41+ | 7.0 | 7 |

| RADIATION SICKNESS | |
|--------------------|--|
| DOSE | EFFECT |
| 60-70R | TREATABLE LYMPHATIC CANCERS |
| 71-80R | MUTATION, REPRODUCTIVE DAMAGE, SERIOUS CANCERS |
| 81-90R | INOPERABLE CANCERS, BONE DEGENERATION |
| 91-100R | SKIN PEELING, FATAL CANCERS, HAIR LOSS, NAUSEA |
| 100+R | BURNS, NAUSEA, DEATH IN 1d6 HOURS |

| OVERACTING DEATH KNELL EFFECTS | |
|--------------------------------|---|
| ROLL | DRAMA |
| 1 | SCREAMS, WINDMILLS ARMS, FALLS FACE FIRST |
| 2 | CRUMPLES LIKE A DOLL |
| 3 | SPINS IN A CIRCLE, THEN COLLAPSES IN PLACE |
| 4 | CLUTCHES WOUND, STAGGERS, THEN STARES AT YOU IN SHOCK |
| 5 | STARES LETHARGICALLY AT WOUND WHILE SLIDING INTO DEEP SHOCK |
| 6 | SLUMPS TO GROUND, MOANING, AND DRAGS IT OUT FOR SEVERAL SECONDS OF ABJECT HORROR, BEFORE CHECKING OUT |

| WEAPON RELIABILITY | |
|--------------------|----------|
| RELIABILITY | JAMS ON: |
| VERY RELIABLE [VR] | 2 |
| RELIABLE | 4 |
| STANDARD | 6 |
| UNRELIABLE | 8 |

| INFORMATION GATHERING | |
|-----------------------|------------|
| TIME DURATION | DIFFICULTY |
| 1 HOUR | 25 |
| 1 DAY | 20 |
| 1 WEEK | 15 |

| RESOURCE AUTHENTICITY | | |
|-----------------------|-------------|--------------|
| ROLL | RELIABILITY | DETECT FRAUD |
| 30+ | 95% | 30 |
| 28-29 | 90% | 28 |
| 26-27 | 85% | 26 |
| 25 | 75% | 25 |
| 23-24 | 60% | 20 |
| 21-22 | 40% | 15 |
| 0-20 | 15% | 10 |

| DRUG PURITY | |
|-------------|---|
| ROLL | PURITY |
| OK | PURE |
| FAIL 1-2 | CUT (DURATION 1/2) |
| FAIL 3-4 | REDUCED [DURATION 1/2; SAVE VS. POISON OR SUFFER ILLNESS] |
| FAIL 5-6 | TAMPERED [DURATION 1/3; SAVE -2] |
| FAIL 7-8 | POISONED [DURATION x2; SAVE -4, BODY -4] |
| FAILED 9+ | TOXIC [DURATION x3; SAVE VS. DEATH, BODY -4 PERMANENTLY] |

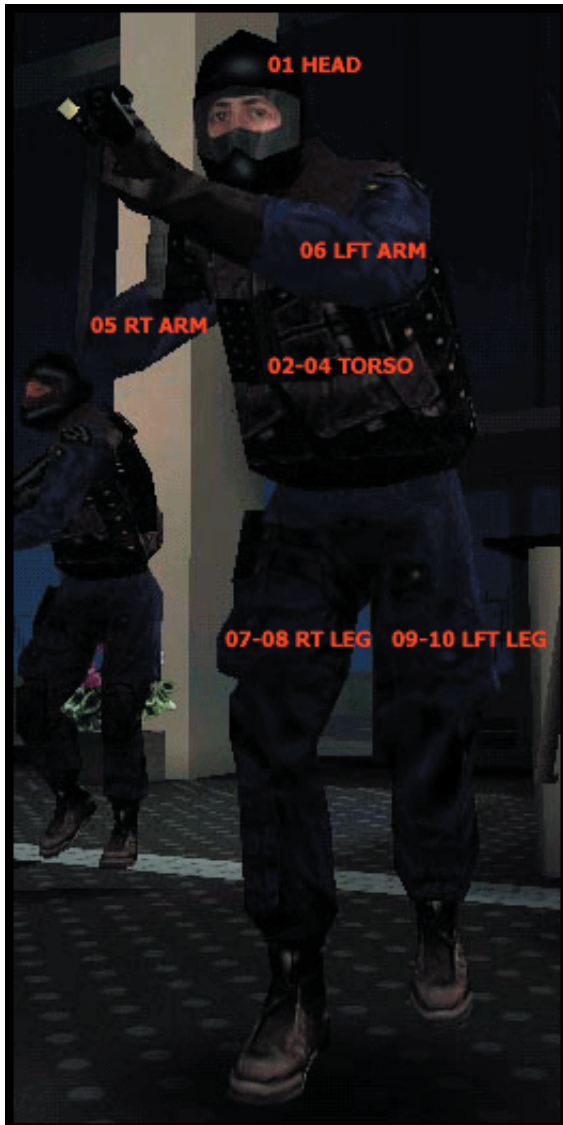
| ZERO GEE RECOIL | |
|---|-----|
| BASE DIFFICULTY | 15 |
| MODIFIERS (BALLISTIC, THROWN MELEE WEAPONS) | |
| SMALL CALIBER | +2 |
| MEDIUM CALIBER | +5 |
| HEAVY CALIBER | +10 |
| RIFLE CALIBER | +10 |
| FULL AUTO | +10 |
| VELCRO SOLED SHOES | -2 |
| MAG BOOTS / LINE HOOK | -4 |
| BRACED POSITION | -4 |

| RESOURCE ACQUISITION | |
|---------------------------------|------------|
| AVAILABILITY | DIFFICULTY |
| EVERYDAY ITEM | 10 |
| COMMON | 15 |
| [REQUIRES AREA KNOWLEDGE] | |
| UNCOMMON | 20 |
| [REQUIRES SPECIALIST KNOWLEDGE] | |
| RARE | 25 |
| [ILLEGAL, LIMITED EDITION] | |
| EXOTIC | 30 |
| [PROTOTYPE, UNIQUE] | |

| SHOTGUN RANGE TABLE | |
|---|--------------------|
| OPEN CHOKE: | |
| 1. DRAW A 45 DEGREE ANGLE SWEEP FROM FIRING LOCATION FORWARD. THIS IS THE BLAST AREA. | |
| 2. DIVIDE THE BLAST AREA INTO RANGE FIELDS PERPENDICULAR TO THE FIRER (1 M, 3M, 5M, OUT OF RANGE) | |
| 3. EACH RANGE FIELD OFFERS DAMAGE TO ALL TARGETS WITHIN NOT OTHERWISE UNDER PROTECTIVE COVER. | |
| 1M FIELD: | FULL LISTED DAMAGE |
| 3M FIELD: | 1/2 LISTED DAMAGE |
| 5M FIELD: | 1/4 LISTED DAMAGE |

| ITEM RELIABILITY | | |
|------------------|-------|-------------|
| REL. | xCOST | MALFUNCTION |
| UR | 0.5 | 30% |
| ST | 1.0 | 20% |
| R | 1.5 | 10% |
| VR | 3.0 | 5% |

| TYPICAL COVER | | SP/SDP |
|----------------------------|--|--------|
| INTERIOR GYP. BD PARTITION | | 0/10 |
| EXTERIOR METAL CLADDING | | 5/10 |
| EXTERIOR STONE MASONRY | | 5/15 |
| CONCRETE WALL | | 10/15 |
| EXT. CONCRETE EMBANKMENT | | 15/15 |
| WOOD DOOR | | 0/5 |
| HEAVY WOOD DOOR | | 5/5 |
| HOLLOW METAL DOOR | | 5/10 |
| HEAVY STEEL DOOR | | 10/20 |
| LARGE TREE, UTILITY POLE | | 5/10 |
| DATATERM | | 15/25 |
| CAR BODY/ DOOR | | 5/10 |
| ARMORED CAR BODY/ DOOR | | 20/40 |
| AIRCRAFT/ WATERCRAFT HULL | | 15/30 |
| ENGINE BLOCK | | 10/35 |
| MAILBOX | | 10/15 |
| CONCRETE CURB | | 5/15 |
| SOIL/ CLAY EMBANKMENT | | 5/30 |
| ORBITAL-SPECIFIC: | | |
| SPACECRAFT HULL MEMBRANE | | 7/10 |
| HEAVY CARGO CRAFT | | 10/10 |
| STATION HULL MEMBRANE | | 15/20 |
| WORK PLATFORM | | 20/10 |
| L5 COLONY HULL MEMBRANE | | 300/30 |



DAMAGE LOCATION TABLE

| DOGFIGHTING MODIFIERS | |
|-------------------------------|--------|
| ARMOR CONDITION | SP MOD |
| WEAPON DAMAGE D6 NOT D10 | X2 |
| HEAT ROUND | X1/2 |
| HEAT ROUND VS/ COMP ARMOR | X1 |
| NON-HEAT AP ROUND | X1/2 |
| VEHICLE HIT IN FRONT | X1 |
| AV/HELO HIT IN FRONT OR BELOW | X1 |
| VEHICLE HIT IN SIDE | X3/4 |
| VEHICLE HIT ELSEWHERE | X1/2 |
| DOGFIGHTING CONDITIONS | |
| HAZARDOUS CONDITIONS | MOD |
| HAZARDOUS CONDITIONS | +5 |
| VERY HAZARDOUS CONDITIONS | +10 |
| DRIVING BLIND | +15 |

| VEHICLE DAMAGE LOCATION | |
|-------------------------|--------------|
| ROLL (1D10) | LOCATION |
| CIVILIAN GROUND VEHICLE | |
| 1-4 | TIRE |
| 5 | ENGINE |
| 6 | DRIVER/CREW |
| 7-10 | VEHICLE BODY |
| MILITARY GROUND VEHICLE | |
| 1-3 | TIRE/TRACK |
| 4 | ENGINE |
| 5 | DRIVER/CREW |
| 6-8 | VEHICLE BODY |
| 9-10 | WEAPON |
| AIRCRAFT | |
| 1-2 | ENGINE |
| 3 | PILOT/CREW |
| 4-5 | WING/ROTOR |
| 6-10 | VEHICLE BODY |

| LARGE CRAFT PENETR./ ARMOR TABLE | |
|----------------------------------|--------|
| PENETRATION MODIFIERS | MOD |
| PER 10PTS ABOVE TARGET NO. | +1/2 |
| PER ADDITIONAL ROUND | +1/4 |
| LONG RANGE | -1/4 |
| EXTREME RANGE | -1/2 |
| ARMOR MANEUVERS | |
| HITTING VEHICLE FROM SIDE | SP MOD |
| HITTING VEHICLE FROM SIDE | 3/4 |
| BOTTOM, BACK, TOP | 1/2 |

| LARGE CRAFT DAMAGE LOCATION TABLE | |
|-----------------------------------|--------------|
| DAMAGE TABLE | |
| DIE ROLL | RESULT |
| 0 | SURFACE DAM. |
| 1-5 | MINOR DAM. |
| 6-9 | MAJOR DAM. |
| 10+ | CATAST. DAM. |

| VEHICLE HIT LOCATION TABLE | |
|---|------------------|
| ROLL 1D10 : +2 IF SHOOTING AT TOP, -1 AT SIDE, -2 AT BACK OR BOTTOM | |
| ROLL | LOCATION |
| 0 | FUEL |
| 1-3 | MOTIVE GEAR |
| 4-7 | HULL |
| 8-12 | TURRET (OR HULL) |

| HULL/TURRET SUBTABLE | |
|---|--------------|
| ROLL 1D10 : +1 IF SHOOTING AT FRONT, -1 IF BACK | |
| ROLL | LOCATION |
| 0-2 | CARGO/AMMO |
| 3-4 | ENGINE/CREW |
| 5-7 | CREW |
| 8 | EQUIPMENT |
| 9 | WEAPON |
| 10+ | EMPTY/WEAPON |

| VEHICLE MANEUVERING DIFFICULTY TABLE | |
|--------------------------------------|--------|
| CHASE/ RACE TRAVEL CONDITIONS | |
| VEHICLE TERRAIN | DIFF |
| OPEN | 10 |
| HAZARDOUS | 15 |
| VERY HAZARDOUS | 20 |
| VEHICLE MANEUVERS | |
| HARD TURNS (UP TO 45 DEG) | DIFF |
| HARD TURNS (UP TO 45 DEG) | 20 |
| EMERGENCY STOPS | 20 |
| CONTROLLED SKIDS | 20 |
| BOOTLEGGER TURNS | 25 |
| 46-60 DEG TURNS | 25 |
| RAPID DIVE/CLIMBS | 20 |
| HARD 45 DEG. BANKS | 20 |
| LOOPS | 20 |
| EMERGENCY BRAKING | 20 |
| COMBAT MANEUVERS | |
| EVERY 10% OVER 50% TOP SPD. | MOD |
| EVERY 10% OVER 50% TOP SPD. | +1/10% |
| HAZARDOUS CONDITIONS | +5 |
| VERY HAZARDOUS CONDITIONS | +10 |
| DRIVING BLIND | +15 |
| DRIVING DISTRACTED | +5 |