FRIDAY NIGHT FIREFIGHT

INTERLOCK MAN TO MAN & WEAPONS COMBAT SYSTEM

R. TALSORIAN GAMES INC.

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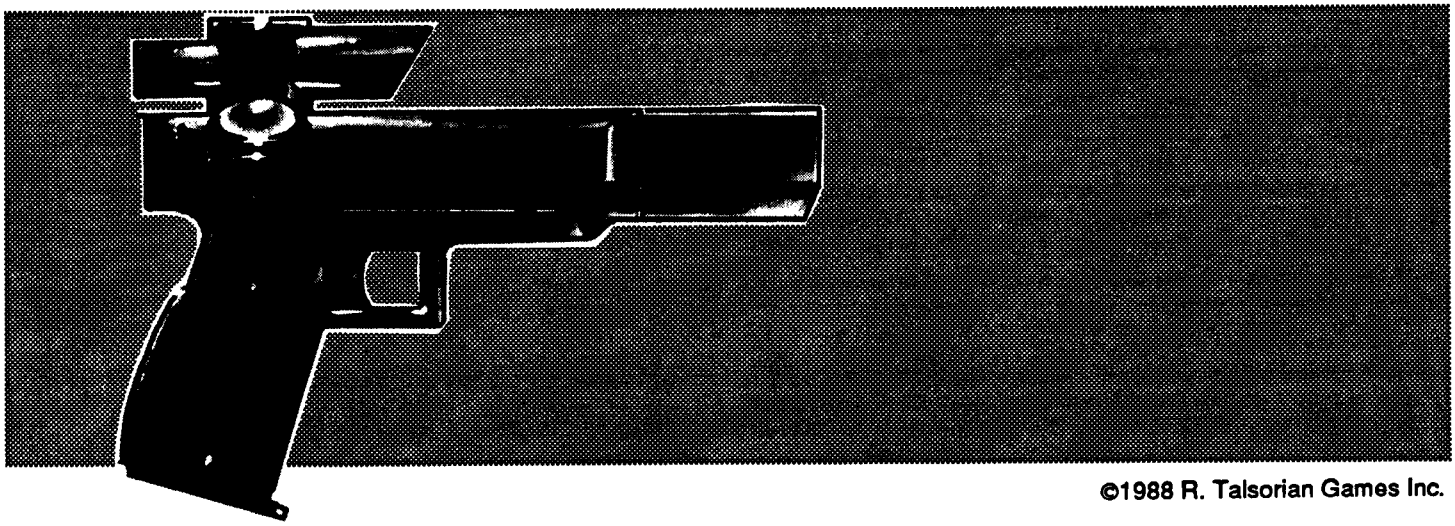


FRIDAY NIGHT FIREFIGHT™

Advanced Combat System For Interlock™

Friday Night Firefight™ is a weapons system for using modern, futuristic and archaic firearms in roleplaying adventures. It is designed to cover all elements of firearms combat in an easy to use format, allowing realistic firefight action without resorting to numerous tables and charts. FNFF also covers elements of melee weapons and hand-to-hand combat as well.

A Few Comments

There are a lot of spurious ideas and rumors about modern weapons encounters running around--most of them from the *Hollywood Never-Empty-Sixgun School of Armed Combat*. To a large extent, these misconceptions have crept into the design of many adventure games, leading to characters who can be repeatedly shot with large caliber handguns until they run out of "hit points" and who can fire Ingram MAC-10's one handed and hit with every bullet. In other words, good, clean fun.

Friday Night Firefight™ is not good, clean fun. Most of the data herein has been compiled from ballistics reports, police data, FBI statistics and other not-clean-fun sources. These sources all tend to point to a couple basic truths about firefight combat.

Most (80%, in fact) gunfights occur within 21 feet of the respective targets. Some 40% of these happen within 8 feet or less. Most (60%) occur in dimly lit and difficult conditions--dark, rainy alleys, with both participants panting and out of breath, pausing momentarily to snap off a badly aimed shot at a fleeing shadow, then ducking back into cover. Hits are actually quite rare. When they do occur (assuming a large caliber weapon is used), the victim is usually hors de combat on the first shot, from a combination of wound shock and fear. A solid hit with a .44 magnum will probably splatter your character all over New Jersey.

Why do we bring this up? We've tried to distill lots of real combat firearms data into a simple, user-friendly form; a form that means you don't have to deal with reams of tables and charts to accurately commit mayhem on your fellow players. The result is that while Friday Night Firefight™ is deceptively easy to use, it is also deceptively dangerous. In this game, a large caliber handgun is something to be truly respected. If you're the sort who likes to charge into a gunfight with both barrels blazing, be prepared to lose your first character. And the next. And the next, until you get the point. This stuff is *dangerous*. Good luck.

PREPARATION

Materials

Friday Night Firefight™ does not require that you have a Referee, but it is usually helpful to select one person who will judge rules questions and settle disputes. You will also need pencils, several six and ten sided dice, and copies of your ***Friday Night Firefight™ Combat Sheets.*** We have provided samples of these on the back of this rulebook, which you may copy for your personal use. **All tables you will need will be on 2 sheets in the back of the book.**

Get a Character

If you are using *FNFF* as a pure combat game, you will need to construct both Statistics and Combat Skills for your *FNFF* character. If you already have an Interlock System character from another game, simply enter the appropriate stats on your FNFF Combat Sheet:

Stats: Roll **5D10** and total the resulting points. You may place a maximum of 10 points or a minimum of 2 points in any Stat.

Intelligence (INT): This is a measure of mental acuity and problem solving ability.

Reflexes (REF): This is an index combining basic dexterity and phsyical co-ordination.

Cool (CL): This is an index of how well the character stands up to stress, fear and pain.

Movement Allowance (MA): This is how fast the character moves. Multiply this by 5 to determine how many meters you can run per turn. Divide your running speed by 10 to determine how many meters you can leap.
Body Type (Body): Ther are 5 levels of Body Type. Each determines how much damage you can take in wounds, etc. Your Body Type is determined by how many points you place into it: **2=Very Weak, 3-4=Weak, 5-7=Average, 8-9=Strong, and 10=Very Strong.** Write your Body Type in the box adjacent to the BODY section of your ***FNFF Combat Sheet.***

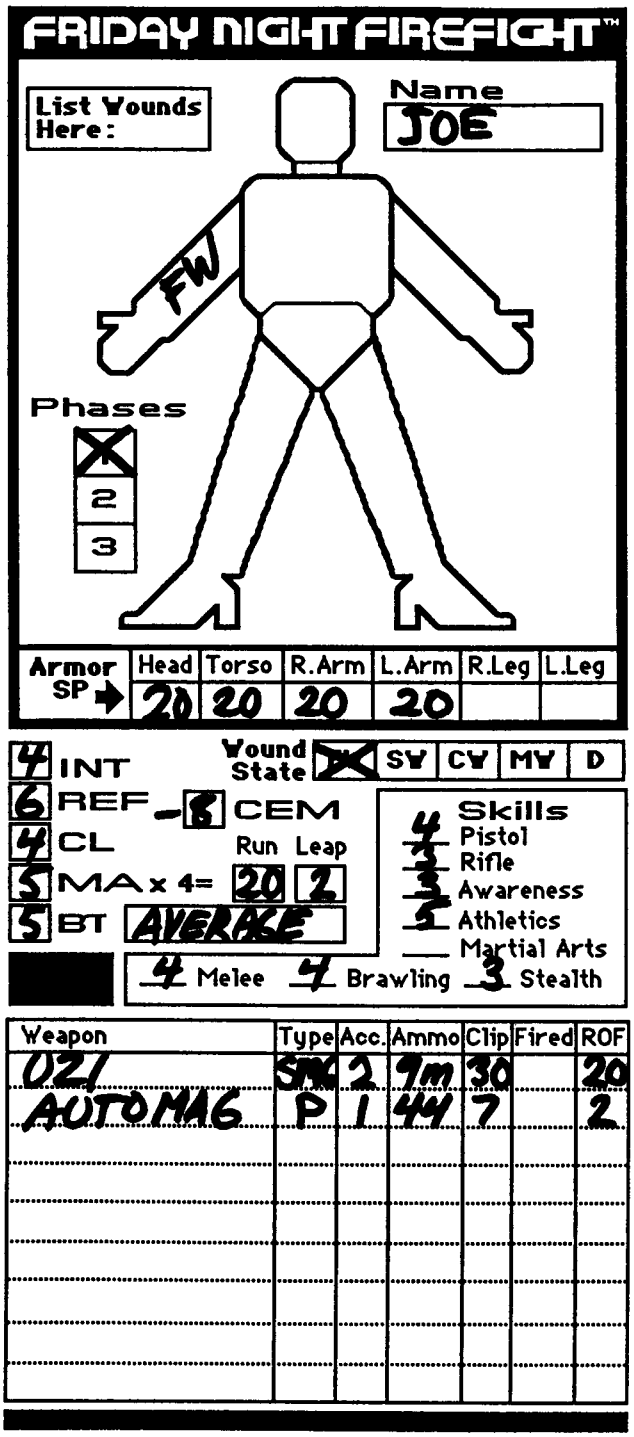
Combat Skills: Roll **5D10** and total the results. Use these points to buy skills. Each level of skill costs 1 point, with the exception of martial arts, which costs 2 points per skill level.
Pistol: The ability to use handguns.
Rifle: The ability to use rifles, shotguns and submachineguns.
Martial Arts: The skill of trained physical combat, such as karate or boxing.
Melee Weapons: The ability to use knives, clubs and other hand-held weapons.
Brawling: The skill of untrained physical combat.
Athletics: The abilities of throwing, climbing, gymnastics, etc.
Stealth: The skills of moving silently, using cover and hiding.
Awareness: The ability to notice clues, ambushes, etc.

Photocopy a ***FNFF Combat Sheet*** for yourself, and write your values in the boxes indicated. Where there are calculations to be performed (such as your MA), do these as instructed. Some areas of the sheet will still be blank. Don't worry; they will be covered later in this text.

Go Pick Out Some Hardware

At this point, you should go to the back section of this rulebook and select some weapons. Each weapon in the ***Weapons Reference*** section has information on it's ammunition, availability and accuracy. Pick a few good ones (if you haven't already), and write Type, Accuracy value, ammunition type, clip load and Rate of Fire down in the spaces provided on your ***FNFF Combat Sheet.***

In addition, you're going to want some protection as well. Check the ***Armor Reference*** section of this book for the type of armor protection you want. Each type has a value called SP, or Stopping Power--this is how much damage the armor will stop in combat. Write the SP for each area covered in the spaces provided on your Combat Sheet.



BASICS

Before starting combat, we'll need to discuss a few basics. These are things like **turns, ambushes, task attempts, actions, line of sight, movement** and other particulars.

THREE PHASE TURN

The Three Phase Turn is a variation of the Interlock System (found in MEKTON and other RTG adventure games). As in the basic System, each player may perform a certain number of actions, based upon his or her particular Reflex Statistic. In this advanced variation, these actions are spread over three individual *phases* of the combat turn (each about 3.2 seconds in duration), instead of occurring all at once. As a player, you may only act during your "Yes" phases, as listed on the ***Phase Table***. Within the phase, players act in order of highest to lowest Reflex stat. If players have equal Reflex stats, their actions will take place simultaneously. You may also choose to delay your action during the phase, then take that action at any other time during the phase.

A Play Example: *While this situation primarily demonstrates the nature of Turn Order and Combat Flow, we'll be returning to it several times throughout the rules to illustrate certain elements of a Friday Night Firefight combat. The scene is a deserted junkyard on the edge of the City. Hiding among the wrecked cars are the following antagonists:*

Mad Matt (REF=10), Crusher Jones (REF=8), Scar Heckler (REF=9), Killer Koch (REF=5) and Legs Luger (REF=5).

Turn order will be: Mad Matt, Crusher, and Scar acting on Phase 1,2 & 3. Killer and Legs act on Phase 2 and 3 only. ***Phase One****: Matt moves first. He takes aim on Scar Heckler, fires and misses. Next, Scar fires back at Matt, wounding him slightly. Crusher Jones comes up from behind cover and backshoots Scar. In* ***Phase Two****, Matt decides to delay his action, waiting to see which of the two assailants is the bigger problem. Scar stays low, reloading his gun. Crusher sprints across the street, leaving him open to Matt's attack--he fires and kills him. Matt's move exposes him to Killer and Legs. Killer shoots at Matt, while Legs shoots at Killer.* ***Phase Three****: Matt turns and fires at Killer and misses. Scar decides to delay his turn, waiting for a clear shot. Killer shoots back at Matt and critically wounds him. At the same time, Legs shoots at Killer, killing him. Because they have the same Reflex stat, Killer is able to make his attack on Matt, even as Leg's shot hits him. Finally Scar comes out of hiding, and zaps Legs.*

Go to the Phases section of your ***FNFF Combat Sheet***. Put an "X" through any phase in which you do *not* move.

Ambushes

As you will rapidly discover, one of the best tactics in FNFF is the **ambush**--a situation where one player lies in wait for his target---such as a criminal hiding behind a dumpster, waiting for a pursuing police officer to step into the alley (and make himself a target). To set up an ambush, you must first position yourself in hiding. As the Attacker, you will add your INT Stat, any applicable Skill (such as Infiltration), a 1D10 roll, and any applicable combination of Condition Modifiers from the ***Ambush Table***.

As the Defender in this situation, you will roll a combination of your INTStat, any applicable Skills (such as Awareness), and 1D10. On a equal or higher total, the Defender wins, and is aware of the ambush. Combat will then be resolved as in any standard Three Phase Turn.

Should the Attacker win the Ambush Roll, he will be awarded a *free* phase of action, to occur before the start of that Three Phase Turn. In this special Ambush phase, he may make his attack without losing any of his subsequent actions in the turn to follow. However, once an ambush has been sprung, the ambush option may not be resorted to again until a new ambush can be arranged.

SCALE

The standard measure in Firefight is in meters. *FNFF* uses a very flexible scale system, allowing players to use almost any type of roleplaying figure or counter (we personally prefer using 3 inch plastic Army figures, available in any supermarket or toy store) to map your combats. If you are playing "in head"--i.e., allowing a Referee to determine movement, you can skip the following process.

To determine how long a meter will be in your scale, pick out one figure as the "average man" in your combat. This figure automatically has a "scale-height" of exactly two meters. Now measure this figure with any convenient ruler or measuring tape. Divide the resulting measurement by 2. You now have a yardstick with which to measure combat distances. If your numbers do not come out exactly, don't hesistate to round down your inch or millimeter measurements to the nearest whole. To speed game play, you may want to have most of your most common measurements precalculated.

Example: We are using typical plastic soldiers as our counters. We pick out one as our "average man" and measure it. It stands three and one quarter inches tall. We round this out to three inches. 3 divided by 2 equals 1.5. . One meter equals 1 and 1/2 inches.

MOVEMENT

Movement Allowance is an index of how fast your character can run (important in combat situations). The higher your Movement Allowance (**MA**), the more distance (in meters) you can cover in a combat phase. To determine your Movement Allowance, multiply the number of points placed in this Stat by 4. This is how many meters the character can run in a single turn. He may use up to one third of this movement each phase of the turn. He may leap up to one tenth of this. *Example: I place 8 points in my MA Stat. My character can now run 32 meters (4x8=32) per turn. He can leap 3.2 meters. He may run up to 10 meters per phase of the turn.*

On level, unobstructed ground, your character may run as many meters as his Movement Allowance; a one to one ratio. Crossing over more littered or difficult terrain will have a greater cost ratio. This cost ratio may be determined by the Referee of the firefight, but in general, cost ratios are as listed in the ***Movement Cost Table.***

TASK ATTEMPTS

When attempting to accomplish something in ***Interlock™***, a character combines any **Skill** he has in that particular area of expertise and his most applicable **Stat**. This total is his **Ability** to do the task. He then rolls a**10 sided** die (representing the Chance element of the equation), comparing this total with the Task's Difficulty level, as determined by the Referee. He must roll a value greater than this value to succeed at the task. This is called a ***Task Attempt.***

Any non-combat task (such as opening a locked door), has five levels of Difficulty. An **Easy** Task has a Difficulty of **10**. An **Average** Task has a Difficulty of **15**. A **Difficult** Task has a value of **20**. A **Very Difficult** Task has a value of **25**. An **Impossible** Task has a Difficulty of **30**.

ACTIONS

Doing something in combat is performing an **action**. During each of his phases during the turn, the character can perform any one of the following actions. If the action you wish to perform is not listed, ask the Referee to determine the closest category in which the intended action falls.

You may only perform one action per phase. However, this does not mean that an action cannot carry over between two or more phases, or even two or more turns. For example, you might choose to aim on Phase 3 of Turn One. Obviously, there isn't a remaining Phase in which to actually shoot during Turn One. Instead, your aim action will be counted towards the *first* phase in the *next* turn (Turn Two) in which you can act. Several types of actions may cover numerous consecutive phases or turns. You may spend several phases, one after the other, trying to escape an entangling net or hold. It may take you several *turns* to bind a wound or fix a jammed weapon.

You *can* perform actions while moving; moving does not count as an action. However, the action's effectiveness will be **halved** during the phase in which you are running. The exception to this is Active Dodging. Moving does not affect this action at all. As an action, you may choose to:

Shoot: You may fire any non-autofire weapon twice as a single action, if the weapon has a firing rate greater than 1 (most are rated as 2). You may also fire one "burst" (a series of rounds) from any autofire or fully automatic weapon as one action.
Hand to Hand Attack: You may make two hand to hand attacks as one action. Each attack will take up one-half an action. Hand to hand attacks include blows, strikes, and attacks with swords, clubs or knives.
Leap: This includes any action in which you are diving into, or jumping over, under, into, onto or out of something. Referee's should rate the leaping maneuver by Difficulty and require a Task Attempt for success. A failure results in a fall.
Acrobatics: This includes any single action that could fit into these categories: flipping over something, spinning around, climbing, rolling over, balancing, rebounding off something, doing handstands, pivoting around something (like a chinup bar). Referees should rate the acrobatic maneuver by Difficulty and require a Task Attempt for each one. A failure results in a fall.
Juggle: This includes any action that could fit into these categories: catching something, tossing things from hand to hand, grabbing things, snatching things, juggling things. Referees should rate the juggling or catching maneuver by Difficulty and require a Task Attempt. A failure results in the object being dropped.
Active Dodge: This includes "popping up" from cover, diving out of the way, bobbing and weaving, and falling flat. An active dodge adds +2 to your Defense Total during the phase in which it is performed.
Parry: This includes any action in which you are using a part of your body or another object to ward off damage. Parrying adds +3 to your Defense Total. A failed parry results in the attack striking you instead of the parrying object.
Feint: A feint is a "false move" designed to throw your opponent off guard. A successful feint adds +2 to any Attack made in the following phase. Feints may only be made with Melee Weapons (you can't feint with a gun, for example, unless you're using it as a club).
Escape: This action allows you to free yourself from entanglements, entrapments, or grappling holds. You may attempt to escape once per action.
Aim: This action must be employed for one or more consecutive phases before a shooting action. It is, in effect, the act of bracing the body and weapon together, utilizing slings, two handed grips or steady cover as a support. For each successive phase of steady aim add +2 to your Attack Total, up to 3 additional phases.
Reload/Change Weapon: This action allows you to change one weapon for another in one action, or to fully load/reload an exhausted weapon.
Mount/Dismount: In one single action, you may leave or enter a vehicle, or mount or dismount from a riding animal, but not both.
Repair/Aid: In one single action, you may attempt to repair a damage tool or weapon, clear a jammed automatic weapon, or render medical aid to a wound. The Referee may rule that a particular repair or aiding action will actually involve *more* than one consecutive phase of the turn, or even several turns before you will complete your attempt. Referees should rate the repair or medical task by Difficulty and require a Task Attempt for success.

You may also choose to delay your action until later in the phase (see *Three Phase Turn, pg. 2* for details).

FACING & FIELDS OF VIEW

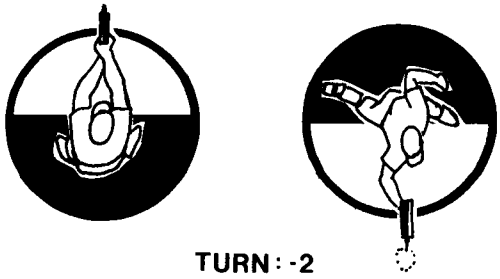
In some Interlock System variants, (such as ***MEKTON II***), a hexagon based map is used to determine facing. When dealing with very large combat areas in a wargaming setting, this is a fairly logical idea. But the truth is that real people don't run along following little hexagons drawn on the ground. Real people also don't face along the sides of a hexagon and never the corners. Instead of facings, *FNFF* uses **Fields of View.**

Fields of View describe what the character can see (and therefore easily attack or evade). There are two Fields of View--Direct and Indirect. **Direct** is defined as the area forward of the character's shoulders (see illustration). Things within this field of view can be easily seen (assuming they are not blocked by smoke or other cover), aimed at and attacked.

Indirect covers the area behind the character's shoulders--visual space that is perceived rather than seen, often out of the corner of the eye, through sounds, or through a certain "sixth sense" of awareness. To determine whether a character is able to perceive a threat within this Indirect field, he must make a roll as if against an Ambush. Should his roll be successful, he will know that a threat is present.

However, while things in the Indirect field of view can often be perceived, they may not attacked or acted upon without turning around to *face* the threat. This "turning around" is a

simple action which costs nothing in either Movement or Actions, but which places the character at a temporary (1 phase) **-2 disadvantage** (to both Defense and/or Attack



Rolls), as he adjusts himself to a new orientation.

Example: As we recall in our combat example, Mad Matt was attacked from behind by Scar Heckler at the beginning of Phase 3. Normally, Matt's superior combat abilities would have enabled him to easily avoid Scar's shot and make a lethal counter attack. However, Matt was hampered in both his Defense and Attack rolls by the automatic -2 penalty for turning around. This was enough to negate his normal combat advantages.

If you are using *Friday Night Firefight™* in a purely roleplaying context without figures or maps (commonly known as an "in-the-head" game), the Referee will usually be the final arbiter of what can and cannot be seen (after all, 90% of the action is happening in his head anyway). If you are using figures, it is often useful to cut out a small cardboard circle to mount your figure on, with one half shaded to denote the indirect field, and the dividing line of the circle running through the shoulder-line of the figure.

LINE OF SIGHT

Line of Sight (LOS) is a clear, unobstructed line between attacker and defender. If an obstacle is between you and your target, you may not have a clear line of sight. If using figures or counters, line of sight can be determined by placing a straight edge between attacker and defender. If the edge intersects an obstacle, and the obstacle is taller than either party, line of sight is blocked. In a purely "in-head" game, the Referee would be responsible for determining if line of sight is blocked or not.

OBSTACLES

Obstacles are things which block movement, line of sight, and a clear field of fire. Common types of obstacles would be walls, vehicles, trees or buildings. In general, if an obstacle is over six feet tall, it effectively blocks the line of sight.

BASIC COMBAT

Attack Rolls

Basic Combat is much like attempting any other task. However, instead of acting against a Difficulty, the Attacker must instead act against his target's ability to dodge out of the way. When attempting to attack someone in combat, you will make what is known as an **Attack Roll**. This will be a total of your:

REF Stat+ Skill (In weapon or attack type) + Weapon Accuracy + 1D10

Accuracy information for each weapon can be found in the ***Weapons*** Section of this book, or in specific sections of your ***Interlock™*** game variant. There are 5 levels of Weapon Accuracy:

Very Accurate	+2
Accurate	+1
Average	+0
Poor	-1
Very Poor	-2

Write this value in the "Acc."box for the weapon on your ***FNFF Combat Sheet***. Add this value to your die roll whenever you are making an attack with that weapon.

Defense Rolls

Your opponent (also known as the Defender), will make a what is called a **Defense Roll**, totalling his:

REF Stat+ Athletic Skill+ Range Modifier+1D10

There are 5 ranges: **Pointblank** (when the weapon is right up against the body or within 1 meter), **Close** (the most common range for firefights), **Medium** (most commonly used in standoff combats), **Long** (the most common range for target shooting), and **Extreme** (for sniping and sandbagged range shooting). Weapon ranges are listed in the ***Weapon Range Table***. Note that these are applied generally towards classes of weapons; while variations in range between weapons of the same class exist, these variations (in most cases) are so small that they have been averaged to speed game play.

Range modifiers will vary based on the type of weapon used and the circumstances of use. The ***Range Modifier Table*** shows all the possible modifiers and range situtations. In general, however, if you are using a single shot, ranged weapon attack, you will use the following mofifiers:

Extreme	+4
Long	+3
Medium	+2
Close	+1
Point Blank	+0

Remember to add the appropriate value to your die roll whenever you are making a Defense Roll.

If the Defender does not have an Athletic Skill, he may substitute Martial Arts, Dodging, Gymnastics or any other similiar skill (as decided by the Referee). If he is unaware of the

attack (sleeping, ambushed, etc), he will be considered to be an inanimate object (pg.7) and be unable to use his REF stats or skills in his defense.

Resolve Combat

If the total of the Attacker's Roll is greater than the Defender's, he has hit. If the Defender 's total is equal or higher, the attack has missed.

Now, let's make it a little more realistic:

COMBAT EXPERIENCE

So you've got a character with a REF of 10, a Handgun Skill of 9, and a generic Big Gun. You're feeling pretty invincible. You're just going to swagger out onto the Street and take down the first guy who stares at you crosseyed, right? Wrong.

Each time you face combat, you face more than a test of your marksmanship---you also face the test of courage under fire; the aspect of combat cool. The greatest gun skills in the world won't help a bit if your hands are shaking too much to aim. The bitter truth is most of the deadliest gunmen of the Old West wern't the fastest. They just had nerves of ice. While the "Kid" snapped off a shaky first shot and missed, ol' Wyatt could take his time to make his perfect...

Your gun skills are really only how good you are on a nice, safe shooting range with no bullets zipping by. The picture changes drastically when actual shooting begins. Obviously, the more combat you've been exposed to, the less it's going to shake you up. This is reflected in your **Combat Experience Modifier (CEM)**. To determine your CEM, subtract your COOL stat from **12** and write the result on your ***FNFF Combat Sheet***.

Whenever you are making an attack, subtract your CEM from your current Attack Total. If it is reduced to 0 or below, you are frozen with terror and unable to fight, only flee. *Example: I have a Cool of 8. 12-8=4. I must subtract 4 points from my Attack Total.* CEM does *not* affect your Defense Total.

Obviously, you'll want to start working on getting calloused to danger and death fast. For every two fire fights you have survived, your Combat Experience Modifier drops by one point, until eventually it reaches 0.

For example, if I began with a Cool of 8, my CEM would automatically be 4. But after two successful firefights, it would drop one point to become 3. By my eighth firefight, it would have dropped to 0 and I would no longer be bothered by combat at all. I'd be an old pro. Or dead.

One way to keep track of Combat Experience is to keep your old ***FNFF Combat Sheets*** . This is also a way to keep track of records for old weapons, shortening the pre-prep time before each game. If *Friday Night Firefight* is being used in a roleplaying context, you may also wish to apply the effects of your CEM to *any* action performed while in combat, including your Defense Total.

POSITION & COVER

Another way to make combat more realistic is to take the target's position and cover into account. After all, it's far easier to hit a man standing out in the street than a man hiding behind a wall. Defenders may add an additional Cover Modifier to their Defense Rolls. Using the ***Cover Diagrams***, choose the cover position closest to your current position and apply that modifier.

SNAPSHOOTING

Most combat marksmanship involves snapshooting. The participants neither have the time or conditions in which to take leisurely aim, brace themselves, and select a specific section of their target to fire at. Instead, they are firing at whatever part of the target pops up into view---while dodging back behind cover to avoid getting nailed themselves. *Friday Night Firefight* reflects this chaotic pattern of skirmishing by *forcing* you to snapshoot unless you deliberately take actions to carefully aim and squeeze off your shot. *Example: Your target leaps out of cover. Without pausing, you bring your gun up and shoot. You aren't aiming at any specific body area--you're just firing blindly in his direction.*

Snapshot hit locations will always be determined using the ***Random Hit Table.*** However, if you choose to shoot at a *specific* area of your opponent, such as the head, a limb or torso, your Attack Total will be halved. *Example: Your target leaps out of cover again. Without pausing, you raise your gun and shoot. But this time, you are trying in that split second to hit him in the head, rather than firing blindly. Your chances are going to be drastically reduced.*

AIMING

Aimed shots are those in which you have been able to draw a bead on your target and track the shot for a few seconds. Because the Aim action is such a careful operation, you'll be unable to do anything else during it's duration--any break in the action will destroy your concentration. You must be able to see your target during the aiming phase. You may aim any kind of attack, including hand to hand moves, kicks, or sword blows. Unless you are attempting to hit a specific area of your target, you will use the ***Random Hit Table*** to determine hit locations.

For each phase in which you are aiming, you will gain +2 to your Attack Total, up to three consecutive phases. This can become very important if you are trying to fire at a *specific* area of a target and having to deal with the half-attack total penalty for aiming at specific areas.

Example: Once again, your target leaps out from behind cover. This time, however, he's twenty meters away from you. You have enough time to aim carefully, increasing your chances to hit.

If you have enough time, you could take a careful bead on his head. This is still a lot tougher shot than just aiming at his body, so you haven't lost your penalties for picking a specific body location. However, you will gain an advantage by aiming at that location over time.

Of course, there's a major disadvantage to this. You've been standing in one place taking aim for severalphases before the shot. Your target may have moved by this time, or may have taken a lucky snapshot and blown you to kingdom come.

SPECIAL ATTACKS

INANIMATE TARGETS

Occasionally, you will need to attack something that is either stationary or not a live target (such as a vehicle). In these cases, you will attack as if performing a Task Attempt, with the Referee rating the Difficulty of hitting the target based on size, and speed of movement. In addition, he will also add the range Modifier to the basic Difficulty.

A n **Easy** Task has a Difficulty of **10**. An **Average** Task has a Difficulty of **15**. A **Difficult** Task has a value of **20**. A **Very Difficult** Task has a value of **25**. An **Impossible** Task has a Difficulty of **30**.

Example: I am firing at a stationary sillhoutte target at Long range. The Referee rates hitting the target as an Easy task (+10) plus the +3 modifier for firing at Long Range. I must roll a total Attack greater than 13 to hit the target. Next, I attempt to hit a moving sillhoutte target at the same range. The Referee rates this as a Difficult task (+20) , plus the +3 modifier. I must roll higher than a 23 to hit this target.

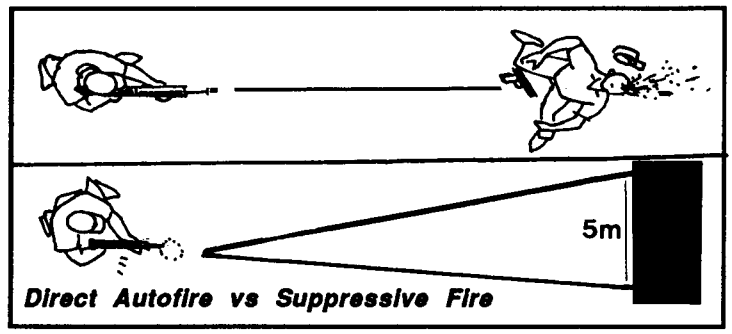
AUTOMATIC FIRE

The favorite of filmmakers, drug dealers and would-be-Rambos everywhere, automatic fire can be done with either submachineguns (like the Uzi or the Ingram MAC series), or with assault rifles (such as the M-16 or the popular AK-47). In theory, automatic fire should be absolutely deadly--and it is, to a point--it's pretty hard to dodge twenty bullets headed your way. However, there are really two kinds of autofire, each with it's own advantages and limits.

Direct Autofire

Direct Autofire concentrates a large number of bullets on a single target. This kind of fire is fairly inaccurate, inasmuch as the recoil of successive rounds makes the weapon very hard to control. Direct Autofire is best used when you want to make sure your target is dead, dead, dead, and you don't care a whole lot about wasting ammo. It is also most effective at point blank and close ranges, when you have only one target to deal with.

Direct Autofire can be performed in two ways--a short, **three round burst**, giving better control over longer ranges, or a **full auto burst**, firing the maximum rate of fire possible for the weapon. Depending on the type of burst, the Defender will use either the Range Modifier column for 3 round burst or the column for full auto.



Direct Autofire vs Suppressive Fire

For every point *greater* than your opponent's total, one round will hit, up to the total number of rounds fired. *Example: My Attack Total is 10. I decide to fire full auto from my 9mm Uzi (20 rounds). The Defender fails his roll by 7 points, taking this many rounds.*

Suppressive Fire

This is the fire most often used in movies where the heroes manage to run through a hail of bullets and live to tell the tale. A single target is not picked--instead, an entire area is made hazardous to pass through.

Suppressive fire doesn't require a great deal of accuracy--the idea is to fill a volume of space with a lot of bullets, hoping that anyone or anything in that area will take a bullet. Suppressive fire is best used when you want your opponents to keep their collective heads down--in short, cover fire. Suppressive fire is effective at all ranges.

To use suppressive fire, you must first determine the width of the area you want to blanket with fire. This area is your fire zone. Anything caught within this area you have designated can be considered a Defender unless behind some form of cover, as well as anyone who intersects the line of travel from the muzzle of your gun to the designated fire zone.

Move to the ***Suppressive Fire Table***. Find your weapon's maximum ROF on the table. Compare this to the number of meters in your fire zone. Add the indicated value to your Attack Roll. Defenders will use the Range modifiers for full auto attacks. All targets within the fire zone who have failed their Defense Rolls will take one round. If more people fail their rolls than you have bullets, the rounds will hit those closest to your position first, moving further away until you run out of rounds.

Example: I decide to lay suppressive fire over a roadway 8 meters across with my Uzi. It's maximum rate of fire is 20. I read down the 6-10 meter column. My modifier is +2.

The advantage of supressive fire is that the more bullets thrown into an area, the better the chance you will hit

something. In addition, as the designated area becomes smaller, the more effect your bullets will have on that area. If you're being charged by a mob of people, spraying the area with bullets will probably hit at least a couple of them. With a large caliber assault round, even a single hit could be fatal.

Aiming Autofire

One problem with aiming shots at specific locations is that you *can't* combine them with burst firing weapons. Even light caliber rounds have recoil effects; multiplied by several dozen rounds, this bucking action will throw the gun barrel out of line within a few seconds, making it impossible to choose a specific shot location. The main advantage of "rock n' rolling" isn't in accuracy, but in firepower; who's going to stick his head up when there's a hail of lead filling the air?

You *can* aim automatic fire in your target's direction, taking advantage of the aiming bonuses. However, *where* you hit will always be determined on the ***Random Hit Table.***

Shotguns

Shotguns are somewhat different than other types of firearms, in that they usually fire a spray or "pattern" of small pellets. The density of this pattern can be controlled by using a special "choke". It takes **four full turns** to alter the choke setting of a shotgun. When the choke is closed, the pattern is tightly packed. When the choke is open, the pattern is wide and dispersed, making it easier to hit the target, but delivering less damage. When you are making a Defense Roll against a shotgun, use the most appropriate of the two ***Range Modifier*** columns for shotgun attacks.

A n open choke shotgun blast will cover an area 3 meters wide--a closed choke blast will cover 1 meter wide. Anything within this area that fails it's Defense Roll will be hit be shotgun fire.

Shotgun damage is distributed over two areas instead of one, as described in the ***Damage*** section of this book. Shotguns attack locations are always determined on the ***Random Hit Table*** unless the shotgun is firing a solid slug or flechette. These attacks are treated as if a single shot attack.

Grenades

Grenades are area effect weapons. While not commonly used in small firefights, they are more often encountered in military and crowd suppression operations. **Hand thrown grenades** can be tossed as far as the attacker's Throwing Ability (as many meters as the number of points placed in your Body Type Stat, multiplied by 3.) . The ability to hit the target is based on the Attacker's Athletics Skill + REF stat + 1D10.

Rifle mounted grenades may be launched up to 350 meters. The ability to hit is determined by the Attacker's Rifle Skill + REF stat + 1D10. In both cases, the Defender rolls a combination of REF stat + Athletics Skill +1D10. A grenade's area of effect is a circle 6 meters from the point of impact.

A failed throw or launch means the grenade missed. A missed throw means the grenade has fallen short, long or to the side; in this case, roll 1D6 and consult the ***Grenade Throw Table***. Roll 2D6. This is how many meters away from the intended point of impact the grenade has landed.

Example: I throw a grenade and miss. I roll 1D6 and get a 1--the grenade has landed in front of the target. On my second roll, I get a 4. The grenade has landed four meters in front of the target. As this is still well within the 6 meter range of the grenade, my target takes damage.

A grenade thrown at a large target, such as a vehicle or bulding, will take a total of 6D6 to it's structural damage points. *Example: I toss a grenade into a nearby tank. The tank takes a total of 26 points. The occupants of the tank each take an additional 2D6 for each shrapnel hit.*

Melee Combat

As you watch this guy waving his six inch toothpick around, you quickly make a decision. Either you give this guy a dose of your holdout pistol, or you go to an alternate plan. You grab up the nearest bottle of tequila by the neck.

Melee Combat is performed using things you use physical strength to wield, such a swords, knives, bricks, bottles, nunchaku, etc. Since the earliest stones and clubs, these have been the reliable standbys. After all, a mastadon bone never needs reloading. Because melee weapons encompass such a huge number of things, from stones to balisongs, we have broken them into general categories and levels of Weapon Accuracy.

Melee Combat is exactly the same as with Range Weapons. First, determine your **Attack Total**. Melee Weapons have no range modifiers to consider; all Melee Weapons attack at **Pointblank (+0)** range, unless thrown.

Melee weapons must also take the strength of the attacker into account. Depending on your Body Type, you may add a modifier to the damage caused by your attack.

Very Weak	**-2**
Weak	**-1**
Average	**0**
Strong	**+1**
Very Strong	**+2**

Thrown Melee Weapons

Thrown weapons would include bricks, bottles, stones, shiriken and knives. These weapons all do damage as listed for Melee Weapons, but because they are thrown, must take the normal Range Modifiers into account. Objects may be thrown as many meters as the number of

points placed in your Body Type Stat, multiplied by 3.

Some objects throw better than others. Objects not designed to be thrown (bricks, stones, small animals, heavy objects) have a Very Poor Accuracy (-2). Objects designed to be thrown (daggers, shiriken, darts, grenades) are considered to be Accurate (+1).

Friday Night Fistfight

Okay, so you're out on the Street with your stuff. You've got a .45 in your back holster, a nice little H&K snugged up under your armpit, and a four shot .357 holdout under your pants cuff. Then you walk into the local bar for a quick brew, and some guy gets into your face. Sure, you've got lots of hardware. But the last thing you want to do is haul out something and fill the air with lead. No, you draw back one massive, leather and spike-gloved hand, and deck the sucker. Welcome to hand to hand combat.

There are two types of hand to hand combat in *FNFF:* **Brawling** and **Martial Arts**. Brawling is any type of non-trained streetfighting. You take a poke at a another guy in a bar. Two kids scuffle in the schoolyard. Any time when the participants have had no formal training in a martial arts or fighting form, it's brawling. Experience is gained the hard way--by getting in a lot of fights.

On the other hand, any time the participants have had some kind of training, they are considered to be using **Martial Arts**. This would include any type of trained fighting; boxing, kung fu, karate, savate--anything that requires training and study.

Why the distinction? Martial artists are trained not only in how to make attacks, but also in how to cause the most damage. Rarely, if ever, does a schoolyard bully kill his victim with a punch. But a well-placed chop to the throat can easily kill someone. You just have to know how to do it. As a result, martial arts attacks are much deadlier than brawling attacks. In addition, they become deadlier still as the martial artist's level of ability goes up.

HAND TO HAND ATTACKS

Hand to Hand combat is performed much like other types of combat. All Hand to Hand attacks, with the exception of kicks, are considered to take place at **Pointblank (+0)** range and with **Average (+0)** Accuracy. Kicks take place at Point Blank range, but have a **Poor (-1)** Accuracy.

You can make two Hand to Hand attacks as a single action. For example, a character might choose to kick as one half of the action, and punch as the other half. Or he might choose to punch twice. Attacks are not differentiated; the biggest difference between two types of kicks, for example, would be purely descriptive. It is assumed that a brawler would not know how to do a spinning crescent kick, and that to allow him to do so would be poor roleplaying indeed. But the same kick would be quite possible for a trained martial artist.

There are 5 basic types of hand to hand attacks:
Strikes include any type of attack where the hands are used. This includes punches, jabs, elbows or karate chops. A bsic strike causes 1D6 damage + a strength modifier.
Kicks include any attack in which the feet are used. The kick could be wheel, thrust, crescent--any type, but it will still be classified as a kick. A kick causes 2D6 damage + a strength modifier.
Pins & Grapples are any attack which is designed to immobilize the opponent. They could be as sophisticated as an aikido wrist lock, or as primitive as a wrestling grip. While Pins and Grapples cause pain, they cause no permanent damage unless they are coverted into a Break.
Breaks may be applied only after a Pin or Grapple has been applied as the previous half-action. A break causes 1D6 damage + a strength modifier.
Throws not only do 1D6 damage + a strength modifier, but also incapacitate the victim for 1D6 phases.

Feints, Parries & Dodges

In addition to attacking, you may choose to combine other actions to make your hand to hand combat more effective. These actions work much as in Melee Weapon Combat, with the exception of the Parry. A Martial artist performing a parry against a hand to hand attack takes no damage from the attack. He is trained in how to deflect blows with his arms or legs without injury. A successful parry merely wards the blow off as if it has never struck. A parry against a weapon, however, will still cause damage.

Escapes

Escapes allow defenders to get out of pins and grapples. To make an escape, you must roll as if making a Defense Roll against an attack. If successful, you will have broken the hold.

Bludgeoning Damage

Fistfighting damage is not normally fatal (Millions of people get into fistfights all over the world every year and survive. Some people even consider this their idea of a hobby). Instead, damage done with bare hands, feet or other body parts is called **bludgeoning damage**. This damage is rarely even minor damage--it will usually heal up in a day or so and requires almost no medical aid.

In the average bar brawl, you might take two or three punches in the face before you even started to bleed. For this reason, bludegeoning attacks are scaled down to this level of damage. When making a bludgeoning attack, roll your damage, divide by 5 (rounding decimals down), then then compare that damage on the **Killing Damage** column of the ***Wound Table.*** Move to the right, and find the corresponding wound level on the table. Unless the damage is greater than 5 points, there will be no effect.

DAMAGE & WOUNDS

DAMAGE LOCATION

The first thing you'll need to determine after hitting your target is *where* it's been hit. If the attack was made to a specific location, you will obviously hit the location you have selected.

If the attack was not aimed at a specific location, it's hit location must be determined. This is determined by using the ***Random Hit Table***. Roll 1D10 to randomly determine where the shot hit. Use a little judgement here; if the target is halfway behind a car, you won't be able to hit him in the legs; if he claims to be aiming around a corner only his head and firing arm will be visible. Keep re-rolling until you get something you could possibly hit.

SPECIAL CASES

Shotguns: Shotguns automatically hit more than one area at a time. For this reason, shotguns use a special ***Shotgun Hit Location Table*** to determine damage. Divide the damage evenly between the two areas. If the damage is an odd value, the first area listed takes the extra damage.

Grenades & Explosives: Grenade damage is always applied randomly to all defenders within the target area. Roll 1D10 three times, for each, consulting the ***Random Hit Table*** each time.

TYPES OF DAMAGE

There are three types of damage in ***Friday Night Firefight™:*** **Structural, Killing and Bludgeoning.** Each type reflects the form of attack and it's effect on the object of that attack.

Structural Damage

Structural damage is caused by using either weapons or the hand and feet against a non living target. To determine the effects of the damage, you will subtract the number of points of damage from the total number of Structural Damage Points the object has. *Example: I use my M-16 to blast down a door. The door has a total of 20 points. My attack causes 36 points. The door is splintered .*

Some Common Structural Point Values:

Wood door	**10pts.**
Sheetrock walls	**15pts.**
Car doors	**20pts.**
Heavy wood door	**20pts.**
Metal door	**30pts.**
Stone wall	**30pts.**
Tree	**20pts.**

Killing Damage

Killing damage is any damage done by weapons against a living target. Killing damage can be caused by Ranged weapons, Melee weapons, or Explosives and Grenades.

Firearms & Other Ranged Weapons: Move to the ***Ballistics Tables*** for the specific type of round. Compare the round with the range from the target and roll the number of dice indicated. Next, for every point of your Attack Total greater than the Defender's, add an additional 1 point to your damage. If the attack is to the Head, double this total. *Example: I am firing a .357 Combat Magnum at Close Range. My Attack Total is 16. My target's Defense total is 12, giving me an advantage of +4. I check the Ballistics Table. At Close Range, the .357 round does 2D6+3. My roll gives me a total of 9 points of damage. In addition, I will add my 4 point advantage for a total damage of 13. If the attack were aimed at the head, I would have a total of 26.*

Melee Weapons: Unlike Ranged Weapons, Melee Weapons do not have a "drop off" over distance. They will automatically do a set dice value of damage, which is listed in the ***Melee Damage Tables*** for the weapon. You will also add the difference between your Attack Total and the Defender's Total to this roll, plus a modifier for the strength of the weapon wielder.

Very Weak	**-2**
Weak	**-1**
Average	**0**
Strong	**+1**
Very Strong	**+2**

If the attack is to the Head, double this total. *Example: I attack my target with a club, beating my opponent's roll by 5 points. My club automatically causes 1D6/3 in damage; I roll a 6, divided by 2, for a total of 3. I add +1 for my Strong Body Type, plus the 5 points for my advantage, for a total of 9. If the attack were aimed for the head, I would have a total of 18.*

Explosives & Grenades: If the Defenders are within the 6 meter range of effect, roll 2D6 for each shrapnel hit. Remember: Head hits must double these damage totals.

Bludgeoning Damage

Bludgeoning damage is caused by attacks on a living target using hands or feet. This type of damage is normally non-killing. When making a bludgeoning attack, first roll your damage. Attacks made using a Brawling Skill will cause the amount of die damage specified, a modifier for strength, and the Attacker's advantage over the Defender. However, characters using Martial Arts attacks will *also* add their level of Skill to this total. Remember: If the attack is to the Head, double your total.

Example: I punch my opponent, using Brawling Skill. I beat his Defense Roll by 4 points. A punch causes 1D6 points of damage; I roll a 5. I add +1 for my Strong Body Type and

+4 for my advantage, for a total of 10. However, if I'd made the attack using a Martial Arts Skill, I would add my level of Skill as well--in my case, +5. By using a Martial Arts attack, my 10 becomes a 15. If Martial Arts attack was to the head, it would cause 30 points of damage!

Some of the big numbers you're going to get are going to sound real impressive. The problem is, this is bludgeoning damage, and not as effective as killing damage. You must first divide the total amount of bludgeoning damage by 5 (rounding decimals down), *then* compare the resulting damage on the **Killing Damage** column of the ***Wound Table.***

ARMOR

Armor of any type drastically reduces the effects of damage, particularly on living targets. Having determinged the amount of damage caused by your attack, you must decide if the location or object hit was armored in any way. If so, subtract the **Stopping Power (SP)** value of the armor from the damage done (Armor and SPs are listed in the ***Armor Reference*** Section of this book). If the damage remaining is greater than Stopping Power, it is a **penetrating attack**, and the remainder is applied to the wounded area. *Example: My M-16 slams my target with 34 points of damage. He, in turn, is wearing an Armor Jacket with a Stopping Power of 18. 34-18=16 Only 16 points of damage actually harm him.*

A Note on Bludgeoning: Fists and feet are much less effective against armor than bullets and knives. When making a bludgeon attack, you must first divide the amount of damage by 5 (rounding decimal values down). *Example: I hit with 15 points of bludgeoning damage against a Kevlar T-shirt (SP=10) . If I simply move right across the Wound Table, my 15 points will easily overcome the T-shirt. But **first**, I must divide the damage by 5, reducing it to a mere 3 points, easily stopped by the shirts 10 points of stopping power.*

Staged Penetration: The Stopping Power of the armor on the hit area will also drop by one point if the attack is a penetrating one. *(Example: before the attack, the SP is 5. After a penetrating attack, the SP is now 4).* This effect, known as *Staged Penetration,* represents damage the armor has taken in the course of blunting the attack.

Special Note-- Armor Piercing Rounds: We have not listed exact damages for armor piercing shells. Instead, the rule of thumb is that an armor piercing load will automatically act upon armor as if the armor's SP has been halved (round decimal values down). However, the ammunition will cause one half the normal tissue damage once it has penetrated the armor (a denser load will tend to go right through the body rather than mushrooming and causing a major wound). *Here's an example: a 9mm parabellum round hits an armorjack with an SP of 6. The slug delivers 6 points of it's potential 9 (1D6+3) points of damage. Normally the armor would stop the entire load. However, against an armor piercing load, the armor jack's SP is halved to 3. 3 points penetrate the armor.*

While 3 points have penetrated, the armor piercing round is less likely to tumble or spread, causing less damage. As our rule of thumb, it's damage is halved (to 1.5) and then rounded down (to 1). Therefore, the target takes 1 point of damage through the armor. This seems insignificant until one realizes that with a standard round, he would have taken no damage.

Knives and Swords: Modern armor is designed to stop bullets and other high-kinetic energy attacks. Knives, on the other hand, are low energy, sharp objects which cut right through Kevlar weaves and plastic plates. Therefore, knives, swords and other cutting attacks should be treated as *armor piercing attacks* when used against modern armor.

WOUND TABLE

There are no "hit points" in ***Friday Night Firefight.*** Instead, a comparative damage matrix is used. To determine how severe the wound is, move to the ***Wound Table.*** Find the number of points of killing damage done in the column on the left. Now, move to the right side of the table until you cross-index the body type of your target. The indicated code tells what kind of wound has been taken. There are five levels of damage: Flesh Wound (**FW**), Serious Wound (**SW**), Critical Wound (**CW**), Mortal Wound (**MW**) and Dead (**D**).

Flesh Wounds: These include contusions, cuts and tissue damage. Tissue trauma is moderate, and the wounds are messy but not incapacitating.

Serious Wounds: These cause massive tissue trauma, bloodloss, internal organ damage and possible bone fractures. When taking a Serious Wound, roll an additional 1D6 to determine secondary effects.

Limb & Torso: On a 1 or 2, you have broken a bone. A broken arm or leg renders the limb useless. A broken rib reduces your MA by half and reduces your ability to attack or defend by -2.

Head: A skull fracture causes massive, blinding headaches, reducing your INT, REF and COOL stats by half. On a roll of 3, the victim takes no skull damage, but has lost an eye.

A Serious Wound that is untreated for more than 20 minutes automatically becomes a Critical Wound.

Critical Wounds: These cause dangerous tissue trauma, have severed a major artery or vein, and have caused severe damage to internal organs (where present). Limbs are unuseable--in fact, they will immediately require attention as they have been nearly severed. Roll an additional 1D6 to determine secondary effects.

Limb: On a 1 or 2, the limb must be amputated.

Torso: On a 1 or 2, the lungs have been punctured. The victim cannot move. On a 3 and 4, there has been major damage to the abdominal organs. The victim can still move, but INT, REF and COOL stats are reduced to 1 automatically. MA drops to 1 (crawling). On a 5 or 6, there is major damage to the lower abdomen and

groin area. The victim cannot move, attack or defend; he's too busy writhing on the ground in pain.
Head: On a 1, skull has been crushed or shattered, suffering 1D6/2 points each from INT & REF stats (brain damage). On a 2, the victim suffers amnesia, and must forever after make a Difficult task attempt (INT) to remember people, places, incidents or things from his past. On a 3, the victim is blinded indefinitely.
If a Critical Wound is not tended to within 12 combat turns (2 minutes), it automatically becomes a Mortal Wound.

Mortal Wounds: These are essentially killing wounds. The victim is, in effect, dying . He may not move, attack or defend. Each turn, he must roll a 1D10 **Death Save**, checking against his Body Type on the ***Death Save Table***. On a roll equal or lower than his Death Save number, he lingers on for another full turn.

Depending on the level of technology, a Mortally Wounded character *can* be saved. In a magic-based technology, a healing or resurrection spell might do the job. In a futuristic technology, advanced medical science and surgery can repair the damage. If a Mortally Wounded victim receives surgical care before he fails his Death Save, he stops dying. Instead, the process of recovery begins.

Dead Instantly Wounds: With these, the victim has instantly expired from the severity of his wounds. Unless you are using some advanced form of resurrection technology (or magic), a dead character is dead, dead, dead. Finé. Nada. Write up a new one.

Recording Wounds

Write the type of wound in the appropriate area of the outline-figure on your ***FNFF Combat Sheet***. *For example, to list a serious head wound, you would write "SW" in the head part of the outline-figure.* Do not bother to write down Bludgeoning damage unless it is severe enough to become Killing damage (greater than 5 points).

Making Consciousness Saves

Wounds not only cause damage--they also cause shock and pain effects. These may be sufficient in some cases to knock a man out of combat even with an insignificant wound. Check the ***Consciousness Save Table***, indexing the severity of the Wound against the victim's Body Type. The victim must make a roll on 1D10 equal to or lower than the listed value. If the roll is failed by less than four points, the victim is stunned for one consecutive phase following the stun. He cannot move, attack or defend -- instead, he is staggered in place by the impact. If the save is failed by greater than 4 points, the victim is unconscious for 1D10 consecutive phases following the attack.

Consciousness saves are also important for knocking out people. Contrary to popular opinion, this is a little harder than it appears in the movies. In general, a strong person using a club will have a good chance (50%) of knocking an average guy out (the club does an average 3 pts, his strength adds another 1 point, and doubling this for a head shotbrings it to a total of 8 points: a serious wound. The consciousness save for a serious wound is 5 and below).

Cumulative Wounds

Realistically, if one were to take a lot of small wounds, it would be as bad as taking one big wound. Bleeding, shock and pain would begin to add up. The **Cumulative Wound State** is a running tally of how successive wounds affect the body. The ***Wound State Record*** is at the top of your ***FNFF Combat Sheet***. The first time you are wounded, cross out the Wound State box corresponding to the type of wound. The next time you are wounded, go to the ***Cumulative Wound Table***, cross index the current wound state with the new wound level, and cross out the new Wound State box on your ***FNFF Combat Sheet*** as indicated by the Table. Remember; with enough little wounds, you can still end up dead.

HEALING & RECOVERY

Assuming you live through the firefight, the next step is the long, slow process of healing and recovery. As *FNFF* is a general system for many genres, we won't go into HOW you'll treat your wounds. You may, depending on the *Interlock™* game you're playing, use magic, high tech, or even cybernetic replacement. In each system, we have detailed the whys and wherefores of medical treatment specifically for the particular tech level and genre. Our examples here postuate 20th century medical technology.

However, we have given you a format for wound *healing*. First, take a good look at your ***Friday Night Firefight Combat Sheet***. Each wound should be marked on the schematic outline at the top of the Sheet. Using this record, check the ***Wound Recovery Table***. Find the type of wound and cross index it to your Body Type. Roll a value on 1D10 equal or lower than the indicated number. If the roll is successful, the wound has healed.

Each roll represents a certain amount of elapsed time, based on the wound type. For example, a Flesh Wound takes at least one week of healing before you can attempt a recovery roll. A Critical Wound, on the other hand, requires at least two weeks of healing before a recovery roll can be attempted.

Example: I have taken a Serious Wound to the leg, a Flesh Wound to the head, and a Flesh Wound to the torso. As an Average Body Type, my Wound Recovery numbers are 5, 6 and 6 respectively. At the end of the first week, I roll for each of the two Flesh Wounds. I roll lower than 6 on the first one, but fail on the second. My head wound has healed within the one week period. I must now wait another week to roll for the torso Flesh Wound. This time I roll below 6. The torso Flesh Wound has healed in two weeks. A full two weeks must pass before I can attempt to recover

from the Critical wound to my leg. I roll a 6 the first time, failing miserably. I must wait another two weeks before I can roll again. The second attempt fails as well. Two more weeks pass. On the third attempt, I roll a 2, suceeding. It has taken me 6 weeks to heal my leg wound.

Roleplayers---Don't keep yourself in suspense: You should make Wound Recovery Rolls immediately after a combat. noting how long it will take for each wound to heal right on your ***FNFF Combat Sheet.*** Until the wound is healed, your character will be limited by the extent of his wounds, and should take this into account when roleplaying! *In our example, I would probably have a nasty bandage on my head for a week, and another bandage on my stomach for two weeks. The bandages would probably cause me some pain, need to be dressed often, and perhaps restrict my movement . My Serious Leg Wound would have an even greater effect. For six whole weeks, I'd have bandages all over my leg. I wouldn't be able to run as fast as normal, and I would probably feel a great deal of pain.*

WEAPON REFERENCE SECTION

Friday Night Firefight™ combines a great deal of tactical data in one place. You will find that it can cover weapon accuracy, it's range to target, the shooter's natural and trained abilities, effects of automatic fire, second shots and improperly braced weapons, shotguns and chokes, and damage as related to range from target. All of these factors are designed to include most commonly used forms of ammunition, including armor piercing rounds. Using all this should be a regular nightmare, right?

Nada. It's very simple.

WEAPON CODE

A wide variety of weapons are covered in the ***Weapons Section*** of this book. Each weapon is represented by certain characteristics, such as it's type, weight, load type, ranges, accuracy, concealability, availability and cost. These factors are recorded as a **weapon code** --- a profile of the weapon in order of:

Name • Type • Accuracy • Concealability
Availability • Ammunition
Number ofShots • Rate of Fire • Reliability

For an example, a weapon with the code:
HK MP5K • SMG • 1 • J • C • 9mm • 30 • 20 • VG

would be an Accurate (1) Heckler & Koch MP5K Submachinegun (SMG) which can be hidden under a jacket (J), is commonly available (C), fires 9mm ammunition, has a 30 shot clip, can fire up to 20 rounds per phase on full auto, and has good reliability.

Type

Each type of weapon falls within one of four categories. Within each category are several subcategories of the type. Each category and/or type has an ID code for easy identification.

Pistols (P) are any type of single shot (or semiautomatic) weapon which may be accurately fired with one hand. Firing with two hands serves to brace the shot and increase accuracy (+1). Pistols with autofire capacity (such as the 3-burst Scamp) are classed as *submachineguns* or *submachinepistols.*

Submachineguns (SMG) are any type of weapon which may fire either automatically or semi automatically, using only pistol ammunition. While they can be fired with one hand, submachineguns must be used two handed for maximum effectiveness. When fired one handed, there is a -2 reduction to your Attack Total.

Shotguns (SHG) are any weapon which fires pellets or other small particles instead of a solid slug. This also includes weapons such as needle and flechette guns. A shotgun firing a solid slug will be considered a rifle. These weapons must always be used two handed. It is assumed that the proper firing position for a shotgun is braced against the shoulder. However, shotguns may be fired unbraced from the "hip" at a -2 reduction to your Attack Total.

Rifles (RIF) include assault rifles, carbines, and fully automatic rifles. These weapons always fire rifle type ammunition. Like shotguns, these weapons must always be used two handed. While the proper firing position for most rifles is braced against the shoulder, they may also be fired from the "hip" with a -2 accuracy reduction to your BA (Basic Attack). The exception to this is any rifle in the "bullpup" configuration; i.e., a weapon designed so that the magazine or clip area is behind the trigger and firing mechanisms. These weapons are designed to be fired from either shoulder or hip with no reduction in accuracy. Bullpup weapons are always designated in the Description section of their weapon codes.

Melee Weapons (M) include swords, daggers, knives, martial arts weapons, polearms, etc.

Weapon Accuracy

Not all weapons are alike on the range. Among even the same general caliber of handgun, there can be a wide variation in the accuracy of the weapon. For this reason, each weapon is rated in terms of five levels of accuracy, each adding a specific modifier to the character's ability to hit.

Very Accurate	**+2**
Accurate	**+1**
Average	**+0**
Poor	**-1**
Very Poor	**-2**

Concealability

Another important factor in combat weapons how easily they can be hidden until needed. A smart combat gunner

doesn't want to walk into a bar with a shotgun protruding from underneath his coat--it's going to cause trouble. He also needs to be able to carry "holdouts" in the event of capture or disarmament.

Pocket, pant's leg or sleeve	(P)
Jacket, Coat or Shoulder Rig	(J)
Long Coat	(L)
Can't be Hidden	(N)

Availability

This is how difficult the weapon is to find on the open market. Many weapons can be purchased in the local sporting goods store. But others can only be found illegally. Weapon availability puts a realistic limit on what a player can carry into a firefight, as well as a measure of how expensive that hardware will be.

Excellent	**(E)**	Can be found almost anywhere
Common	**(C)**	Can be found in most sports & gun stores or on street
Poor	**(P)**	Specialty weapons, black market, stolen military.
Rare	**(R)**	Stolen, one of a kind, special military issue, highly illegal.

Ammunition

Each weapon is rated as to the type of ammunition it carries. This ammunition may beof a number of types, as listed in the weapon's Code. Ammunition has three damage values; the damage at pointblank and close ranges, the damage at medium and long, and the damages at extreme range. In most cases, you will be most often using the first table, as firefights statistically tend to happen within very short distances.

Ammunition Note: We have listed the foot pound/ energy delivered by each type of ammunition as well as the actually amount of dice damage done. This data is often listed in ammunition catalogs or gun data books. Using the formula of 40 f/lbs per every point of damage caused, you should be able to extrapolate the damage of any given ammunition load. We have specified only that damage as caused by steel jacketed, lead slugs; the most commonly used ammunition for the types of weapons profiled. Certain weapons (such as the M-16), cause a greater amount of physical tissue damage due to the tumbling actions of the slug, which is reflected in the modified values we have used in these types.

Armor Piercing Rounds: As a general rule, we have not constructed exact damages for armor piercing shells. Instead, the rule of thumb is that an armor piercing load will automatically act upon armor as if the armor's SP has been halved (round decimal values down). However, the ammunition will cause one half the normal tissue damage once it has penetrated the armor (a denser load will tend to go right through the body rather than mushrooming and causing a major wound).

Number of Shots

This is how many shots are held in the standard clip, magazine or quiver for the weapon type. Your ***FNFF Combat Sheet*** also has a place to record how many shots have been fired by the weapon.

Rate of Fire

This is how many shots the weapon can fire in a single phase of a turn (3.2 seconds). All pistols or bows are assumed to fire once per phase unless otherwise specified. All rifles are assumed to fire once per phase. A higher value than one indicates the the rate of automatic fire for the rifle.

Reliability

This is how reliable the weapon is in combat--it's chance of jamming while on autofire, etc.

Very Reliable	(VR)
Standard	(ST)
Unreliable	(UR)

AUTOMATICS

.45 Colt Automatic P 1 J E .45 7 2 VR
Standard US military firearm for over 70 years. Known as a serious "manstopper", with a rugged design and excellent adaptability.

Browning HI-Power P 1 J E 9mm 13 2 VR
Excellent military and civilian firearm used worldwide.

Browning .25 P 1 J E .25 5 2 UR
Common .25 pistol, smallest available on open market. Used as a "holdout" or "lady's" gun.

.44 Automag P 1 J P .44 7 2 UR
A limited production of highly specialized design. The most powerful production pistol made today. Demand was not enough to provide a common ammunition source--all rounds must be handmade. No longer made.

Beretta M92F P 1 J R 9mm 15 2 ST
New standard US military sidearm. It depends on accuracy and penetration as opposed to the .45's sheer bullet weight.

Glock 17 P 2 J C 9mm 17 2 VR
Sidearm of the Austrian Army, the Glock is made of high pensity plastics. The unique construction makes it incredibly reliable and easy to use (as well as difficult to detect with airport metal detectors).

Walther PPK P 1 P C 9mm 7 2 ST
Known as the "James Bond gun" throughout the 1960's, the Walther was favored by intelligence agents worldwide.

HK P9S P 1 P C 9mm 9 2 VR
Well-designed German pistol with unique rifled barrel, making it easy to care for. Very reliable, easy to use, and common among European Police forces.

Tokarev 1933 TT-33 P 1 J C 7.65 8 2 VR
Common Soviet handgun used by military until late 1980's.

Beretta M1951 P 0 J C 9mm 8 1 ST
Standard military sidearm for many European nations, the 1951 is readily available and easy to use.

Luger Parabellum P 0 J P 9mm 8 1 ST
Standard German military sidearm of WWII. The Luger is less common now, as other 9mm types have replaced it.

Mauser M 1896 P 2 J E 7.65 10 2 ST
The famous "broomhandle", this weapon combines good reliability and power.

Styer GB80 P 1 J P 9mm 18 2 ST
A relatively new weapon now being accepted in many NATO countries. It's large magazine capacity and high quality workmanship make it a very servicable military or police weapon.

Desert Eagle P 1 J C .357 9 2 VR
The current "in" weapon of the 1980's, the Desert Eagle has seen service with the Israeli Army,. as well as having great popularity among civilian marksmen.

Ruger MKII Standard P 2 J C .22lng 13 2 ST
An excellent match pistol, easily controlled and accurate. Also a good "assassin's" weapon in some quarters.

Mamba P 1 J C 9mm 15 1 ST
A South African design featuring a stainless steel body, double action trigger and large magazine. A machine pistol version has been produced, but is extremely rare (ROF 5).

Sig Sauer P-210-2 P 2 J P 9mm 8 2 VR
Possibly the most accurate military production handgun in existence, the SIG is commonly issued to the Swiss Army. Very accurate and remarkably easy to care for.

REVOLVERS

Colt Python P 1 J E .357 6 1 ST
Considered to be one of the top .357 revolvers made today; reliable & accurate.

S&W Combat Magnum P 1 J C .357 6 2 VR
Designed for US Border Patrol use, the Combat Magnum is a popular choice among police officers. Its "small frame" and reliable action make it a best seller.

S&W Model 29 P 1 J C .357 6 2 VR
A very large weapon, the Model 29 is one of the most powerful revolvers available to civilians. It is extremely powerful and accurate.

Llama Commanche P 0 J C .44 6 1 ST
An excellent .44 revolver, used in home defense and police work. It's long barrel makes it hard to conceal.

Colt .45 "Peacemaker" P 0 J R .45 6 1 VR
The gun the "won the West", the .45 was the most common US sidearm throughout the 1800's. A single action weapon, it must be cocked before firing, although later models had a flattened hammer allowing the gubn to be fired by "fanning" the hammer.

Colt .38 Detective P 1 J C .38 6 1 VR
The most commonplace police weapon for many years, the Colt .38 has many variants, including the smaller "Chief's Special". With their high reliability, there are many of these guns still in circulation.

HOLDOUTS

HI Standard Derringer P -1 P C .22 2 1 ST
A good "holdout" gun, the High Standard is not an effective "manstopper", but can hold it's own in an emergency situation.

C.O.P. .357 Derringer P 0 P C .357 4 2 VR
Designed as a "holdout" for law enforcement aganets, the COP uses a unique revolving firing pin arrangement. It's small size makes it easily hidden.

C.A. "Bulldog" P 0 P C .44 5 1 VR
Common police holdout and backup gun.

SUBMACHINEGUNS

UZI SMG 2 J C 9mm 30 20 VR
Developed by the Israelis as a reliable export weapon, the UZI is used worldwide by security forces, the US Secret Service, police and (unfortunatly) terrorists and drug dealers.

Mini UZI SMG 1 J C 9mm 30 35 VR
Smaller version of the popular UZI, which can be easily hidden even under street clothes. An even smaller UZI pistol version is also available, but this variant is only semi-automatic (ROF=3).

Vz61 Skorpion SMG 2 J P .32 20 25 VR
A standard military sidearm for the Soviet Bloc, the Skorpion is the world's smallest military SMG. It's small ammunition size gives it excellent controllability. It is easily silenced and can be carried in a shoulder holster.

Ingram MAC 10 SMG-1 J C .45 30 5 UR
A very small SMG used by covert units and terrorists. It can be easily silenced. However, it's very large ammo size makes it very difficult to control when on full auto.

Ingram MAC 11 SMG-1 J C .38 32 35 UR
Smaller variant of the MAC 10, firing a lighter, more controllable .38 round.

H&K MP5 // MP5K SMG 1 L C 9mm 30 20 ST
Twoexamples of the H&K family of interchangeable SMGs, both share parts and design similarities. The MP5K is a very small version of the MP55D3, which has a built in silencer. The short barrelled MP5K has an accuracy of 1, not 3.

M3 "Grease Gun" SMG-1 L C .45 30 30 ST
Common SMG of WWII

Thompson M1 SMG 2 N C .45 50 20 VR
Standard US military SMG during WWII, the Thompson is rugged, reliable and easy to use. The M1928 version, of gangster fame, was less reliable (UR), but could carry a 100 round drum maga-

zine.

Schmeisser MP-40 SMG 2 N C 9mm 30 25 VR
The SMG the Nazi made famous, still found in police/military arsenals and private collections.

Bushmaster SMG 0 C R 5.56 30 20 ST
A bullpup configured SMG designed to be fired one handed. The Bushmaster uses the M-161A clip, making it technically closer to an assault rifle than a submachinegun.

RIFLES

FN-FAL RIF 0 N E 7.62N 20 21 VR
Standard NATO rifle. A very deadly assault weapon; durable and handles well.

AK 47, AKM, AKMS RIF 0 N E 7.62S 30 20 VR
Standard Soviet military rifle, exported worldwide, particularly to Soviet client-stataes. Reliable, rugged, but rather difficult to control, the AK-47 is probaly the most well known weapon of it's type in the world.

AK 74 RIF 0 N C 5.45S 30 20 VR
Common Soviet assault rifle.

M-16A & M-16A2 RIF 2 N C 5.56N 30 25 UR
Standard US military rifle since the 1960's, the M-16 has high accuracy and a staggering ROF. A built in "tumble" effect compensates for the light 5.56 round. Earlier M-16 models were cantankerous and unrealible in the extreme, with an accuracy of 3, not 4. The Ar-15 and the AR-180 are civilian models used by police and home defense.

Styer Aug RIF 2 N C 5.56N 30 20 VR
A bullpup configured rifle using high tech plastics and aluminum, the AUG is the wave of the future. The scope is built in, giving it great accuracy, while it's rugged plastic construction gives it reliability and strength.

Galil 5.56 RIF 1 N C 5.56N 30 6 VR
Standard Israeli combat rifle, desingt to survive in the harshest environments. It is considered to be the best medium assault rifle in military production. Thwe export model fires a 7.62 NATO round.

M-1 Garand RIF 2 N C 30-06 8 3 ST
Basic U.S. Infantry rifle of WWII.

Winchester M70 RIF 3 N C 30-06 5 1 VR
A basic scoped hunting rifle, used to hunt deer.

Winchester .30-.30 RIF 2 N E 30-30 5 2 ST
The most commonly used rifle of the Old West, the Winchester also came rifled for a .44 round as well.

SHOTGUNS

Ithaca Stakeout SHG -1 L C 12g 8 2 ST
Basic short stocked police shotgun.

Atchison Assault SHG -1 N R 12g 20 10 ST
Fully automartic shotgun with drum feed.

CAWS SHG 0 N R 12 27 10 ST
Close in Assault Weapon, designed for house to house work, crowd suppression. Scope is built in, making it very accurate for type.

MELEE WEAPONS

Knife or dagger M 1 J E NA NA NA VR
Switchblade M 0 P E NA NA NA ST
Sword M -1 N R NA NA NA VR
Spear M -1 N P NA NA NA VR

Nunchaku M 1 J C NA NA NA VR
Martial arts weapon. Two clubs joined by short chain.

Tonfa M 1 J C NA NA NA VR
Two L-shaped clubs, one for each hand. A martial arts weapon.

SPECIALS

Bow BOW 1 N C NA 12 2 VR
Arrows dow damage as if .22 Long round.

Crossbow BOW 0 L C NA 12 1 VR
Crossbow bolts do damage as if .38 long pistol round.

Shiriken M 0 P C NA NA NA VR
Small throwing stars. A martial arts weapon.

Chainsaw SAW -2 N C NA NA NA ST
Common weapon in bad post holocaust films

Sledgehammer M -2 N C NA NA NA VR
Another common postholocaust weapon, this may also be any type of war hammer or heavy club.

ARMOR REFERENCE SECTION

Besides a variety of weapons, ***Friday Night Firefight*** also includes types of modern body armor.

STOPPING POWER

Stopping Power (SP) refers to the ability of the armor to stop damage. Each type of armor has it's own Stopping Power. When the armor is struck by a round, the armor's SP is subtracted from the total amount of damage done by the hit. The remaining damage is then applied to the target area. If the damage done is less than the SP of the armor, no damage is done.

Example: I am wearing a Kevlar jacket with an SP of 18. A 5.56 round strikes me in the chest, causing 14 points of damage. The armor's higher SP thwarts the attack. The next shot does 22 points of damage. The armor reduces this by 18 points. Only 4 points actually cause me harm.

Layering Armor

What a concept, you think shrugging into a bulletproof T-shirt, a bullet proof vest and a Kevlar armor jacket. Theoretically, one should be able to layer protection upon itself until he becomes invulnerable. However, in FNFF, the actual limit on how much armor you can pile onto any area is a combined SP total of 30 points. This would, for example, allow you to wear an Armor jacket (SP=18) over an armor T-shirt (SP=10), but not an armor T-shirt (SP=10) and a Gunner's Vest (SP25). Damage is subtracted from the **total SP** of all of the armor on the hit area.

Staged Penetration

Armor doesn't just keep absorbing damage infinitely. All armor in *Friday Night Firefight* uses the concept of **staged penetration**. Each time the armor is struck by an attack that penetrates (actually harms the person inside), it loses one point from the SP of the hit area. When the SP reaches 0, it can no longer stop damage.

ARMOR REFERENCE

Armor T-Shirt Vest SP=10
Can be worn unnoticably under most street clothes. Will stop most rounds up to .45 ACP. Cost about $90.00

Kevlar Armor Jacket SP=18
Personal protection for the fashion conscious, these lightweight Kevlar jackets have nylon coverings that resemble normal jackets. Cost about $150-200.00

Leather Jacket or Pants SP=4
Good for road rash, stopping knives, etc. A good .38 slug will probably rip you to bits, however. Cost about $50.00

Nylon Helmet SP=20
Heavy duty protection for the head, standard for most military. Cost about $100-150.00

Flack Vest or Pants SP=20
Standard protection for combat soldiers, the flack vest is designed to stop small arms fire, grenade shrapnel, but only slow up assault rifle rounds. Cost about $200.00

Doorgunner's Vest SP=25
Heavy duty protection for stationary positions, like machingun nests, helicopter doors, etc. Cost about $250.00

FRIDAY NIGHT FIREFIGHT™

AMBUSH TABLE

Mod	Condition
+1	Dim light or smoke
+2	Complete darkness
+2	Entire body hidden (cars, dumpsters, etc.)
+1	Half body hidden (low walls, crouched behind trash cans)
+3	Victim drunk, stunned or otherwise incapacitated

SHOTGUN HIT

ROLL	1st Hit	2nd Hit
1	L.Arm	Torso
2	Torso	L.Arm
3	Head	Torso
4	Torso	Head
5	R.Leg	L.Leg
6	L.Leg	R.Leg
7	R.Arm	Torso
8	Torso	R.Arm
9	Torso	Torso
10	Torso	Torso

RANDOM HIT TABLE

ROLL	AREA
1	Head
2	Torso
3	Torso
4	Torso
5	R.Arm
6	L.Arm
7	R.Leg
8	R.Leg
9	L.Leg
10	L.Leg

BLUDGEON DAMAGE

Strike	1D6+ strength
Kick	2D6+ strength
Break	1D6+ strength
Throw	1D6+ strength

Divide all Bludgeon Damage by 5.

BALLISTIC TABLES

PISTOL & SMG ROUND	POINTBLANK & CLOSE		MEDIUM & LONG		EXTREME	
	E/flbs	DICE	E/flbs	DICE	E/flbs	DICE
.22 Short	66 f/lbs	1D6/3	NA	NA	NA	NA
.22 Long	77 f/lbs	1D6/3	NA	NA	NA	NA
.25	66 f/lbs	1D6/3	NA	NA	NA	NA
.32	129 f/lbs	1D6/2	115 f/lbs	1D6/3	97 f/lbs	1D6/3
.38	179 f/lbs	1D6	168 f/lbs	1D6	157 f/lbs	1D6
.45 ACP	411 f/lbs	2D6+1	362 f/lbs	1D6+3	324 f/lbs	1D6+2
.357 Magnum	535 f/lbs	2D6+3	428 f/lbs	2D6+2	361 f/lbs	1D6+3
.44 Magnum	971 f/lbs	4D6	749 f/lbs	3D6+1	608 f/lbs	2D6+3
9mm Para	341 f/lbs	1D6+3	280 f/lbs	1D6+1	241 f/lbs	1D6
7.65 Mauser	305 f/lbs	1D6+2	255 f/lbs	1D6	225 f/lbs	1D6

RIFLE ROUNDS	POINTBLANK & CLOSE		MEDIUM & LONG		EXTREME	
	E/flbs	DICE	E/flbs	DICE	E/flbs	DICE
5.56 NATO	1305 f/lbs	5D6+2	978 f/lbs	4D6	522 f/lbs	2D6+1
7.62 Soviet	1827 f/lbs	7D6+3	1355 f/lbs	5D6+3	720 f/lbs	3D6
7.62 NATO	2743 f/lbs	11D6+2	2066 f/lbs	8D6+3	1109 f/lbs	4D6+3
30-30	1843 f/lbs	7D6+3	1355 f/lbs	5D6+3	720 f/lbs	3D6
30-06	2708 f/lbs	11D6	1913 f/lbs	8D6	883 f/lbs	3D6+3

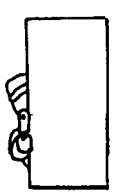
SHOTGUN ROUNDS	POINTBLANK & CLOSE		MEDIUM & LONG		EXTREME	
	E/flbs	DICE	E/flbs	DICE	E/flbs	DICE
12 Gauge 00	1200 f/lbs	5D6	720 f/lbs	3D6	480 f/lbs	2D6

MELEE DAMAGE

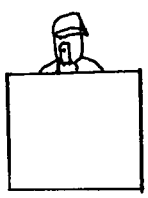
Grenades	2D6
Club	1D6
Knife	1D6
Sword	1D6+3
Nunchucks	1D6
Tonfa	1D6
Axe	1D6+2
Chainsaw	4D6
Switchbl.	1D6/2
Shiriken	1D6/2
Hammer	3D6

DEFENDER COVER MODIFIERS

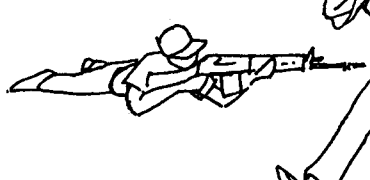
Behind Hostage +3



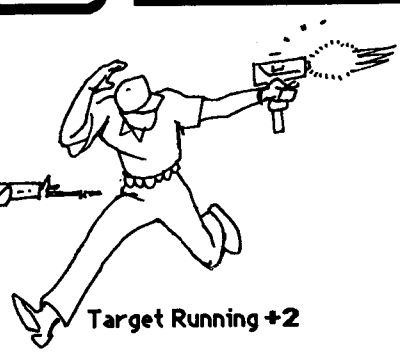
Behind Corner +2



Over Cover +2



Prone +1



Target Running +2

FRIDAY NIGHT FIREFIGHT™

DEFENDER'S RANGE MODIFIERS

Range	Single Shot	Three Round Burst	Full Auto	Shotguns: Closed Choke	Shotguns: Open Choke	Automatic Shotgun
PBL	0	-2	-5	-3	-3	-5
CLS	+1	-1	-4	-3	-5	-7
MED	+2	0	-0	0	-1	-1
LNG	+3	+2	+4	+2	0	+1
EXTR	+4	+3	+5	+5	+5	+5

PHASE TABLE

Reflex ▶	2-4	5-7	8-10
Phase 1	NO	NO	YES
Phase 2	NO	YES	YES
Phase 3	YES	YES	YES

FIREARM RANGES

Type	PBL	CLS	MED	LNG	EXTR
Pistols	0-1m	12m	25m	50m	50m +
SMGs	0-1m	30m	75m	150m	150m +
Rifles	0-1m	100m	200m	400m	400m +
Shotguns	0-1m	20m	30m	50m	50m +

MOVEMENT COSTS

Rough	2x
Mud	3x
Water	3x
Uphill/Downhill	2x

ARMOR SP

SP	Armor Type
4	Leather
14	Steel Helmet
10	Kevlar Vest or T-Shirt
20	Flack Vest or Pants
18	Armor Jacket
20	Nylon Battle Helmet
25	Doorgunner's vest

SUPPRESSIVE FIRE

Max ROF	RANGE OF FIREZONE 1-5m	6-10m	11-15m	16-20m
5	+1	+0	+0	+0
10	+1	+1	+0	+0
15	+2	+1	+1	+0
20	+2	+2	+1	+1
25	+3	+2	+2	+1
30	+4	+3	+2	+2
35	+4	+3	+2	+2
40	+5	+4	+3	+2

Attacker: Add value to Attack Roll

GRENADE THROW

Throw 1D6 for location:

Roll	Grenade lands:
1	In front
2	To left front
3	To right front
4	To left rear
5	To right rear
6	Behind target

Throw 2D6 for distance:

CONSCIOUSNESS SAVE

WOUND	YW	WK	AY	ST	YS
FW	5	6	7	8	9
SW	3	4	5	6	7
CW	1	2	3	4	5
MW	0	0	1	2	3
D	0	0	0	0	0

WOUND TABLE

KILLING DAMAGE	BODY TYPE YW	WK	AY	ST	YS
1-2	SW	FW	FW	FW	FW
3-4	SW	SW	FW	FW	FW
5-6	CW	SW	SW	FW	FW
7-8	CW	CW	SW	SW	FW
9-10	MW	CW	CW	SW	SW
11-12	MW	MW	CW	CW	SW
13-14	D	MW	MW	CW	CW
15-16	D	D	MW	MW	CW
17-18	D	D	D	MW	MW
19-20	D	D	D	D	MW
+21	D	D	D	D	D

MULTIPLY HEAD DAMAGE BY 2
FW=Flesh Wound SW=Serious Wound
CW=Critical Wound MW=Mortal Wound
D=Dead

WOUND RECOVERY

WOUND	YW	WK	AY	ST	YS
FW	4	5	6	7	8
SW	3	4	5	6	7
CW	2	3	4	5	6
MW	1	2	3	4	5

Recovery Rolls
FW= Roll after 1 week
SW= Roll every 2 weeks
CW= Roll every 3 weeks
MW= Roll once per month

CUMULATIVE WOUND

PREVIOUS WOUND STATE	NEW WOUND LEVEL FW	SW	CW	MW
FW	FW	SW	CW	MW
SW	SW	MW	D	D
CW	CW	D	D	D
MW	MW	D	D	D

DEATH SAVE

BODY TYPE	YW	WK	AY	ST	YS
SAVE	2	3	4	5	6

NOTES & ERRATTA FOR FRIDAY NIGHT FIREFIGHT

1) **Pointblank Range.** This range should not include actual contact of the gun barrel to the body. While in most cases, a large caliber handgun will cause enough damage to mortally wound all but the strongest body types, ocasionally a low roll will allow a target to survive. **New Rule: Under any circumstance in which a weapon muzzle is within one foot or less of the body, the weapon will automatically do it's maximum damage.** *Example. I put a 9mm Glock 17 up against Walter's head. I fire, causing a total of 9 points of damage. This becomes 18 points. Even with his strong body type, Walter is mortally wounded.* Or you can simply skip this step and assume that anyone shot by a gun pressed up against the head will automatically have his brains blown out. People have been known to survive such injuries, but it's very rare.

2) **Reliability.** Reliability is based on factors such as misfires and jams. A 1D10 roll is used to determine the weapon's condition in these cases.

VR= roll 9 or less
ST= roll 7 or less
UR= roll 6 or less

a) Whenever a weapon is exposed to mud, dirt, sand or water, there is a chance is will become useless due to jammed mechanisms. When a weapon is exposed in this way, roll 1D10 for the first firing after the exposure. On a failed roll, the weapon is jammed or misfiring.

b) When firing a weapon on full autofire, there is a chance of jamming. Each turn the weapon is fired on full auto, roll 1D10 first to see if it jams.

NOTES:

FNFF is designed to be a modular system, allowing you to tailor it somewhat for your campaign. To speed up game play, you can always elect to remove steps from the combat process. For example:

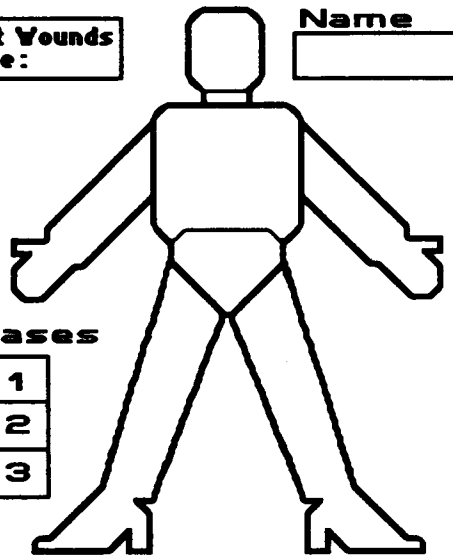
a) By assuming that a weapon will always do it's maximum damage at each range (set damage factor), you can skip the damage rolling step and move directly to the Wound Table. Of course, this may prove pretty fatal for your players!

b) By assuming that each weapon does only the damage as listed in the Medium & Long section of the Ballistics Table, you can drop the range finding step. By combining this with (a), you can bring combat down to a simple "shoot, locate damage, and look it up on the Wound Table" process. This works best when dealing with lots of combatants.

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP ➡	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM
Run Leap

Wound State	FV	SV	CV	MV	D

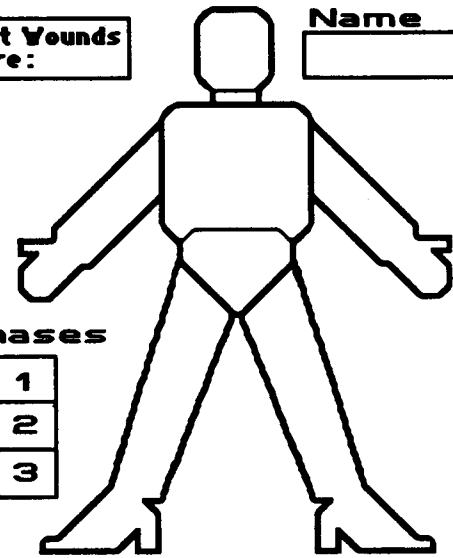
Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts
___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP ➡	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

☐ INT
☐ REF
☐ CL
☐ MA x 4=
☐ BT

☐ CEM
Run Leap

Wound State	FV	SV	CV	MV	D

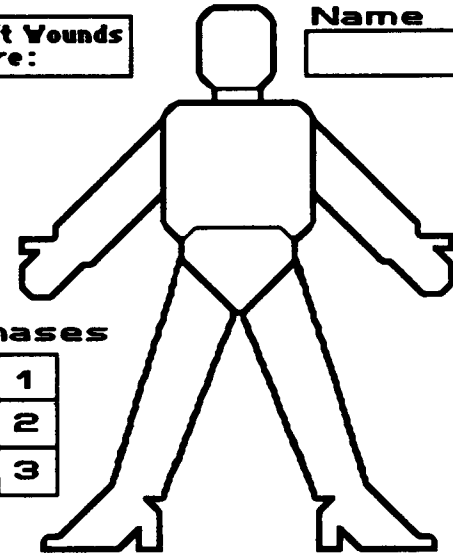
Skills
___ Pistol
___ Rifle
___ Awareness
___ Athletics
___ Martial Arts
___ Melee ___ Brawling ___ Stealth

Weapon	Type	Acc.	Ammo	Clip	Fired	ROF

FRIDAY NIGHT FIREFIGHT™

List Wounds Here:

Name



Phases

1
2
3

Armor SP ➡	Head	Torso	R.Arm	L.Arm	R.Leg	L.Leg

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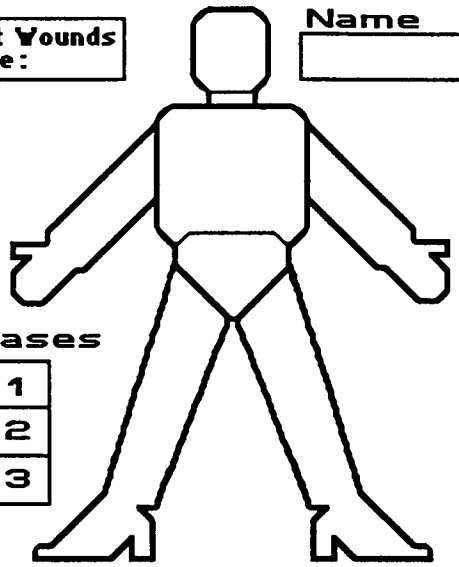

Phases

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Wound State	FW	SW	CW	MW	D

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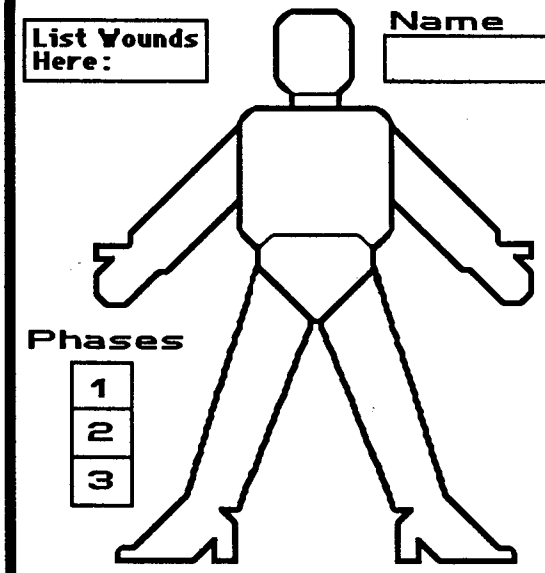

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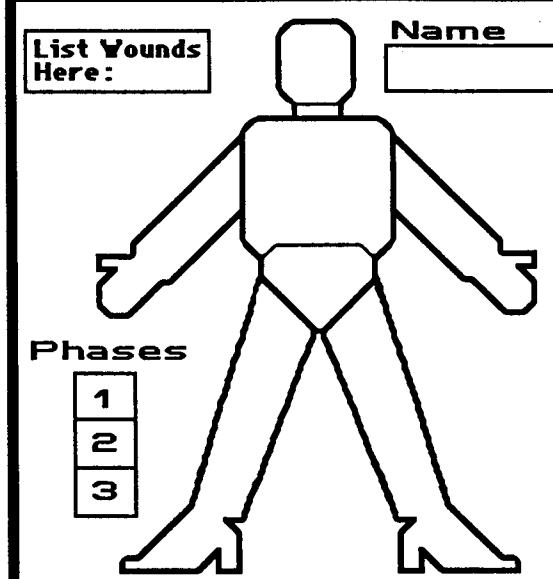

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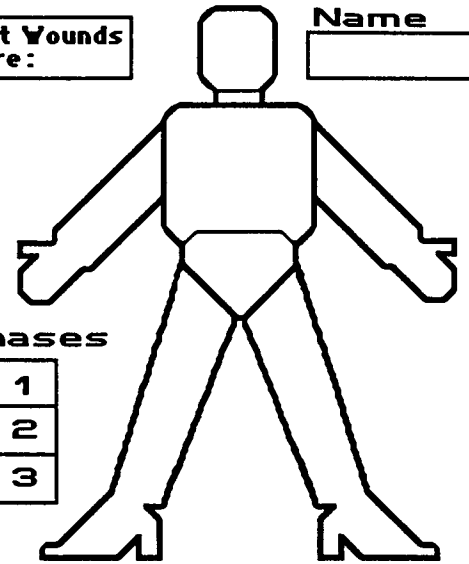

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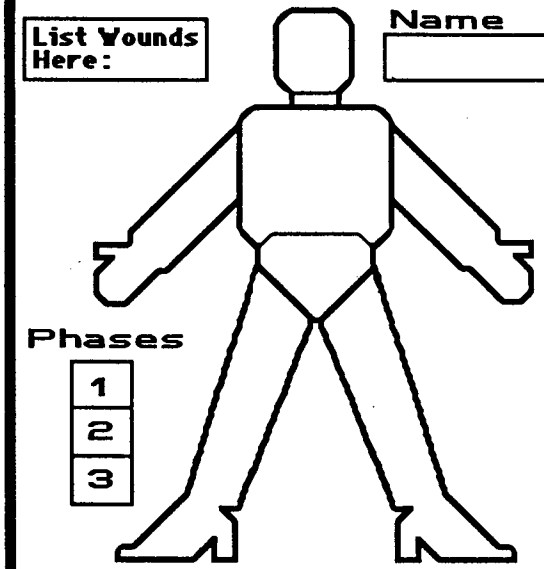

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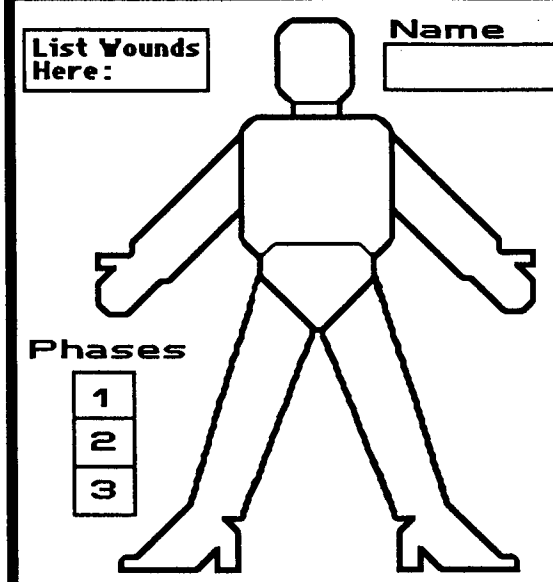

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