

CYBERPUNK 2.0.2.0. MINIATURE COMBAT SYSTEM

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What You Need-

A hex grid suitable for making maps of the combat area (I used Fasa's DMZ™ game for Shadowrun™.)

Miniatures, playing pieces, coins, something to mark your character's position and facing

A table

How To Kill Stuff-

Phases-

Initiative-Roll for initiative as per rules provided in FNFF (*CP 2020, pg. 87*)

Movement-Move up to your total MA

Attack-Work out range and modifiers and resolve attacks as per FNFF (*CP 2020, pg. 86-103*)

Movement-Move up to your total MA

Moving-

You have as many Movement Points (MP) as your MA times three. You may move up to your total MA per turn (regardless of how many MP it requires.) Remember to save some of those MP for your attack. Different actions and types of terrain take different amounts of MP. Use the table that follows to determine how many MP are required.

Action/Terrain	MP
Clear	one
Rough	two
Climb Stairs	two/level
Climb Wall/Tree	four/level
Fall Prone	four
Kneel	two
Stand (prone)	six
Stand (kneel)	two
Crawl	six
Reload	ten
Snap Shot	four
Regular Shot	six
Full Auto Fire	five/ten rnds
Melee Attack	six
Hand to Hand Attack	four

Attack-

Determine Line of Sight (LOS) and range, apply modifiers for obstructions and/or movement. Resolve combat as per rules in FNFF (*CP 2020, pg. 86-103*) All damage sustained take effect *immediately*. Turns and actions do not happen simultaneously, they happen in the order they are played, i.e. if a target bites it, he has no chance to get off a "parting shot" before dying unless he goes at the same time as the attacker.

Some weapon stats require conversion for use in this form of FNFF. If ranges seem either too long or too short, keep in mind, that one hex equals three meters.

Weapon Range	Hex Range
10 meters	3 hexes
20 meters	6 hexes
40 meters	13 hexes
50 meters	16 hexes
150 meters	50 hexes
200 meters	66 hexes
300 meters	100 hexes
400 meters	133 hexes
450 meters	150 hexes

If there is any weapon's range that has been omitted, simply divide the range by three and round down. Some weapons have a blast radius, this is the target hex and however many hexes around it that also get hit.

Blast Radii

Grenade	one hex
Molotov	one hex/liter
Flame-thrower	one hex
Mine	one hex
Claymore	two hexes wide (front and back) 25 hexes to front, two hexes to the back
C-6	two hexes/kg
RPG	two hexes
Missile	two hexes
Micro-Missile	one hex

For Melee and Hand to Hand combat, two characters may occupy the same hex (actually it's required.) Remember, the hexes are three meters across.

The Game-

Once Initiative has been determined, whoever won moves, then the losers go, the winners attack, then the losers, the winners move, then the losers. I know this means a character killed before their turn doesn't get to do anything, but, oh well, suck it up, choomba, real combat isn't that forgiving. The purpose of having two move phases is to allow for a move out of cover and then back into cover with an attack in between, like real combat would progress.

Some general notes regarding play:

Hexes are three meters across

Up to three characters may occupy the same hex.

One phase lasts approximately three seconds, one turn lasts about ten.

Questions/comments/ridicule may be sent to me at rdbishop@alaska.net