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Presents:

INTERLOCK LIMITED

INTERLOCK UNLIMITED LITE FOR THE CASUAL GAME AND BEGINNERS

THIS VERSION UPDATED 10-31-09

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Interlock Limited is the Interlock Unlimited System, shaved down to it's absolute bare minimum. It is intended to be a system to introduce beginners to roleplaying using the Interlock (detailed by setting in R. Talsorian Games Cyberpunk 2020, Mekton, or Teenagers from Outer Space) or Interlock Unlimited (the advanced, repaired, expanded and streamlined version of Interlock) systems. It also works well for pick up games, and one shots, or even for PVP style arena combat between players. This is a fan project for fans, and part of the Interlock Unlimited Project.

NOTE: As much as I hate to mix the two, this book uses U.S. Standard for distance, and Metric for everything else. However, for the purposes of this game, meters and yards are identical (for my European friends).

We will not explain what a role-playing game is here, and assume that anyone using this system will already be familiar with the idea, at least enough to know you will need paper (or a printed character sheet available for free from Datafortress 2020) pencils, dice (D6's and D10's), one person to act as the Game Master (story teller in charge of the overall game) and one or more people to act as players (they take on the role of characters in the game). If further explanation is needed, please refer to the Wikipedia article on Role-playing games: http://en.wikipedia.org/wiki/Role-playing_game

PART 1: THE BASICS

STATISTICS

Each character has 9 Statistics - values representing the level of native ability of the character in specific areas of activity. These Stats are rated from 1 to 10, with 1 worst possible, 10 being the best possible, and the average falling at about 5 or 6. Divide the characters total number of Stat Points between each of the 9 Stats, adjusting the amounts in each one as you think best describes the character's natural abilities. No beginning character's Statistic may be 3 or less or greater than 10. 3 or less is generally considered handicapped, while 10 or more is generally considered superhuman.

Intelligence (INT): This is a measure of the characters problem solving ability, general awareness, and to remember information. Almost every character type can benefit from a high INT.

Reflexes (REF): This is a combined index, covering not only the characters physical dexterity, but also how their level of physical coordination will affect skills and abilities. Characters who intend to engage in great deal of combat should invest in a high REF.

Cool (CL): This index measures how well the character stands up to stress, pressure, physical pain and/or torture. It determines their willingness to fight on despite wounds, also called "coolness", Cool is essential. It is the measure of how "together" a character is or how formidable they appear to others.

Stun Save Number: Your character's Stun Save Number is a value equal to your CL Type. To make saves, you must roll a value on 1D10 equal or lower than this number.

> **Stun Saves:** When they character takes damage, or has been exposed to knockout drugs, they are required to make a Stun Save. If the character fails a Stun Save, they will automatically be knocked out of combat and be unable to recover until a successful Stun Save is made in a following combat turn. A character may make one Save roll every turn until they succeed.

Technical Ability (TECH): This is an index of a characters manual dexterity and how he can relate to hardware and other technically oriented things. TECH is the Stat used when manipulating or repairing technology.

Luck (LK): This is the intangible "something" that throws the balance of events into your favor. Luck represents how many points the player may use each game to influence the outcome of any event. To use Luck, a player may add any or all the points of luck a character has to any die roll. Use of Luck must be declared before the roll is made. Luck is expended when all of the player's points have been used for that session. Luck is always restored at the end of each game session. Expending all a characters Luck at once (meaning no luck has been used prior in a session) automatically equates to a success. Luck may also be used to negate a Fumble, though using it in such a way only spends one point of Luck, and no more may be added to that roll. Anytime the use of luck is declared, the character must spend at least one point.

Attractiveness (ATTR): This is how physically attractive a character is.

Movement Allowance (MA): This is the index of how fast a character can run. The higher a characters MA, the more distance they can cover in a Round or Turn.

Run: To determine how far a character can run in a single combat round (3.3 seconds) in yards, multiply the characters MA by 3. The character can then run x3 this distance in a full 10-second turn.

Leap: To determine the distance of a characters standing jump, divide the characters RUN by 4, this is how many feet the character can jump. For a running jump, divide the characters 10-second Turn Run by 4, this is how far the character can jump in feet. Vertical Distance is ½ standing jump**.**

Climbing: Characters can climb a number of yards equal to their MA in one round. The movement rate when climbing without aid of a rope is MA/2 yards..

Empathy (EMP): This Stat represents how well a character relates to society, affecting both charisma and sympathetic emotions. EMP is critical when leading, persuading, seducing, or perceiving emotional undercurrents. Cybernetic Implantation, Drug Use, some types of Mental Illness, Magic, Psionics, and Superpowers, may degrade EMP.

Body Type (BT): Strength, Endurance and Constitution are all based on the character's BT. BT determines how much damage the character can take in wounds, how much they can lift or carry, how far they can throw, and how much additional damage they cause with physical attacks.

Body Type	Strength	Body Type Modifier
1-2	Very Weak	-0
3-4	Weak	-1
5-6	Average	-2
7-8	Strong	-3
9-10	Very Strong	-4
11-12+	Superhuman	-5
Carry = 10x BT in kg. Dead lift = 40x BT in kg.		

Death Save Number: Your character's Save Number is a value equal to your BT. To make saves, you must roll a value on 1D10 equal or lower than this number.

> **Death Saves:** When a character has been Mortally Wounded, or when they have encountered certain types of poisons, they will need to make a Save against Death. On a failed roll, the character dies.

Body Type Modifier (BTM): Not all people take damage the same way. For example, it takes more damage to stop Arnold The Terminator than it does Arnold The Nerd. The Body Type Modifier reflects this. BTM is a special bonus used by your character to reduce the effects of damage. BTM is subtracted from any damage your character takes in combat.

For example, say the character took ten points of damage. If they were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) points of damage.

DETERMINING STATISTICS

Character points are the cash of character creation – they are used to purchase the various mechanical aspects of the character, like good looks, a strong, hard body, unshakable cool and street smarts (but not Skills). We've given you three ways to generate Character Points:

1) Random: Roll 9D10 and total. The character has this many Stat Points to distribute as they see fit amongst the 9 stats.

2) Fast: Roll 1D10 for each Stat (9 in all), re-rolling scores of 3 (As stated prior, 3 or less in any Stat is considered handicapped, and while a player may choose this for role playing purposes, it is not recommended) or less. Place rolls in each Stat as desired.

3) Cinematic: This option is for Referees only. As the designer of the adventure, the GM has the option of choosing the number of points for character based scale of campaign being run.

Epic Level	**80 pts**
Mighty Level	**70 pts**
Heroic Level	**75 pts**
Street Level	**60 pts**
Gutter Level	**50 pts**

PART 2: SKILLS

Learning New Skills and Improving Old Ones

To determine the amount of skills a beginning character receives, add up the characters STATS. This number is equal to the amount of Skill Points a character receives to start off with. Beginning Some GM's may wish to raise or lower the amount of Basic Skill points depending on the level of the game they wish to run. At character creation skills cost a flat 1 Skill Point per point of Skill. Additionally, every character gets their native language at an 8 for free.

During the game, Players can improve their skills (and Special Abilities) or begin new ones by accumulating Improvement Points (IP). As you gain more IP, you'll record these points in the area next to the skills listing on your Character Sheet. When the character has collected enough Improvement Points in a skill, the skill's level increases by one.

The first level of a skill will always cost 10 IP. To determine how many points are required to raise a skill higher than this, multiply the current level of skill by 10. This is how many points are required to raise a simple (IP multiplier=1) skill to the next level.

Example: My Brawling skill is +4. To move from +4 to +5 will require 40 IP. To move from +5 to +6 will require 50 IP.

Skill Level	1	2	3	4	5	6	7	8	9	10
IP Cost	10	10	20	30	40	50	60	70	80	90
Total IP Cost	10	20	40	70	110	160	220	290	370	460

Alternatively, one could undergo training. Training a new skill gives a character the equivalent of 1/24 of a point of IP per hour spent learning it. So 24 hours would be required to learn one point. Or, say a character spent 40 hours a week (8 hours a day with time off for the weekend), it would take him 5 years and 4 months to go from 0 to 10 in a skill. For a brief rundown, the chart is as follows.

SKILL LEVEL	HRS. REQUIRED	40HR WEEK / 60HR WEEK
1	240	6 WKS / 4 WKS
2	240	6 WKS / 4 WKS
3	480	12 WKS / 8 WKS
4	720	18 WKS / 12 WKS
5	960	24 WKS / 16WKS
6	1200	30 WKS / 20 WKS
7	1440	36 WKS / 24 WKS
8	1680	42 WKS / 28 WKS
9	1920	48 WKS / 32 WKS
10	2160	54 WKS / 36 WKS

Guidelines For GM Distribution of IP

1. At the end of a session, one by one have the players give a play by play of their character's actions and contributions to the game and give IP where it is due. For example: Bob has a character named Joe, at the end of the night we review what happened to him. Bob says, "Okay first I negotiated my way out of that mess with the Voodoo Boyz, then I jumped out the window from the second floor onto the roof of the bus to escape the cops." The GM might then award, 3 points to Persuasion fast talk, and 3 points to Athletics. Get the idea? This is done for two reasons;

A. It helps players to develop their characters by making them remember what happened, it also makes sure they pay attention.

B. It also is a way to realistically increase their skills and lets the GM keep track of them easier, instead of just throwing out a lump sum and watching them dump it all into one skill you make sure the points get distributed where they are deserved.

2. Give a small amount of general IP simply for surviving. General IP can be used for anything except special abilities. If a character does something simply extraordinary or creative, the GM might want to give them a little extra bonus, which will in turn promote like behavior with the rest of the group and ensure a more creative game dynamic.

An Alternative method is to have players, on a separate index card, scratch sheet of paper, or the IP TRACKING CARD, keep track of the skills they use during a session, and the GM can then compare it to the following chart.

SKILL CHECK	IP PER USE RESULT
FUMBLE	-1 point
FAILURE	0 points
SUCCESS	1 point
CRITICAL SUCCESS	2 points

Optional Rule:

GM's may wish to limit the level of skill a player can take during character creation. For instance he may wish to only allow characters to take 2 skills above a 5. Or he may wish to REDUCE the Starting Skill Point total by 10% for every Age prior to modern he wishes to run a campaign in, both to represent the limits of education and to preserve balance among the diminished skill lists.

Skills

ATTR
Wardrobe & Style

BODY
Endurance
Strength Feat
Swimming

COOL
Intimidate
Resist Torture/Drugs
Streetwise

EMP
Animal Handling
Human Perception
Perform
Persuasion & Fast Talk

INT
Awareness/Notice
Education & General Knowledge
Expert:
Language:
Navigation
Survival

REF
Athletics
Brawling/Melee
Initiative
Pilot
Stealth/Evasion
Weapon: Archery
Weapon: Firearm
Weapon: Heavy

TECH
Demolitions
Disguise
Medical Tech
Tech

SKILL DESCRIPTIONS

ATTR

Wardrobe & Style - The skill of knowing the right clothes to wear, when to wear them, and how to groom yourself. With Wardrobe +2 or better, you are good at choosing clothes off the rack. At +6, your friends ask you for wardrobe tips, and you never buy anything off the rack. At 8+, you are one of those whose personal style influences major fashion trends.

BODY

Endurance - This is the ability to withstand pain or hardship, particularly over long periods of time, by knowing the best ways to conserve strength and energy. Endurance Skill checks would be made whenever a character must continue to be active a long period without food, sleep or water. This skill also determines how long a character can hold his breath. At +2 a character can hold his breath for an addition minute, at + 5 it increases to 2 minutes, +8 three minutes, and +10 4 minutes. These extra minutes are added to the “no activity” category of breathing based on body types, and will suffer the same of greater air consumption penalties during activity.

Strength Feat - The user of this skill has practiced the art of bending bars, crushing objects, ripping phone books apart and other useful parlor tricks. At +3, no phonebook is safe, you can bend thin rebar, and snap handcuffs. At +10, you can bend prison bars, rip up the Gutenberg Bible, and dent car fenders with one blow. For every point of the Strength Feat skill, a character may modify his carry weight, dead lift weight , and his Throw distance by 5% in kg. Difficulty modifier for doing this successfully is 15, +3 for every 10% kg over what is normally allowed

Swimming - This skill is required to know how to swim (see Athletics for more details).

COOL

Intimidate - The skill of getting people to do what you want by forcing personality or physical coercion. At +3, you can frighten almost any typical citizen, politician or low-level thug. At +6, you can intimidate Sylvester Stallone or any moderate "tough guy". At +9, you could intimidate Arnold Schwarzenegger. Every point of a characters ATTR below 5 on gives a +1 to Intimidation.

Resist Torture/Drugs - Characters with this skill are especially toughened against interrogation, torture and the debilitating effects of drugs. A successful use of this skill will automatically increase the difficulty of any Interrogation attempt made by another guy by one level.

Streetwise - The knowledge of the "seamy" ways of life - where to get illegal and contraband things, how to talk to the criminal environment, and avoiding bad situations in bad neighborhoods. With Streetwise of +3 or better, you can get "hot" items, drugs, etc. With a Streetwise of +5 you know how to arrange a murder contract, you know a few mobsters who might owe you, and be able to call on muscle when you need it. At +8 or better, you could become a major crimelord yourself.

EMP

Animal Handling – The ability to care for, train, and control animals. Includes knowing what food they eat, their space requirements, common temperament and behavior, and how to groom them.

Human Perception - The skill of detecting any evasions, moods and other emotional clues from others. At +2, you can usually feel when you're not getting the whole truth. At +6, you can detect subtle evasions and mood swings. At +8, you can not only detect subtle emotional clues, but can usually tell what the subject is hiding in a general way.

Perform - The skill of trained acting, singing, etc. A trained performer of +4 or greater can successfully perform on stage for payment at small theaters or bit parts in film or television. Performers of +6 or greater will be considered to be of professional caliber, and may have lucrative contacts and fans. Performers of +9 or greater are of "star: caliber, have a large number of fans, and may be recognized on the street.

Persuasion & Fast Talk - The ability to talk others into doing what you want. This may be used individually or on large groups. At +3, you can win most debates or convince your girlfriend the blonde you were with was your sister. At +5, you are a smooth talker of professional caliber. Ronald Reagan had a Persuasion of +7, Hitler a Persuasion of +9.

INT

Awareness/Notice - This is equivalent of a "trained observer" skill, allowing characters to notice or be aware of clues, shadowers and other events. With an Awareness of +2 you will usually spot small pieces of paper with noted on them, doors left ajar , and obvious expressions of lying or dislike. An Awareness of +5 or better allows you to spot fairly well hidden clues, and fairly sophisticated attempts to "shadow" you. With an Awareness of +8 or greater, you routinely perform the sorts of deductive reasoning seen in the average TV cop show ("The murder was left handed because this knife has a specialized handle"). Sherlock Holmes has a +10 Awareness. Players without skill may only use their Intelligence Stat. Players of any Role should get a bonus if the Awareness task directly relates to their Special Ability; if a Medtech gets a fairly good Awareness roll, they may not realize they are walking into an ambush, but they will notice that the "Judas" is sweating profusely.

Education & General Knowledge - This skill is the equivalent of a basic public school education, allowing you to know how to read, write, use basic math, and know enough history to get by. In effect, it is a "lore" or trivia skill. A level of +1 is a basic grade school education. A skill of +2 is equal to a high school equivalency. A Knowledge Skill of +3 is equal to a college education, +4 or higher is equal to a Masters or Doctorate. At +7, you are an extremely well educated person, and are asked to play Trivial Pursuit a lot. At +9 and above, you are one of those people who knows a lot about everything (and hopefully has the good sense to keep his mouth shut).

Expert: (Subject) - You may use this skill to be an expert on one specific subject, such as rare postage stamps, obscure weapon, a foreign language, etc. At +3, you are the local expert. At +6, you know enough to publish a few books on the subject. At +8 or better, your books are recognized as major texts on the subject, and you could do the talk-show circuit if you wanted to. Additionally, any character may treat any of their regular skills as an expert skill at half level for the purposes of identifying the make and model, general knowledge, country of origin, etc., by replacing the normal stat associated with the skill for their INT stat.

For example: Jerry the solo with a minor gun fetish really likes the weapon he sees in the guards holster, He rolls his Handgun using INT (Instead of REF) to realize it's a an H&K VP-70.

EXAMPLES OF EXPERT SKILLS	
Expert: Anthropology	Expert: Military Procedures
Expert: Archeology	Expert: Oceanography
Expert: Architecture	Expert: Poisons
Expert: Astrology	Expert: Politics
Expert: Astronomy	Expert: Physics
Expert: Biology	Expert: Pop Culture
Expert: Communications	Expert: Production
Expert: Computer Design	Expert: Psychology
Expert: Construction	Expert: Robotics
Expert: Economics	Expert: Runic Lore
Expert: Etiquette	Expert: Seamanship
Expert: Executive	Expert: Sports
Expert: Forensic Science	Expert: Sociology
Expert: Geology	Expert: Software
Expert: History	Expert: Supernatural Lore
Expert: Holistic Medicine	Expert: Strategy
Expert: Intelligence Analysis	Expert: Theology
Expert: Law	Expert: Torture
Expert: Logistics	Expert: Underwater Materials
Expert: Mathematics	Expert: Veterinary Medicine
Expert: Military History	Expert: Weaponry

Language: (Choose one) - The knowledge of foreign tongue. At +2, you can "get by" with speaking the language. At +3, you can actually read a written from of it. At +6 and above, you are fairly fluent, although no naive will be fooled by your ability. At +8 and above, you speak and read language like a native.

Each language known requires a separate Know Language Skill (see list of languages), however, one may use the knowledge of a particular Language with up to half (round down) proficiency with any language in the same linguistic family (example: knowing Cantonese at +4 will give you the ability to understand and speak Mandarin at +2). Basic language has no alphabet, and is usually is only able to express simple ideas in grunts and gestures. Primitive language is not written, but can be advanced and able to express complicated ideas and thought.

Navigation - The ability to determine your location, and course of travel. (Taking an Expert Skill in an "unusual" environment, such as Space, Undersea, or even Astral Planes, will allow you to use Navigation in said environment).

Survival – The required skill for knowing how to survive in a given environment such as Wilderness, Jungle, Desert, Arctic, Urban, Sea, Underwater, Space. Typical applications include how to forage for wood, build shelters, what plants are safe to eat, what to do in an emergency, and make fires. The average Boy Scout has a Survival of +3. A Special Forces Green Beret has a Survival of +6 or above. Grizzly Adams, Mountain Man of the Wilderness, would have +9 or +10 Survival Skill. While each environment is its own skill, you can use your chosen survival at half its level in other environments at the GM's discretion determined by similarity of environment. (Example Wilderness Survival would allow the character to use half his skill in a Jungle or Urban environment, while Space or the Desert would provide no bonus at all)

REF

Athletics - This skill is required for accurate throwing, climbing, and balancing. It combines the basic elements of any high school level sports program. At +3 and above, you are the equivalent of a real high school "jock". At +5 and above, you can perform in college level competitions. At +8 and above, you are of Olympic or Professional caliber.

Brawling/Melee – Brawling is the skill of fighting man to man with fist, feet and other parts of the body, it also covers Melee which is the ability to use knives, axes, clubs and other hand to hand weapons in combat. Brawling +1 damage bonus per 3 levels of mastery.

Initiative - This skill determines how quickly you react to your environment and situations.

Pilot Car/Truck - This skill allows you to pilot vehicles, such as cars, planes, boats, it also covers animal mounts.. A skill +3 is equal to that of a very good non-professional driver. A skill of +6 allows you to drive with the skill of a moderately skilled race driver. A driver with skill of +8 or greater will be nationally ship races, and possibly have access to the most advanced ground vehicles available (as long as he makes an endorsement).
Weapon: Archery - The skill required to use bows, crossbows and other arrow-based ranged weapons. See Firearms for details.

Weapon: Firearms - You must have this skill to effectively use firearms of any type. At +2, you ca use a handgun on a target range, through combat will still rattle you. At +5, you are as skilled as most military officers of fancy shooting you see on TV, and have begun to get a reputation of being "good with gun". A +8, you are a recognized gunslinger with a "rep". The very sound of your name makes some people back down in fear. At +10, you are a legendary gunslinger, feared by all except the stupid young punks who keep trying to "take" you in innumerable gunfight challenges.

Weapon: Heavy Weapons - The required skill for using Indirect Fire weapons like grenade launchers, autocannon, mortars, Catapults, Ballista, heavy machine guns, missiles and rocket launchers. A level +5 skill would be equivalent to a general military "Heavy Weapons" training course, giving the user the ability to use any or all of these weapon types.

TECH

Demolitions - This skill allows the character to be knowledgeable in the use of explosives, as well as knowing the best explosives to use for which jobs, how to set times and detonators, and how much explosives to use to accomplish a desired result.

Disguise - The skill of disguising yourself to resemble someone else, whether real or fictitious.

Medical Tech - This skill allows the user to bind wounds, stop bleeding, and revive a stunned patient. (See Trauma Team for details).

Tech - The required skill for building or repairing devices. With a Basic Tech Skill of +3, or better, you can fix minor car problems, repair basic wiring, etc. A Basic Tech Skill of +6 or better can rebuild an engine, etc. A Basic Tech Skill of +9 or better can put together a race car engine, and maintain industrial machinery.

LANGUAGES

Albanian
Armenian
Australian Aboriginal
Baltic: Latvian (Lettish), Lithuanian
Basque
Celtic: Breton, Irish Gaelic, Manx, Scottish Gaelic, Welsh
Creole & Patois: French Creole, Rasta-Patois
Dravidian: Gondi, Kannada, Kurukh, Malayalam, Tamil, Telugu, Tulu
Esperanto
Finnic: Cheremis, Estonian, Finnish, Karelian, Lapp (sami), Livonian, Mordvin, Veps, Votyak, Zyrian
Germanic: Afrikaans, Danish, Dutch, English (Australia, Canada, USA, UK), Flemish, Frisian, German (Germany, Austria, Switzerland), Icelandic, Norwegian (Bokmal & Nynorsk), Swedish, Yiddish
Greek
Hamitic: Beja, Berber, Galla, Hausa, Somali, Tuareg
Indic: Assamese, Bengali, Bhili, Gujarati, Hindi, Konkani, Marathi, Oriya, Punjabi, Rajasthani, Sindhi, Sinhalese, Urdu
Indo-Iranian: Baluchi, Kurdish, Farsi (Persian), Pushtu
Japanese
Khoisan: Bushman, Hadza, Hottentot, Nama, Sandawe
Korean
Loglan/Logical Language
Malayo-Polynesian/Pacific Island Group: Bahasa, Cebuano, Ilocano, Javanese, Kiriwina, Madurese, Malayan, Maori, Melanesian, Micronesian, Misima, Panay-Hiligaynon, Polynesian, Samar-Leyte, Samoan, Sundanese, Tagalog (Filipino), Taluga
Mon-Khmer/Annamite: Cambodian (Khmer), Mon, Vietnamese (Annamese)
Mongolic: Khalkha (Mongolian)
Niger-Kordofanian/African: Anyi, Ashanti, Azande, Bantu, Bassa, Baule, Bemba, Birom, Bulu, Efik, Ewe, Fang, Fante, Fula, Ganda, Ibo, Igbo, Kikuyu, Kituba, Kongo, Kpele, Kru, Luba, Lunda, Makua, Mande, Mbundu, Mende, More, Mossi, Ngala, Ngbaudi, Nyamwezi-Sukuma, Nyanja, Rundi, Rwanda, Shona, Sotho, Sukuma, Swahili, Temme, Tiv, Tswana, Twi, Wolof, Xhosa, Yao, Yoruba, Zande, Zulu
Nilotic: Bagirmi, Dinka, Fur, Kanembu, Kanuri, Koman, Luo, Maban, Masai, Nuer, Sango, Shilluk, Songhai, Wadai
Papuan: Dayak, Negrito, Papu
PC-Speak: Based on corp's native language
Romantic: Catalan, French (French, Canada), Galician, Italian, Latin, Portuguese (Portugal, Brazil), Provencal, Romanian, Sardinian, Spanish
Semitic: Amharic, Arabic, Harari, Hebrew, Neo-Aramaic, Tigré, Tigrinya
Sign Language: Hand Jive, American SL, English SL, Japanese SL, Russian SL, Danish SL, French SL, German SL, Norwegian SL, Swedish SL
Sino-Tibetan (3): Burmese, Cantonese, Hakka, Hmong, Kashmiri, Lao, Mandarin, Min, Nepali, Shan, Siamese, Thai, Tibetan, Wu, Yueh
Slavic: Bulgarian, Balarusian, Czech, Georgian, Macedonian, Polish, Russian, Serbo-Croatian, Slovak, Slovene, Ukrainian
Streetslang: 1/2 level when used in a foreign country
Turkic: Azerbaijani, Chuvash, Kazakh, Kirghiz, Tatar, Turki, Turkish, Uzbek, Yakut
Ugrian: Hungarian (Magyar), Ostyak, Vogul
Native American Languages
Algonquian: Algonkin, Arapaho, Blackfoot, Cheyenne, Cree, Micmac, Mohican, Obibwa, Shawnee, Wiyot, Yurok [Subarctic Canada, East, South West, Great Plains]
Athabascan: Apache, Chipewyan, Navaho [Subarctic Canada, SW]
Caddoan: Caddo, Pawnee, Wichita [Great Plains]
Haida [NW Coast]
Inuit (Eskimo-Aleut) [Arctic coast & Greenland]
Iroquoian: Cayuga, Cherokee, Erie, Huron, Iroquois, Mohawk, Onandago, Oneida, Seneca, Tuscarora [East]
Macro-Chibchan: Guaymi, Paez, Warao [Central]
Mayan: Guatemala, Kekchi, Mam, Quiché-Tzutujil-Cakchique, Yucatan [South and Central America]
Muskhogean: Chickasaw, Choctaw, Creek, Seminole
Otomanguean: Mixtec, Otomi, Zapotec [Central America, Mexico]
Salishan: Chehalis, Okanagon, Salish [NW Coast]
Siouan: Catawba, Crow, Dakota, Hidatsa, Lakota, Omaha, Osage [Great Plains]
South American Indian: Arowakan, Aymara, Cariban, Guarani, Mapuche, Quechua, Tupi-Guarani
Tlingit [NW Coast]
Uto-Aztecan/Shoshonean: Aztec, Comanche, Hopi, Nahuatl, Paiute, Papago [SW], Pima [SW], Shoshoni, Ute [Great Basin, Mexico, Central America]

STARTING FUNDS

So how much do you start with?
Roll 1d10x100. Alternatively, the GM has discretion to either set the amount of starting funds himself, or raise or lower the multiplier value.

NON COMBAT TASK AND SKILL RESOLUTION

The use of most skills is fairly self-explanatory, how to implement non-combat skills however, can be somewhat tricky, relying on a great deal of both GM and Player interpretation. To make it just a bit easier, here is a simple table you can use to determine the relative difficulty of any given task.

TASK DIFFICULTIES	
Easy	10
Average	15
Difficult	20
Very Difficult	25
Nearly Impossible	30

Of course the difficulty can be modified by countless conditions. The next table provides a few examples of Task Difficulty Modifiers, and may provide an invaluable resource to GM's in determining the relative difficulty of any given task.

DIFFICULTY MODIFIERS	
Complex repair	+2
Very complex repair	+4
"It's never been done before"	+6
Don't have the right parts	+2
Don't have the right tools	+3
Unfamiliar tools, weapon, vehicle	+4
Under stress	+3
Under attack	+3 to 4
Wounded	+2 to 6
Drunk, drugged or tired	+4
Hostile environment	+4
Lack of instructions for task	+2
Other characters "kibitzing"	+3
Has never performed task before	+1
Difficult acrobatics involved	+3
Very difficult acrobatics involved	+4
Impossible acrobatics involved	+5
Information hidden, secret, obscure …	+3
Well-hidden clue, door, panel	+3
Complex program	+3
Very complex program	+5
Complex lock	+3
Very complex lock	+5
Target on guard or alerted	+3
Brightly lit area	+3
Insufficient light	+3
Pitch blackness	+4
Secretive task under observation	+4
Add LUCK points	-1 to -10
Manipulation with natural claws	+3
Cybercontrols	-2
Mag-Duct spots & cybercontrols	-1
Model 100 plugs & cybercontrols	+2
Excellent tools/ equipment	-1 to -2
Excellent conditions	-1 to -2
Rushing the task	+2

Finally this last table gives a small sample of the time it may take to complete any given task.

HOW LONG WILL IT TAKE?	
Fix simple electronic device or gun	5 min
Fix complex electronic device	20 min
Fix a laser, taser, or maser	10 min
Fix a tire	5-6 min
Fix an engine	10-20 min
Rebuild an engine	2 days
Look for hidden object	2-5 min
Open simple mechanical lock	1-2 min
Open complex mechanical lock	5-10 min
Open simple electronic lock	3-4 min
Open complex electronic lock	5-10 min
Search a database	5-20 min
Design a computer	1-3 days
Put on a disguise	3 min
Decryption	100hrs/skill

From here a GM and/or Player should be able easily determine the necessary requirements for most tasks and situations that might come up in the course of a game.

PART 3 WEAPONS AND ARMOR

The first thing your characters are going to want to do is get themselves outfitted with weapons and equipment.

Weapons break into four types:

Firearms are any type of weapon that fired a projectile through chemical or explosive means. Pistols, rifles, lasers, submachineguns, shotguns, etc…

Heavy Weapons (HVY) include missiles, grenades, heavy cannon, catapults, siege weapons, etc.

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

Archery Weapons (EX) Bows and Crossbows, as well as slings and other odd weapons types fall under this category as well.

Weapon Codes:

Each weapon is represented by certain characteristics, such as its type, damage, range, 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 · Damage/Ammunition · Number of Shots · Rate of Fire · Reliability

For an example, a weapon with the code:
Minami 10 - SMG - 0 - J - E - 2D6+3 (10mm) - 40 - 20 - VR
would be a Minami 10 Submachinegun (SMG) of average Accuracy (0) which can be hidden under a jacket (J), with excellent availability (E), fires 10mm ammunition, has a 40 shot magazine, can fire up to 20 rounds per combat round on full auto, and is very reliable.

Descriptions of Weapon Codes follow:
Accuracy: This is how good the weapon really is. Weapons are rated from -3 to +3 on accuracy, with 0 being an average level of accuracy.

Concealability: How easily they can be hidden until needed (an important factor in combat weapons). 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, Pants 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. This will often vary wildly depending on setting and genre.

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

Damage: This is the amount of damage a weapon does, measured in the number of dice, either 6-sided (D6) or 10-sided (D10) die. Example: if a weapon damage is 2d6, you roll 2 six sided die.

Number of Shots: This is how many shots are held in the standard clip, magazine or cylinder for the weapon type.
.
Rate of Fire: This is how many shots the weapon can fire in a single combat round by holding down the trigger (3.3 seconds). Weapons with multiple modes of fire such as single shot, 3-round burst, and full auto, will have this broken up like this 1/3/20.

Reliability: This is how reliable the weapon is in combat - its chance of jamming while on autofire, etc.

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

MELEE WEAPON RULES

Melee weapons are assumed to be of standard quality, however you can upgrade or degrade the quality.
A weapon with a quality of 1 is 1/5th the price listed.
A weapon with a quality rating of 2 drops the weapon price by ½.
A weapon with a quality rating of 3 is standard.
A weapon with a quality rating of 4 raises the weapon price x3
A weapon with a quality rating of 5 raises the weapon price x10

(Certain weapons, especially improvised ones such as most glass bottles have a quality rating of zero and break upon impact)

All hafted weapons can also do damage as a Jo or Bo staff, depending on length.

Weapon Pommels can be used to make bludgeoning attacks and do 1/2 D6 damage.

Improvised weapons are to be compared to the above list using common sense to figure out what would be the best category of comparison for the improvised weapon. For really odd bludgeoning weapons, damage is figured at ½ d6 for every 2 lbs. of weapon weight.

You can throw any weapon, but throwing any weapon not specifically designed for it results in a -2 to hit.

MELEE WEAPON OPTIONS

To make the life of GM's far easier, here is an extensive list of melee weapons. However, with this list the weapons will be classed by type. So as opposed to having stats for each and every weapon, it will merely be giving damage based of the general type of groups of weapons, along with rules for customization, options, and quality, and all the things that that entails. Hopefully the following lists, while not complete by any means, will give you enough to place any other weapons you might be curious about.

1. BLADED WEAPONS

UlLTRALIGHT KNIVES = 1 point of Damage, general cost $10
Pocket Knives, Scalpels, Pen Knives, Boxcutters, Knitting Needle, Ice Pick

EXTRA LIGHT KNIVES = 1/2 D6 Damage, general cost of $25
Steak Knife, Balisong, Fillet Knife, Small Throwing knife, Boot Knife, Stilleto, Small Kris, Push Knife, Folding Knife, Dirk, Bagh Nahks, Teko, Ashiko,

LIGHT KNIVES = 1D6 Damage, general cost of $50
Combat knife, Hunting knife, Butcher knife, Tanto, Bowie, Dagger, Large Throwing Knife, Large Kris

LIGHT SWORD = 2D6 Damage, general cost of $100
European Short Sword, Tai Chi Sword, Wakizashi, Daab, Machete, Kuhkri, Ninja-to, Gladius, Large Survival Knife, Large Bowie, Butterfly knife, Chinese War Sword, Epee', Foil, Barong, Sword Cane,

MEDIUM SWORD = 3D6 Damage, general cost of $200
Katana, Broadsword, Dao, Chinese Hook Sword, Tachi, Cavalry Saber, Scimitar, Cutlass, Longsword, Rapier, Shamshir, Small Scimitar,

HEAVY SWORD = 4D6 Damage, General cost of $300
Claymore, Zweihander, No-Dachi, Bastard Sword, Greatsword, Flamberge, Executioners Sword, Large Scimitar,

UlLTRALIGHT THROWN WEAPON = 1 point Damage, general cost of $5
Bar Dart, Shuriken, Asian Throwing Spike, Hyo,

EXTRALIGHT THROWN WEAPON = 1/2 d6 Damage, general cost of $10
Small Throwing Knife, Heavy Shuriken, Boot knife, Bowie Knife,

LIGHT THROWN WEAPON = 1D6 Damage, general cost of $20
Heavy Throwing Knife, Tomahawk, Throwing Ax, Chakram,

MEDIUM THROWN WEAPON = 2D6 Damage, General cost of $40
Heavy Throwing Axe, Mongwanga, Spear, Javelin, Lawn Dart

LIGHT AXE = 1D6 Damage, general cost of $20
Hatchet, Tomahawk, Hand Axe, Hunga Munga, Kama

MEDIUM AXE = 2D6 Damage, general cost of $40
Mongwanga, Battleaxe, Woodsmans Axe, Splitting Axe, Carvers Axe,

HEAVY AXE = 3D6 Damage, general cost of $60
Great Axe, Executioners Axe, Double Bit Axe

LIGHT POLEARMS = 3D6 Damage, general cost of $50
Spear, Hook Spear, Imperial Polearm, Asegai, Boar Spear, Samburu Spear, Zulu Spear, Native American Spear, Wu Cha

HEAVY POLEARMS = 4D6 Damage, general cost of $100
Naginata, Kwan-Do, Lance, Halberd, Poleaxe, Yari

2. BLUDGEONING WEAPONS

ULTRALIGHT BLUDGEONING = 1D6 Damage, general cost of $0-30
Short club, sap, Escrima Stick, Brass Knuckles, Weighted Gloves,

LIGHT BLUDGEONING = 2D6 Damage, general cost of $50
Tonfa, Club, Cudgel, Cane, Nightstick, Small Mace, Baton, Jo-Staff, Sai, Jitte, Hanbo

MEDIUM BLUDGEONING = 3D6 Damage, general cost of $25-75
Baseball bat, Nunchaku, Flail, Mace, Bo-Staff, Large Club, Heavy Pommeled Cane,

HEAVY BLUDGEONING = 4D6 Damage, general cost of $100
Heavy Mace, Heavy Flail, Great Club, 3 Sectional Staff,

3. FLEXIBLE WEAPONS

LIGHT FLEXIBLE WEAPON = 1/2 D6 Damage, general cost of $30
Riding Crop, Switch Whip, Bamboo Whip, Weighted Sleeve or Sash,

MEDIUM FLEXIBLE WEAPON = 1d6 Damage, general cost of $50
Short Bullwhip, Cat-O-nine-tails, Bicycle chain,

HEAVY FLEXIBLE WEAPON = 2d6 Damage, general cost of $100
Bullwhip, Heavy Chain, Manrikigusari, Jie Jui Ban, Monowhip

	MELEE WEAPON QUALITY
0	Fragile, breaks on any fumble, 50% chance of breaking during use.
1	Cheap, breaks on a roll of 4 or lesson a 1D10 after any fumble
2	Poor Quality-breaks on 2 or less on a 1d10 after a fumble
3	Standard Quality, hard to damage, breaks only on a critical fumble
4	High Quality, long lasting, can take abuse, military quality tool, almost impossible to damage without specifically intending to.
5	Masterwork Quality, even trying, it is near impossible to damage. Only the finest weapons can achieve this.

A Poor quality weapon suffers a -1 Accuracy and a Cheap quality weapon receives a -2 to Accuracy due to inferior construction and balance. A High quality weapon receives a +1 and a Masterwork quality weapon receives a +2 to accuracy due to superior craftsmanship and balance.

Throwing Weapons

These weapons use the character's Martial Arts (+Cast bonus), or Brawling/Melee Skill. Thrown objects may not be larger than 2m square and can only be thrown as far as allowed by the strength of the thrower:

BODY TYPE	MAX DISTANCE
1-3	10m
4-5	20m
6-7	40m
8-9	60m
10-11	80m
12-13	100m
14-15	120m

Values shown above are for baseball-sized objects weighing no more than 1kg. For every *additional* kilogram, subtract 2 from the Body Type score used to calculate throwing distance. This chart is also used for grenades, which use the Athletics skill in place of Martial Arts or Brawl/Melee. 5% can be added to distance per point of Strength Feat.

FIREARMS Damage/Ammunition:

For modern firearms each weapon is rated as to the type of ammunition it carries, and the damage of that ammunition (in Dice Increments). In settings from Late Old West and beyond, Weapon damage is based on ammunition type of the weapon. The Chart below details the most common types of modern ammunition and the damage related to them. Cost is per box of 50 cartridges.

Ammo Type	DAMAGE	Cost	Notes
5mm	1d6	5	
.25 ACP	1d6+1	7	
.22 Long Rifle	1d6	6	
6mm	1d6+1	8	
7mm	1d6+2	9	
.38	1d6+2	10	
9mm	2d6+1	12	
.41 CL	2d6+1	14	
.45 Cal ACP	2D6+2	15	
10mm	2d6+3	16	
Militech 88 ISTS	3d6	20	8.8mm Necked-Down 10mm
.338	3d6	17	
.357 Magnum	3d6+1	18	
.45ACP	2d6+2	18	
.400 Cor-Bon	3d6	22	Necked-Down .45ACP
.40S&W	2d6+3	18	
11mm	3d6	20	
CA 10.4mm	3d6+3	35	Necked-Down 11mm round
.408 Magnum	3d6+2	25	
.41 Magnum	3d6+2	24	
12mm	4d6+1	30	
.44 Magnum	4d6	35	
.454 Casull	4d6+3	40	
.50AE (12.7mm)	4d6+2	42	Desert Eagle & Jericho load
.44 Cor-Bon Magnum	4d6+3	55	Necked-Down .50AE round
.525 Magnum Express	5d6	55	
.577 Boomer Magnums	5d6AP	60	
14mm Malorian Short	6d6	70	
RIFLE AMMO			
4.5mm Liquid Prop	4d6	50	
5.5mm Chinese	4d6+2	40	
5.56mm NATO	5d6	35	
5.54mm PACT	5d6	40	
5.7mm Caseless	3d6	25	
6mm Caseless	5d6	40	
7mm Fed. Caseless	5d6	30	
.30-06	6D6	25	
7mm Can Long	6d6-2	40	
7.62mm Sov Short	5d6+2	45	
7.62mm Sov Long	6d6	50	
7.62mm NATO Long	6d6+2	65	
6.5CL Hybrid	6d6-1	50	
9mm CL Long	2d6+4	20	
Arasaka 10mm Rifle	8d6	80	
.300 Winchester Mag.	7d6+3	100	
12.7mm /.50 BMG	6d10	100	
20mm Reduced	4d10	75	
14.5mm	7d10	100	
15mm BMG	7d10	110	
15mm Kurz	4d10+3	150	Available in KTW & Explosive
20mm	8d10	200	Available in EHI
30mm	10d10	500	Available in EHI
SHOTGUN AMMO	*		
.20 Gauge	3d6/2d6/1d6	50	*indicates damage at close, medium, and long ranges
.12 Gauge	4d6/3d6/2d6	40	
.10 Guage	5d6/4d6/3d*	35	

For periods before the late 1800's, when science had escalated to the assembly line and exact uniform measurements for manufacturing of weapons and ammunition, it is advised that you use a simpler scale, based off the RELATIVE size of the firearm and its ammunition. This chart is as follows: For far flung future settings, a similar chart can be used, modifying the dice value as the setting or GM requires. (Simplest solution is adding 1d6 to each category)

Pistols			RIFLES		
Light	Medium	Heavy	Light	Medium	Heavy
1d6	2d6	3d6	2d6	3d6	4d6

Sample Firearms

1500 -1800

Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Flintlock Pistol*	Pist	-3	J	P	1D6	1	1	UR
Musket*	Rif	-2	N	P	2D6	1	1	ST
Blunderbuss*	SHT	+2/-3	L	P	5D6/3D6/1D6	1	1	UR

1800 - 1900

Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Derringer **	Pist	-2	P	P	1D6 (.22 cal)	2	1	UR
Peacemaker***	Pist	-1	J	E	2D6+2 (.45 cal)	6	1	VR
Navy Dragoon ***#	Pist	-1	L	C	2d6+2 (.44 cal)	5	1	ST
Winchester Rifle ****	Rif	+1	N	E	2D6+2 (.45 cal)	8	1	VR
Double Barrel 12-gauge**	SHT	+2/0	N	E	4D6/3D6/2D6 (12 ga.)	2	1/2	VR

1900 – 1960

Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Colt 1911A1	Pist	0	J	E	2D6+2 (.45 cal)	7	1	VR
Walther P-38	Pist	+2	J	C	2D6+1 (9mm)	8	1	ST
Police Special (revolver)	Pist	+2	J	E	1D6+2 (.38)	6	1	VR
Thompson Sub machinegun	SMG	-1	L	C	2D6+2 (.45 cal)	20	1/20	ST
M-1 Garand	Rif	+2	N	E	6D6 (.30-06)	8	1	VR
12-Gauge Pump ****	SHT	+2/+1	N	E	4d6/3d6/2d6 (12 ga.)	7	1	VR

1960 - PRESENT

Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Baretta M-92	Pist	+1	J	E	2D6+1 (.9mm)	15	1	VR
Smith & Wesson M-29 (revolver)	Pist	+2	L	C	4D6 (.44 mag)	6	1	VR
UZI	SMG	+1	L	C	2D6+1 (9mm)	30	1/3/25	ST
M-16	Rif	+2	N	C	5D6 (5.56mm)	30	1/3/25	ST
Franchi-Spas -12 ****	SHT	+3/+2	N	P	4D6/3D6/2D6 (.12 gauge)	8	1	VR

Near Future

Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Armalite .44	Pist	0	J	E	4D6+1 (12mm)	8	1	ST
FN-RAL	Rif	-1	N	C	6D6+2 (7.62mm)	30	30	ST

Far Future

Weapon	Type	Acc.	Conc.	Avail.	Damage	Shots	ROF	Rel.
Blaster Pistol	Pist	0	J	E	3D6	50	1	VR
Blaster Rifle	Rif	+2	N	E	5D6	100	1/3/10	ST

*Flintlock/Muzzle Load weapons take 15 rounds / -1 round per point of Weapon Skill to reload

**Dual or multiple barrel weapons take 1 round to reload per 2 barrels

*** Single action revolvers take 2 rounds to reload and take 2 Quick Actions to fire, though "fanning the hammer" allows for x2 Quick Action attacks at a –2 to hit (some revolvers have removable cylinders or speedloaders, allowing for reloads in 1 round

***# Cap and ball weapons take double the time to reload as normal bullets

**** Tube fed weapons take 2 rounds to reload per 8 shots (round up)

For a far more detailed look at the firearms of antiquity and the far future, including detailed Stats, 3G3's Guns, Guns, Guns, is an excellent resource, and more than capable of fulfilling your needs, especially in conjunction with the rules as given here. For modern weapons, R. Talsorian's Edge of The Sword: Compendium of Modern Firearms is recommended. Both books have stats for Interlock.

Armor

This is the next most important purchase for the well-dressed character. Each armor has an Encumbrance Value (EV) which is subtracted from your character's REF, and a Stopping Power (SP), which refers to the ability of the armor to stop damage. The Stopping Power is subtracted from the amount of damage done by the hit. Armor includes:

Standard Armor

Heavy leather (Jacket or Pants) **SP: 4**
Chain Mail (Shirt or Pants) **SP: 10**
Banded Mail (shirt or pants) **SP: 8**
Half Plate (armor plates added to leather or chain shirt or jacket) **SP: 12**
Full Pate (includes helmet and gauntlets, Covers from head to toe) **SP: 15**
Hide Shield (Leather stretched across sticks) **SP: 4**
Wooden Shield **SP: 8**
Steel Shield **SP: 15**
Leather Helmet **SP: 4**
Steel Helmet **SP: 15**

Modern Armor

Kevlar T-Shirt/Vest **SP=10**
Kevlar Armor Jacket **SP: 14 (Lt), 18 (Med) or 20 (Hvy)**
Personal protection for the fashion conscious, these lightweight Kevlar jackets have nylon coverings that resemble normal jackets.
Helmet **SP: 14 (Steel) or 20 (Nylon)**
Flack Vest/Pants **SP: 20**
Doorgunner's Vest **SP: 25**

As with weapons, by spending more money you can increase the quality of any armor. Spending x2 the cost removes +1 point of EV, x4 removes 2 points, and x6 removes 3 points.

ARMORED CLOTHING, LAYERS, & ENCUMBRANCE

Humans can only wear so many layers of differing thicknesses of clothing without being so stiff that they can't move. Penalties are assessed for the Torso and Legs; your torso including arms and head (as both need considerable leeway to move freely). Layers are not interchangeable! (i.e. 2x Lights do not equal a Heavy!) Also, EV penalties from over-layering are in addition to those for armoring clothing.

Layering: Torso: 1 layer Light clothing, 1 layer Heavy clothing. Legs: 1 layer Medium or Heavy clothing.

Penalties for extra layers:		
Type:	**Extra Torso Layer**	**Extra Leg Layer**
Light	**-1EV**	**-1EV**
Medium	**-3EV**	**-2EV**
Heavy	**-4EV**	**-3EV**

When wearing body armor, add up the total of EV's (listed in the Armor Table), and subtract this from your character's REF Stat

Material Weights Per Clothing Type

Natural: Anything that provides natural protection, such as the cybernetic options Skinweave or Subdermal Armor, or magical or Psionic effects that provide a natural armor bonus, do NOT count as a layer.

Light: Shirts, scarves, bandannas, dresses, jumpsuits, gloves, hats, ties, sweaters, thin skirts, shades.

Medium: Pants, cloth or light leather jackets and coats, light leather pants, heavy skirts, shoes, soft boots, some chaps.

Heavy: Heavy leather jackets and coats, hard leather and synthetic boots, heavy belts, most chaps.

SHIELDS

Shields protect the arm they are worn on, small shields, like bucklers, don't protect anything else and are mean only for parrying and blocking. Medium shields, like battle shields, protect the arm and the torso or any part of the body they are held in front of. If the character is crouching they may also provide partial protection to the head and legs depending on the size and shape of the shield. Tower and other large shields, will protect the torso, most of the legs, and the head provided the character keeps his head low.

ARMOR				
Type of Armor	**Covers**	**SP***	**EV****	**Cost**
Heavy leather	**Arms, Torso, possibly legs**	**4**	**+0**	**50.°°**
Chain Mail#	**Arms, Torso, possibly legs**	**10**	**+1 (+2 if arms are covered, +1 for leggings)**	**100.°°**
Banded Mail#	**Arms, Torso, possibly legs**	**8**	**+0 (+1 if arms are covered, +0 for leggings)**	**75.°°**
Half Plate#	**Arms, Torso, possibly legs**	**12**	**+2 (+3 if arms are covered, +2 for leggings)**	**100.°°**
Full Pate#	**Entire body**	**15**	**+ 4**	**400.°°**
Hide / Lexan Shield Small	**Arm**	**4/10**	**+0**	**10.°°/ 20.°°**
Hide or Lexan Shield Medium	**Arm +1 location ***	**6/12**	**+0**	**15.°°/ 40.°°**
Hide or Lexan Shield Large	**Arm +2 locations ***	**6/15**	**+1**	**20.°°/ 80.°°**
Wooden Shield Small	**Arm**	**8**	**+0**	**15.°°**
Wooden Shield Medium	**Arm +1 location ***	**10**	**+1**	**30.°°**
Wooden Shield Medium	**Arm +1 locations ***	**12**	**+2**	**50.°°**
Steel Shield Small	**Arm**	**15**	**+1**	**25.°°**
Steel Shield Medium	**Arm +1 location ***	**20**	**+2**	**50.°°**
Steel Shield Large	**Arm +2 location ***	**25**	**+3**	**100.°°**
Leather Helmet	**Head**	**4**	**+0**	**5.°°**
Steel Helmet	**Head**	**15**	**+1**	**40.°°**
Kevlar T-Shirt, Vest	**Torso, possibly Legs, Arms,**	**10**	**+0**	**100.°°**
Kevlar Armor Jacket	**Arms, Torso,**	**14/18/ 20**	**+1/+2/+3**	**150.°° / 200.°° / 250.°°**
Helmet Steel or Nylon	**Head**	**14 / 20**	**+1 / +0**	**20.°° / 100.°°**
Flack Vest/Pants	**Torso / Legs**	**20**	**+1**	
Doorgunner's Vest	**Torso**	**25**	**+3**	**250.°°**

- **Stopping Power (SP) refers to the ability of the ability of the armor to stop damage.**AP rounds: treat all Armor as 1/2xSP V-Edged weapons treat SP as half t (EV) Encumbrance values should be added together and subtracted from character's total REF stat.**

* **See Shields.**

\# **Considered archaic armor, treated as half against modern firearms.**

PART 4: COMBAT

COMBAT RULES

Combat is the backbone of any role-playing game, and the main focus of its rules system. This game is no different.

THE BASICS

Rounds & Turn Order

Combat is divided up into rounds, each representing 3.3 seconds. Every round, each player gets to do something. The order of the round is based on an initiative roll of 1D10 plus the players REF stat + the players Initiative Skill, with highest rolls moving first to lowest rolls moving last. Anything that boosts a character's REF or Initiative is added to this roll where applicable. Initiative is rolled at the start of every combat, determining order of player actions, and lasts until the end of combat.

INITIATIVE = ROLL 1D10+REF+INITIATIVE SKILL. HIGH ROLL FIRST.

Example: Players A, B and C all have REF stats of 10. A rolls a 5, B rolls an 8, and C rolls a 2. Turn order will be B, A, then C.

Wait For Your Turn

You can elect to act later in the round, stepping in at any point to act. If you have elected to wait until another player's turn has come up, you will be able to act after they have taken their turn in the round. Characters may reposition their place in Initiative order by holding action. If they do decide to hold action but do nothing with their turn, they default to last place in Initiative order.

Example: Turn order is player A, then B, then C. Player A decides to wait until player C has moved from cover, then take his shot. By waiting, the new turn order will be B, C then A.

ACTIONS

During your part of the round, you may perform one of the following actions without penalty:

Move up to your full Movement (3x your Movement Allowance In yards) per round.

Reload or change weapons.

Mount or dismount from a vehicle. Or stand from a prone position. Making an additional action (reloading, defending, or Combat Actions) is possible, but any action made will incur a –3 penalty.

Escape a hold or trap.

Aim (gaining +1 to hit every round of aiming up to 3 rounds)

Perform a non-combat task.

Perform an attack (Additional attacks can be made, each at a cumulative -3 to hit)

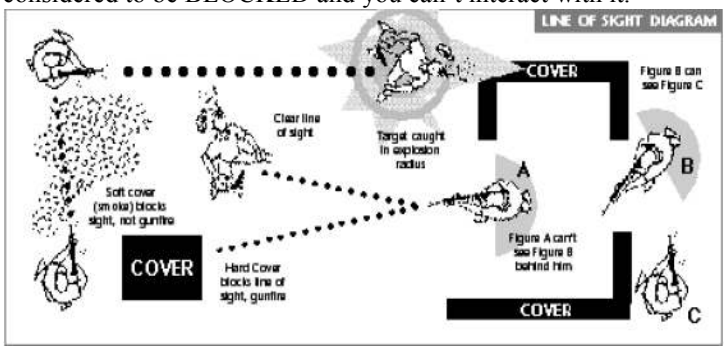
Dodge or Block a melee attack. Everyone gets one free dodge per round, after that any Dodges/Blocks are considered part of their Combat Actions.

Two weapon attacks can be made at a -3 penalty on both weapons used.

Facing and Line of Sight

Facing: is the direction a character is pointing. Since most roleplaying games are played "in head" (without maps), the rule of thumb is that you can clearly face and attack anything that is positioned forward of your shoulders and unblocked. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in. You may move in any direction at any time (one of the big advantages to being a biped).

Line of Sight: If your character can see something with the naked eye or the scope of a weapon, you can interact with it. This is called your Line Of Sight. If there's anything in the way, it's considered to be BLOCKED and you can't interact with it.



DAMAGE

Damage in combat is determined by rolling groups of six-sided (D6) or ten-sided (D10) dice. If a rule says, "roll 2D6", for example, you would roll two six sided dice, total the results, and apply the total to the target you were attacking. If the rule said "roll 2D6+1", you would roll as above, then add 1 to the total.
So much for creating damage. Let's take a step-by-step look at how to apply it.

Hit Location

The first step in applying damage is to figure out where to apply it. Most combat attacks are just barely aimed; you're looking for an opening, your opponent slips up, and you take it. This means that unless you attempt to aim your shot at a specific location (and take the -4 penalty for this), you will have to determine where you hit on a random basis. Damage that penetrates armor to the head will always do double damage.

The Basic Location Table is designed for this; the Basic Location Table lists all general body areas with a value from 1 to 10 written underneath. When an attack hits someone, roll 1D10 to determine Basic location.

BASIC LOCATION CHART 1D10

Location	Head	Torso	R.Arm	L.Arm	R.Leg	L.leg
D10	1	2-4	5	6	7-8	9-0

If you hit a body location that is behind cover, do not re-roll, keep it and hope the weapon does enough damage to penetrate the cover, if not, tough luck. The GM may decide allowances are in order, but only within reason.

CRITICAL WOUNDS

Any character amassing 10 points in one area will have it rendered useless. 10 points in the head or torso means the character goes into a coma for 1D10 days and must pass a mortal 1 death save every day.

CRITICAL WOUNDS 10 points in an arm or leg means it cannot be used until medical attention is sought. Single wounds causing 10 or 11 points of damage to one area cause critical effects as follows:
10 points in the head requires an instant Mortal 4 save and in any case renders the victim into a coma lasting 2D10 days. A mortal 3 death save must be passed every day for the first half of this time. There is a 50% chance of brain damage. This is permanent and reduces INT by D6/2.
10 points in the torso, requires a single mortal 1 save, (death and stun) and needs a save each minute after the wound at one mortal level greater, (i.e. 2 then 3 then 4 then 5 etc...). This continues till the patient is stabilized, healed or dies....
10 points to any arm or leg will break it, immobilizing it so it cannot be used until it has been re-set, (this means it cannot be used for 1D10 weeks from when it is re-set).
Single wounds causing 12 or more points of damage will cause a mortal effect as described below:
12 points to the head, (after doubling), will kill the character outright. They automatically drop to death state 10 as their head is literally blown off!!!!
12 points to the torso, (14 for decentralized heart), will automatically put the victim at death state 1 regardless of wounds, this increases as per normal. This represents major internal organ damage.
12 points to any arm or leg will either mangle it or sever it completely. This means the victim must make a mortal 0 stun and death save, with another save one level more each turn, (i.e. mortal 1, then 2 then 3 etc...).

BLUDGEON DAMAGE

Bludgeon damage is a tricky thing, because there are so many kinds. Whether using hands, feet, and elbows, or that lead pipe you are generally thought to be doing bludgeon damage. This is usually thought of as simply whacking someone with a large heavy object. But less physically damaging effects are also covered under bludgeon like stings and pinches.

Remember that it is difficult to die from bludgeon damage, and it will generally heal much faster than a penetrating wound. For game purposes any bludgeon wound that does not break a bone, or cause internal bleeding (IE. does more than 10 points of damage with a single attack), will heal at 1 point a minute, although there might be bruising or soreness (GM's discretion).

ARMOR

Armor is what stops targets from taking the damage you just located. The Armor SP section is directly under the Location section on the Hardcopy. Write the Armor Stopping Power (SP) value for each body area in the space corresponding to that body area.

Stopping power (SP) refers to the ability of 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. However, for Soft armor that takes a hit, every D6 increment of damage results in 1 point of Bludgeon damage, Hard armor is 1 point for every 3D6 damage increment (round up). Weapons doing D10 increments of damage follow the same rule, however they double the effect for 2 points of each increment. This is caused by the impact of the round or weapon, which the armor disperses enough that it just causes bruises, and pain, though in extreme cases broken bones, internal damage and head trauma may occur, which can result in death or prolonged impediment, as the rules for critical damage still apply. Layers of armor reduce this damage by half.

Example: Jack is wearing a Kevlar jacket with an SP of 18. A 5.56 round (5D6) strikes him in the chest, causing 14 points of damage. The armor's higher SP thwarts the attack. But it hits hard and causes 5 points bludgeon damage. Next shot does 22 points of damage. The armor reduces this by 18, but 4 get through to cause Jack harm.

Hard and Soft Armors

Body armors are divided up by whether or not the majority of their protection is based on rigid metals/ceramics/composites, or on softer, more flexible ballistic fabrics. This is done for layering purposes and for some weapon damage effects.

HARD ARMORS	SOFT ARMORS
Ballistic Crabshell Armor	Heavy Armor jacket
Police Riot Armor	Med. Armor jacket
Door Gunner's Vest	Police patrol armor
Steel or Nylon Helmet	Light Armor jacket
Full Plate	Kevlar T-shirt/vest
Half Plate	Heavy Leather
Wooden or Steel Shield	Chain or Banded Mail

Armor and Bludgeoning Damage

Soft armor is treated as having 1/2 its SP value to deal with bludgeoning damage, however as it disperses the impact effectively it also treats any bludgeon damage that gets through as 1/2 real, 1/2 stun. Hard Armor has no penalty to SP.

Staged Penetration

Armor doesn't just keep absorbing damage indefinitely. Every time the armor is hit by an attack that exceeds half it's SP rating, it is reduced by one point of SP. Each time the armor is struck by a penetrating attack (i.e. an attack that actually exceeds the armor's SP), it's SP is reduced by an additional 1 point for every 4 points of penetration (before halving for Armor Piercing and the like). When the SP reaches 0, the armor will no longer stop damage.

Use Cover

You don't have to lug around an armor jacket with you - often the best armor is what you can find around you. Cover allows you to move from place to place, letting something else soak up the gunfire.

COMMON COVER	SP	SDP
Office/Sheetrock Wall	5	15/y
Concrete Block Wall	10	30/y
Reinforced Wall	20	60/y
Brick Wall	25	75/y
Stone Wall	30	90/y
External Wall	50	150/y
Floor / Ceiling	25	75/y
Office/Wood Door	5	15
Heavy Wood Door	15	45
Steel/Security Door	20	60
Reinforced Steel Door	50	150
Plexiglas Windows	12	15/m
Bulletproof Glass	15	45/m
External Windows	25	75/m
Car Body, Door	10	30
Mailbox	25	75
Tree, Phone Pole	30	90
Concrete Utility Pole	35	105
Engine Block	35	105
Hydrant	35	105
Jersey Barrier	40	120

MAKING ATTACKS

This section covers the basics of how to make attacks. There are two parts to this section: **RANGED WEAPON COMBAT** and **MELEE COMBAT**.

RANGED WEAPON COMBAT

Ranged Weapons

Ranged weapons are anything that is shot or thrown over a distance at the target. To make a ranged weapon attack (guns, bows, thrown objects, etc.) you must roll a combination of your:

BASIC WEAPON RANGES	
Handguns	50m
Submachineguns	50m
Shotguns	25m
Assault/Battle Rifles	250m
Sniper/Hunting Rifles	500m
Throwing (-10m/kg>1)	3mxBOD

REF STAT + WEAPON SKILL + 1D10

equal to or greater than a specific hit number. The range between you and your target determines the hit number.

RANGE DEFINITIONS

Point Blank: The weapon is very close to or in physical contact with the target. It will almost always hit, doing maximum damage.
Close: The weapon is attacking at ¼ th the listed range.
Medium: The weapon is attacking at ½ listed range for its type.
Long: The weapon is attacking at listed range for its type.
Extreme: The weapon is attacking at x2 listed range for its type.

AIMING

One way to improve your chance to hit is to aim. Each round of aiming adds +1 to your Attack, up to three rounds. Aiming assumes steady position, no movement, and a clear chance to track your target.

MODIFIERS

When making your roll, you must add any and all modifiers that apply to the combat situation to your final Attack Roll. There are modifiers for Target, Aiming, Weapon Type, Type of Firing, Position and Movement. Be sure to take into account all modifiers and stack them appropriately.

RANGED COMBAT TO-HIT NUMBERS	
Point Blank (Touching to 1m)	10
Close (1/4 Long range)	15
Medium (1/2 Long range)	20
Long (Full range)	25
Extreme (2x Long range)	30

LINE OF SIGHT AND COVER MODIFIERS			
Target silhouetted	+2	Head/shoulders only visible	-3
Target crouched/kneeling	-1	Blinded	-5
Target prone	-2	Head only	-4
Half body visible	-2	Behind someone else	-4

RANGED COMBAT TO-HIT MODIFIERS	
Extra actions	-3/extra action
Using off hand	-3
Using two weapons	-3 on both
Firing while running	-3
Firing a shoulder arm from hip	-2
Fast draw/Snapshot	-3
Ambush/Surprise attack	+5
Bipod (stationary & braced)	+1 to 2
Moving target	-3
Tiny target (bullseye, eye, vital area)	-6
Small target (body location, <1m)	-4
Large target (car, large animal)	+2
Very large target (truck, wall)	+4
Aiming (max +3)	+1/turn
Laser sight	+1
Telescopic sight	+2 Ext, +1 Med
Three round burst (Close/Medium)	+3
Full auto, Close	+1/10 rnds
Full auto, all other	-1/10 rnds

SUCCESS

On a natural roll of 10, you have had a critical success. Roll an additional 1D10 and add it to your original roll. Then Re-roll the die one more time, if you roll a 9 or 10 you have critically succeeded, refer to table:

Choose or roll	CRITICAL SUCCESS EFFECT
1	Weapon does x2 damage
2	Weapon does Maximum Damage as if from a point blank
3	You may choose Hit Location instead of rolling (Head, Arm, etc.)In case of called shot, you may choose specific location (Eye, Finger, Groin, etc)
4	Weapon hits weak spot in opponents armor (view slits, joints, between seams) armor is treated as being at 1/4th
5	Weapon hits 2 targets (via ricochet, over penetration, etc.) second target takes half damage
6	Weapon hits something explosive or flammable (explosives, ammo, fuel, etc.) on opponent or target, and detonates or ignites (only applicable if something of this nature is available)
7	Impact from your weapon automatically disarms opponent
8	Blood, Shrapnel, or other substance released from your weapons damage gets into targets eyes, blinding him for 1 round
9	Weapon shocks enemy more than normal, stun save at –2
10	Weapon knocks opponent off his feet.

FUMBLES

On a natural die roll of 1, you have potentially fumbled. You must roll an additional 1D10, rolling at or under the applicable skill for the task you are trying to accomplish. If you succeed you treat the attack as simply rolling a 1. If you roll over you have fumbled and need to check the result against the Fumble Table to see what happens.

FUMBLE TABLES
REFLEX - Combat 1-4 No fumble. You just screw up. 5 You drop your weapon. 6 Weapon discharges or strikes something harmless. 7 Weapon jams or imbeds itself in the ground for one turn. 8 You manage to wound yourself. 9-10 You wound a member of your party.
REFLEX - Athletics 1-4 No fumble. Make an idiot of yourself. 5-7 Fail miserably. 1 point of damage (sprain, fall), make a Stun Save. 8-10 Fail abysmally. If a physical action, take 1D6 damage, make Stun Save -1.
TECH - Repair or create 1-4 No fumble. You can't get it together. 5-7 You make it worse, +5 Difficulty for next attempt. 8-10 You damaged the device or creation beyond repair.
EMP - Convince, Fast Talk, Seduce 1-4 No fumble. They just won't buy it. 5-6 You not only don't convince them, they are left totally cold (-4 to next roll). 7-10 They are violently opposed to anything you want. Roll 1D10, on a 1-4 they attempt to do you physical harm.
INT - Figure out, Notice, catch a clue 1-4 No fumble. Don't know how to do it, or what's going on. 5-7 You don't know anything about what's going on. Fast Talk -2 to see if anyone else notices how dumb you are. 8-10 You not only don't know what's going on or anything about the subject, but everyone knows how ignorant you are.

RELIABILITY TABLE
Weapon Jams on
Very Reliable 3 or lower
Standard 5 or lower
Unreliable 8 or lower
It takes 1D6 turns to unjam a jammed weapon.

AUTOMATIC WEAPONS

There are three ways to use automatic weapons. The three round burst is used to put multiple shots on a single target at any range. Full Auto is used to deliver a lot of bullets at close range to one or more targets. Suppressive fire is used to force an opponent to keep his head down or risk taking a slug. Each form has its own advantages and disadvantages in combat, and the smart street warrior knows when to use the right technique for the right job.

Three Round Burst: The three round burst is a setting used on most automatic weapons to conserve ammunition and improve accuracy. The three round burst gives you an automatic +3 to hit advantage at certain ranges. The attack is made as one action. If successful, roll 1D6/2 to see how many rounds actually hit the target. This technique may only be used against single targets.

3 ROUND BURST = +3, CLOSE & MEDIUM ONLY

Full Auto: This attack is best used to cover a wide range of targets or to make sure a single target is dead, dead, dead. A weapon on full auto is a bucking bronco, hard to hold on a target more than a few yards away. Using a scope or taking aim is also impossible. Therefore, range is critical in the full auto technique.

The full auto option is based on the rate of fire (ROF) of the weapon.

FULL AUTO RULES
At Close Range: For every 10 rounds fired at Close range, add 1 to your Attack Total.
At Medium, Long and Extreme Ranges: For every 10 rounds fired at Medium, Long and Extreme ranges, subtract 1 from your Attack Total.

For every point of success over the required to Hit roll, 1 round hits the target, up to the maximum ROF for the weapon.

NUMBER OF HITS = # POINTS > THAN TO HIT NUMBER

FULL AUTO AT MULTIPLE TARGETS

If attacking more than one target, roll to hit once. GM determines difficulty as normal for each target, but each target after the first gains a consecutive +3 difficulty. As usual, every point of success per target results in that many bullets hitting the target, however, the ROF is divided by the total number targets, -1 bullet for every yard of distance between first target and last. Hit Locations and damage rolls as normal, though to speed things up it may be advisable to only roll damage once, and apply the same number to all hits.

BOWS & CROSSBOWS

The bow or crossbow is fired using the Archery Skill. Bows are a special category of ranged attack because they are BT-based ranged attacks. Compound bow BT is treated as half due to the pulley mechanism that distributes the draw resistance and maximizes release). Every 1 point of BT = 5m range.

BT is the measurement of the strength required to pull back the string of the bow or crossbow. It adds a damage bonus equal to the Strength Damage Bonus derived from a BOD of the same level.

ARROW & BOLT DAMAGE	
Arrow/BOLT size	**Damage**
Short Bow / Hand Crossbow	**1d6 + BT damage**
Medium Crossbow	**2D6 + BT damage**
Long Bow / Heavy Crossbow	**3d6 + BT damage**

Shortbows have a maximum BT of 6

Longbows have a maximum BT of 10.

Compound Bows have a maximum BT of 16.

Crossbows can use the Archery skill as well, however hand crossbows can be fired with the Handgun Skill at ½ value, larger crossbows can be fired with the Rifle Skill at ½ value as well. Any Crossbow with a BT above 7 will usually have a stirrup of other mechanism to hold it in place so it can be drawn and cocked, in addition any crossbow with a BT above an 8 will often have a detachable winch to cock the weapon. The number of rounds it takes to reload a crossbow is 2 rounds and an additional round for every 2 BT over 5 (round up).

Hand Crossbows have a maximum BT of 5.

Compound Hand Crossbows have a maximum BT of 10.

Medium and Larger Crossbows have a maximum BT of 10.

Medium and Larger Compound Crossbows have a maximum BT of 20

AREA EFFECT WEAPONS

Area Effect weapons are fired just like any other type of ranged weapon. However, they are capable of covering more than one target at a time with a cloud of pellets, flame, explosive force or gas. Area effect weapons include shotguns, grenades & explosives, flamethrowers, missiles & rockets, mines, molotov cocktails and rocket powered grenades (RPGs).

Attacks are made as with other ranged weapons, with the center of the area effect falling on the designated target, and anything within the area of effect taking damage as well. If the target is missed, the true center of the attack must be determined. When calculating where a grenade or other. Area weapon has hit, roll 1D10 to determine the direction on the Grenade Table, then roll a second D10 to see how many yards away it hit.

SHOTGUN TABLE	
Range	**Damage**
Close, PB	**4D6**
Medium	**3D6**
Long	**2D6**

Shotguns: Shotguns fire a cloud of small metal pellets called a "pattern". The width of the pattern is based on the distance between the attacker and the defender. Any target in a straight path between attacker and intended target is also considered to be in the area of effect. Note: if something is between the path of the shotgun and its intended target, the intervening spaces behind that object are considered to be exempt from the effects of fire. Buckshot however, is extremely ineffective against armor, and treats it as having 50% more SP. For a standard 12 .ga :

Due to the spread of pellets from a standard shotgun round, shotguns get a +1 at Close range, +2 at medium range, +4 at long range, and +5 at extreme. This only counts towards standard shotgun rounds, Sabot, stun, slug, etc... rounds are treated as normal. Specialty rounds are subject to GM discretion. At medium range and extreme range, a shotgun hit will hit 2 main locations locations. At Close range it will hit 2 sublocations. Roll once for location, the apply equal damage to that location and one location adjacent

Shotguns are a very effective weapon in situations where aiming isn't critical. For instance, in 6ft hallways, there would be no way for a target to escape taking wounds no matter how much his reflexes were boosted. However, shotguns are also limited to relatively short ranges and don't do a lot of damage on the individual pellet level. A blunderbuss is an early version of the shotgun, however it's damage differs due to poor construction. At Close and Point Blank it does 5d6, medium 3d6, and at long 1d6.

Grenades: Grenades come in fragmentation, incendiary, stun, dazzle, sonic, concussion and gas varieties. Each type has its own area of effect, usually between 2 to 5 yards. Grenades and explosives can be detonated using timers, radio controls, tripwires or remote detonators. All grenade types are available in hand or rifle-propelled versions, and are described in the Area Effect Weapons & Grenade Table. Grenades may be thrown the same distance as a cast weapon (see table below) or launched to a range of 225 yards. For every 2 points of failure on the required Athletics Roll to throw the grenade (or other thrown explosive), it lands 1 yard off target. 2m can be added to distance per point of Strength Feat.

BODY TYPE	MAX DISTANCE
1-3	10m
4-5	20m
6-7	40m
8-9	60m
10-11	80m
12-13	100m
14-15	120m

Values shown above are for baseball-sized objects weighing no more than 1kg. For every *additional* kilogram, subtract 2 from the Body Type score used to calculate throwing distance. This chart is also used for grenades, which use the Athletics skill in place of Martial Arts or Brawl/Melee.

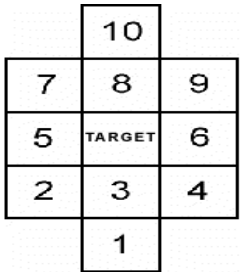
AREA EFFECT TABLE	
Type	Blast Radius
Grenades	1y per Die of damage
Gas Grenade	3 yards
Molotovs	2 yards /liter
Flamethrower	2 yards
Cyberlimb flamethrower	1 yards
Mine	2 yards
Claymore	6y line from explosion
C-4	5m/kg
SMG	4 yards
Missile	6 yards
Shotgun (Close)	1 yards
Shotgun (Med)	2 yards
Shotgun (Lng/Ext)	3 yards
Micromissile	2 yards each

"Cooking Off" A Grenade: Most hand grenades have a 4-5 second fuse. With training you can "cook off" a grenade. In other words, you can hold on to the grenade long enough for the fuse to run down before throwing it, so that hopefully it will explode on impact or at other desired time or distance.

Every second a character cooks off a grenade adds a cumulative -3 to hit on the athletics roll required to hit your target.

If you don't cook the grenade not only is there a chance it could be picked up and thrown back at you before it detonates, but it will also bounce upon hitting the target and land 1d6/2 yards away from the target point. Consult Grenade Table to determine direction and distance:

GRENADE TABLE



Roll 1D10 to determine Point Of Explosion.

EXPLOSIVE DAMAGE: To determine effects and damage for anyone caught in the Blast Radius of an Explosion, first determine the targets distance from the center of the blast. Next figure the Area Of Effect Range.

Targets that are hit directly by explosives, or are in point blank range of detonation, take maximum damage

For every yard away from the Point Of Explosion damage is reduced by 1 Die increment (shaped or directional charges are reduced by 2 Die increments).

Explosive damage is taken to 1 location for every 2 Die of damage (round up) the character(s) in the Blast Radius receives.

For Example: Jack throws a grenade at a group of enemy soldiers, trying to hit the center of the group. He rolls his athletics to hit and gets an 18, the grenade hits dead center but rolls 2 yards to the north before exploding because Jack gets nervous about holding onto live explosives. The grenade exploded right at one soldiers feet, doing 7D6 damage to 4 locations (both legs, his torso, and an arm). That soldier disappears in a fine red mist. One of the other soldiers is only a yard away, he takes 5D6 damage to 3 locations (head, right arm, torso), killing him as well. Another soldier was at the edge of the blast 5 yards away, he only takes 2d6 damage to 1 location, his left leg. He is alive, but in pain. The last soldier was clear of the Blast Radius and is coming after Jack hard.

For every point the shot misses by, it lands one yard away from the intended target. For each range increment greater than "Close", multiply the distance by 2.

So at close range, missing by 1 point means you land the explosive 1yard away, while a miss of 10 points means the shot misses by 10yards. At medium this becomes 2 yards/20 yards... At long it becomes 4 yards and 40 yards, at extreme it becomes 8/80...

Explosives:
Explosives vary from grenades in that the more you use, the bigger the blast area, the bigger the bang. Explosive amounts are defined as units; one unit of TNT would equal one stick; one unit of Plastique would be an ounce, etc. For every unit of explosive used, add full damage value and 50% to the area of effect. So using 6 kg of Plastique would do 42D10 over a 24-yard area. (7m + 7x5m /2 [35m/2 =17]). Tying 5 sticks of TNT together would create a 20d10 explosion covering a 12 yard (4m + 4x4m/2 [16m/2 = 8) area of effect. Explosive charges can be shaped, (demolitions roll 20) which minimizes the area of effect by 2/3rds, and doubles damage.

EXPLOSIVE RANGES			
Explosive	Unit	Area	Damage
Plastique	1kg	7m	7D10
C6	1kg	8m	8D10
TNT	1 stick	4m	4D10
Take the area covered by one unit of explosive and multiply this by the total number of units.			

WORKING WITH EXPLOSIVES
An unskilled attempt that results in failure becomes a Fumble; a further roll of 8-10 means the explosive goes off "in your face"
(a further Fumble roll of 8-10 means the same thing for a character with Demolitions). A roll of 1 means it goes off automatically.

EXPLOSIVES RULES
Use grenade to damage structure .....….. 20
Use explosive as thrown bomb .....….. 15
Tamping an explosive (5 min+) .....….. 15
Minimize C-6+ shockwave (33%) …..... 20
Enhance C-6+ shockwave (+100%) ..…. 20
Shaping charge (1/3rd AOE,x2 damage)…30
EVALUATE STRUCTURE FOR WEAKNESS
x2 damage 20
x3 damage 30
x1 ..... Failure
x1/3 ..... Fumble

MAKING EXPLOSIVES
Nitroglycerine (lab, 24eb/kg) 15
Guncotton (lab, 10eb/kg) 15
TNT (full lab, 20eb/kg) 20
Plastique (full-lab, 50eb/kg) 25
C6 (full-lab, 75eb/kg) 35
Chemical delay fuses (25eb-75eb) 20

INDIRECT FIRE

Indirect fire requires a spotter, who can see the target, and relay information back to the firer. If the firer can see the target, use the normal rules for direct fire. Unless the spotter has the firing weapon right next to him, he must know where he is, and must know where the target is. This requires a map and a Difficulty 15+ Wilderness Survival roll, or a satellite, or a computer Navigation/GPS system.

Mortars and launched grenades travel at 400m per turn, and artillery shells travel at 600m per turn. At those speeds, some distant indirect fire may take several turns to reach the target. At the end of the turn when the shells reach the target, after everybody has moved/taken their actions, roll for the artillery to hit. The difficulty is 25+, and modifiers to the D10 roll are:

INDIRECT FIRE MODIFIERS
Spotter's Heavy Weapons+INT)/2
Firer's Heavy Weapons/2
Visibility Modifiers that apply to the Spotter
+3 per turn (max 4 turns) of spotted fire at the same target area, not at the same target. This bonus can only be gained after the first shot(s) hit, since it simulates the spotter correcting the fire.

If the shot hits, roll on the Grenade Table to see just where it hits and work out damage as usual. Once a shot hits, the To-Hit# drops to 10 and the weapon(s) can continue to fire at that location for as long as desired without a need for a spotter to correct fire. If the shot misses, it does so by (range/100m) x the number of points missed by, in a direction determined by the Grenade Table. A spotter can only spot and correct for one target location at a time, but there is no limit to the amount of weapons one spotter can spot for, as long as they're shooting at the same target.

MELEE COMBAT

Melee attacks include clubs, knives, swords, axes, chainsaws, sledgehammers, martial arts weapons, hand-to-hand attacks and grapples.

Melee attacks differ from ranged attacks in that you are opposing a person, instead of a target. To make a melee attack, the formula

ATTACKER: REF+Brawl/Melee Skill +1D10
VS.
DEFENDER: REF+Brawl/Melee Skill +1D10

If there's a tie the defender wins.

In addition, every character gets one free Dodge or Block per round.

DAMAGE MODIFIERS TABLE		
BODY	Hand to Hand	Thrown Weapon
1 -2	-1	-1
3-4	0	0
5-6	+1	+1
7-8	+2	+1
9-10	+3	+1
11-12	+4	+2
13-14	+6	+3
15+	+8	+4
Key Attack	+1/2 MA Skill Level	+1/2 MA Skill Level

REQUIREMENTS FOR RANGE CHANGE	
Throwing to Hitting:	If you have the greater MA you may be able to enter Hitting range.
Hitting to Grabbing:	Make Grapple roll.
Grabbing to Hitting:	Make Parry or Dodge roll.
Hitting to Throwing:	If you have the greater MA you may be able to enter Throwing range.

DAMAGE IN MELEE COMBAT

In melee combat you can damage your opponent with a Punch, a Kick, a choke, or a Melee Weapon strike.

The damage for each kind of attack is as follows:
Punch = 1D6/2 + Str Bonus + 1 for every 3 levels of Brawl/Melee skill.
Kick = 1D6+ Str Bonus + 1 for every 3 levels of Brawl/Melee skill.
Choke = ID6
Melee Weapon = Weapon Damage + Str Bonus + 1 for every 3 levels of Brawl/Melee skill. (Half Str bonus if thrown)!

RANGE PENALTY FOR THROWING	
RANGE	PENALTY
Hitting	-5
Close	-0
Medium	-5
Long	-10
Extreme	-15

BODY TYPE	MAX DISTANCE
1-3	10 yards
4-5	20 yards
6-7	40 yards
8-9	60 yards
10+	80 yards

COUNTER ATTACK

Anytime a character fails a Brawl/Melee attack by more than 5 points or anytime he fumbles, representative of him leaving himself open, his opponent gains a free counter attack.

HAND-TO-HAND COMBAT MODIFIERS
Target dodging ..... -2
Blinded by light or dust ..... -3
Half body visible ..... -1
Head and shoulders only visible ..... -1
Head only visible ..... -2
Behind someone else ..... -2
Aimed strike at vitals ..... -3

OTHER COMBAT RULES

SP AND ITS RELATION TO SDP:

The Definition of SP and SDP can get a little blurry sometimes. In most cases it works well, but in some it just needs to be a little more defined. SP is strictly a measure of how much damage an item can take before the bullet or projectile passes though it. SDP is strictly a measure of how much damage an item can take before it is considered inoperable. With me so far? Ok here is where it gets confusing. Take a computer; if you hide behind it, you are using it as protection. Someone shoots it so what do you do?

Technically the computer is not armored, but it still provides an SP value. So what do you do now, and how do you figure out where SDP starts and SP ends....

If the object is hollow, then it has (such as a pipe, or a box) 2 SP ratings. And if it is hollow and contains something (like the computer mentioned before, or a box of tools) then it gets a third SP rating. For a projectile to pass through it must defeat all the SP ratings. It is not however, always necessary for it to beat the SDP of an object. If the object is by itself, or contains a mechanical device, or electronics, then the object also gets an SDP rating.

If the device is one solid piece (like a log or a solid steel door) then it only gets one SP rating. If this device serves a function (like a support beam, or a brace) then it too will have an SDP.

SP is determined by the density and thickness of an object. A car engine is very dense, and very thick, giving it a high SP. An aluminum can is not very dense at all, and is extremely thin, there fore it has a very low SP.

SDP is determined by the intricacy and delicacy of the item. A computer is very fragile, and very intricate. If you damage even a small piece of it, chances are you are going to destroy it. While a car engine is much less fragile, and if you shoot it you most likely won't do it much damage. Even if you do, because it is less intricate, the engine has a good chance of remaining functional. SPD of objects will vary with intricacy/ durability. In the case of the SDP of a solid object, the object must take 4 times its SP in damage before it becomes inoperable.

FALLING DAMAGE

Damage from a fall is determined at a rate of 1d10 per ten feet (ignore the first 10 feet, An Athletics roll is permissible, with the difficulty raising by 5 for every ten foot increment of fall. For every point over success, the character may ignore 5 feet of the fall. Soft armor is completely ineffective against falling damage, Hard armor is ½.

IMPACT DAMAGE

Impact Damage is determined at a rate of 1d10 per 10 MPH, if two objects collide head on, both objects take the combined damage determined by the speed of each object. If collision occurs from a forward angle, the damage is reduced by 25%, damage from the side is at half to both objects but only the impacting object determines damage, and damage from a rear angle or from behind is reduced by 75%, again only the impacting object determines damage. Impact Damage is also modified by weight. For every 50% weight difference, modify damage up or down by 50%.

VEHICULAR MANEUVER DIFFICULTY TABLE	
Difficulty Level:	**DC Modifier (base 10)**
Driving over speed limit/safe driving speed	+1 per 5mph
No traffic	-1
Light traffic (1-6 vehicles)	+1
Medium Traffic	+2
Heavy Traffic	+3
Extreme Traffic	+4
Driving in reverse	+1 per 5mph
Driving under fire	+4
Driver distracted (talking on hand held phone, eating)	+2
Recovering from loss of control (ignore 1 10mph increment for every +1 of maneuverability, if the vehicle has negative maneuverability, add a 10mph increment for every –1)	+1 per 10mph
Vehicle traveling faster than 80% of listed top speed	+3
Vehicle traveling more than 80 mph regardless of top speed (Add or reduce 10mph to the 80 for every bonus or minus to maneuverability a vehicle possesses.)	+3 every 20mph over 80 (round up)
Making a full deceleration	+1
Slamming on the brakes	+3
Doing something crazy, like attempting a jump, driving under a truck, driving in oncoming traffic or other insane stunt. (May be modified by circumstance at GM discretion)	+6
Recovering from a sideswipe or a ram from behind (either as attacker or target)	+2
Recovering from impact from side or behind greater than 10 degrees (either as attacker or target) (receives additional +1 for every 10 degrees up to 90)	+3
Driving with flat tire (non steering tire) (vehicles with more than 2 non steering tires reduce this penalty by half)	+2 difficulty (per flat tire)
Driving with flat tire (steering)	+3
Treaded vehicle	-3
Extra actions w/ cybercontrols (Near Future+ settings only)	-1/action
DRIVING OFF-ROAD	
Fairly flat field	+2
Partially wooded, rocky, and/or hilly terrain	+4
Densely wooded, very rocky, and/or steep hills	+6
Flat, hard packed desert	0
Loose sand	+3
High dunes, drifting sands	+6
Off-road capable vehicles treat off-road conditions as having a 2 point lower modifier **Treaded vehicles treat off-road conditions as having a 4 point lower modifier**	

MPH to KM/H Simple Conversion	
5 mph = ~10 km/h	**40 mph = ~65 km/h**
10 mph = ~15 km/h	**45 mph = ~70 km/h**
15 mph = ~25 km/h	**50 mph = ~80 km/h**
20 mph = ~30 km/h	**60 mph = ~100 km/h**
25 mph = ~40 km/h	**70 mph = ~115 km/h**
30 mph = ~50 km/h	**80 mph = ~130 km/h**
35 mph = ~55 km/h	

ROUND BY ROUND

ACCELERATION: Roll a drive check, on a successful roll, every point over the target difficulty allows you to accelerate 5mph. Failure of this roll indicates a character has become nervous or unsure, and decelerates by 5mph instead. Alternatively, at any time a character may opt to decelerate safely at up to half his listed deceleration.

Making a full deceleration requires a roll +1 difficulty higher than the standard for driving (with modifiers for speed, weather, road conditions and traffic included). Slamming on the brakes (x2 deceleration speed) incurs a +3 difficulty and also forces any vehicles behind you and within your threat range, to make an immediate maneuver roll with additional modifiers due to distance included.

In a crash, the vehicle skids its current speed in yards forward, hitting anything in the way (See impact rules). If the vehicle has not been trashed, the driver has to succeed at a Driving roll vs. Difficulty 20 to regain control in the following turn, -5 Difficulty per successive turn.

In a spin, an air vehicle plummets down 25m per turn. If this loss of altitude brings it to ground level, the vehicle is destroyed. As above, the pilot must succeed at a Piloting roll vs. Difficulty 20 to regain control.

CONTROL LOSS / CRASH! Total up amount by which you missed Piloting roll, and apply below:	
1-5	Vehicle slews briefly out of control. Weapons fire at -5 this turn.
6-9	Vehicle slews out of control. All weapons fire at -10 this turn and next.
10+	Vehicle crashes. No weapons fire from this vehicle.

LOCATING VEHICLE DAMAGE

When you attack a vehicle, you will subtract the vehicles armor SP from the damage, then roll 1D10 to determine where the round went if it got through the armor:

VEHICLE DAMAGE

Vehicles have both SP values and Structural Damage Points (SDP). If armored, the vehicle's SP is subtracted from the damage taken, with the remaining damage subtracted from the vehicle's SDP. When a vehicle is reduced to 0 SDP, it is considered to be destroyed or inoperable.

VEHICLE HIT LOCATION TABLE	
D10	**Civilian Ground Vehicle Location**
1	**Tire track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)**
2-3	**Engine (full SP/ x3SDP)**
4-6	**Driver, crew, or passenger (unless otherwise noted glass is 4 SP / 2 SDP)**
7-9	**Vehicle body (Full SP/SDP)**
10	**Cargo**
D10	**Military Ground Vehicle Location**
1	**Tire/GE skirt/track (unless otherwise noted tire is 5 SP / 3 SDP Wheel is full SP/SDP)**
2-3	**Engine (full SP/ x3SDP)**
4	**Driver or crew (unless otherwise noted glass is 4 SP / 2 SDP)**
5	**Subsystem.**
6-8	**Vehicle body (full SP/SDP)**
9-10	**Turret (body if not present) (turret is full SP / 1/3 SDP)**

D10	Aircraft Location
1-2	Engine (full SP/ x3SDP)
3	Pilot or crew (unless otherwise noted glass is 5 SP / 3 SDP)
4-5	Wings/rotors/fans (unless otherwise noted ½ SP / full SDP)
6	Subsystem.
7-10	Vehicle body (full SP/SDP)

SAMPLE VEHICLES

(Note: The following vehicles are merely examples for quick reference. Feel free to tailor them to suit your game needs. Converting real world vehicles to Interlock Unlimited is very easy, auto magazines and website list the important stats, such as top speed, weight, etc…)

Motorcycle

Top Speed:	120 mph	Acc/Decc:	25/45
Crew:	1	Range:	375MI
Passengers:	2	Cargo:	0KG
Maneuver:	+3	SDP:	15
SP:	0	Type:	cycle
Mass:	65kg	Cost:	$6,800

Compact Car

Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	335mi
Passengers:	3	Cargo:	400KG
Maneuver:	+2	SDP:	35
SP:	10	Type:	car
Mass:	1700kg	Cost:	$11,000

Sedan

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	340mi
Passengers:	4	Cargo:	700KG
Maneuver:	+1	SDP:	45
SP:	20	Type:	car
Mass:	2000kg	Cost:	$19,000

Sports Car

Top Speed:	140 mph	Acc/Decc:	28/45
Crew:	1	Range:	340mi
Passengers:	3	Cargo:	800KG
Maneuver:	+2	SDP:	45
SP:	10	Type:	car
Mass:	2300kg	Cost:	$25,000

Limousine

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	340mi
Passengers:	4	Cargo:	800KG
Maneuver:	-2	SDP:	40
SP:	25	Type:	car
Mass:	2600kg	Cost:	$99,000

Pickup Truck

Top Speed:	100 mph	Acc/Decc:	15/30
Crew:	1	Range:	280mi
Passengers:	4	Cargo:	6600KG
Maneuver:	0	SDP:	45
SP:	5	Type:	car
Mass:	2800kg	Cost:	$19,500

SUV

Top Speed:	100 mph	Acc/Decc:	10/40
Crew:	1	Range:	350mi
Passengers:	5	Cargo:	800KG
Maneuver:	-1	SDP:	50
SP:	15	Type:	car
Mass:	2200kg	Cost:	$29,000

Van

Top Speed:	100 mph	Acc/Decc:	15/40
Crew:	1	Range:	350mi
Passengers:	6	Cargo:	900KG
Maneuver:	-2	SDP:	60
SP:	10	Type:	car
Mass:	2900kg	Cost:	$26,000

18-Wheeler

Top Speed:	80 mph	Acc/Decc:	10/30
Crew:	1	Range:	500mi
Passengers:	1	Cargo:	40,000KG (TRAILER)
Maneuver:	-3	SDP:	200
SP:	20	Type:	truck
Mass:	8tons	Cost:	$110,500

AIRCRAFT RULES

AERIAL VEHICLE TERRAIN	Diff
Open Sky	0
Hazardous (within 300m of ground)	+5
Very Hazardous (nape of Earth)	+10
AERIAL MANEUVERS	
Hard banks (up to 45º)	+3
46-90 degree banks	+5
Controlled skids (sideways drift)*	20
Emergency deceleration (x2 Dec rate)	+6
Bootlegger reverses (-1/2 speed)	+5
Rapid dives and climbs	+3
Loops (reverse direction) **	+2
Corkscrew**	20
*Can't be done by Fixed Wing Aircraft **Can't be done by non-fixed wing aircraft	
Jinking (reduce chance of being hit)	20
Stress Take-off (under fire, danger)	10
Stress Landing (under fire, danger)	15
Rapid Direction Change	20-25
Moving Pivot (hovers, AVs, helis)	15
DOGFIGHTING	
Each contestant declares the maneuver they wish to make that turn and which particular target he's dogfighting. All contestants make appropriate skill tests. Count the difference between the skill roll and the difficulty and compare below, subtracting lower differences from higher:	

Difference	Result
-10 or more	You can't get a shot
-9 to -2	Only use turret weapons at -5
-1 to +1	Shoot at normal WA
+2 to +9	+3WA vs chosen target
+10 or more	+5WA vs chosen target

SAMPLE AIRCRAFT

Helicopter

Top Speed:	200mph	Acc/Decc:	30/30
Crew:	1	Range:	1500 mi
Passengers:	5	Cargo:	500 KG
Maneuver:	+1	SDP:	100
SP:	20	Type:	aircraft
Mass:	1 ton	Cost:	$320,000

Lear Jet

Top Speed:	600mph	Acc/Decc:	35/35
Crew:	2	Range:	700 mi
Passengers:	12	Cargo:	1000 KG
Maneuver:	+2	SDP:	150
SP:	10	Type:	aircraft
Mass:	12 tons	Cost:	$2,102,000

Small Prop Driven Plane

Top Speed:	400mph	Acc/Decc:	40/30
Crew:	1	Range:	800 mi
Passengers:	1	Cargo:	200 KG
Maneuver:	+3	SDP:	60
SP:	10	Type:	aircraft
Mass:	.8 tons	Cost:	$120,000

OTHER MEANS OF TRANSPORTATION

HUMAN POWERED TRANSPORTATION

Bicycles, roller skates, skateboards and other means of human powered conveyance follow simple rules.

SAMPLE OF HUMAN POWERED TRANSPORT		
TYPE	Cruising	Sprinting
Bicycle	MA x2	MA x3
Skates	MA x1.5	MA x2
Skateboard	MA x1	MA x1.5
Cross-Country Skis	MA +1	MA +3
For human (or animal) powered travel uphill, speed is reduced by 1 point for every 20 degrees of incline.		
When traveling downhill speed will increase (unaided) in MPH=BOD per round. Aided speed (such as by pedaling, or pushing) adds ½ MA per round until MAX Sprint sped has been reached, then travel will accelerate at normal unaided speed.		
Every 5mph over sprint speed adds a cumulative -3 to all maneuver rolls.		
Arm powered conveyance such as wheelchairs, rowboats, kayaks, and rafts are will substitute MA for BOD at half value.		

MOUNTS AND ANIMAL DRIVEN CONVEYANCE

There are many types of Mounts, the most common is of course the horse, but donkeys, mules, elephants, and even buffalo are frequently used in areas the animals are indigenous.

An even wider variety of animals can be used to pull vehicles, tools, and farm implements, or simply used as cargo haulers. Included in this category are horse buggies, chariots, carriages, carts, coaches, dog sleds, plows, pack animals, etc…

The simplest formula is this, for every 10 percent over an animals Carry Rating (determined by BOD, the same way as that of a character) in weight the animal is expected to haul, pull, or push, it's MA is reduced by a cumulative –1.

To offset this you can always add extra animals and drive a team, but max speed is determined by the average (round down) of all animals involved.

Example: If you have a dog sled with 4 dogs, and the dogs have MA stats of 4,7,9,and 10, the average would be an MA of 7.

WIND POWERED TRANSPORTATION

Vehicles driven by the wind, both on land and at sea are immensely varied to the point that attempting to create and fit all the rules necessary for construction and performance here would be extremely difficult and unnecessary. Things like size, weight, draft, displacement, sail size and number, crew, etc… would all have to be taken into consideration. And unless your game is going to be taking place primarily at sea, such exact mechanics are uncalled for. Instead here is a small assortment of sample vessels. Hopefully we will be able to tackle waterborne vessels in a follow up supplement. Alternatively, with a little research you should be able to derive any necessary stats from real life examples fairly easily.

For all wind propelled vehicles, at least one sail is required. Sails are generall considered immune to damage by gunfire, as the hole created is too small to have much effect. However slashing the sails, or setting them on fire are extremely effective, as will severing the rigging. SDP given for the following vehicles does not include the sail.

SAMPLE WIND DRIVEN CONVEYANCES

Windsurfer

Top Speed:	Wind Speed –10mph	Acc/Decc:	Wind Speed / 2
Crew:	1	Range:	Unlimited
Passengers:	0	Cargo:	0kg
Maneuver:	+2	SDP:	5
SP:	2	Type:	Surfboard
Mass:	35kg	Cost:	$300-2000

Small Sailboat

Top Speed:	Wind Speed –15mph	Acc/Decc:	Wind Speed / 3
Crew:	1	Range:	Unlimited
Passengers:	2-5	Cargo:	50kg
Maneuver:	+1	SDP:	20
SP:	10	Type:	Sailboat
Mass:	35kg	Cost:	$400-5000

Yacht

Top Speed:	Wind Speed –15mph	Acc/Decc:	Wind Speed / 3
Crew:	2-5	Range:	Unlimited
Passengers:	5-20	Cargo:	200kg
Maneuver:	0	SDP:	70
SP:	20	Type:	Sailboat
Mass:	800kg – 1 ton	Cost:	25,000-100,000

Large Sailing Ship

Top Speed:	Wind Speed –10mph	Acc/Decc:	Wind Speed / 4
Crew:	5-20	Range:	Unlimited
Passengers:	30-100	Cargo:	2-10 tons
Maneuver:	0	SDP:	150
SP:	30	Type:	Ship
Mass:	5-20 tons	Cost:	80,000-5million

PART 5: THE MED SIDE

Wounds, Stabilization, Healing, Recuperation, and Death

The Body Type Modifier

The next step after Armor is to apply your character's Body Type Modifier to the damage. This is a special bonus that reduces the effects of damage, reflecting the stamina and general toughness of the character. Each time your character takes damage; subtract your Body Type Modifier (BTM) from the total amount of damage before applying it to your character.

BODY TYPE MODIFIER TABLE	
Very Weak	-0
Weak	-1
Average	-2
Strong	-3
Very Strong	-4
Superhuman	-5

For example, say you took ten points of damage. If you were a Very Weak Body Type, you would take the full ten. But with a Very Strong Body Type, you'd only take (10-4=6) six points of damage.

Occasionally, you'll encounter a situation where the combination of Armor and BTM will seem to reduce the damage done to zero or less. A BTM may never reduce damage to less than one, in these cases, the character will automatically take 1 point of damage.

TAKING WOUNDS

Okay, so the Armor didn't stop all of the damage, and your BTM wasn't enough to shrug off the rest. It's time to take a Wound.

The Wound section of the Character Sheet is used to record damage. For each point of damage taken, check off one box, moving from left to right, top to bottom. The top line of this section (marked LIGHT, SERIOUS, CRITICAL, MORTAL, etc.) tells the overall state of the character's health.

WOUND EFFECT

At a **LIGHT** wound level, a character suffers no penalties to his activities. He just hurts a lot ("it's only a flesh wound.")

For every category after **LIGHT** the character takes a cumulative –2 to all actions and a –1 to all Stun Saves).

For every category after **CRITICAL** the character will also take an additional point of damage every minute until stabilized due to blood loss and/or other repercussions of the wound.

Once the character has reached the **MORTAL** category, he must now begin making Death Saves every minute until stabilized or dead. The category of Mortal determines the Death Save penalty (0-6).

Special Wound Cases

Limb Loss: If a character takes more than 10 points of damage to a limb area in any one attack, the area is broken. 12 points in any one attack severs or crushes or destroys the location in question. The character must make an immediate Death Save at Mortal 0. A head wound of this type will kill automatically. It is the for this reason, that regardless of damage rolled, 12 points is the maximum amount of damage (after armor and BTM) a human can receive from any individual attack. Every 4 points of damage in a limb results in a-2 penalty to any actions involving that limb, if a leg is hit, it also results in a 50% MA reduction.

Head Hits: A head hit always doubles damage any damage that gets through armor, after BTM.

STUN/SHOCK SAVES

Every time a character takes damage, he must make a save against the effects of pain, shock, fear and blood loss. The Stun Shock Save is a serious thing, because it can put an opponent out of the picture faster than the actual damage from the wound. Stun Saves are made anytime a character takes a wound that puts him past the **LIGHT** category.

The Stun Save is equal to your character's COOL Stat value, minus any penalty based on his current Wound State.

WOUND EFFECTS
Light (1) 0
Serious (5) ..... -2 to all Actions/-1 Stun Saves
Critical (9) ..... -4 to all Actions/-2 Stun Saves
Mortal (13) ..... -6 to all Actions/-3 Stun Saves/-0 Death Saves
Mortal 1 (17) … -8 to all Actions/-4 Stun Saves/-1 Death Saves
Mortal 2 (21) …-10 to all Actions/-5 Stun Saves/-2 Death Saves
Mortal 3 (25) …-12 to all Actions/-6 Stun Saves/-3 Death Saves
Mortal 4 (29) …-14 to all Actions/-7 Stun Saves/-4 Death Saves
Mortal 5 (33) …-16 to all Actions/-8 Stun Saves/-5 Death Saves
Mortal 6 (37) …-18 to all Actions/-9 Stun Saves/-6 Death Saves

A failed roll means the character is out of combat. You can add the special effects yourself:

A Stun/Shock roll can be recovered from by rolling a successful check in a subsequent turn. If successful, the character does not have to make another save for 1d6 Rounds x his Cool. Once medically treated, the character no longer has to make Stun saves unless he takes damage again.

Whenever a character's Wound State drops to MORTAL, he has a pretty good chance of dying. But when? Each time you are at a MORTAL wound state, you must make a Death Save to avoid dying. To make the Save, roll a 1D10 value lower than your character's Body Type, subtracting the level of Mortality from your base chance to save. Each turn, you must make another death save to see if the character makes it through another turn. On a successful roll, you make it; on a failed roll, you will die at the end of the turn in which the roll was made.

For example: Savage has a Body Type of 10 (Very Strong) and takes a Mortal 4 wound. He must roll lower than (10-4)=6 to stay alive. The first turn he rolls a 5. Whew. The next turn, he rolls a 7 and expires.

Get the point? Sooner or later, you'll fail a roll and die. The only way out is stabilization.

Very Important: Death Saves

Unless you have taken a Mortal Wound, your character is in no danger of dying; he only needs to make his initial Stun save to remain conscious. But if the wound is a MORTAL one, he has a chance of dying. Determining whether he survives requires that a Death Save be made, with a new save required every turn that the character remains untreated.

Like a Stun Save, a Death Save requires that you roll a value on 1D10 equal to or lower than your character's Body Type score, subtracting the level of severity for the wound from your base chance to save. Mortal Wounds are rated from 0 to 8.

Example: Morgan is Very Strong and takes a Mortal 4 wound. He must roll lower than (10-4)=6 to stay alive

Each turn, you must make another Death Save to see if you survive to the next turn. On a successful roll, you make it; on a failed roll, you will die at the end of the turn in which the roll was made.
Sooner or later, you'll fail a roll and die. The only way out is stabilization.

Stabilization
Stabilization means the patient is no longer losing blood and that his major damage has been contained through use of drugs, battlefield surgery, and/or wound dressing. A stabilized character will no longer be required to make Death saves each turn. Anyone (except the patient himself) can attempt to stabilize a mortally wounded character; it just works better if the physician has had some medical training, a lot better.

A successful stabilization is made by rolling:
TECH + Medical Tech Skill + 1D10
Success requires a result equal to or higher than the total number of damage points the patient has taken.

For example: Jack has taken 20 points of damage, placing him in a Mortal I Wound State. To stabilize him will require a roll of 20 or greater. Once stabilized, the character is no longer in danger of dying unless another wound is taken.

The chances of a successful stabilization roll can be increased by the following modifiers, added to your die roll.

STANDARD STABILIZATION MODIFIERS	
Doctor or Healer's Bag……..	+2
Medieval Physician's Lab	+1
Witchdoctor or Shaman's kit	+1
MODERN+ STABILIZATION MODIFIERS	
Full Hospital & Surgery	+5
Trauma Team Ambulance	+3
Life Suspension Tank	+3
Clinic……	+2
Veterinary clinic…… ...	+2
Portable Intern Unit	+1
Blood Substitute	+1
First Aid Kit……..….	+1
Full Field Trauma Kit……	+2

First Aid
First Aid involves cleaning and dressing the wounds, administering medication, setting broken limbs and putting on splints. When a character makes a successful Medical Tech skill check, the patient will recover at the rate of 1 point per day. Example: A Light wound would be healed in 8 days. A Critical wound would heal in 24 days, a Mortal 3 wound in 56 days. Only one check need be made. You may (within reason and at Referee's discretion), perform first aid on yourself. On an unsuccessful roll, the patient regains no points. New attempts may be made once per day until a successful roll is made.

Medical Tech
Medical Tech skills assume that the character has studied medicine in a professional setting. This gives him the ability to perform surgery, prescribe drugs, and know the proper treatment of injuries. He can replace damaged organs with donor material (Or in the case of near future and beyond settings, graft on new limbs, or install cyber-limbs). You can only perform Medical Tech skills on yourself with a –5 penalty and will be susceptible to all pain and damage induced Saves, which will probably knock you out and you will bleed out on the table..

A character with Medical Tech skill makes a check using the First Aid skill, however, with Medical Tech, the patient will recover at the rate of 1 point per day.

Example: a light wound would be healed in 4 days. A Mortal 3 wound would heal in 28 days.

Healing
In order to recover from damage, characters must make some type of medical skill check. Otherwise, the patient continues to take damage (from infection and system shock) at the rate of 2 points per day. If the patient is at a Mortal Wound State, he must make a daily Death Save as well as taking this damage. Without medical aid, you're going to run out of luck pretty soon. This is probably why humans invented medicine in the first place.

To make a successful medical skill check, you must roll a value (using TECH, your medical Skill and 1D10) greater than the total number of points of damage the patient has taken. Medical skill checks are made with two skills, First Aid or Medical Tech.

Recovery
The first thing to remember is that after a First Aid or Medical Tech roll is made, the patient still has to actually recover. Each Wound State imposes certain limits on the character:

Light Wound: The patient is fully ambulatory; he can go about his business with a minor amount of pain.
Serious Wound: The patient is ambulatory, but will need his dressings changed once a day, and will be at -2 REF for all actions.
Critical Wound: The patient must spend at least half of his day in bed in order to regain any lost points of damage. Other activities must be limited at simple tasks, at a -4 REF to all actions. Dressings must be changed twice a day, and nursing care of some sort must be available.
Mortal Wound: The patient is bedridden. At Mortal Wounds 3 and above, he is probably comatose (50%) most of the time, and wired into all kinds of machinery for life support. He requires constant care during the entire process, although he will not have to make Death Saves (he's been stabilized).

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