



COMBAT SHEET

MARTIAL ARTS

MARTIAL FORM	STK	KICK	BLK	DODGE	THW	HOLD	ESC	CHOKE	SWP	GRP

ATTACK MODIFIERS

- Target Immobile.....+4
- Target dodging.....-2
- Moving Target REF>10.....-3
- Moving Target REF>12.....-4
- Moving Target REF>14.....-5
- Aimed Shot.....(See chart to Right)
- Firing while running.....-3
- Large Target.....+4
- Small Target.....-4
- Tiny Target.....-6
- Aiming.....(+1 each round. Max +3)
- Laser Sight.....+1
- Telescopic Sight.....+2 Ext, +1 Med
- Smart Gun.....+2

IMPROVED LOCATION CHART

3D6	Location	Damage Mod.	Called Shot
3-4	Head	x2	-6
5-6	Hands	1/2	-6
7-8	Arms	1/2	-3
9	Shoulder	Normal	-3
10-11	Chest	Normal	-1
12	Stomach	x1.5	-3
13	Vital Area	x1.5	-6
14	Thigh	Normal	-3
15-16	Legs	1/2	-4
17-18	Feet	1/2	-5

FIRE SELECT MODES

- Three Round Burst
(Close/Medium Only).....+3
- Full Auto Fire
(Close).....+1 for every 10 rds.
- Full Auto Fire
All other ranges.....
.....-1 for every 10 rds.

(Note: You may take more than one action per round with a additional -3 modifier to each action.)

MELEE ATTACKS

Attacking
Attacker's REF+Skill+1D10
vs.
Defender's REF+Skill+1D10

Parry
Stops the attack at -3 to Defender's other actions.

Dodge
-2 to Attacker's roll, -3 to Defender's other actions.