



## Combat

INI	1D10 + COR
Actions	Movement Attack (Missile/Melee) Avoid/Parry Special (Art)

## Melee Combat

Uncontrolled Attack (1 Actn)	<i>no modifier</i>
Accurate Aimed	
Attack (+1 Actn)	+3 CS or ± 5 Hit Location
Focusing (+1 Actn)	MST-check-> success= DAM*2 MST-check-> fail = DAM/2
Charging (2 Actn)	1-2 SQR, CS-4/-8
Ambush (2 Actn)	step, attack, step back no CS penalty Anyone in Line of sight may attack Ambusher, NO avoid

## Missile Combat

Uncontrolled Attack (1 Actn)	<i>see table 1</i>
Aimed Attack (2 Actn)	<i>see table 2</i>
Accurate Aimed	
Attack (+1 Actn)	+3 CS or ± 5 Hit Location
Charging (2 Actn)	1-2 SQR, CS-4/-8
Taking Cover	auto avoid, -5 to HIT
Ambush (2 Actn)	step, attack, step back no CS penalty Anyone in Line of sight may attack, NO avoid
Laser Sight	Aimed Attack (1 Actn)
Telescopic Sight	Accurate Aimed Attack (2 Actn) Range/ Magn. = New Range Not if Magn. x10 = Range

## Fumbles & Perfect Hits

Perfect	no Avoid, Max Damage
Fumble	no Damage, -1D6 CRs, Jammcheck

## Special

Armor enc.	STR-(Total AV/3)= -CS
Jamm	1D10>JF = Jammed
Remove Jam	2x Skill check, -2 Actn
Reload	Skill check, see RT for Weapon = Actn's

## The Art

MST restore	+1 MST/ hour meditation/sleep
Standard	Perfection Level + CS - Magnitude
Psychic	CS - Target MST + Perfection Level + Magnitude
Perfect	= +2 Magnitudes, standard cost
Success	= Standard Effect, standard cost
Failure	= -2 Magnitudes, -8 MST
Fumble	= No Effect, double cost

CR = Combat Round | Actn = Action | CS = Chance of Success | DAM = Damage  
SQR = Square 1,5m | Magn. = Magnification | RT = Reload Time | JF = Jamm Factor  
BP = Body Points | AV = Armor Value | DL = Difficulty Level | #TA = # of Target Areas

## Firing Modes

Single Round	Attack check, Normal Damage, Ammo -1, Normal Avoid
Burst	Attack check, Normal Damage, Auto Skill (Light= STR<16, Heavy= STR>16), Success = additional Normal Damage Ammo -2, 1 Avoid for Both
Full Automatic	Attack check, Normal Damage, Auto Skill, Normal Damage, Ammo -10, Seperate Avoid
Rapid Volley	2-5 Attack rolls + Move Aiming 2x= CS-4, 3x= CS-6, 4x= CS-8, 5x= CS-10 Ammo -2-5, Seperate Avoid
Area Spray	Auto Skill, CS-3, All Targets in 90° and line of sight, Ammo-20, Avoid +3, Seperate Avoid
Grenades	1 CR, Damage per Shrapnel (#TA), Avoid for every Shrapnel
Hand Grenades	2 Actn, can be thrown = -5 CS, rolls for 1D4 SQRs, Damage per Shrapnel (#TA), 1 Avoid for every Shrapnel
Incinerator	1D4 Targets with Damage, Avoid, Damage -1 per 2 SQRs
Shotgun	2x Body Parts with Damage Normal Avoid halves the Damage

## Special Damages

Fire and Heat	1BP per CR to exposed Parts Armor protects, but -1AV per CR
Falling	1D6/ 3m, +1/+1Part per m
Poison/ Gases	DL check against PHY success = DAM/2, fail = DAM

## Healing

Intensive Care	2BP per Day
Treatment	1BP per Day
No Treatment	(Moving, fighting etc) 1BP per 2 Days
Critical Wounds	heal at half rate! -1BP in Chest/ CR if not treated (Med Skill check, takes 3 CR)

**Table 1 Uncontrolled Attack (1 Actn)**

Range in m	Range in SQR	CS-Mod
<2	1 SQR	-3
2-8	2-5 SQRs	± 0
9-12	6-8 SQRs	-1
11-17	9-11 SQRs	-2

**Table 2 Aimed Attack (2 Actn)**

Range in m	Range in SQR	CS-Mod
3-150	2-100	± 0
150-300	100-200	-3
300-450	200-300	-6
450-750	300-500	-9

**Combat**

Missile weapons	(COR)
Thrown Weapons	(COR)
Melee Weapons	(STR)
Highlander Swordfighting	(STR+COR/2)
Kenjitsu	(COR)
Parrying	(COR)
Brawling	(STR)
Wrestling	(COR)
Unarmed Combat	(STR)
Commando Training	(STR)
Wolfbane Close Combat	(STR+COR/2)
Mishiman Close Combat	(COR)
Brotherhood Martial Arts	(STR+COR/2)
Legion Martial Arts	(STR+COR/2)
Speed Drawing/ Iajitsu	(COR)
Silent Killing	(COR)
Mortification	(MST)
Assassinate	(COR)

**Firearms**

Handguns	(COR)
Rifles	(COR)
Light automatics	(STR)
Heavy automatics	(STR)
Shoulder launched	(INT)
Grenade launchers	(COR)

**Communication**

Administration	(INT)
-Law (General)	(INT)
-Law (_____)	(INT)
Oratory	(PER)
Interrogation	(PER)
Dealing	(INT)
-Bargaining	(PER)
-Begging	(PER)
-Bribery	(PER)
Gambling	(INT+MST/2)
Conning	(PER)
-Disguise	(INT/PER)
Social	(PER)
-Etiquette (_____)	(PER)
-Streetwise	(PER)
-Fashion awareness	(PER)
Journalism	(INT)
Small Units Military Tactics	(INT)

**Movement**

Sleight of hand	(COR)
-Lockpicking	(INT)
-Pick Pockets	(COR/PER)
Stealth	(COR)
Agility	(COR)
Climb	(COR)
Hunting	(COR)
Scuba Diving	(INT/COR)
Rocket Pack	(COR)
Parachute	(COR)
Sailing & Boat	(COR)
Flying vehicles	(MST)
Ground vehicles	(COR)
Meka	(COR)

**Technical**

Chemistry	(INT)
Physics	(INT)
Biology	(INT)
Electronics	(INT)
Mechanics	(INT)
History	(INT)
Computer Operation	(INT)
Weapon Systems	(INT)
Spacecraft Piloting	(INT)
Space Navigation	(INT)
First Aid	(INT*2)
Medical	(INT)
Knowledge Dark Legion	(INT)
Knowledge Brotherhood	(INT)
Knowledge Megacorp. (_____)	(INT)
Security Systems	(INT)
Surveillance	(INT)
Demolitions	(INT)
Survival	(INT)
Jungle Survival	(INT)
Cybernetics	(INT)
Subreality	(INT)
Excruciation	(INT)
Black Technology	(INT)
Necro-Technology	(INT)
Bio-Technology	(INT)

**Special**

Avoid	(DB)
Perception	(PB)

Imperial

