

## BARRIERS

Structure Rating functions as Body for a Barrier  
 Condition Monitor Boxes = Structure x Area (Square Meters, 10cm Thick)  
 Example: Door = 1m wide x 2m tall = 2 square meters Area  
 Each (Structure) amount of damage blasts a 1 square meter hole in Barrier  
 Not affected by Stun attacks  
 Barriers do not get Defense Test, Attacker's Hits add to Damage  
 Barriers Resist Damage with Structure + Armor  
 To simplify: Don't roll Dmg Resist, assume (Structure + Armor)/3 Successes

### Attacking through Barriers: Normal Attack

If Target has Cover and Attack vs. Defense is a tie, hit Cover  
 If Target has Total Cover (and Barrier not transparent):  
 Attacker has -6 Blind Fire penalty, Defender unaware (cannot Defend)  
 If Modified DV ≤ Barrier's Armor - Weapon's AP, Attack fails  
 If Barrier damaged:  
 • For Penetrating Weapons (bullets/swords): Barrier takes 1 box of damage  
 • For non-Penetrating Weapons: Barrier takes up to its Condition Monitor  
 Any remaining damage applied to targets on other side of Barrier

### Destroying Barriers: Normal Attack or Explosives: Demolitions + LOG [Mental]

AV Rockets/Missiles: Base DV x2

### Using a Body as a Barrier: Use Body for Structure

Holder's Strength - Body's Body = Penalty to Holder's Agility and Reaction

## BARRIER RATINGS

BARRIER	STRUCTURE	ARMOR
Fragile	1	2
<i>Example: standard glass</i>		
Cheap Material	2	4
<i>Example: drywall, plaster, door, regular tire</i>		
Average Material	4	6
<i>Example: furniture, plastiboard, ballistic glass</i>		
Heavy Material	6	8
<i>Example: tree, hardwood, dataterm, light post, chain link</i>		
Reinforced Material	8	12
<i>Example: densiplast, security door, armored glass, Kevlar wallboard</i>		
Structural Material	10	16
<i>Example: brick, plascrete</i>		
Heavy Structural Material	12	20
<i>Example: concrete, metal beam</i>		
Armored/Reinforced Material	14	24
<i>Example: reinforced concrete</i>		
Hardened Material	16+	32+
<i>Example: blast bunkers</i>		

## GRENADES/ROCKETS/MISSILES

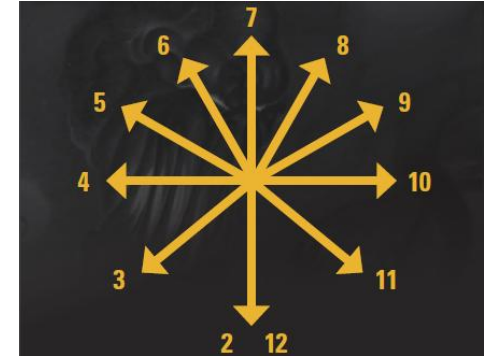
Simple Action: Throw or Shoot at location, unopposed:

Throwing Weapons + AGI [Physical] (3) OR  
 Heavy Weapons + AGI [Accuracy] (3)

Failure = Scatter (see below)

2d6 for direction (7 is direction thrown/shot)

Launcher with Airburst Link: Reduces 2 meters/Hit



TYPE	SCATTER
Standard Grenade	(1D6 - Hits) meters
Aerodynamic Grenade	(2D6 - Hits) meters
Grenade Launcher	(3D6 - Hits) meters
Missile Launcher	(4D6 - Hits) meters
Rocket Launcher	(5D6 - Hits) meters

Damage = Base DV (not improved by hits)

Blast Rate reduces damage per meter from blast

### Detonation Methods

(Min: Grenade Launchers 5m, Rockets/Missiles 10m)

- **Built-in Timer:** Next Combat Turn at Attacker's Initiative (when thrown/shot) - 10
- **Motion Sensor:** Detonates when thrown, Glitch = Double Scatter, Critical Glitch = detonates on attacker
- **Wireless Link** (Must have Wireless ON): Change Device Mode action (Simple or Free with DNI) by thrower or anyone with Mark on it

**Confined Space:** If walls not destroyed, blast rebounds: travel back and add to DV (reduced for meters travelled)

**Simultaneous Blasts:** 2 explosions on same Initiative  
 DV = Best + ½ other DV's, AP = Best +1/add'l explosion

## SHOTGUNS

Default is slug round (no spread)

**Shot rounds:** Flechette Ammo mods (+2 DV, +5 AP) plus Spread (see below)

If multiple targets: 1 attack roll, don't divide dice, all targets must defend it

**Narrow Spread:** 1 target, -1 Defense Modifier

**Medium Spread:** (no Called Shots)

- Short Range: 2 targets in 2m spread, -3 Defense Modifier, -1 DV
- Medium Range: 3 targets in 4m spread, -3 Defense Modifier, -3 DV
- Long Range: 4 targets in 6m spread, -3 Defense Modifier, -5 DV, -1 ACC
- Extreme Range: 6 targets in 8m spread, -3 Defense Modifier, -7 DV, -1 ACC

**Wide Spread:** (no Called Shots)

- Short Range: 2 targets in 3m spread, -5 Defense Modifier, -3 DV
- Medium Range: 3 targets in 6m spread, -5 Defense Modifier, -5 DV
- Long Range: 4 targets in 9m spread, -5 Defense Modifier, -7 DV, -1 ACC
- Extreme Range: 6 targets in 12m spread, -5 Defense Modifier, -9 DV, -1 ACC

## TAKE AIM

Max Bonus to Dice Pool or Limit: WIL/2 (round up). Lose benefit if take any other action (incl. Free Action) before Attack

## RECOIL COMPENSATION

Double uncompensated Recoil penalties for Machine Guns, Canons, & Launchers

## UNARMED MELEE DAMAGE

(STR) Stun, 0 AP

## NOT ENOUGH BULLETS

**Defense Penalty:** Bullets - 1  
 Suppressive Fire (10m wide):  
 -1m/2 Bullets missing

**SUBDUING** Normal Unarmed Combat Melee attack, No damage  
Attacker's STR + Net Hits > Target's [Physical]  
Target is grappled & immobilized. Record Attacker's Net Hits

**Maintain Grapple:** Complex Action required every Action Phase  
Optional (with Maintain Grapple action):  
• Improve Grip: Unarmed Combat Attack (+2 Superior Position)  
Defend as normal. Increase/Decrease Attacker's Net Hits by result  
• Inflict (STR)S Damage: No test, but defender resists (with Armor)  
• Knock Down defender: as Called Shot with +2 Superior Position

**Escape:** Complex Action, Unarmed Combat + STR [Physical]  
Threshold = Attacker's Net Hits

### OTHER DAMAGE TYPES: ELEMENTAL / FALLING / FATIGUE

**Acid:** Physical, Erodes Armor (-1). Ongoing effect (spells dissipate):  
Base DV Dmg each turn (-1/turn), Erodes Armor (-1 Armor/turn)

**Cold:** Physical, +Insulation Rating to Armor. Must make Armor Test  
(+Insulation Rating): no hits or glitch = Armor breaks, is unusable.

**Electricity:** Stun or Physical, +Nonconductivity Rating to Armor. If  
damaged: -1 Wound Mod (all rolls but Damage Resist) for 1 Turn,  
-5 Initiative (if already <0, applies to next Turn). Additional  
attacks: no more penalties, but -1 Wound Mod lasts 1 more Turn  
Device/Drones: Physical Dmg + ½ Dmg (after Resist) as Matrix Dmg

**Fire:** Physical, Armor (and other things) can catch fire:

**Armor + Fire Resistance Rating – Fire AP**

(Fire AP: Open Flame 2, Spell = Force, Flame-based Weapon 6)

Threshold = Attacker's Net Hits

Failure = On Fire: 3P at end of Combat Turn, +1DV/turn

Smothering: **AGI + INT**, -1DV/hit to fire

Stop, Drop, & Roll = Complex Action + Free Action

**Falling:** >3Meters, DV: (Meters Fallen)P, AP -4, Resist **BOD+Armor**

**Fatigue:** Stun, resist with **BOD+WIL** (no Armor)

Sprinting: each consecutive Action Phase or Combat Turn = 1S

Fatigue Damage, +1DV/consecutive action after that (2S, 3S, 4S...)

Running: As Sprinting, but damage every 3 minutes

Environment/Hunger/Thirst/Sleep Deprivation: 1S Fatigue ,

+1DV/interval (Hunger/Thirst/Sleep Deprivation starts after 24hrs)

Intervals: Hunger: 6 days, Thirst: 2 days, Sleep: 3 hours,

Environments: Mild 6hrs, Moderate 3hrs, Harsh 60 min.s, Extreme

1 min. (20 Turns), Deadly 6 seconds (2 Turns)

**INTERCEPT** If attempt to leave Melee  
OR Pass within 1m + 1m/Reach  
Cannot intercept if Prone  
-5 Initiative, normal Melee attack  
If **Damage ≥ Body**, Movement stops

**Weave Past Enemies:** Complex Action  
**AGI + Gymnastics [Physical]**  
Hits-1 = # of enemies get no Intercept

**MULTIPLE ATTACKS** Free Action

Calculate dice pool as normal

2 firearms: total Recoil between

guns and apply -2 Offhand penalty

Split pool evenly between targets.

Edge added before pool is split

1 Edge to reroll all pools

Total targets limited to ½ Skill

Divide bullets between targets

Defense Modifier = Bullets - 1

**INITIATIVE** **Break Ties:** EDG, REA, INT

**Init <0:** Still get 1 Free Action

**New Combatants join Mid-Turn:** Roll

Initiative, -10/Init Pass completed

**Changes to Init:** Apply immediately

**Delay Action:** Choose to go before/  
simultaneous/after anyone else later.  
-1 to Actions

Doesn't permanently change your Init.

Can Delay into next Init Pass and go 1<sup>st</sup>

Multiple Delayers: break tie as: Init,  
EDG, REA, INT (winner chooses order)

**MOVEMENT** Don't have to Run until  
past Walking Rate for Turn

**SURPRISE** May get Perception Test before Surprise. Success: +3 on Surprise Test

**Surprise Test:** **REA + INT (3)** Failure: -10 Initiative, 'Surprised' (No Defense Tests against enemies  
until 1<sup>st</sup> Action). Critical Glitch: No Action in 1<sup>st</sup> Action Phase

Can spend Edge to avoid 'Surprised' condition, still -10 Initiative

**Ambush:** If can see targets approach, can't be Surprised. Otherwise, +6 on Surprise Test

**SUPPRESSIVE FIRE** 10m Wide x 2m High  
Until end of Combat Turn (no other actions/movement)  
**Make normal attack roll**, record Attacker's Hits  
In/adjacent to Suppressive Fire:

**Dice Pool Penalty** on all actions = Attacker's Hits  
If in/enter zone: Must defend unless Full Cover or Prone  
Prone: Free Action OR Hit the Dirt (-5 Initiative)

**Defense:** **REA + Edge** (incl 'used' Edge)  
+Normal Defense Modifiers, Can use Full Defense  
Threshold = Attacker's Hits  
Failure: Base Weapon Damage

Overlapping Zones: Dice Pool penalty = Highest # of Hits  
Must Defend all zones (-1/previous attack defended)

**CALLED SHOTS** Free Action, -4 Penalty to Attack  
Defender still gets Defense Test.

• **Blast out of Hands** No Damage. Knock item out of  
opponent's hands (land net hits - 1 meters away)

• **Dirty Trick** (Shooting plasterboard, dirt in the eyes,...):  
No Damage. Target takes -4 to next action

• **Harder Knock** (Throat punch, Gel round to face, ...):  
Change Stun attack to Physical

• **Knock Down** (Melee only): No Damage. Normal Melee  
attack. Succeed if STR + Net Hits > Target [Physical]  
Glitch = Attacker falls down.

• **Shake Up** (Shoot at feet, etc...): -5 to Target's Initiative

• **Splitting the Damage:** Target must have Armor, AP  
must be < Armor. Split Damage between Physical and  
Stun (odd remainder goes to Stun). If Modified DV <  
Armor (normally Stun only) then ½ damage, all Stun

• **Trick Shot** (Shoot cigarette out of mouth,...): No  
Damage. # of Hits = bonus on Intimidation (allies too)

• **Vitals** (Aim for head, etc...): +2 DV

• **Vehicle:** Aim for specific part (sensors,...): GM decides  
if system is destroyed. -2 per Flat Tire to Vehicle tests.