A combat supplement for

Traveller

CORE

*For use with **Marc Miller's Traveller** and other Traveller rule sets*

AT CLOSE QUARTERS

AT CLOSE QUARTERS

A supplement for

Traveller®

"Ok alpha squad, move ahead cautiously. Anna – check that iris."
"Sarge – signal ahead."
"Careful – it might be a hostage."
"-jacker!"
"Take 'em o-"
<Sound of automatic gunfire>
"Anna – cover left! Spike right!"
<More gunfire; screams>
"Man down!"
"[expletive] Medic!"
"Grenade!"
"Down! Hit the [expletive] deck!"
<Bang>
"Updates!"
"Ramez dead, two 'jackers nuked!"
"Move it alpha – after that noise the rest of them will know they've got company."

- Excerpts from Alpha Assault Squad audio comms, during the hijack of the liner 'Eagle', Blixt starport, 215-1116.

Contents

AT CLOSE QUARTERS

or

"A variety of methods for teaching your players to take gun fights more seriously..."

Written by: Douglas Berry, James Lindsay.

Edited by: Andy Lilly.

Cover Design and Artwork: Andy Lilly, with thanks to Sarah.

Extreme thanks to: Greg Porter, and all the people who agreed to become examples.

Playtesters and Proofreaders: Bill Turnbow, Craig Berry, Charles Wheeler, Kirsten Berry, Andy Walton, Fiona Steyert, Guy Arnold, Mike Clay, Heiner Moertel, Bruce Laing, Kio Smallwood, Sam Wybrow, Martin Pickett, Dominic Mooney, Andy Lilly, John Buston.

Published in the UK by:

BITS

BRITISH ISLES TRAVELLER SUPPORT

A British Forum for *TRAVELLER*® - the Game of the Far Future
Co-ordinator: Andy Lilly
BITS, PO Box 4222, Sawbridgeworth, Herts, CM21 0DP, England.
E-mail: BITS@bits.org.uk Web: http://www.bits.org.uk/

ISBN 1-901228-13-4

Made in the UK. Printed in the UK. *Second printing - incorporates minor errata from the first printing.*

PUBLISHER'S NOTE: The publishers would like to assure the reader that no penguins were harmed in the development of this product.

Introduction

What's in this book and how to use it

***At Close Quarters* (ACQ) is a tactical combat system for Marc Miller's Traveller® that emphasises the action/reaction process of real-world combat. ACQ forces the characters to consider their actions carefully, using appropriate caution and care when in deadly situations.**

Using ACQ

ACQ is not intended to be used for every altercation that occurs in a Traveller® game. One of the biggest mistakes the referee can make (in any role-playing game) is "roll-playing" every little event. Simple bar-room brawls and one-shot gun fights should be played out using the normal rule system; ACQ should be used for vital combat situations or as a standalone combat game in the vein of 'classic' Traveller's *Snapshot*™ or *Azhanti High Lightning*™.

It is strongly recommended that the referee (and players) play out a few trial battles with these rules prior to actual game play to get a feel for the action/reaction nature of ACQ.

Format

Each chapter of this supplement covers one major facet of ACQ – action/reaction tasks, movement, etc. The centre pages of this book contain a copy of all the tables and main tasks from the rules. These pages may be removed for use as a quick reference booklet.

Designers' Notes

ACQ owes a great debt to *Snapshot*™ and *Azhanti High Lightning*™, the original games of Traveller personal combat.

ACQ is intended to provide an accurate simulation of modern combat. The experience of the authors was that the biggest factor in winning a fight was getting the drop on the other guy. Hence, the famous maxim that if your attack is going well, it's probably an ambush. ACQ attempts to recreate the sense of urgency when you are trying to bring your rifle to bear before the bad guy can do the same.

Advice to Players

Some interesting trends were noted during playtesting: the first time people try ACQ, they run out, burn APs as if there's no tomorrow, and die when they get caught in the open with all their APs expended. By the second or third try, they are creeping about slowly, using available cover, conserving APs and attacking only when they are sure they have a good chance of winning.

Naturally, the latter situation is exactly what ACQ is intended to promote – real-life experience shows that most soldiers spend more time avoiding being killed than fighting.

When playing using ACQ, always keep a reserve of APs – even 3 APs is enough for a quick shot before dropping to the floor. Players should think carefully about their actions and work with their colleagues. ACQ punishes rash moves.

Advice to Referees

ACQ puts a burden on the referee, as all the combatants need to be closely monitored. The use of "cookie-cutter" generic bad guys can help to reduce the amount of detail needed for each opponent. Alternatively, using other players to run the opponents can also be a great deal of fun.

ACQ Combat Rounds are only six seconds long, so if a player cannot commit to an action within a reasonable time (e.g. thirty seconds of real time), they forfeit their Turn. They can still react to others, but "he who hesitates is lost".

Ensure that each player knows that they are responsible for recording their APP and number of APs used during their Turn (e.g. drawing a number of boxes equal to the APP, which are then crossed off as APs are used).

Optionally, to simplify the maths required, the referee may use 3 second Combat Rounds and halve each combatant's APP. The rules must be adjusted accordingly, e.g. LTAs require half the character's DEX or INT to be spent each round but doors open in half the time (i.e. still requiring half a combatant's APP), etc. The compromise is that more tasks will tend to extend over Round boundaries, which requires careful book-keeping.

Rules

ACQ is intended for use with T4 (and uses T4's skills, etc.) but could be adapted for other Traveller rule sets. To aid in conversion, tasks use the BITS generic task system. Notes for GURPS Traveller are given thus: *(GT: note)*.

Tasks

Task definitions use the following format:

Action/Reaction (A/R) task:
➢**Average *[Applicable skill]* (DEX), or**
➢**Average *[Applicable skill]* (INT)**
- Opposed.
- Requires no AP expenditure.

Spectacular Success: As Success.
Success: Character gets to perform their desired action; the character making the task roll by the greatest amount gets to perform their action first.
Failure: Character does not get to act at all during this particular A/R task.
Spectacular Failure: As Failure.

The BITS Task System provides a common difficulty rating for all the Traveller rule sets, as shown in Table 1. As ACQ was designed primarily for T4, the task definitions include the attribute to be used for a task, as well as the skill.

The means by which spectacular *(GT: critical)* success or failure are achieved are defined by the rule set used. Similarly, the referee should refer to the appropriate rule set for special tasks – co-operative, opposed, hasty, cautious, etc. As always, the referee may alter any task roll (difficulty, required skills or equipment, etc.) as appropriate to enhance the game.

However, where ACQ refers to values such as skill levels, the T4-specific definition is intended. GT characters therefore require conversion of their GT skill levels to equivalent T4 skill levels, e.g. T4 skill level = (GT skill level – 10) / 1.5.

+N or –N Difficulty

-1 Difficulty makes a task easier (e.g. Difficult becomes Average) whereas +1 Difficulty indicates a harder task (e.g. Difficult becomes Formidable). If this would force the task beyond Impossible, the referee can choose to add 1D for each additional level, or declare the task to be truly impossible.

+N or –N DM

A task modifier that alters the target number of the task (e.g. a task with a target number of 11, with a -1 DM, would have an adjusted target number of 10 – making the task more difficult).

Success/Failure Margin

The success or failure margin is the difference between the target number for a task and the result of the dice roll (e.g. given a target number of 8, rolling 5 gives a success margin of 8 - 5 = 3; whereas, if 12 were rolled, the failure margin would be 12 - 8 = 4).

Opposed Tasks

Opposed tasks involve two or more combatants attempting the same task at the same time (e.g. the Action/Reaction Task, p.8). In ACQ, the winner of an opposed task is generally the character that rolls the greatest success margin.

Example

Maria Charles is forging a complex document which the referee decides is a Staggering task. Maria has Forgery-4 *(GT: Forgery-16)* and the relevant attribute (MT, T4) is INT 10 (TNE: INT 9).

CT: Task success is normally 2D + Skill ≥ 8. Maria requires 2D + Forgery ≥ 12 (8 + 4 for Staggering difficulty). Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e. 2D + 4 - 4 ≥ 8.

MT: Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is 2D + Skill + (Stat / 5) ≥ 15. For Maria this is: 2D + 4 + 2 ≥ 15.

TNE: Staggering difficulty is equivalent to TNE's Impossible, thus the task is d20 ≤ (Skill + Stat) × ¼. For Maria this is d20 ≤ 3, i.e. (9 + 4) / 4 rounded down.

T4: Maria requires 4D ≤ INT + Forgery. (Note that T4's Staggering rating of 3.5D is ignored.)

GT: Maria requires 3D ≤ Forgery + Target Modifier, i.e. 3D ≤ 16 - 6.

TABLE 1: TASK DIFFICULTIES

BITS Task Difficulty	T4 Task Difficulty	T4.1 Task Difficulty	GT Target Modifier	TNE Task Difficulty	MT Task Difficulty	CT Target Modifier
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4
Hopeless	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6
Impossible	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8

Overview

The basic principles of ACQ

ACQ is played in six-second chunks called Combat Rounds. Each character has a Turn to act and an allotment of Action Points with which to pay for their actions. As characters perform actions during their Turn, others involved in the combat may interrupt with actions of their own.

Combat Rounds and Turns

Combat in ACQ is played out over a number of Combat Rounds. Each Combat Round is six seconds in length, with 10 Rounds constituting one game minute.

During each Combat Round, players get to take Turns performing one or more actions. For example, if there are currently five combatants, each Combat Round will consist of five Turns.

Action Point Pools

Each combatant in ACQ has an Action Point Pool (APP). This is based on the character's Dexterity, Intelligence and Tactics skill:

APP = DEX + INT + Tactics

A character's APP is replenished during the APP Phase at the start of each Combat Round. Since the APP is based on the *current* DEX and INT, injuries that reduce either of these characteristics will also reduce the character's APP. When a combatant loses DEX or INT for whatever reason, the APP is recalculated for the next Round (see *Damage and its Effects*, p.27).

Action Points

The Action Point (AP) is the "heart" of ACQ. All actions – such as firing weapons, opening doors and moving – cost APs to perform. A list of typical actions and the associated AP costs are given in the *Consolidated Action Point List*, in the centre pull-out pages. APs are a measure of a character's "time management" within each Combat Round. Careful use of APs is the secret to success, much as careful, deliberate movement and tactics decide real-world combat.

Each character has a number of APs (equal to their APP) to expend during a single Combat Round. As actions are performed, APs are expended. Injuries, surprise, and certain failed tasks can also reduce the number of APs available to a character.

APs may not be transferred between combatants, nor may unused APs be carried over into the following Combat Round. However, the referee may allow actions that normally require many APs to complete (e.g. reloading a weapon) can be partially paid for at the end of one Round, provided that the remaining APs are spent at the beginning of the following Round (at which point the task is completed). This is often the only way to complete certain tasks if a character's APP has been reduced by injuries. This rule does not apply to *Long Term Actions* (p.6) or any combat actions such as melee attacks and weapons fire.

A character need not expend all their APs during a Combat Round. Instead, they can opt to withhold unspent APs, to use in reaction to events later in the same Combat Round (see the *Movement*, *Melee Combat* and *Ranged Combat* chapters). Any unspent APs at the end of the round are lost.

All actions cost APs; there are NO free actions.

Action Points and Tasks

Besides the base cost for performing actions, APs may also be applied to tasks as a positive modifier to the task target number (unless specifically stated to the contrary in the task write-up). In effect, the character is trading a little extra time for a higher chance at success.

The maximum increase to the task target number is three times the level of the skill being employed for that task.

Example: Otto has a skill rating of 3 in Athletics. He may therefore expend no more than 9 additional APs on any task using the Athletics skill (e.g. Jumping or Climbing).

The use of additional APs on a task must be declared before the dice are rolled and is always subject to referee approval.

Characteristics and Tasks

In ACQ, a combatant's three physical characteristics double as a sort of health monitor. Because of this, a character's STR, DEX, and END (and even INT under certain circumstances) can be reduced due to injury.

All tasks in ACQ use the current characteristic value of the combatant, except where the text uses the specific term "original" characteristic.

Combat Round Sequence

Once the referee has determined that a combat has begun (whether melee or ranged), all combatants determine their starting positions and starting APPs (see Combat Initiative Ladder, p.7).

Each Combat Round is six seconds in length and consists of three phases:

TABLE 2: COMBAT ROUND SEQUENCE

Phase	Actions
APP Phase	• All combatants regenerate their APPs. • Determine new CIL order.
Action Phase	• Each character performs their desired actions for the Combat Round in the CIL order. • Each character is allowed to complete their Turn before the next character in the CIL may begin their Turn. • However, Acting characters are subject to interruption from other characters.
Update Phase	• Explosives due to detonate and characters due to "land" while drifting through zero-gravity do so now. • Apply continuous damage effects and attempt to stabilise wounded characters. • Roll to remain conscious. • Determine the effects of injuries upon APPs. • Monitor the progress of any Long Term Actions.

Long Term Actions

Combatants will sometimes need to perform actions that will take significantly longer than a Combat Round to complete. An example would be an attempt to pick a lock, or hot-wire a console. In these cases, the player declares that they are engaged in a Long Term Action, or LTA.

An LTA is not the same as a regular action that stretches across a Combat Round boundary – in these cases the task is partially paid for at the end of one Round and the remaining APs are paid immediately at the beginning of the next Round.

Each Round an LTA is undertaken, it requires an expenditure of APs equal to the combatant's current DEX (for physical tasks) or INT (for mental tasks). Any remaining APs in a given Round can be spent as the character sees fit, including spending them on the LTA. This expenditure is repeated each Combat Round until enough APs are accumulated to complete the task.

To determine how many APs should be assigned to an LTA, a "rough" guideline is 3 APs per second.

Interrupting Long Term Actions

Characters sometimes need to drop what they are doing to perform an urgent task (e.g. while busy digging a foxhole, they come under fire and suddenly have to dive for cover). Characters that find themselves in such a situation without enough APs can opt to abort their LTA in order to perform a single action, using some of the APs they would otherwise have spent on the LTA.

In doing so, their Turn is now considered over and all APs spent this Combat Round on the LTA are lost. APs spent during previous Rounds may also be lost if the referee rules that the task must be restarted from the very beginning.

Example: Miria (DEX 9, INT 5, Tactics 0, APP = 9 + 5 + 0 = 14) wishes to bypass a padlocked door during a firefight. The referee determines that this task will take someone of her ability about 20 seconds (60 APs) to complete and it will be a DEX-based task (therefore requiring a minimum of 9 APs per Round).

In the first Combat Round Miria must spend 9 APs to work on the lock, thereby leaving her 5 APs to act or react.

Four Rounds later her partner Jon is suddenly hit by an attack and forced to take cover. Miria wishes to do the same but does not have enough APs remaining to Dive For Cover (a task requiring 6 APs – see p.10). Choosing to abort her LTA, Miria drops her lock-pick tools and uses one of the APs set aside this Round for the LTA to pay for her dive into cover. The remaining 8 APs spent this Round on the LTA are lost and (even if she had further APs left) she can take no further action this Round.

Due to the nature of the lock-picking task, the referee decides the 27 APs spent in the previous three Rounds are lost – Miria must start the task again.

Simply spending APs to complete a task during combat is no guarantee that the task will succeed. A task test of the appropriate difficulty must still be made when the required number of APs has

finally been accumulated, usually during the Update Phase.

Combat Initiative Ladder

The order in which characters act is determined by their placement on the Combat Initiative Ladder, or CIL. Each "rung" on the CIL represents an APP level; the bottom rung of the ladder is APP 0. A character with an APP of 12 is said to occupy rung number 12 on the CIL.

Combatants take their Turns in order, beginning with the character occupying the lowermost rung (vacant rungs are ignored). That character is free to expend APs until their APP is exhausted. When two or more characters occupy the same rung on the CIL, the one with the lower DEX goes first. If both have the same DEX, each rolls a die and the one with the lower roll goes first.

When the first character declares that they have finished their Turn, the character on the next occupied rung may act, and so on up the ladder. Once all characters have had a chance to act, and all combatants are finished expending any withheld APs, the Combat Round ends.

Example: Tomar has a UPP of 794768 and no Tactics skill, giving him an APP of 9 + 7 = 16.

Farrar's UPP is 978759 and he has Tactics-1, giving an APP of 7 + 7 + 1 = 15.

Doug's UPP is 957964 and he has Tactics-2, giving an APP of 5 + 9 + 2 = 16.

Craig's UPP is A67776 and he has no Tactics skill, giving an APP of 6 + 7 = 13.

The resulting CIL is shown below.

APP	Character(s)
:	
17	
16	Tomar, Doug
15	Farrar
14	
13	Craig
12	
:	
0	

In the first Round, Craig gets to act first, followed by Farrar. Tomar and Doug are on the same rung, but Doug's DEX is lower (5 vs. Tomar's 9) so Doug goes before Tomar. Tomar has the advantage of being able to see what each of the other combatants is doing before deciding what actions he wishes to take.

Several Rounds (and rounds) later, Farrar and Tomar have taken wounds, reducing their APPs to 12 and 14, respectively. The CIL is now:

APP	Character(s)
:	
17	
16	Doug
15	
14	Tomar
13	Craig
12	Farrar
:	
0	

i.e. Farrar is now the first to act, followed by Craig, Tomar and Doug in turn.

Progression of Time

Note that neither the CIL nor the expenditure of APs represents strict progression of time – one character having expended half their APs does not necessarily mean everyone is halfway through their Combat Round, nor does it mean a certain number of seconds have passed before the other characters act.

Instead, for simplicity, the ACQ rules provide for each character to act in turn – the referee determines when one character's actions are visible to another, and thus when the other character can use an Action/Reaction task to interrupt the first character's Turn.

It might seem strange that the 'least able' (lowest APP) characters act first, but the combatants at the top of the CIL (whose Turn comes last) have the advantage of being able to see what each of the other combatants is doing before deciding what actions they wish to take. They may also interrupt other characters' actions as they see fit. By the time their own Turn comes, the other characters will probably not have any APs left with which to interrupt them, so they can act with a fair degree of impunity, reflecting their superior combat skill, tactical knowledge, initiative and reaction time.

Action vs. Reaction

Incoming! Hit the deck!

While the AP may be the "heart" of ACQ, the A/R Task (short for Action/Reaction) is its "soul". This task answers the most important question in combat: do I get the jump on my opponent?

Just as in real combat, characters will often find themselves reacting to the actions of other combatants. The Action/Reaction (A/R) task is used in these situations to resolve which character acts first. The character whose Turn is being interrupted is the *Acting* character. The character interfering with the normal flow of events is *Disrupting* character.

The Action/Reaction (A/R) Task

When an Acting character moves or performs an action within line-of-sight of another combatant, the latter can opt to disrupt the actions of the first with an action of their own (provided they have enough APs to do so). Should the Acting character be out of view but their actions cause some effect which is visible to the disrupting character, the latter may still attempt an A/R task.

Example: Maria is waiting in cover. The referee knows that a guard is walking towards her and secretly makes her Perception roll but she fails to hear him.

When the guard walks round the corner into view, Maria's player must immediately decide if she wishes to attempt an A/R task, e.g. to shoot him before he sees her.

Had Maria heard the guard approaching, she could have opted for the A/R task earlier, perhaps opting to roll a grenade in his direction or to creep up to the corner before he reached it, such that she would be close enough for hand-to-hand combat!

The A/R task does not cost any APs, but APs may be used to increase the likelihood of success. Both the Disrupting and Acting characters take part in the A/R task.

Dexterity is used for all physical situations when making an A/R task. Intelligence is used when the task requires no significant physical action. When in doubt, use Dexterity. The applicable skill depends on the action the Disrupting combatant is attempting (almost any skill may be used with the referee's approval).

Action/Reaction (A/R) task:
➢Average *[Applicable skill]* (DEX), or
➢Average *[Applicable skill]* (INT)
- Opposed.
- Requires no AP expenditure.

Spectacular Success: As Success.
Success: Character gets to perform their desired action; the character with the highest success margin acts first.
Failure: Character does not get to act at all during this particular A/R task.
Spectacular Failure: As Failure.

The winner of the A/R task can then perform any one action, provided it costs no more APs than the Acting character had already expended this Round. Note: success in the A/R task does not indicate success in the task being attempted!

After the winner has acted, other characters who succeeded at their A/R task can each act, in order of highest success margin to lowest. Each is limited to a single action requiring no more APs than already expended by the Acting character at the time of the A/R task. After all those taking the A/R task have performed their single action, the Acting character continues their Turn.

Example: Arameth elects to move eight metres down a corridor. Four metres into his move (cost 4 APs) he passes Jack, hiding behind a crate. Jack calls for an A/R task but Arameth has the higher success margin on the A/R task and can thus perform any task costing no more than 4 APs; he elects to shoot at Jack (cost 2 APs). After the shot, if he's still standing, Jack can perform his disrupting action (spending no more than 4 APs in doing so).

Characters who fail an A/R task may not act at all during that A/R situation. This does not prevent them from attempting further A/R tasks, or taking their Turn as normal. If combatants have equal success margins in an A/R task, the character choosing the fastest action (least AP cost) acts first. If actions with identical AP costs are chosen, those actions take place simultaneously.

If The Acting character is performing a *Long Term Action* (p.6), the referee must decide whether the results of the A/R situation interrupt or negate the LTA.

Example 1: Dylan – wearing the white hat – is re-enacting a scene from an old Terran Western with his buddy Hampton (black hat, of course). Dylan is DEX 8, APP 16, Pistol-4. Hampton is DEX 7, APP 20, Pistol-1. Both have their TL3 revolvers holstered and loaded with paint rounds. To properly model a Wild West showdown, the referee decides to combine readying and firing the pistols into a single action, costing 9 APs for an aimed shot or 7 APs for a quick shot (see Readying Weapons, p.18).

Dylan intends to get off a quick shot (7 APs) and spends his remaining 9 AP on his A/R task, giving a target number of 21 (DEX 8 + Pistol-4 + 9 APs).

Hampton intends an aimed shot, leaving him 11 APs for his A/R task, but limited to a +3 adjustment because his skill level is 1), giving a target number of 11 (DEX 7 + Pistol-1 + 3 APs).

Dylan rolls 11 on 2D – a success margin of 10. Hampton rolls 5 – a success margin of 6. Lucky Dylan gets to fire first.

Example 2: Slick Nick is about to be shot by a guard (the Acting combatant). Thinking quickly, Nick holds up a small black box and says, "I've wired this place to explode!" (at a cost of 2 APs). Nick's A/R target is 12 (INT 11 and Fast Talk-3 gives 14, but the referee assigns a -2 DM because the box doesn't look much like a detonator). The guard's target is 9 (DEX 7, Pistol-2). Neither character uses extra APs for the A/R task.

Nick rolls 8 – a success margin of 4; the guard rolls 6 – a success margin of 3. Slick Nick gets off his threat before the guard can pull the trigger. But only the referee can determine if the guard is truly fooled...

Example 3: Shard is chased down an alley by three thugs. After expending 10 APs moving, he rounds a corner to find two more thugs. An A/R task is called for, since all six individuals want to act at the same time. The success of each character's A/R task is as follows:

Shard succeeds by 4.
Thug 1 succeeds by 2.
Thug 2 fails the A/R task.
Thug 3 succeeds by 5.
Thug 4 succeeds by 1.
Thug 5 succeeds by 2.

As a result, Thug 3 gets to act first, followed immediately by Shard. Thugs 1 and 5 then act simultaneously, followed by Thug 5. All these combatants are allowed a single action costing up to 10 APs. Thug 2 does not get to act at this point.

Reacting to Unknown Threats

An Acting character may be surprised if they are unaware of the presence of a Disrupting character. The Disrupting character uses Stealth skill for their A/R task. Referees may allow other skills (e.g. Streetwise, Tactics or Recon) if appropriate to the situation.

The Acting character uses the lower of their current INT or DEX and either Perception or Recon skill (player's choice) for the A/R task. They may only spend extra APs on this task if the referee agrees they were being suitably cautious.

If both characters are unaware of each other, both roll the task as if they were the Acting character (using the lower of their INT/DEX, etc.).

If the Disrupting character wins or ties the A/R task, they may perform multiple actions up to the number of APs already expended by the Acting character, or 6 APs, whichever is the greater. The Acting character cannot react to, or counter, any of these actions, due to their surprise.

Example: Melissa (879656; the Acting character) is moving cautiously down an alley. Waiting in an alcove is a ruffian (A97563; the Disrupting character), intent on mugging our heroine. After Melissa has expended 8 APs moving, she comes within range and the thief takes a swing at her with a club (4 APs), interrupting her Turn.

Melissa uses INT (6) and Perception-1 for the A/R task and the referee allows her to spend 3 APs (3 × Perception) because she was moving so cautiously. The mugger uses DEX (9) and Stealth-1 skill and expends 3 APs (3 × Stealth). If Melissa wins the A/R task she gets to act first (putting up a block or striking at the thug); the ruffian would then perform his melee attack. If the ruffian wins the A/R task, he has 8 APs in which to move out behind her and take his swing (expending additional APs as desired to ensure a good hit) without fear of an immediate counterattack.

Movement

Keep low, keep quiet...

Covering everything from crawling to sprinting, doorways (portals), jumping and swimming.

The basic cost for a character to move over good terrain is 1 AP per metre, 2 APs for diagonal, sideways or backwards movement. This basic movement assumes a combination of walking and jogging. Faster movement is handled by the *Sprinting* task.

Other methods of movement in ACQ include climbing, crawling, diving for cover, altering body orientation, moving evasively, jumping, sprinting, using stealth and swimming.

Movement is also affected by obstructions (rough terrain, portals, etc.). Movement rates may be fixed in other manners (e.g. travelling in an elevator). Each type of movement is covered below under its own heading (listed alphabetically for easy reference).

Rules for moving in zero-gravity are a special case – see p.40.

The *Consolidated Action Point List* in the centre pull-out pages gives a complete list of AP costs for movement.

Characters suffer a negative modifier on shots fired if they moved directly prior to shooting (see *Moving While Firing*, p.20).

It is important to stress that the AP costs for all movements must be paid; there are no free actions if you are caught in the open with no APs remaining. The best you can hope for is that a friend with APs remaining pulls you to the ground. However, falling down when rendered dead or unconscious is free – we're not completely heartless...

Climbing

Combatants can climb relatively easy surfaces (trees, rough rocks) at a cost of 5 APs per metre ascended or descended. Climbing more difficult slopes requires a skill roll and may be slower at the referee's discretion.

Ladders between decks (3 metres) cost 10 APs to ascend and 8 APs to descend.

Characters partway through a climb who undertake any physical task (other than Climbing) do so at +1 Difficulty. The character must usually have full use of both arms and both legs to climb, although for ladders and easy slopes, it would be possible to do so with one limb injured or holding a weapon. Otherwise, weapons and equipment must be holstered or slung while climbing.

Crawling

In combat it is often wise to move around as close to the ground as is possible, i.e. crawling.

Crawling costs 3 APs to move 1 metre in any direction. While Crawling, all tasks using the arms or legs are increased by one difficulty level.

Characters at a Serious wound state can only move about by Crawling.

Diving for Cover

Diving for Cover is a defensive manoeuvre involving making the best possible use of nearby cover and/or terrain. It is almost always used to react to another event (e.g. when an Acting character opens fire or throws a grenade). If such cover is not available within 3 metres of the combatant, this action cannot be performed.

To dive for cover within 1 metre:
➢Average Athletics (DEX)

- +1 Difficulty for each extra metre to cover, to a maximum of 3 metres.
- Requires an AP expenditure (6 APs).

Spectacular Success: As Success, and the character may opt to land in a Kneeling or Squatting position.

Success: Character is Prone behind cover from the enemy that triggered the action, with their remaining APs still intact for that Round.

Failure: Character is Prone on the ground in the exact spot where they began the task attempt, with their APP reduced to zero for the remainder of the current Combat Round.

Spectacular Failure: As Failure except the character has also suffered a small injury (1 point) and forfeits their APs for the next Combat Round.

Elevators

Calling an elevator costs 2 APs. Elevators whose level is unknown will arrive in 1D Combat Rounds per 10 floors served. This figure is divided by the number of elevators in service.

Elevators move up and down at a rate of one floor per Combat Round. Since elevators have automated doors, the rules for *Portals* (p.12) also apply.

Evasive Movement

Combatants may move evasively, i.e. ducking, side-stepping and making maximum use of available cover.

Evasive movement doubles the AP cost of all Movement actions.

All ranged combat directed against an Evading combatant is one difficulty level higher.

Evasive movement is not the same as using Stealth (see *Stealthy Movement*, p.14).

Grabbing Items

Picking up objects from the ground during combat can often be a tricky affair. To snatch an item (no more than 5 kg) up off the ground costs 1D APs. If the combatant wishes to abort the attempt after discovering how many APs it will cost, they may do so, at a cost of only 1 AP. Optionally, a referee may wish to assign their own AP cost for a particular item.

Opponents in melee may both attempt to grab hold of the same item – they each roll against their DEX; whoever succeeds by the greater success margin has grabbed the item first. If both already have hold of the item, the roll is against STR to determine who has wrested the item from their opponent's grasp.

Jumping

Unencumbered combatants may make a running broad jump equal to:

(Current STR + Athletics) ÷ 3 metres

The character must *Sprint* (p.13) immediately beforehand – the Sprint may be at the end of the previous Combat Round provided the jump is the very first action attempted in the next Round.

Characters may make a standing broad jump equal to half the running broad jump distance (and are not required to Sprint beforehand).

Characters may make a vertical jump equal to:

(Current STR + Athletics) ÷ 10 metres

or twice this if a successful Sprint is made immediately before the jump.

In all cases, halve the jump distance if the character is more than lightly encumbered.

All jumps cost 5 APs.

When jumping into or out of congested areas, starting or ending on loose footing, etc. the referee may call for an Athletics task to be made to avoid landing awkwardly and, perhaps, suffering an injury.

Jumping down is generally more hazardous and requires a task roll:

To jump down from a height of 2 metres:
➢Average Athletics (DEX)
- +1 Difficulty per additional metre in height.
- Requires an AP expenditure (5 APs).

Spectacular Success: As Success, but only 2 APs are expended.
Success: Character is Squatting or Kneeling (player's choice) upon landing.
Failure: Character is Prone on the ground and APP is reduced to zero for this Combat Round.
Spectacular Failure: As Failure but character is injured (½D per metre fallen) and also forfeits their APs for the next Combat Round.

Combatants may vault over low objects (1 metre or less in height) with little difficulty:

To vault a low (1 metre) obstacle:
➢Average Athletics (DEX)
- Requires an AP expenditure (2 APs).
- +1 Difficulty and +2 APs, for each additional half metre to a maximum of 2 metres height.
- -1 Difficulty if moved more than 3 metres directly beforehand (a running start).

Spectacular Success: As Success and only half the normal APs required are expended.
Success: Character succeeds.
Failure: Character falls and is Prone on the ground.
Spectacular Failure: As Failure but character is injured (1D3 points) and forfeits their remaining APs for this Round.

Kneeling

Dropping to a Kneeling position costs 3 APs. Rising back to a standing position costs 5 APs.

While in a Kneeling position, all tasks using the legs are increased by two difficulty levels.

Obstructions

Moving around during combat is not always as simple as running across a flat, open field. All sorts of obstructions exist to hinder a character's movement – both natural and man-made.

Cluttered terrain is a general term referring to obstructions such as light underbrush, office furniture, light debris, etc. Moving through an area defined as Cluttered doubles all AP costs for Movement actions except turning on the spot.

Very Cluttered Terrain includes heavy brush or hedgerows, knee-deep water or marshes, heavy debris, the engineering spaces of a starship, and the bedrooms of most teenagers. Moving through an area defined as Very Cluttered triples all AP costs for Movement actions and doubles the cost for turning on the spot.

Portals

Moving through a portal requires expending APs (see the *Consolidated Action Point List*, in the centre pull-out pages). The costs listed for each portal type primarily cover the time required to trigger the door lock mechanism. The referee determines where the activation device is located for any given door and thus whether the character has to stand directly in front or the door or can open it while standing to one side.

The character must then spend a number of APs equal to half their APP, waiting for the portal to open (the equivalent of approximately half a Combat Round). The character can spend these APs in any way they choose (preparing a weapon, reloading, moving to one side of the door, etc.) except that they may not use these APs to move through the door.

Example: Crazy Jane has an APP of 18 and begins her Turn 2 metres from a closed sliding door. She decides to move up to the door (2 APs) and trigger it (a further 3 APs). Jane must now wait 9 APs (half of her APP of 18) for the door to open; she decides to spend these APs firing down the corridor at her pursuers. After the 9 APs have elapsed she has 4 APs remaining, with which she can move through the doorway or perform some other action.

If a character does not have enough APs left at the end of the Combat Round to wait for a portal to open, APs must be spent at the beginning of the next Round until the total required number of APs have been expended.

Example: This time, Crazy Jane begins her Turn 10 metres from the closed sliding door. Jane spends 10 APs to move up to the door and a further 3 APs to trigger it. Jane must now spend her remaining 5 APs this Round, and a further 4 APs at the beginning of the next Combat Round (for a total of 9 APs), waiting for the door to open.

The requirement to spend half of a character's APP waiting for the door to open applies to <u>any</u> combatant wishing to pass through a portal during the Combat Round that it is opening, whichever character actually triggered the portal's opening.

If the character is appropriately positioned, and the nature of the portal permits, they may take a quick look, or fire (or throw things) through the portal while it is opening (or closing). Combatants on the other side of the portal have the opportunity to react (e.g. using an A/R task) as soon as they notice the portal opening. They may then also fire through the part-open portal (using the appropriate rules for *Concealment*, p.20 and *Cover*, p.21).

Example: Safyre (APP 16) and Anna (APP 20) are crouched either side of a closed iris valve which, they believe, has Vargr corsairs waiting behind it.

Safyre spends 5 APs readying a grenade, then 3 APs to activate the valve. She will not be able to move through the valve for a further 8 APs (half her APP), but while the valve is opening, she throws the grenade through (3 APs) then begins readying her laser rifle (using her remaining 5 APs for that Round).

Two Vargr (APP 16) waiting the other side notice the opening door immediately and roll an A/R task. One suceeds and declares his intention to begin firing through the (still opening) doorway.

Anna cannot pass through the iris valve until she has expended 10 APs (half her APP) but she has her own Gauss pistol ready and opts to try an A/R task to fire through the opening before the Vargr can react (she feels it is safe to do this as she knows Safyre's grenade is set to go off at the end of the Round and she has spared some APs to duck back before this happens).

Whether or not her A/R task succeeds, if the Vargr do fire back, the referee rules that Anna gains 50% cover from the opening iris.

If all that Anna wished to do was glance through while the portal was opening, the referee might rule that it costs her several APs, but does not require an A/R task.

Closing a portal costs as much as triggering one to open. The only difference is that the character does not have to spend APs waiting for the door to close. However, if a character is relying upon a closing door for cover (e.g. from

enemy fire), the door will only provide partial cover until they have expended half their APP, at which point the door is fully closed.

The status of a door (open or closed) may be marked on a deckplan in pencil, or using a suitable marker (e.g. a small coin or token).

Electrically powered doors usually have an automatic closure mechanism and will close in the Upkeep Phase of the turn after they open (i.e. they stay open for about ten seconds).

At the referee's option, some doors may be set to open automatically, if a character approaches within about 2m of either side of the door.

Optionally, the referee may treat manual portals (i.e. doors that are not automated) in a slightly different manner. As such doors require human effort to operate them, simply double the normal AP requirement for the particular type of door (both for opening and closing) and ignore the "half APP" delay time. Automated portals that have lost power will usually take considerably longer to force open and may thus require a *Long Term Action* (p.6).

(Going) Prone

An alternative to *Diving for Cover* (p.10) is to simply drop to the ground, and become Prone, at a cost of 1 AP. Prone characters are not Sitting, Squatting or Kneeling – they are lying down flat on the ground. No effort is made to improve one's defensive position, other than becoming a smaller target (see *Target Size*, p.18).

Standing up from a Prone position costs 10 APs. If a combatant wishes, they may first go to a Kneeling or Squatting position for 5 APs in one Combat Round, and pay the extra 5 APs to finish standing later on.

While in a Prone stance, all tasks using the arms are increased by one difficulty level, with the exception of tasks that require only minor limb movement (e.g. shooting, using a radio). All tasks using the legs are two levels of difficulty harder than usual.

Sitting

Sitting down on a chair (or other object of the appropriate height) costs 2 APs. Sitting on the ground costs 5 APs. Standing up from a chair costs only 4 APs.

While in a Sitting position, all tasks using the legs are increased by one difficulty level.

Slidewalks

Slidewalks are moving sidewalks which move at a rate of 2 metres per second (12 metres per Combat Round) and essentially provide free movement to all combatants using them (APs can still be spent to increase or decrease this rate).

Sprinting

On occasion a combatant may feel the need to cover a great deal of ground quickly. In this case, they need to Sprint.

Sprinting requires the expenditure of all the combatant's APs on forward movement, except that some APs may be spent on increasing the likelihood of succeeding in the Sprint task itself. A sprinting character does not have to move the full distance set by the number of APs spent, but cannot perform any other actions during the sprint – they are sacrificing everything in a mad dash.

There are only two exceptions to this rule. First, at any point during a Sprint the character may Go Prone (1 AP). This can be a planned part of the character's Turn, or a reactionary manoeuvre triggered by some other event, as long as the character has not traversed the full distance of the Sprint. Second, a character may end their Sprint with a running broad jump or a vertical jump (see *Jumping*, p. 11).

At the point the Sprint is declared, the Sprint task must be rolled. No matter what the result of the task, the player is committed to the Sprint attempt. When the character finishes Sprinting, their APP is halved for a number of Combat Rounds equal to the number of Rounds spent Sprinting. This represents fatigue and shortness of breath. However successful the task rolls, Sprinting can only be maintained for a number of Combat Rounds equal to half the character's END (round fractions up).

To increase speed by sprinting:
➢Difficult Athletics (STR)
- +1 Difficulty for each consecutive Combat Round of sprinting.

Spectacular Success: Sprint speed is 3 metres per AP.
Success: Sprint speed is 2 metres per AP.
Failure: Speed remains at 1 metre per AP.
Spectacular Failure: Character pulls a muscle (1 point of physical damage; AP costs for all movement are doubled for the duration of this combat; no further Sprinting is allowed until this damage heals).

Example: Larz has an APP of 16 and needs to get to the other side of a landing pad as quickly as possible. Spying no potential enemy targets, Larz decides to dump all 16 APs into a Sprint attempt. The 16 APs are spent and the player rolls a Sprint task, getting a normal success. Larz can therefore move up to 32 metres during this Combat Round (the distance he needs to cover is only 23 metres so he can make the distance in one Round).

Just as Larz reaches the 20 metre mark, an enemy opens up on him with an SMG. If Larz chooses, he can Go Prone (1 AP) at this point since he has only spent 10 APs getting this far (he would still forfeit the remainder of his APs for this Combat Round).

If he had been fired upon after sprinting 31 or 32 metres, Larz would have expended all 16 APs and would not have had enough to Go Prone. Regardless of whether he drops prone or not, Larz's APP will be reduced to 8 for the duration of the following Combat Round due to the Sprint action.

Combatants who are Sprinting may not use *Evasive Movement* or *Stealthy Movement*. Sprinting may only be combined with forward movement, *Going Prone*, traversing a Cluttered Area (×2 cost), or a running broad jump.

Sprinting is also restricted to moving in a straight or gradually arcing path. Characters wishing to make a sharp corner while Sprinting should make a DEX-based task roll to avoid falling or crashing into a wall.

Squatting

Dropping to a Squatting position costs 3 APs. Rising back to a standing position costs 5 APs.

While in a Squatting position, all tasks using the legs are increased by one difficulty level.

Stealthy Movement

If a combatant wishes to use Stealth skill, all costs for movement actions are doubled. The cost for using Stealth is also cumulative with penalties for moving through cluttered areas.

To traverse an area using Stealth, split up the total distance covered into equal sections of about 5 metres each. Check the Stealth task for each section to see if the combatant was successful (this can help build tension!).

Example: Sally is trying to sneak out of an Ine Givar safe-house. She needs to cross a room 7 metres wide filled with junk. The referee rules this is a cluttered area, doubling the cost to 2 APs per metre. Since Sally is using Stealth, movement cost is further doubled to 4 APs per metre.

After spending the 14 APs (4 × 3.5) necessary to move the first 3.5 metres, Sally's player must make a Stealth task to see if she was successful in moving quietly.

She must then make a second test after moving the remaining 3.5 metres.

Using Stealth is not the same as *Evasive Movement* (p.14). It is impossible to use Stealth while *Sprinting* (p.13).

Swimming

In most circumstances, characters with Athletics skill are assumed to be able to swim. In good conditions, the referee may allow the character simply to expend the requisite APs. However, under stressful circumstances (e.g. combat, rough water), Swimming is performed using the following task, rolled once per Combat Round (regardless of the distance covered):

To swim effectively:
➢Average Athletics (END)
- Requires an AP expenditure (4 APs per metre)
- Unskilled: possible only with referee approval

Spectacular Success: Character swims 1 metre per 3 APs spent.
Success: Character swims 1 metre per 4 APs expended.
Failure: No progress is made; character suffers 1 point of Stun damage*.
Spectacular Failure: No progress is made; character suffers 1D Stun damage*; task difficulty is increased by one level next Round.

** Armour does not protect against this damage.*

This task assumes relatively calm water - a swimming pool or a lake on a windless day. Wind, water currents, and even debris can act to severely increase the difficulty and/or decrease the distance covered.

Characters can choose to remain stationary and tread water. Since they are not exerting themselves as much, characters who tread water reduce the difficulty rating of the swimming task by one level.

Characters can also hold their breath at any time for a number of seconds equal to their current END × 5. While holding their breath a character's APP is halved (rounding down).

When a character finishes swimming, fatigue causes their APP to be halved for a number of Combat Rounds equal to half the number of Rounds spent swimming (round fractions up). Furthermore, swimming (or treading water) can only be maintained for a number of Combat Rounds equal to twice the character's current END. Beyond that point, the difficulty of the swimming task increases by one level.

Whenever a character fails a Swim task they suffer Stun damage (p.28). This represents cramps, fatigue, swallowing water, etc. As long as the character remains conscious, they may continue attempting Swimming tasks.

Once the character is rendered unconscious (by any means), drowning begins. Drowning characters suffer damage to their INT as per the Grave wound state rules (p.31). This damage occurs regardless of whether or not their three primary characteristics have been reduced to zero. This rate may be reduced in certain conditions, e.g. icy cold water. If INT is reduced to zero the character is considered brain dead. The referee should beware players who claim this wouldn't affect their character noticeably!

Example: Samantha (UPP 676859) is out swimming on the lake when the weather suddenly turns bad. As she attempts to return to the shore, the referee tells her to begin making Difficult Swimming tasks (due to the choppy water). Sam passes the first two task rolls but fails the third, taking 1 point of stun damage to her STR. She passes the fourth roll but Spectacularly Fails the fifth, taking another 5 stun points to her STR (this reduces Samantha to a Minor wound state).

Sam is now in serious trouble as she must not only continue attempting Swim tasks, but must begin rolling to remain conscious as well. Sam passes her sixth task attempt and is now only a few metres from shore. Unfortunately, she fails in her attempt to remain conscious and begins drowning (taking damage to her INT). Somebody needs to save her!

Vehicles

Vehicles move last during the Combat Round, i.e. they occupy the Combat Initiative Ladder (CIL) rung just above the combatant with the highest APP. The driver of any moving vehicle must spend half their APP each round controlling the vehicle. Manoeuvres are declared at the driver's position on the CIL, but are executed at the end of the Round. A task test may be required if the manoeuvre is considered sufficiently difficult.

Example: Theresa is riding her grav-cycle through Leedor's tunnels. She needs to make a series of tight turns to avoid the walls. Since her APP is 18, she spends 9 APs driving, and announces her manoeuvre when the CIL reaches 18. Since the highest APP in the combat is 20, Theresa acts on 18 and her grav-cycle actually moves and manoeuvres on 21.

Should a driver become unable to control the vehicle they are driving because of injuries, it is up to the referee to determine the result. Different vehicles will react differently when control is lost: tracked vehicles will tend to grind to a halt; high-tech grav vehicles generally have safety systems that will land the craft; most boats and ground cars will just keep moving until they hit something. Flying vehicles will only crash immediately if they are close to the ground; otherwise the referee may wish to allow further attempts to regain control.

Example: Before Theresa can attempt to navigate the twisting tunnel she is hit by laser fire and knocked unconscious. The referee rules that she flies into the tunnel wall. That's going to leave a mark...

A vehicle's speed is calculated as:

(kph × 10) ÷ 6 = metres/Combat Round

Example: An air-raft moving at 180kph will fly (180 x 10) ÷ 6 = 300 metres every Combat Round.

Melee Combat covers hand-to-hand combat, with or without hand weapons.

Melee Combat

When a melee attack is made, the attacker declares the target, the weapon they are using, and any extra APs spent to raise their target number. The target must declare their defence (if they wish to block or dodge) and any extra APs spent. Both combatants then roll the appropriate tasks. The basic To Hit task in melee is:

To hit in melee:
➢Average Brawling or Melee (DEX or STR)
- Requires an AP expenditure (4 APs).

Spectacular Success: Attack hits and does maximum damage.
Success: See Table 3.
Failure: See Table 3.
Spectacular Failure: Possible weapon malfunction (see *Weapon Reliability*, p.40).

The target may attempt to block the attack with an object or limb using the following task:

To block a melee attack:
➢Average Brawling or Melee (DEX or STR)
- Requires an AP expenditure (4 APs).
- Block must be declared as a defence before the attacker rolls their To Hit task.

Spectacular Success: Only 2 APs are expended; the blocking object/limb takes no damage.
Success: See Table 3.
Failure: See Table 3.
Spectacular Failure: Automatic failure; the object used to parry the attack may also malfunction (see *Weapon Reliability*, p.40).

The results for Success and Failure are given in Table 3. Where both attacker and defender were successful, the blow is blocked. However, if the attacker's success margin was greater than that of the defender, the attacker rolls damage and one quarter of the damage is applied to the item or limb used to deflect the attack. The referee should determine Armour ratings for any items used in blocking.

Alternatively the target may attempt to dodge the attack if they are able to move and have room to their sides or rear:

To dodge a melee attack:
➢Difficult Athletics (DEX)
- Requires an AP expenditure (6 APs).
- Dodge must be declared as a defence before the attacker rolls their To Hit task.

Spectacular Success: Only 3 APs are expended.
Success/Failure: See Table 3.
Spectacular Failure: Character slips and falls, losing half their APP next round.

TABLE 3: MELEE TASK RESULTS

Attacker's Task Result	Defender's Task Result	
	Success	Failure
Success	The blow is blocked, or dodged	The blow lands; check for damage
Failure	The blow misses badly, defender may counterattack*	The blow misses

**The Defender may immediately counterattack if he has enough APs remaining, regardless of the Combat Round sequence.*

Attacks that barely succeed cause grazing injuries (i.e. if the To Hit number is 6, rolling exactly 6 inflicts a grazing injury). Grazing injuries deliver half the normal number of wound dice (round fractions down). Hand stunners and shock batons, by their nature, cannot graze.

Optionally, the referee may wish to limit the length of melee to reflect the fact that combatants cannot keep up a fight indefinitely. To represent this, a character can only perform a number of melee attacks equal to their END plus the higher of Brawling or Melee skill. Beyond this limit, any further attacks are at one difficulty level higher (due to fatigue) and additional AP expenditure is no longer allowed for such attacks.

A combatant recovers the ability to fight without this penalty on a two-for-one basis; every two Rounds spent out of melee gives back one Round of non-hampered fighting ability.

Quick Melee Tasks

A combatant may make a *quick* melee attack (i.e. an attack that is thrown without much aim or follow-through, but is designed to at least make

contact) or defence (block or dodge). Use the normal tasks (p.16), with the following modifiers:

To perform a quick melee task:
- Task is one level more difficult.
- AP Cost is halved.
- Additional AP expenditures are not allowed.

Hands and Feet

Barehanded brawling does Stun damage (p.28). Characters do damage equal to one-fifth their STR, rounded down (with a minimum damage of one point).

Kicking inflicts double the normal brawling damage, but the To Hit task is at +1 Difficulty.

Grappling

Combatants will occasionally want to wrestle opponents to the ground and gain control of them without resorting to lethal force:

To grapple an opponent:
➢Difficult Brawling (STR)
- Opposed (up to three Attackers may team up against a single Defender).
- Requires an AP expenditure (8 APs).

Spectacular Success: As Success, but double Control Points applied.
Success: Character applies Control Points to the opponent equal to the difference between their respective success margins.
Failure: No effect.
Spectacular Failure: Character puts themselves in an awkward position – double any Control Points applied by opponent this Combat Round.

Each combatant rolls the task and notes their success or failure margin. The combatant with the greater success margin has established a hold on their opponent. The difference between the Attacker's success margin and the Defender's success (or failure) margin is applied as Control Points to the Defender. (If the Defender failed the task, the Control Points applied against them are the sum of the Attacker's success margin and the Defender's failure margin.)

When the total Control Points on a combatant equals their current STR, they are *controlled*. A controlled individual cannot perform any other action until they have escaped from the hold.

Example: Officer McNabb is trying to wrestle a felon to the ground to apply handcuffs. McNabb has STR 8 and Brawling-3, giving a target number of 11. His opponent is STR 8 and Brawling-2, giving a target number of 10.

Officer McNabb rolls 8, giving a success margin of 3. The felon also rolls 8, giving a success margin of 2. McNabb, having the better success margin, applies one Control Point (the difference between their success margins) to the suspect.

Next Combat Round, McNabb rolls 3 – a Spectacular Success with a success margin of 8! The suspect rolls 11, failing his target by 1. McNabb would normally apply 8 + 1 = 9 Control Points to his victim, but his Spectacular Success doubles this to 18!

Including the point gained in the previous Turn, McNabb has now imposed 19 Control Points – far higher than the current STR of the wanted man. The suspect is therefore controlled and his only option is the Escape task (see below).

It is possible for two combatants to have Control Points on each other; each combatant can apply Control Points earned from a successful grappling task to reduce the Control Points applied to them by their opponent.

Example: Cal knows that he is close to being subdued by Kris. Cal's own grapple attempt succeeds by 2. Knowing that he will not be able to subdue Kris before Kris subdues him, Cal opts to reduce by 2 the number of Control Points Kris has imposed on him, giving him a little more time (for a colleague to come to his aid, perhaps).

Control Points are carried over from Round to Round and persist until either the attacker stops the attack, the defender is controlled, or the defender successfully performs an Escape:

To escape from a grappling hold:
➢Staggering Brawling (DEX)
- Requires an AP expenditure (10 APs).
- APs may be spent to raise target number, but at twice the normal cost.

Spectacular Success: As Success and the defender may immediately attempt a free melee attack on the attacker.
Success: Defender escapes; reduce Control Points to zero.
Failure: Defender remains controlled.
Spectacular Failure: Defender inflicts 1D wounds upon themselves.

There are three basic questions that need to be addressed in the combat segment: Who goes first? Do I hit? How much damage did I do?

Ranged Combat

Ranged combat covers most physically directed attacks that take place beyond arms' length. This includes firearms and muscle-powered weapons such as bows and crossbows. Thrown weapons are an exception and have their own rules (p.25).

Note that these rules are for personal combat and are not intended to model artillery and other extremely long-range weaponry.

All ranged weapons use the same To Hit task, based on the range to the target. The AP cost for the attack also varies, depending on the recoil (and/or bulk) of the weapon:

To score a hit in ranged combat:

➢ ***[Difficulty as per Table 4]* Weapon Skill (STR)**

- The difficulty is given in Table 4, and modified by any applicable factors in Table 5.
- Requires an AP expenditure as per Table 6.
- APs may be spent to raise target number (see *Aiming*, p.19).

Spectacular Success: Attack hits and does maximum damage.

Success: Attack hits and does normal damage.

Failure: Attack misses.

Spectacular Failure: Attack misses; the weapon may malfunction (see *Weapon Reliability*, p.40).

Attack tasks that barely succeed cause grazing injuries, i.e. if the To Hit number is 8, rolling exactly 8 results in a grazing injury. Such injuries deliver half the normal number of wound dice (round fractions down). Plasma weapons and explosives, by their nature, cannot graze.

TABLE 4: RANGED COMBAT TASK LEVELS

Range	Metres	Task Level
Contact	0-3	Easy
Very Short	4-15	Average
Short	16-45	Difficult
Medium	46-150	Formidable
Long	151-450	Staggering
Very Long	451-1500	Hopeless
Distant	1501-3000	Impossible

TABLE 5: RANGED COMBAT MODIFIERS

Situation	Modifier
Attacker is Aiming	+1 DM per AP*
Attacker is Moving	–1 DM per 1 metre*
Target is Moving	–1 DM per 3 metres*
Attacker in Melee	+2 Difficulty levels
Target in Melee	+2 Difficulty levels
Target is Evading	+1 Difficulty level
Poor Visibility	+1 Difficulty level
Complete Darkness	+3 Difficulty levels
Firing weapon one-handed	+1 Difficulty level
Target is Concealed	See rules pp.19-20
Target Size	See Table 7

**Variable; see respective rules.*

TABLE 6: RANGED WEAPON AP COSTS

Weapon Recoil	Normal	Autofire
Light	2 APs	3 APs
Medium	4 APs	6 APs
Heavy	6 APs	9 APs

Target Size

The To Hit task is based on a target area of approximately two square metres (roughly the visible surface area of a human standing upright). Objects that are smaller increase the level of difficulty for the To Hit task as shown in Table 7. Conversely, larger objects are easier to hit.

TABLE 7: TARGET SIZE MODIFIERS

Target Size (sq. metres)	Modifier
Briefcase (0.25)	+3 Difficulty
Prone human, from front (0.5)	+2 Difficulty
Child (1.0)	+1 Difficulty
Human (2.0)	No modifier
Horse, side-on (4.0)	-1 Difficulty
Large Car, side-on (8.0)	-2 Difficulty
Tank, side-on (16.0)	-3 Difficulty
Container truck, side-on (32.0)	-4 Difficulty
Side of a barn (64.0)	-5 Difficulty

Example: Maria is positioned with her rocket launcher on the top of a building as a tank passes below her in the street. Viewed from above, the tank is approximately 8 metres by 4 metres, giving a target area of 32 square metres and making Maria's To Hit task four levels easier.

Her colleague Septimus is beside her, ready to snipe at an enemy officer leading a line of troops some metres from the tank. Viewed from above the officer is a small target of about 0.5 square metres, thus Septimus' To Hit task is two levels more difficult than normal.

Note that when firing at a target in cover, the degree to which the target is concealed affects the difficulty to hit only if the firer is aiming specifically at the exposed part of the target. The firer may hope to fire through the cover, in which case the proportion of the target behind cover determines the likelihood of hitting the cover rather than the target (see *Cover* on p.21).

Readying Weapons

Most weapons require readying before use: unslinging or drawing from a holster or scabbard. Certain weapons need to be readied before every shot (e.g. a bolt-action rifle, where the firer must manually work the action to load the next round). Readying any weapon costs 5 AP.

Readying a weapon should not be confused with *loading* a weapon with ammunition.

The reverse – slinging a rifle over the shoulder or holstering a pistol, also costs 5 AP.

Example: Andy fires his TL6 bolt action rifle and immediately works the action in preparation for firing his next shot. The rifle is Medium recoil, so firing costs 4 APs; readying the weapon costs 5 APs. The total cost is 9 APs, whether Andy shoots and then works the action, or has to work the action first, and then shoots.

Several Rounds later, Andy finds himself out of bullets. He could opt to simply drop the rifle and draw his pistol (a single action, costing 5 APs) but Andy wants to keep the rifle for later, so he spends the extra 5 APs to sling it, before drawing the pistol (a total of 10 APs).

Maximum Range

The maximum range at which a weapon can hope to hit a target is two range bands beyond the listed range – see the Armoury listing starting on p.42 (i.e. a weapon with a listed range of Medium would have a maximum range of V. Long).

Beyond this range, the weapon is totally ineffective.

Aiming

APs may be spent to increase the likelihood of hitting the target, by spending time aiming.

Provided the target is within the listed range of the weapon (see the Armoury listing starting on p.42), aiming gains a +1 DM for each AP spent. For the range band beyond the weapon's listed range, each increase in the To Hit task requires 3 APs. No aiming bonus is possible for targets in the weapon's furthest effective range band.

However, if the target is at Long or greater range, the weapon must be braced to gain the aiming bonus – see *Bracing* below.

As with all tasks which can be modified by APs, the maximum increase in the To Hit number from Aiming is 3 × Weapon skill.

Example 1: Carlos is firing a sniper rifle with a range of Very Long (i.e. up to 1500 metres). He aims at an Ine Givar courier 100 metres away. With STR 9 and Rifle-3, his To Hit number is 12, but the range makes the shot Formidable (see Table 4) and the target has moved at least 3 metres, making this Staggering (see Table 5). This gives him less than a 50% chance of hitting.

Carlos has an APP of 14 and needs to retain 4 APs to shoot this Round; he would opt to spend 10 APs aiming, but the limit is three times his Rifle skill, i.e. 3×3 = 9. Spending 9 APs would increase his To Hit number to 21. His chance of hitting has thus been increased to better than 90%.

Example 2: Arod takes aim with his target pistol (range Short, i.e. up to 45 metres) at a target 60 metres down range. Arod has to spend 3 APs for each +1 DM, due to the inherent inaccuracy of the target pistol at this range.

Bracing

To gain any benefit from *Aiming* at a target at Long range or greater, the weapon must be braced. Bracing may use a rest, bipod, or involve firing from a stable prone or seated position. The player must describe the bracing method to the referee. Usually, the best way to brace a weapon is to fire from some sort of "rest", be it a firing

bench or piled sandbags. It is the referee's call as to what constitutes a braced weapon for the purpose of aiming.

If unbraced, a weapon firing at a target at Long range or greater gains no bonus for aiming.

Example 1: Unfortunately for Carlos, the Ine Givar courier he was aiming at is obscured by innocent pedestrians. The next time his target comes into view, he is 800 metres away. Carlos is standing up, and the rifle is not braced, so he cannot gain any benefit from aiming. Carlos Drops Prone (1 AP) and rests the weapon on some sandbags (the referee rules this takes 3 AP). He can now gain an aiming bonus of +1 DM per AP because the target is still within the rifle's listed range.

Example 2: Arod is now sniping at a target 300m away with his target pistol (listed range Short). Even if he fires from a braced position, the target is in the maximum effective range band for the pistol, so Arod cannot gain any benefit from aiming – the pistol is simply too inaccurate at that range.

Quick Shots

Combatants may choose to fire off shots quickly without aiming. Use the normal To Hit task (see p.18) with the following changes:

- Task is one level more difficult.
- AP Cost for weapon type is halved.
- Additional AP expenditures for Bracing and Aiming are not allowed.

Moving While Firing

Firing a weapon while moving is very inaccurate. To model this, combatants that move immediately prior to firing a weapon suffer a -1 DM to their To Hit target number for every metre they moved (up to a maximum of -5). If the previous action the combatant took was some form of movement (walking, running, diving for cover, etc.) this movement DM is applied, even if the movement took place at the end of the previous Combat Round.

For situations where a combatant moves, performs some minor action (e.g. calling an elevator) and then fires, the referee may opt to apply only part or none of the movement penalty.

Moving Targets

Firing at moving targets imposes a -1 DM for every 3 metres moved by the target directly prior to the shot(s) being fired (even if this movement took place at the end of the previous Combat Round). This penalty is halved (round fractions down) if the movement is predominantly towards or away from the firer.

If the target is using Evasive movement, the To Hit task is one level more difficult.

Visibility

Combat that takes place in dimly lit conditions increases the difficulty of all tasks requiring vision by one level. In complete darkness, the tasks are three levels more difficult!

Combatants using vision enhancement equipment only suffer these penalties when trying to Climb, Jump, or make general Perception tests. This is because using such equipment tends to limit your peripheral vision to a major degree. Races with natural night vision do not suffer from the penalty for dimly lit areas.

Other poor visibility conditions (exceedingly bright lights, fog, discotheque lighting, etc.) should be handled by the referee on a case-by-case basis. See also *Concealment* below.

Concealment vs. Cover

Not all forms of cover act to provide a level of concealment (e.g. bullet-proof glass provides no concealment although it does provide cover). Likewise, not all forms of concealment offer substantial cover, e.g. hanging laundry. A concrete retaining wall provides both concealment and cover.

In ACQ the term *cover* is used specifically to indicate defence against incoming attacks. The term *concealment* is used when referring to attempted perception tasks against a partially obscured character.

Concealment

Concealment affects a combatant's ability to perceive a target. The referee may adjudicate who is visible at a given time or the following task system may be used.

Targets that are completely concealed cannot be seen! However, at least $^1/_6$ of a character's body must be exposed in order to fire any weapon. To fire a two-handed weapon, without a rest, at least $^1/_3$ of the body must be exposed. Combatants may opt to remain to one side of a

door, window, etc. and peek out. This costs 1 AP and provides $^{5}/_{6}$ cover to the character.

To perceive a target:
➢ ***[Difficulty as per Table 8]* Perception (INT)**
- Either adjust Difficulty by target size (see Table 7), or apply +1 Difficulty for each third (or fraction thereof) of the target concealed.
- +1 Difficulty if viewer is moving.
- -1 Difficulty if the target is moving.
- +1 Difficulty if viewer under fire or in melee.
- -1 Difficulty if target beyond Short range and viewer is using binoculars or equivalent.
- APs may be spent to raise target number.

Spectacular Success: Clear, detailed view of the target achieved.
Success: Target visible.
Failure: Target not visible or not noticed.
Spectacular Failure: What target?

TABLE 8: PERCEPTION TASK LEVELS

Range	Metres	Task Level
Contact	0-3	Easy
Very Short	4-15	Easy
Short	16-45	Average
Medium	46-150	Average
Long	151-450	Difficult
Very Long	451-1500	Formidable
Distant	1501-3000	Staggering

Example: Cahill is lying prone on the ground behind sandbags, with only his head, shoulders and rifle visible (the referee rules he has only $^{1}/_{6}$ of his body exposed, as his rifle is resting on the sandbags). He is watching a group of Imperial troopers 30m away who are closing in on his position.

The soldier on point is actively looking for signs of an ambush. The task to see Cahill is Average at Short range. The exposed part of him is about briefcase size (+3 Difficulty from Table 7). An alternative approach is that Cahill has $^{5}/_{6}$ concealment, giving the same +3 Difficulty, making it a Staggering task to spot him.

The referee decides the soldier has a chance of noticing the sandbags even if he doesn't spot Cahill and reduces the task difficulty by one level. However, Cahill's player points out that he rolled a successful Camouflage roll earlier for the sandbags, so the referee decides the task remains at Staggering difficulty.

Cover

Targets behind partial cover benefit from the defensive Armour Value (AV) of their cover. Examples of AVs for various types of material are given in Table 9. When calculating the AV, multiply the material thickness in centimetres by the AV/cm value, and round the final value. Calculated examples are given in Table 10.

Example: A tree trunk 15cm thick gives an AV of 4 (15 × 0.28 = 4.2, rounded down).

TABLE 9: MATERIAL ARMOUR VALUES

TL	Material	AV/cm
0	Water	0.08
0	Loose Sand	0.06
0	Packed Earth	0.30
0	Light Wood (Pine)	0.16
0	Heavy Wood (Oak)	0.28
0	Stone/Rock*	0.25
2	Brick/Concrete	0.45
2	Glass*	0.18
3	Iron	2.1
4	Reinforced Concrete	0.65
4	Soft Steel	2.4
5	Hard Steel*	2.9
6	Laminated Glass	0.86
7	Light Composite	5.7
8	Composite Laminate	8.6
9	Light Ceramic Composite	7.1
10	Crystaliron*	11
12	Superdense	20
12	Advanced Composites	13
14	Bonded Superdense	40
15	Enhanced Bonded SD	47

** These materials are extremely hard and tend to crack severely and/or shatter completely when penetrated (reducing the AV, perhaps to zero).*

TABLE 10: EXAMPLE COVER AVS

Type	Thickness	AV
Shallow Water	100cm	8
Sandbag	25cm	2
Wooden Plank	5cm	2
(Laminated) Plywood	2cm	1
Window Pane	0.5cm	0
Timber House Wall	20cm	6
Cinder Block Wall	30cm	14
Stone Wall	30cm	8
Brick Wall	10cm	5
Bullet-proof Glass	3cm	3
Reinforced Concrete	25cm	16
Tree Trunk	60cm	17

Whether or not a person behind partial cover is struck by an attack is determined using the following rules.

ACQ does not extend to hit locations; instead body exposure is handled in one-sixth size "chunks". If a target has roughly $^5/_6$ of their body behind cover (i.e. $^1/_6$ exposed, or about equal to a character's head and shooting arm) they stand a 1-in-6 chance of being hit. Conversely, if a character is standing behind a low concrete wall giving about $^1/_3$ cover (i.e. $^4/_6$ exposed), they stand a 4-in-6 chance of being hit.

Each time a shooter takes a shot at someone behind cover, they roll 1D to determine whether they hit the target or the cover. Rolling high means a hit (e.g. if half the target is obscured, rolling a 4, 5 or 6 means a hit on the exposed part of the target).

Example: Cahill is trying to hold off a group of Imperial soldiers. He's firing from behind a window frame in a wood frame house (AV 2). One of the troopers fires at him with his Gauss rifle. The referee rolls and scores a successful To Hit task. The referee rules that $^1/_3$ of Cahill is visible to the trooper and rolls 1D to determine the hit location. A result of 1-4 indicates the shot hit the house, such that the damage is reduced by the AV 2 cover. However, the referee rolls a 5 - the trooper hits Cahill's exposed arm or head, so Cahill does not gain any protection from the wall of the house.

If the round cannot penetrate the cover (i.e. the AV of the cover equals or exceeds the weapon's damage) treat the shot as a miss. If, however, the shot will penetrate the cover, subtract the appropriate damage for the AV of the cover, then apply the remainder against the target. Damage to cover may reduce its AV (referee's option).

If a target is completely behind cover, the attacker may attempt to fire through the cover, provided the attacker has a good idea where the target is hiding. The To Hit task is typically three levels of difficulty higher than normal, unless the position of the target is particularly obvious (i.e. the cover only just obscures the target).

Alternatively, shooters may focus their fire on the exposed part of the target using the target size modifier (Table 7), i.e. by increasing the difficulty of the attack by one level for every $^1/_3$ cover, or fraction thereof. Hits against specific exposed body locations should be arbitrated by the referee (exposed locations will typically be critical ones, such as the head and upper body).

Example: Cahill is lying prone on the ground and is firing over a defensive barrier of sandbags ($^5/_6$ cover). One of his opponents, a trooper, realises that his weapon will not penetrate packed sand, and so decides to aim specifically for the $^1/_6$ of Cahill that he can hit. The trooper's difficulty for the task is increased by three levels.

For damage from explosions, fragmentation, fully automatic fire and other area effects, assuming the fire hits the target, the total damage is reduced in proportion to the target's cover:

Example: Cahill looks on in horror as a trooper's grenade lands just outside his wood frame house. He has only $^1/_3$ of his body exposed to the blast and might therefore get away with taking $^1/_3$ of the damage. However, if the grenade blast can penetrate the wall as well, he will take the full damage, reduced only by the wall's armour (AV 2).

Smart Weapons

Certain weapons have special features, sights, computerised targeting, etc. which give them a bonus to hit. This bonus is given in the weapon description (e.g. in the Armoury listing starting on p.42). The bonus generally applies to all shots fired. The referee will determine the usability of the various systems under different conditions (e.g. a system that detects heartbeats won't be of much use against robots or in a vacuum).

Autofire and Multiple Projectiles

Many weapons fire either bursts of several rounds, or rounds that contain more than one projectile. ACQ uses the following definitions:

Autofire: An attack where the weapon fires individual projectiles one after another in rapid succession. Machineguns normally fire in this mode. Also called Burst Fire, Rapid Fire, or Very Rapid Fire.

Shotshell: Each round contains multiple projectiles, propelled simultaneously along a more-or-less parallel course. Fired primarily from shotguns, although certain large bore weapons (cannons, recoilless rifles, etc.) can mimic the effects.

Fragments (or Shrapnel): Irregular pieces of metal or ceramic thrown simultaneously and (usually) in all directions from rockets, missiles,

mines, or grenades. Black powder, dynamite, and plastic explosives do not, of themselves, produce shrapnel; the fragments may be added deliberately or may result from the explosive force, e.g. flying glass from a window.

As shown in Table 11, all such attacks receive a To Hit DM and damage multiplier based on the *Burst* – the total number of bullets or fragments aimed in the direction of the intended target. Burst is listed in the Armoury list (see p.42) as *projectiles per second* for firearms and *projectiles per grenade, mine or warhead* for explosives.

TABLE 11: AUTOFIRE LETHALITY

Burst	To Hit	Damage	Example
1	0	×1	Single shot
2-4	-1	×1½	3-round burst
5-9	0	×2	Assault Rifles
10-19	+1	×2½	Light MGs
20-49	+2	×3	RF Weaponry
50-99	+4	×4	VRF Weaponry
100-199	+6	×5	Mines, Grenades
200-499	+8	×6	Cluster Bombs
500+	+10	×8	Heavy Ordnance

In general, the damage multiplier is applied to each die of damage applied to the target (rounding fractions down).

The referee can extend the table if necessary (but higher rates of fire would tend to vaporise most targets).

Autofire

The To Hit task using Autofire is the same as for normal ranged fire (see p.18), including rules for Bracing and Aiming, etc., except for the increased AP cost shown in Table 6.

Any rounds that do not strike the original target may hit combatants along the line of fire (and within 2 metres of either side of the target). Roll the To Hit task, at two levels of difficulty higher, against all such potential targets.

Example: Corporal Fletcher, Imperial Marine, is engaged in suppressing a rebellion. He sights an opponent at Medium range (making his To Hit task Formidable), and elects to fire a ten-round burst at him with his Gauss ACR.

Fletcher makes the task roll, taking down the rebel. The referee rules that there was another rebel in the line of fire within the same range band, and allows a To Hit roll against him as well, at a Hopeless task level (two levels higher than Formidable). Fletcher makes the roll, and takes out another of the rebel scum.

Other combatants have an opportunity to interrupt (using an A/R task) between bursts from an autofire weapon. This applies even in an area under *Suppression Fire* (p.24) provided the person returning fire makes the task roll to act while within the "Beaten Zone" (see p.24).

Shotshells

Shotshells (and flechettes) contain a varied number of smaller projectiles, depending on the size of the individual pellets (or darts). The smaller the projectile, the more you can pack inside a single round of ammunition (and the greater the likelihood of scoring a hit). However, smaller projectiles inflict less damage than larger, heavier ones and have a correspondingly lower chance for penetrating obstructions and armour. Table 12 contains three generic shotshells (and three other ammunition types), designed for 20mm shotguns. Similar rules can be used for flechettes.

TABLE 12: EXAMPLE SHOTGUN AMMUNITION

Type	Size	Quantity	Base Damage
#0	8 mm	10	2D
#2	6.3 mm	20	1D
#4	4.6 mm	50	1 point*
DS	20 mm	1	5D (AP)
SC	20 mm	1	7D [3D]
CP	20 mm	1	special

**One point of armour (flexible or rigid) is sufficient to prevent any penetration.*

Each shotshell type has been given a name (#0, #2 and #4) and contains projectiles of the given size and quantity. The base damage for the shot spread is given.

The To Hit modifier and damage multiplier are based upon the quantity of projectiles, as per the Burst size for Autofire in Table 11, (e.g. a #4 shotshell gains +4 To Hit and ×4 damage).

The other ammunition types include Discarding Sabot (DS), armour-piercing Shaped Charges (SC) and explosive Chemical Payloads (CP) like smoke, Blur or sticky foam.

Ammunition composed of multiple projectiles perform differently at different ranges. Shot tends to spread out beyond Contact range in a rough 15° cone, while flechettes don't begin to spread until Short range. All combatants inside this cone of fire are also in danger of being struck by stray

shot or flechettes. Roll attacks against all targets in the cone.

Additionally, shot and flechettes lose energy quickly compared to larger, single projectiles. For each range band beyond Contact (Short for flechettes), shift up one level on the damage modifiers column of Table 11.

Example: Jamison fires a blast of #0 buckshot (2D damage) at a revenue agent. #0 buckshot contains 10 projectiles and thus gains the modifiers on the 10-19 burst row on Table 11: at Contact range this would be +1 To Hit and a damage multiplier of ×2½. However, the revenue agent is at Short range, which shifts the damage modifiers upwards two rows (to the 2-4 burst) to give a damage multiplier of ×1½.

Fragments

Weapons such as hand grenades, mortar shells, and land mines produce high-speed fragments – also called shrapnel – as their main method of inflicting injury.

Fragmentation weapons are treated as extremely brief but powerful autofire bursts using Table 11. Due to their non-aerodynamic shape, fragments lose energy even faster than shot or flechettes. For each range band beyond Contact, shift up three rows in Table 11 to determine both the To Hit and damage modifiers.

Fragments have an effective To Hit target number of 5. Modifiers from Table 5 are ignored, but shrapnel attacks take account of target size (Table 7) and cover (see p.21). APs may not be spent to modify the chances of hitting with shrapnel. For the purposes of these rules, fragments all do 1D base damage.

Example: A TL12 40mm grenade has an explosive damage rating of 3, and contains 200 fragments that do 1D damage. At Contact range, the fragments gain a To Hit modifier of +8 and damage multiplier of ×6. This drops three levels for every range band beyond Contact, so the modifiers are +2 To Hit, ×3 damage at Very Short range, and –1 To Hit, ×1½ damage at Short range.

The grenade drops 5 metres (Very Short range) from McGrath, who has no cover. The referee rolls the fragmentation attack with a To Hit target number of 7.

Suppression Fire

One of the more common roles for autofire is suppression fire. Suppression fire involves firing into an area (termed the "Beaten Zone") as fast as possible to either pin enemy forces or deny entrance into the area.

Characters wishing to suppress an area declare this action at the beginning of their Turn. The total number of rounds/projectiles going into the Beaten Zone is then cross-referenced with Table 11 (p.23) to determine the To Hit DM and damage multiplier. Use of the Quick Shots option (p.20) is required when using non-automatic weapons.

A Beaten Zone remains active until the end of the current Combat Round. Suppression fire is not aimed, therefore APs may not be spent on improving the To Hit roll.

Any combatant entering the Beaten Zone is automatically attacked by the suppression fire. The To Hit task is determined as for a normal attack by whoever is creating the suppression fire.

For simplicity, if a large number of firers are contributing to the Beaten Zone, average the To Hit target numbers (i.e. average the skills and characteristics of those participating in the attack). When multiple weapon types are used, determine the average damage code for all the weapons involved. If this calculation becomes complicated, the referee should simply adjudicate suitable To Hit and damage values.

Example: David needs to get into the Inner Sanctum to rescue the Duchess Daphne. The ten cultists holding the noble lady try to discourage David with a hail of SMG fire (3D damage). A total of 150 rounds are fired before David gets to act (each cultist fires three five round bursts). David decides that Duchess Daphne is worth the risk and rushes in. Checking Table 11, the referee finds that 150 rounds gives +6 To Hit and a ×5 damage modifier. Yikes!

Because of the extreme danger of fully automatic fire, anyone attempting to enter or act within the Beaten Zone must succeed at the following task:

TABLE 1: TASK DIFFICULTIES (P.4)

BITS Task Difficulty	T4 Task Difficulty	T4.1 Task Difficulty	GT Target Modifier	TNE Task Difficulty	MT Task Difficulty	CT Target Modifier
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4
Hopeless	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6
Impossible	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8

TABLE 2: COMBAT ROUND SEQUENCE (P.6)

Phase	Actions
APP Phase	• All combatants regenerate their APPs. • Determine new CIL order.
Action Phase	• Each character performs their desired actions for the Combat Round in the CIL order. • Each character is allowed to complete their turn before the next character in the CIL may begin their turn. • However, Acting characters are subject to interruption from other characters.
Update Phase	• Explosives due to detonate and characters due to "land" while drifting through zero-gravity do so now. • Apply continuous damage effects and attempt to stabilise wounded characters. • Roll to remain conscious. • Determine the effects of injuries upon APPs. • Monitor the progress of any Long Term Actions.

ACTION POINTS (P.5)

APP = Current DEX + Current INT + Tactics

ACTION/REACTION (P.8)

Action/Reaction (A/R) task:
➢Average *Applicable skill* (DEX), or
➢Average *Applicable skill* (INT)
- Opposed.
- Requires no AP.expenditure.

Spectacular Success: As Success.
Success: Character gets to perform their desired action; the character with the highest success margin acts first.
Failure: Character does not get to act at all during this particular A/R task.
Spectacular Failure: As Failure.

MOVEMENT (P.10-15)

To dive for cover within 1 metre:
➢Difficult Athletics (DEX)
- +1 Difficulty for each extra metre to cover, to a maximum of 3 metres.
- Requires an AP expenditure (6 APs).

Spectacular Success: Character lands in a Kneeling or Squatting position, with their remaining APs still intact for that Round.
Success: Character is Prone behind cover from the enemy that triggered the action.
Failure: Character is Prone on the ground in the exact spot where they began the task attempt, with their APP reduced to zero for the remainder of the current Combat Round.
Spectacular Failure: As Failure except the character has also suffered a small injury (1 point) and forfeits their APs for the next Combat Round.

To jump down from a height of 2 metres:
➢Average Athletics (DEX)
- +1 Difficulty per additional metre in height.
- Requires an AP expenditure (5 APs).

Spectacular Success: As Success, but only 2 APs are expended.
Success: Character is Squatting or Kneeling (player's choice) upon landing.
Failure: Character is Prone on the ground and APP is reduced to zero for this Combat Round.
Spectacular Failure: As Failure but character is injured (½D per metre fallen) and also forfeits their APs for the next Combat Round.

To vault a low (1 metre) obstacle:
➢Average Athletics (DEX)
- Requires an AP expenditure (2 APs).
- +1 Difficulty and +2 APs, for each additional half metre to a maximum of 2 metres height.
- -1 Difficulty if moved more than 3 metres directly beforehand (a running start).

Spectacular Success: As Success and only half the normal APs required are expended.
Success: Character succeeds.
Failure: Character falls and is Prone.
Spectacular Failure: As Failure but character is injured (1 point) and forfeits their remaining APs.

To swim effectively:
➢Average Athletics (END)
- Requires an AP expenditure (4 APs per metre)
- Unskilled: possible only with referee approval

Spectacular Success: 1 metre per 3 APs spent.
Success: 1 metre per 4 APs spent.
Failure: No progress is made; character suffers 1 point of Stun damage*.
Spectacular Failure: No progress is made; character suffers 1D Stun damage*; task difficulty is increased by one level next Round.
** Armour does not protect against this damage.*

To increase speed by sprinting:
➢Difficult Athletics (STR)
- +1 Difficulty for each consecutive Combat Round of sprinting.

Spectacular Success: Sprint speed is 3 metres per AP.
Success: Sprint speed is 2 metres per AP.
Failure: Speed remains at 1 metre per AP.
Spectacular Failure: Character pulls a muscle (1 point of physical damage; AP costs for all movement are doubled for the duration of this combat; no further Sprinting is allowed until this damage heals).

MELEE COMBAT (P.16-17)

To hit in melee:
➢Average Brawling or Melee (DEX or STR)
- Requires an AP expenditure (4 APs).

Spectacular Success: Attack hits and does maximum damage.
Success: See Table 3.
Failure: See Table 3.
Spectacular Failure: Possible weapon malfunction – see *Weapon Reliability*, p.40).

To perform a quick melee task:
- Task is one level more difficult.
- AP Cost is halved.
- Additional AP expenditures are not allowed.

To dodge a melee attack:
➢Difficult Athletics (DEX)
- Requires an AP expenditure (6 APs).
- Dodge must be declared as a defence before the attacker rolls their To Hit task.

Spectacular Success: Only 3 APs are expended.
Success/Failure: See Table 3.
Spectacular Failure: Character slips and falls, losing half their APP next round.

To block a melee attack:
➢Average Brawling or Melee (DEX or STR)
- Requires an AP expenditure (4 APs).
- Block must be declared as a defence before the attacker rolls their To Hit task.

Spectacular Success: Only 2 APs are expended; the blocking object/limb takes no damage.
Success: See Table 3.
Failure: See Table 3.
Spectacular Failure: Automatic failure; the object used to parry the attack may also malfunction of the item (see *Weapon Reliability*, p.40).

TABLE 3: MELEE TASK RESULTS (P.16)

Attacker's Task Result	Defender's Task Result	
	Success	Failure
Success	The blow is blocked, or dodged	The blow lands; check for damage
Failure	The blow misses badly, defender may counterattack*	The blow misses

**The Defender may immediately counterattack if he has enough APs remaining, regardless of the Combat Round sequence.*

To grapple an opponent:
➢Difficult Brawling (STR)
- Opposed (up to three Attackers may team up against a single Defender).
- Requires an AP expenditure (8 APs).

Spectacular Success: As Success, but double Control Points applied.
Success: Character applies Control Points to the opponent equal to the difference between their respective success margins.
Failure: No effect.
Spectacular Failure: Character puts themselves in an awkward position – double any Control Points applied by opponent this Combat Round.

To escape from a grappling hold:
➢Staggering Brawling (DEX)
- Requires an AP expenditure (10 APs).
- APs may be spent to raise target number, but at twice the normal cost.

Spectacular Success: As Success and the defender may immediately attempt a free melee attack on the attacker.
Success: Defender escapes; reduce Control Points to zero.
Failure: Defender remains controlled.
Spectacular Failure: Defender inflicts 1D wounds upon themselves.

RANGED COMBAT (P.18-26)

To score a hit in ranged combat:
➢*[Difficulty as per Table 4]* Weapon Skill (STR)
- The difficulty is given in Table 4, and modified by any applicable factors in Table 5.
- Requires an AP expenditure as per Table 6.
- APs may be spent to raise target number (see *Aiming*, p.19).

Spectacular Success: Attack hits and does maximum damage.
Success: Attack hits and does normal damage.
Failure: Attack misses.
Spectacular Failure: Attack misses; the weapon may malfunction (see *Weapon Reliability*, p.40).

To make a quick shot
- Task is one level more difficult.
- AP Cost for weapon type is halved.
- Additional AP expenditures for Bracing and Aiming are not allowed.

TABLE 4: RANGED COMBAT TASK LEVELS (P.18)

Range	Metres	Task Level
Contact	0-3	Easy
Very Short	4-15	Average
Short	16-45	Difficult
Medium	46-150	Formidable
Long	151-450	Staggering
Very Long	451-1500	Hopeless
Distant	1501-3000	Impossible

TABLE 6: RANGED WEAPON AP COSTS (P.18)

Weapon Recoil	Normal	Autofire
Light	2 APs	3 APs
Medium	4 APs	6 APs
Heavy	6 APs	9 APs

TABLE 5: RANGED COMBAT MODIFIERS (P.18)

Situation	Modifier
Attacker is Aiming	+1 DM per AP*
Attacker is Moving	–1 DM per 1 metre*
Target is Moving	–1 DM per 3 metres*
Attacker in Melee	+2 Difficulty levels
Target in Melee	+2 Difficulty levels
Target is Evading	+1 Difficulty level
Poor Visibility	+1 Difficulty level
Complete Darkness	+3 Difficulty levels
Firing one-handed	+1 Difficulty level
Target is Concealed	See rules pp.19-20
Target Size	See Table 7

**Variable; see respective rules.*

TABLE 7: TARGET SIZE MODIFIERS (P.18)

Target Size (sq. metres)	Modifier
Briefcase (0.25)	+3 Difficulty
Prone human, from front (0.5)	+2 Difficulty
Child (1.0)	+1 Difficulty
Human (2.0)	No modifier
Horse, side-on (4.0)	-1 Difficulty
Large Car, side-on (8.0)	-2 Difficulty
Tank, side-on (16.0)	-3 Difficulty
Container truck, side-on (32.0)	-4 Difficulty
Side of a barn	-5 Difficulty

TABLE 11: AUTOFIRE LETHALITY (P.23)

Burst	To Hit	Damage	Example
1	0	×1	Single shot
2-4	-1	×1½	3-round burst
5-9	0	×2	Assault Rifles
10-19	+1	×2½	Light MGs
20-49	+2	×3	RF Weaponry
50-99	+4	×4	VRF Weaponry
100-199	+6	×5	Mines, Grenades
200-499	+8	×6	Cluster Bombs
500+	+10	×8	Heavy Ordnance

TABLE 9: MATERIAL ARMOUR VALUES (P.21)

TL	Material	AV/cm
0	Water	0.08
0	Loose Sand	0.06
0	Packed Earth	0.30
0	Light Wood (Pine)	0.16
0	Heavy Wood (Oak)	0.28
0	Stone/Rock*	0.25
2	Brick/Concrete	0.45
2	Glass*	0.18
3	Iron	2.1
4	Reinforced Concrete	0.65
4	Soft Steel	2.4
5	Hard Steel*	2.9
6	Laminated Glass	0.86
7	Light Composite	5.7
8	Composite Laminate	8.6
9	Light Ceramic Composite	7.1
10	Crystaliron*	11
12	Superdense	20
12	Advanced Composites	13
14	Bonded Superdense	40
15	Enhanced Bonded SD	47

** These materials are extremely hard and tend to crack severely and/or shatter completely when penetrated (reducing the AV, perhaps to zero).*

TABLE 10: EXAMPLE COVER AVS (P.21)

Type	Thickness	AV
Shallow Water	100cm	8
Sandbag	25cm	2
Wooden Plank	5cm	2
(Laminated) Plywood	2cm	1
Window Pane	0.5cm	0
Timber House Wall	20cm	6
Cinder Block Wall	30cm	14
Stone Wall	30cm	8
Brick Wall	10cm	5
Bullet-proof Glass	3cm	3
Reinforced Concrete	25cm	16
Tree Trunk	60cm	17

TABLE 12: EXAMPLE SHOTGUN AMMUNITION

Type	Size	Quantity	Base Damage
#0	8 mm	10	2D
#2	6.3 mm	20	1D
#4	4.6 mm	50	1 point*
DS	20 mm	1	5D (AP)
SC	20 mm	1	7D [3D]
CP	20 mm	1	Special

**One point of armour (flexible or rigid) is sufficient to prevent any penetration.*

To enter or act within the "Beaten Zone":
➢Formidable Tactics (INT)

- Apply the To Hit modifier from Table 11 (p.A3) as a negative modifier to the task test.

Spectacular Success: As Success plus the To Hit modifier for the suppression fire is reduced to the next lower level against this character.
Success: Character can act as intended.
Failure: Character's APP is reduced to zero for the remainder of the current Combat Round (they may still Drop Prone if they have at least 1 AP remaining).
Spectacular Failure: As Failure, but APP is reduced to zero for the following Round as well.

PERCEPTION

To perceive a target:
➢*[Difficulty as per Table 8]* Perception (INT)

- Adjust Difficulty by target size (see Table 7).
- +1 Difficulty for each third (or fraction thereof) of the target that is concealed.
- +1 Difficulty if viewer is moving.
- -1 Difficulty if the target is moving.
- +2 Difficulty if viewer under fire or in melee.
- -1 Difficulty if target beyond Short range and viewer is using binoculars or equivalent.
- -1 Difficulty if target is firing a high signature weapon.
- +1 Difficulty if target is firing a low signature weapon.
- APs may be spent to raise target number.

Spectacular Success: Clear, detailed view of the target achieved.
Success: Target visible.
Failure: Target not visible or not noticed.
Spectacular Failure: What target?

TABLE 8: PERCEPTION TASK LEVELS (P.21)

Range	Metres	Task Level
Contact	0-3	Easy
Very Short	4-15	Easy
Short	16-45	Average
Medium	46-150	Average
Long	151-450	Difficult
Very Long	451-1500	Formidable
Distant	1501-3000	Staggering

THROWN WEAPONS

To hit with a thrown weapon:
➢ ***[Difficulty as per Table 13]*** **Throwing (DEX)**

- The Difficulty is given in Table 13 and modified by the factors in Table 5 and Table 7.
- For aerodynamic missiles, halve the range to the target before consulting Table 13.
- Requires an AP expenditure (3 APs per kg, or fraction thereof).
- Difficulty may be higher for significantly heavy objects at referee's choice.

Spectacular Success: Attack hits its target and does maximum damage.
Success: Attack hits its target.
Failure: Attack misses its target (roll for scatter).
Spectacular Failure: Attack misses (roll for scatter; triple the deviation distance).

Deviation 1D3 metres at Contact, 1D metres at Very Short, 2D metres at Short, maximum deviation of half the distance to the target.

TABLE 13: THROWN WEAPON TASK LEVELS (P.25)

Range	Metres	Task Level	STR/kg
Contact	0-3	Average	×1
Very Short	4-15	Difficult	×2
Short	16-30	Formidable	×3

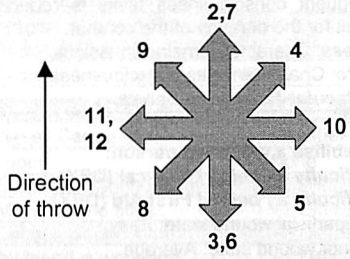

FIGURE 1: MISSILE SCATTER DIAGRAM

DAMAGE AND INJURY (P.27-34)

TABLE 15: SUMMARY OF INJURY EFFECTS (P.30)

Wound State	Effects
Superficial *(all characteristics above zero)*	• Lose 5 APs (or all remaining). • 1 damage point is inflicted each hour until stabilised. • Treatment takes 5 Rounds.
Minor *(one characteristic reduced to zero)*	• Lose 10 APs (subtracting them from the following Round if necessary). • 1 damage point inflicted every 5 minutes until stabilised. • Treatment takes 10 Rounds. • Must roll to stay conscious at the end of each Round. • +1 Difficulty all tasks.
Serious *(two characteristics reduced to zero)*	• Lose all APs from this and next Round. • 1 damage point inflicted every 10 Rounds until stabilised. • Treatment takes 10 Rounds. • Must roll to stay conscious at the end of each Round and after every action. • +2 Difficulty all tasks.
Grave *(three characteristics reduced to zero)*	• Character is immediately rendered unconscious. • 1 point of INT is lost every 5 Rounds until stabilised. • Only one treatment task allowed.

Note: Explosives may cause two types of damage: concussion (p.37), half of which is stun damage; and fragmentation (p.24), which requires a separate To Hit roll (target number of 5).

TABLE 14: BLOWTHROUGH LIMIT (P.29)

Mass	Maximum Damage
1-25 kg	1D
26-50 kg	2D
51-100 kg	3D
101-200 kg	4D
201-400 kg	5D

(For each doubling of weight above 400kg, add an extra 1D to the maximum damage.)

TABLE 17: VEHICLE DAMAGE RESULTS (P.34)

Result	Damage
9-	No Damage. A few scuff marks where the bullets hit.
10-19	Superficial Damage. Vehicle is operable, but one minor system is destroyed.
20-29	Minor Damage. Vehicle can operate with difficulty, but will need repairs soon. Several systems damaged.
30-39	Major Damage. Vehicle cannot operate and will immediately cease moving.
40+	Catastrophic. Vehicle is destroyed, all aboard are killed or severely wounded.

To remain conscious with a Minor wound:
➢Formidable (STR + DEX + END)

- This task must be attempted during the Update Phase of each Combat Round.
- APs cannot be used to improve chances for success.

Spectacular Success: The task difficulty for subsequent consciousness tasks is reduced to Difficult for the duration of the combat.
Success: Character remains conscious.
Failure: Character loses consciousness.
Spectacular Failure: As Failure.

To stabilise a wounded person:
➢*[Difficulty as below]* Medical (DEX), or
➢*[Difficulty as below]* First Aid (DEX)

- Superficial wound state: Easy.
- Minor wound state: Average.
- Serious wound state: Formidable.
- Grave wound state: Staggering.
- Use tech level DMs from Table 16.
- For Minor, Serious and Grave wound states, if basic medical equipment is not available: +1 Difficulty level.
- If performed in a well-equipped medical environment, e.g. hospital: -2 Difficulty levels.
- APs cannot be used to improve the chance for success.

Spectacular Success: As Success; character heals 1D3 points of physical damage.
Success: Bleeding stopped; no further deterioration occurs (unless wounded again).
Failure: Wound still bleeding, deterioration continues.
Spectacular Failure: As Failure; character takes 1D3 additional physical damage.

TABLE 16: MEDICAL TECH LEVEL MODIFIER (P.33)

Tech Level	Task Modifier
0-1	-4 DM
2-3	-3 DM
4-5	-2 DM
6-7	-1 DM
8-9	0
10-11	+1 DM
12-13	+2 DM
14-15	+3 DM
16+	+4 DM

To recover physical damage:
➢Staggering Medical (Patient's Original END)

- Access to a hospital reduces this task to Difficult.
- APs cannot be used to improve chances for success.
- Task may only be attempted once per day.

Spectacular Success: As Success; decrease difficulty for further recovery tasks (related to this injury) by one level.
Success: Character recovers a number of points of physical damage in one day equal to the success margin (counting a margin of 0 as 1).
Failure: Character is recovering slowly; 1 point of physical damage is regained in a number of days equal to the failure margin (counting a margin of less than 2, as 2).
Spectacular Failure: As Failure; the character suffers an additional 1D points of physical damage (e.g. due to incorrect medication or an infection).

To recover stun damage:
➢Average (Patient's Original END)

- Medical drugs or the proper stimuli (e.g. a bucket of water!) can make this task Easy at the referee's discretion.
- APs cannot be used to improve chances for success.

Spectacular Success: All stun damage is recovered instantaneously.
Success: Character recovers a number of points of stun damage in one hour equal to the success margin (counting a margin of 0 as 1).
Failure: Character is recovering slowly; 1 point of stun damage is regained in a number of hours equal to the failure margin (counting a margin of less than 2, as 2).
Spectacular Failure: 1D points of stun damage are converted to physical damage.

NPCS AND MORALE (P.35-39)

TABLE 20: NPC CHARACTERISTICS (P.39)

Type	UPP	APP	Morale	Skill
Green	6767xx	14	7	1
Regular	7787xx	14	11	2
Veteran	8898xx	17	14	4
Elite	9AA9xx	22	17	6

To maintain morale:
➢Average Leadership + Morale

- Leadership skill is that of the group leader, not of a given individual.
- APs cannot be used to improve the chance of success.

Spectacular Success: Character is exempt from further morale checks for the duration of the combat.
Success: Maintains good morale.
Failure: Character must move to cover as soon as possible; character will remain in cover until they pass a Formidable morale task.
Spectacular Failure: Character must rout, i.e. retreat by the fastest means available to safety; if retreat is not possible, the character may choose to surrender or "fight like a cornered rat" at the referee's option.

TABLE 18: ANIMAL ATTACK TASK NUMBERS (P.36)

Lifeform Type	To Hit
Carnivore (Chaser, Killer, Pouncer, Siren, Trapper)	8
Omnivore (Hunter)	7
Omnivore (Eater, Gatherer)	6
Scavenger (Carrion-Eater, Hijacker, Intimidator, Reducer)	6
Herbivore (Filter, Grazer, Intermittent)	5

TABLE 19: MORALE MODIFIERS (P.38)

Reason or Cause	Modifier
Fired upon	None
At a Superficial wound state	+1 Difficulty
At a Minor wound state	+2 Difficulty
At a Serious wound state	+3 Difficulty
Nearby friend is wounded	+1 Difficulty
Side has 25% casualties*	None
Side has 50% casualties*	+1 Difficulty
Side has 75% casualties*	+2 Difficulty
Opponents have overwhelming superiority	+1 Difficulty
"Leader" recently killed	+1 Difficulty

**Any dead, wounded, or routed combatants on the NPC's side are considered casualties.*

OTHER CONSIDERATIONS (P.35-41)

To maintain/regain stability in zero gravity:
***➢[Difficulty as Table 21; Average for non-combat tasks]* Environment Combat (DEX)**

- +1 Difficulty if using Vacc Suit or Battle Dress (assuming the appropriate suit is being worn).
- Requires an AP expenditure for reorientation (4 APs).
- Use of handholds gives –2 Difficulty.

Spectacular Success: As Success; only 2 APs are expended on the action.
Success: The action was carried out properly without causing any disorientation. If previously disoriented, reorientation has been achieved.
Failure: Character loses (or fails to regain) orientation.
Spectacular Failure: Character begins to tumble; all reorientation tasks are at one difficulty level higher than normal and character can perform no other task but this one until reoriented.

To stop moving in zero gravity:
➢Average Environment Combat (DEX)

- +1 Difficulty if using Vacc Suit or Battle Dress (assuming the appropriate suit is being worn).
- Requires an AP expenditure (8 APs).
- Increase task difficulty by one level per 5m increase (or fraction thereof) in drift rate.

Spectacular Success: Character lands exactly on target with their aiming point.
Success: Character lands within 1D3 metres of their aiming point.
Failure: Character lands within 1D metres of their aiming point; character must succeed in a normal reorientation task before attempting any other actions.
Spectacular Failure: Character lands within 2D metres of their aiming point; character must succeed in a reorientation task, at +1 Difficulty level, before attempting any other actions.

TABLE 21: RECOIL IN LOW GRAVITY

Recoil Level	Task Level
Light	Average
Medium	Difficult
High	Formidable

To apply an emergency patch to a suit:
➢Difficult Vacc Suit (DEX)

- +1 Difficulty if using Environmental Combat rather than Vacc Suit.
- Requires an AP expenditure (4 APs).

Spectacular Success: As Success; only 2 APs are expended.
Success: Character applies patch properly.
Failure: Character fails to apply patch properly.
Spectacular Failure: Character damages suit in such a way that further patching attempts are at +2 Difficulty; suit must be replaced at earliest convenience.

To "clear" a malfunctioning weapon:
➢Average *[Weapon skill]* (DEX)

- Requires a random AP expenditure (3D APs).

Spectacular Success: Character succeeds in clearing the weapon in only half the time (halve number of APs required).
Success: Character clears malfunction.
Failure: Character fails to clear malfunction.
Spectacular Failure: Character damages the weapon; it must be properly stripped and serviced out of combat before it will work again.

TABLE 22: CONSOLIDATED ACTIONS POINT LIST

MOVEMENT	
Action	**Cost**
Move forward 1 metre	1 AP
Move sideways, diagonally or backward 1 metre	2 APs
Crawl 1 metre in any direction	3 APs
Swim 1 metre in any direction	4 APs*
Climb up one flight of stairs	+4 APs
Climb down one flight of stairs	+3 APs
Climb up a ladder (3 metres)	10 APs
Climb down a ladder (3 metres)	8 APs
Climb up/down 1 metre (tree, rock)	5 APs*
All Jumping actions	5 APs*
Vault a low obstacle (up to 1 metre)	+2 APs*
Vault a high obstacle (2 metres)	+6 APs*
Move using Evasive Movement	x2 cost
Move using Stealth	x2 cost*
Move through a Cluttered Area	x2 cost
Move through a Very Cluttered Area	x3 cost
Maintain/Regain stability in Zero-G	4 APs*
Begin drifting in Zero-G	4 APs
Stop drifting in Zero-G	8 APs*
Dive for cover	6 APs*

COMBAT	
Action	**Cost**
Fire Light Recoil weapon	2 APs*
Fire Medium Recoil weapon	4 APs*
Fire Heavy Recoil weapon	6 APs*
Fire "Quick" shot (depends on Recoil)	x½ cost*
Burst Fire (depends on Recoil)	x1½ cost*
Suppression Fire (depends on Recoil)	x2 cost*
Using a telescopic sight when firing	+2 APs
Using a laser sight when firing	+2 APs
Clear malfunctioning firearm	3D APs*
Ready weapon or reload a bow	5 APs
Reload weapon with a fresh magazine	8 APs
Reload single round of ammunition	4 APs
Reload crossbow	Varies
Throw item	3 APs/kg*
Make melee attack	4 APs*
Block melee attack	4 APs*
Dodge melee attack	6 APs*
"Quick" melee tasks	x½ cost
Make grapple attack	8 APs*
Attempt to escape from grapple hold	10 APs*

BODY ORIENTATION	
Action	**Cost**
Change facing up to 90 degrees	1 AP
Go prone	1 AP
Squat/kneel (from standing position)	3 APs
Squat/kneel (from prone or seated position)	5 APs
Get up from squatting or kneeling position	5 APs
Sit down on chair, bench, etc.	2 APs
Get up from chair, bench, etc.	4 APs
Sit down on ground	5 APs
Stand up from prone or seated position	10 APs
Character knocked down (AP penalty)	1D APs

OTHER	
Action	**Cost**
Trigger hatch	6 APs
Trigger iris valve	3 APs
Trigger sliding door	3 APs
Trigger airlock (de)pressurisation	4 APs
Open manual door (optional rule)	x2 cost
Open lock (with key)	2D APs
Call elevator	2 APs
Apply patch to vacc suit	4 APs*
Pick up small item	1D APs
Make a Perception task	1D APs*

* Requires a task test to complete successfully.

To enter or act within the "Beaten Zone":
➢Formidable Tactics (INT)

- Apply the To Hit modifier from Table 11 (p.23) as a negative modifier to the task test.

Spectacular Success: As Success plus the To Hit modifier for the suppression fire is reduced to the next lower level against this character.
Success: Character can act as intended.
Failure: Character may not enter or leave zone or, if within the zone, the character's APP is reduced to zero for the remainder of the current Combat Round (they may still Drop Prone if they have at least 1 AP remaining).
Spectacular Failure: As Failure, but the character must Drop Prone and their APP is reduced to zero for the following Round as well.

Example: Brett walks into an ambush and is met by a hail of ACR fire. A total of 60 rounds are fired into his general vicinity and Brett wants very much not to be there. In order to leave, Brett must succeed at the task required to act within the Beaten Zone, with a –4 modifier due to all the lead flying about around him. Brett has INT 7 and Tactics-1, giving him a Target Number of 4 (7 + 1 – 4). Given that he has to roll this on 3D, Brett isn't going anywhere!

This task does not apply to targets that are otherwise immune to the weapons being used for suppression fire (e.g. TL8 SMGs vs. TL12 battle dress).

Example: Janis is striding across a field in her Gridlore Technologies Personal Armour System (AV 8) when a set of hand-cranked gatling guns open up on her. Since the low-powered rounds cannot do any damage to her (2D damage vs. Armour 8), she is free to go examine these curious weapons with impunity (i.e. she doesn't require a task roll to act within the "Beaten Zone" of the two gatling guns).

These rules assume that the fire is being directed into a small area – no more than a square metre. However, the firer(s) may opt to suppress a larger area: for each doubling of the area of the Beaten Zone, the To Hit and damage modifiers for the fire are shifted up one row on Table 11. If several very high rate of fire (ROF) weapons are used, the weapons may cover a larger area more effectively by splitting their fire into several groups.

Example: Epsilon Company has to cover a fighting withdrawal. Five of the company's grav APCs use suppression fire against the advancing Sword Worlders. Each APC mounts a VRF Gauss gun (5D damage) whose ROF gives +4 To Hit, ×4 damage). To better cover the area, each APC gunner crew covers 4 square metres (shifting the Burst modifiers up two rows on Table 11). Together, the five units now cover about 20 square metres with their deadly hail of fire at +1 To Hit, ×2½ damage.

Thrown Weapons

Thrown weapons include rocks, grenades, knives and penguins:

To hit with a thrown weapon:
➢*[Difficulty as per Table 13]* Throwing (DEX)

- The Difficulty is given in Table 13 and modified by the factors in Table 5 and Table 7.
- For aerodynamic missiles, halve the range to the target before consulting Table 13.
- Requires an AP expenditure of 3 APs per kg, or fraction thereof.
- Difficulty may be higher for significantly heavy objects at referee's choice.

Spectacular Success: Attack hits its target and does maximum damage.
Success: Attack hits its target.
Failure: Attack misses its target (roll for scatter).
Spectacular Failure: Attack misses (roll for scatter; triple the deviation distance).

TABLE 13: THROWN WEAPONS TASK LEVELS

Range	Metres	Task Level	STR/kg
Contact	0-3	Average	×1
Very Short	4-15	Difficult	×2
Short	16-30	Formidable	×3

If the task fails, the missile will "scatter". The direction of deviation is determined by rolling 2D and consulting Figure 1.

The distance that a thrown object deviates from its intended target point depends on the range. For Contact range, deviation is 1D3 metres. This distance increases to 1D metres at Very Short range, and 2D metres at Short range. Spectacular Failures triple this distance. A thrown object can never deviate by more than half the

distance to the intended point of impact (rounding down).

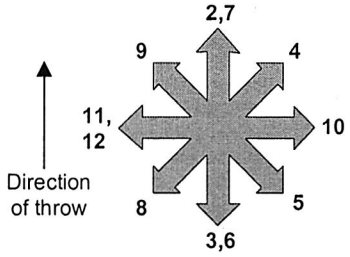

FIGURE 1: MISSILE SCATTER DIAGRAM

Particularly light objects cannot be thrown beyond Contact range (air resistance quickly halts their flight).

Aerodynamic objects are those specifically designed for throwing, such as: javelins, Frisbees, and throwing knives (penguins – although very aerodynamic – tend to *resist* being thrown, by flapping their little flippers wildly about; they are therefore treated as non-aerodynamic objects for throwing purposes). When determining the difficulty rating for throwing aerodynamic objects, halve the distance to the target (this gives such objects an increased maximum range of 60 metres in combat).

Example: Xhan is playing his own strange version of Combat Lawn Darts. He spots a Striped Burrowing Penguin which has wandered on to his lawn some 20 metres away. He throws a dart at the penguin in the hopes of scaring it off his immaculate lawn. The dart is aerodynamic, so the effective range is halved to 10 metres, i.e. Very Short range, making this a Difficult task (see Table 13).

Unfortunately, Xhan isn't very good and rolls a Spectacular Failure. Xhan rolls 4 on 1D for the scatter distance, i.e. 4 metres. This is trebled to 12 metres due to his Spectacular Failure. However, the dart cannot deviate by more than half the distance to the target, i.e. 10 metres.

He rolls 6 for direction, indicating that his lawn dart struck the ground 10 metres short of the penguin. Good thing it wasn't a grenade.

The penguin, unconcerned at Xhan's ineptitude, calmly burrows into the lawn.

The distance a character can throw a heavy missile is dependent on their current STR, as shown by the STR/kg multiplier in Table 13. At Contact range, a character must possess a STR equal to or greater than the mass of the object, in kilograms. To throw an object to Very Short range requires twice as much STR per kg, and three times as much for Short range.

Hand Grenades

Grenades are small explosive devices with short fuses – usually three to five seconds – although high-tech grenades may have simple timer settings. Twisting a timer dial to alter the setting typically requires 2 APs.

Grenades thrown during the Combat Round detonate during the appropriate Update Phase. This allows combatants to get away from the grenade before it explodes. A brave combatant could even attempt to pick up the grenade and throw it back! Most grenades will detonate at the end of the Round they were thrown. However, a grenade with a 30 second fuse thrown on Round 4 of the combat would explode in the Update phase of Round 9 (5 six-second Rounds later).

The player throwing the grenade may opt to "cook off" the grenade by not throwing it until the fuse has burned down to one second or so. To accomplish this, the character must spend the cost of throwing the grenade, plus half their total APP. These points cannot be spent on other actions, since holding a live explosive with a 'lit' fuse tends to distract a person. After these points are spent, the thrown weapon task is resolved as normal. In this case (only), the grenade explodes immediately upon landing. Characters within the danger space of the grenade can use an A/R to *Dive For Cover* (p.10) or *Drop Prone* (p.13).

Indoors, grenades can be thrown a maximum distance of ten times the ceiling height. If fired from a grenade launcher the maximum range is 100 times the ceiling height.

Damage and its Effects

This is going to hurt...

Damage is applied to a combatant's three physical characteristics (STR, DEX, and END).

First Blood

The first wound received by a combatant can be particularly debilitating. This is because the body may not be pumping adrenaline into the bloodstream and a character may be momentarily stunned or dazed by the attack.

When a character receives their first wound in a particular fight or battle, apply the highest damage die to a single, randomly determined characteristic (roll 1D: 1-2 = STR, 3-4 = DEX, 5-6 = END). If the characteristic is non-zero, apply the next highest die to the same characteristic. If this characteristic is reduced to zero, the remaining damage is distributed randomly (on a die-by-die basis) between the two remaining characteristics.

Example: Kirsten attacks Greg (STR 8, DEX 7, END 9) with a superdense frying pan and konks him on the head. Normally this pan would only do 1D worth of damage. Unfortunately for Greg, Kirsten is wearing her experimental augmented battle dress. The referee determines that poor Greg will bear the brunt of 3D of damage instead. Kirsten rolls the following damage dice (ranked highest to lowest): 6, 4 and 3.

This is Greg's first wound, so he cannot choose which characteristic to apply the damage to, but must roll randomly. He rolls a 5 on 1D, meaning that the damage is applied to his END. Subtracting the highest damage die (6) reduces Greg's END from 9 to 3. Subtracting the second die (4) reduces his END to zero with 1 point remaining.

This leaves one full die (3) and the remainder of the second die (1) to distribute randomly between his STR and DEX. The referee decides damage is applied to STR on a roll of 1-3, and to DEX on 4-6. Greg rolls 2 (3 damage on STR) then 4 (1 damage on DEX).

Greg now has STR 5, DEX 6 and END 0.

Applying Damage

After first blood, each subsequent die of damage that penetrates a target's defences is applied against either STR, DEX or END, as desired by the player controlling the wounded character.

If a weapon succeeds in inflicting more than 3D of damage, the wound dice – not the actual dice results – must be distributed as evenly as possible. It is up to the player controlling the wounded character as to which dice will be applied to which characteristic.

Example: Kirsten manages another strike with the superdense frying pan before Greg (now with STR 5, DEX 6 and END 0) can escape her.

Kirsten rolls damage dice of 5, 2 and 1. Greg decides to apply the 5 to his DEX (to avoid another characteristic being reduced to zero) and the other damage to his STR.

His statistics are now STR 2, DEX 1, END 0. Hopefully, Greg can now make good his escape!

A character's strength depends upon their bones, tendons and joints so loss of STR reflects damage to these parts of the body. Similarly, a character's agility and motor control is represented by their DEX, so injuries to head, limbs, hands, feet and other effects such as shock, may cause a reduction in DEX. Finally, END is reduced by fatigue and general body hits.

ACQ does not include a hit location system but where a particular part of the body is hit (e.g. where the rest of the body is in cover), the referee may require the player to allocate damage to specific attributes.

Damage and Penetration

When a hit is achieved, compare the damage code of the weapon used – before modifiers or multipliers – with the Armour value (AV) of the target (if any). If the damage is greater than the AV, the difference between damage and AV is rolled to determine damage done to the target.

Example 1: A rifle doing 4D damage hits a target wearing Armour 3. 4 – 3 = 1, therefore 1D is rolled for the damage which penetrates the armour (but see Blunt Trauma on p.28).

Example 2: A SMG doing 3D damage and firing a 5-round burst (x2 damage) hits a target wearing armour of AV 3. As the unmodified damage does not exceed the armour, no damage is rolled (but see Blunt Trauma on p.28).

Example 3: A heavy machine gun doing 6D damage and firing a 10-round burst (x2½ damage) hits a target wearing Armour 3. 3D is rolled for damage to the target, with the result of each damage die being multiplied by 2½ (see also Blunt Trauma on p.28).

Shotshells and shrapnel have relatively poor armour-piercing capabilities. Armour (AV) is therefore doubled against shot or shrapnel.

Example: A shotgun loaded with #0 buckshot (2D damage, x2½ multiplier) hits a target wearing armour of AV 1. Normally, 1D would be rolled for damage, then multiplied by 2½, but the AV 1 is doubled to AV 2, and absorbs both dice of damage (but see also Blunt Trauma on p.28).

In addition, shot pellets do not have sufficient time to spread out inside Contact range (0-3 metres). For flechettes, this range also includes Very Short range (4-15 metres). Any damage which manages to penetrate armour within these ranges is doubled as a result of the close spacing of the projectiles.

Example: Kenji is hiding from researchers who want him for certain... experiments. One of the University guards comes a bit too close to his hiding spot and Kenji blasts him with his shotgun loaded with #2 buckshot (1D damage, x3 multiplier). The unarmoured guard is only 2 metres away so the shot strikes as a single mass. The guard takes 1D damage and Kenji rolls a 3. Given the damage multiplier and doubling for the close range, the total damage becomes 3 × 3 × 2 = 18 points.

Armour

Armour is classified into two basic types. Each has advantages and disadvantages (see the Personal Body Armour table on p.47).

Flexible armour

Rated "*av*F" where *av* is the armour value. Flexible armour is more comfortable than rigid armour and can usually be concealed under other clothing.

Rigid armour

Rated "*av*R" where *av* is the armour value. Rigid armour Is generally more cumbersome than flexible armour and is more difficult to conceal under other clothing.

Special Ammo

There are two types of special ammo in ACQ:

Armour Piercing

Designed to penetrate armour using a specially hardened penetrator, but tends to over penetrate soft tissue and create smaller wound cavities. This ammo halves the target's armour value (AV / 2; round up) but also halves the damage after penetration (round up).

Hollow Point

Designed to produce larger wounds by way of a soft, expanding projectile, but tends to flatten against any sort of body armour or rigid obstacle. This ammo doubles the target's armour value (AV) to determine penetration but also doubles whatever damage does penetrate.

Blunt Trauma

Weapons and projectiles do not simply bounce off flexible armour. Rather, such armour functions by dispersing or absorbing some of the damage delivered. Unfortunately, some of this damage is still transferred to the wearer.

When armour listed as flexible (F) stops an attack, 1 point of damage is applied to the target for every die absorbed by the armour (the victim chooses which characteristic(s) to reduce). This type of damage is referred to as blunt trauma. damage multipliers (e.g. due to autofire) are applied to this damage and may therefore increase the damage beyond a single point per die (round fractions down).

Stun Damage

Certain weapons are listed as doing stun damage. These attacks are resolved as normal, except that they do not result in death, and recovery is much quicker than normal. Each weapon description includes specifics on the stun mechanism. Common stun weaponry includes

sonic stunners, electrical tasers, and "mercy" bullets containing tranquillisers.

Stun damage is counted against a combatant's characteristics just like normal damage. However, Stun damage doesn't deteriorate over time: a character that reaches Serious injury status by being beaten will only have to worry about AP losses and keeping conscious.

When characters have both Stun and normal damage, wound degradation is based on their wound state from normal damage only. Consciousness rolls are based on the total damage state.

Example: Chief Hicks is a mess. A waterfront beating brought him to the Minor wound level, then a knife in the belly brought him to Serious. Chief Hicks' normal damage is considered a Minor wound, since it was just enough to lower a single characteristic to zero, so he'll lose one point from a random characteristic every 10 minutes. However, the earlier pounding requires him to roll to remain conscious based on the Serious wound level.

Knockdown

If the total number of damage dice (including damage that does not penetrate armour and multiplied by any autofire multipliers) exceeds the target's STR, the target is knocked to the ground (the character is automatically Prone). If the dice equal the current STR, the character is staggered, and loses half their remaining APP for this Round.

Example: Doug opens up on Duncan (STR 5) with a machine pistol doing 2D damage. The first shot hits Duncan's flexible armour (AV 2) and is absorbed, but the blunt trauma lowers Duncan's STR to 3.

Doug's next shot, made at full auto (x2 damage multiplier) again bounces off the armour, but the total damage of 4D exceeds Duncan's current STR of 3. The force of the impacts knocks Duncan off balance and he falls to the deck.

Increased Damage

ACQ does not use hit locations to distinguish hits to critical or non-critical areas of the body.

Instead, any To Hit roll that succeeds by 5 or more doubles the result on all damage dice that penetrate armour. Likewise, any To Hit roll that succeeds by 9 or more triples the result on all penetrating damage dice.

Example: Caught in an ambush set up by a group of Vargr Corsairs, Eneri takes a shot at one of them and makes his To Hit roll by 10. His rifle does 4D damage, and the Vargr is wearing AV 2 armour. Eneri rolls 2D for damage and gets 2 and 4. Each die is tripled due to Eneri's exceptionally successful roll, resulting in the unfortunate Vargr taking 6 points of damage to one of his physical characteristics and 12 points to another. Bad doggie!

This rule assumes that the character wishes to cause additional damage by aiming for sensitive locations such as the heart or head. Optionally, characters may opt to aim for non-critical locations such as arms and legs in order to disable the target. Instead of increasing the damage, a particularly successful To Hit roll injures (success by 5) or incapacitates (success by 9) the targeted area, at the referee's discretion. The player must state their intent to use this rule prior to rolling the To Hit dice.

Blowthrough

Due to the shape and size of most flesh-and-blood targets, powerful projectiles simply cannot inflict all of their kinetic energy upon the victim. This is because much of the energy is intended for the purpose of penetrating armour. Due to the manner in which lasers inflict damage, powerful laser weapons cannot transfer all of their energy to their targets either.

The maximum damage done by slug throwers, high-speed fragments, and lasers is based on the mass of the target (typical adult humans mass 51-100 kg) as shown in Table 14.

TABLE 14: BLOWTHROUGH LIMIT

Mass	Maximum Damage
1-25 kg	1D
26-50 kg	2D
51-100 kg	3D
101-200 kg	4D
201-400 kg	5D

(For each doubling of weight above 400kg, add an extra 1D to the maximum damage.)

Plasma and fusion weapons, shotshells and flechettes, melee weapons, thrown weapons, fall damage, and explosions are exempt from this Blowthrough rule.

Example: Franz is hit by a 10-round burst from a heavy machinegun. The HMG does 6D damage with a x2½ burst multiplier. Three dice "blow through" the target and are lost. The remaining 3D are rolled, and the dice come up 5, 4 and 3. Each die is multiplied by 2½ (rounding down) to 12, 10 and 7, so Franz still takes 29 damage!

Continuous Damage

Attacks such as poison and acid may inflict damage over a number of Combat Rounds. The damage is applied to the victim during the Update Phase of each Combat Round. If this results in a change of wound state, roll immediately to see if the combatant remains conscious.

Due to the nature of this damage, the referee may decide that AP losses are applied to the victim immediately, otherwise they are subtracted in the following APP Phase.

Example: Dom has been bitten by a Takyan, a type of poisonous vermin. The poison does 2 points of damage each Combat Round during the Update Phase. The referee rules that this poison is particularly painful and decides to apply the normal rules regarding wounding and temporary AP losses. As long as our victim remains at a Superficial wound state he will lose 5 APs during the APP Phase of every Combat Round (due to the pain).

Another form of continuous damage is inflicted by tranquilliser rounds – bullets that either inject, or are made of, a tranquillising agent. If a tranq' round succeeds in doing any damage to the target, the dose is considered to be administered.

Most toxins will be of limited duration. This is usually listed in the animal description.

Wound States

The condition of an injured character is given by four wound states: Superficial, Minor, Serious, and Grave, each of which is described below and are summarised in Table 15.

All AP losses caused by injuries take effect immediately, i.e. at the exact point in the Combat Round the new wound state was reached. Unless stated otherwise, characters begin the subsequent Combat Rounds with their full APP (recalculated to take into account DEX losses).

AP losses from multiple wounds received in one Combat Round are cumulative (e.g. being reduced to a Superficial state and then to a Minor state in the same Combat Round will result in a total loss of 15 APs that Round).

TABLE 15: SUMMARY OF INJURY EFFECTS

Wound State	Effects
Superficial *(all characteristics above zero)*	• Lose 5 APs (or all remaining). • 1 damage point is inflicted each hour until stabilised. • Treatment takes 5 Rounds.
Minor *(one characteristic reduced to zero)*	• Lose 10 APs (subtracting them from the following Round if necessary). • 1 damage point inflicted every 5 minutes until stabilised. • Treatment takes 10 Rounds. • Must roll to stay conscious at the end of each Round. • +1 Difficulty all tasks.
Serious *(two characteristics reduced to zero)*	• Lose all APs from this and next Round. • 1 damage point inflicted every 10 Rounds until stabilised. • Treatment takes 10 Rounds. • Must roll to stay conscious at the end of each Round and after every action. • +2 Difficulty all tasks.
Grave *(three characteristics reduced to zero)*	• Character is immediately rendered unconscious. • 1 point of INT is lost every 5 Rounds until stabilised. • Only one treatment task allowed.

Superficial – all characteristics above zero

Characters taking damage reduced to this wound state immediately lose 5 APs (or all remaining APs if the character has less than 5 APs left). As long as the character doesn't shift down to one of the more severe wound states, any additional damage suffered while at this state inflicts a similar 5 AP loss.

Example: James (687A75 APP 18) is hit by an arrow. This is his first combat damage and the resulting 6 points of damage are applied (randomly) to his END. James is Superficially wounded and therefore immediately loses 5 APs.

During the same Combat Round James takes another arrow, this time doing 4 points to his STR. Since James' wound state hasn't changed, he only loses an additional 5 APs from this attack.

Combatants at a Superficial wound state will suffer an additional randomly allocated point of damage every hour until they are stabilised, to reflect minor bleeding (either internal or external), swelling, bruising, etc. However, this additional damage cannot reduce any characteristic to zero.

Treatment is an Easy First Aid or Easy Medical task (see p.32) and each attempt takes 5 Combat Rounds, divided by the number of people administering aid. Wounded combatants may perform this task on themselves provided they have not lost more than half of their total original STR, DEX and END points.

Minor – one characteristic at zero

The combatant immediately loses 10 APs (if they have less than 10 APs remaining, the balance is subtracted at the start of the next Round). Additional damaged suffered without moving to one of the more severe wound states, inflicts a similar 10 AP loss.

Example: James has taken sufficient arrows in the current Combat Round to reduce his STR to zero.

Since James has now been reduced to a Minor wound state, he immediately loses 10 more APs. As James had already lost 10 APs this Round from wounds, he has only 8 of his 18 APs left this Round; the remaining 2 APs from the latest damage will be subtracted from his new allocation of APs at the start of the next Combat Round. James must also begin rolling to remain conscious...

A combatant in a Minor wound state must succeed at the following task (during the Update Phase) to remain conscious for the following Combat Round:

To remain conscious with a Minor wound:
➢Formidable (STR + DEX + END)

- This task must be attempted during the Update Phase of each Combat Round.
- APs cannot be used to improve chances for success.

Spectacular Success: Subsequent tasks to remain conscious are at –1 Difficulty for the remainder of this combat.
Success: Character remains conscious.
Failure: Character loses consciousness.
Spectacular Failure: As Failure.

Characters at Minor wound states cannot *Sprint* (p.13). In addition, all tasks performed by a character at a Minor wound state are at one difficulty level higher than normal, due to pain or minor disability.

Characters at a Minor wound state will suffer an additional randomly allocated point of damage every 5 minutes until they are stabilised. This loss can reduce characteristics to zero and thus a character can die from this, albeit slowly.

Treatment requires a First Aid or Medical task – see p.32) and each attempt takes 10 Combat Rounds, divided by the number of people administering aid.

Serious – two characteristics at zero

On reaching this wound state, the combatant loses all remaining APs for this Combat Round and the following Round.

The task to remain conscious is the same as for a Minor wound, except that the task must be rolled not only at the end of each Combat Round, but also immediately after performing any action requiring the expenditure of APs.

Seriously wounded characters can only move by *Crawling* (p.10). In addition, all tasks performed by a character at a Serious wound state are at two difficulty levels higher than normal due to the pain, incapacitation, etc.

Characters at a Serious wound state suffer an additional point of damage every minute (10 Combat Rounds) until stabilised.

Treatment requires a Medical task (First Aid skill is not adequate) as shown on p.32; each attempt takes 10 Combat Rounds, divided by the number of people administering aid.

Grave – all three characteristics at zero

The combatant is automatically rendered unconscious and is considered close to death. Brain death will certainly occur if the character is not stabilised (see *Character Death*, p.32).

If the final damage taken exceeds that required to reduce all three characteristics to zero, any excess is deducted from the character's INT. The combatant will also suffer an additional point of damage to their INT every 5 Combat Rounds until stabilised.

Once INT is reduced to zero, the combatant is considered brain dead.

Treatment requires a Medical task (First Aid skill is not adequate). Due to the rapid deterioration of the victim, there is time for only one stabilisation attempt before death occurs (although this may be attempted at any point prior to the character's INT reaching zero). A

successful stabilisation task halts further INT loses (see *Character Death*, p.32).

Stabilising Wounds

The wound state defines both the difficulty and the time required to stabilise a patient sufficiently to prevent their wounds from worsening, before they receive proper (e.g. hospital) treatment.

To stabilise a wounded person:
➢ ***[Difficulty as below]*** **Medical (DEX), or**
➢ ***[Difficulty as below]*** **First Aid (DEX)**

- Superficial wound state: Easy.
- Minor wound state: Average.
- Serious wound state: Formidable.
- Grave wound state: Staggering.
- Use tech level DMs from Table 16.
- For Minor, Serious and Grave wound states, if basic medical equipment is not available: +1 Difficulty level.
- If performed in a well-equipped medical environment, e.g. hospital: -2 Difficulty levels.
- APs cannot be used to improve the chance for success.

Spectacular Success: As Success; character heals 1D3 points of physical damage.
Success: Bleeding stopped; no further deterioration occurs (unless wounded again).
Failure: Wound still bleeding, deterioration continues.
Spectacular Failure: As Failure; character takes 1D3 additional physical damage.

Character Death

Combatants are considered truly and permanently dead when they have reached Grave status and have taken a number of additional points of damage equal to their INT. This can be from any source, including excess damage from the attack that lowered the combatant to Grave status. A character may therefore be killed by a single wound if it inflicts damage exceeding the sum of their STR, DEX, END and INT.

A character that begins to suffer losses to INT also runs a high risk of losing permanent INT due to brain damage. To reflect this, all INT damage after the first 5 points is considered permanently lost (e.g. a character that suffers 8 points of damage to their INT will have their INT permanently reduced by 3 due to brain damage). Once INT has been reduced to zero, all brain activity ceases and the character is beyond hope.

Example: "Thunk!" James is hit by yet more arrows fired by the angry natives. James' UPP had already dropped from 687A75 to 001A75, making him Seriously wounded. The last arrow causes another 3 points of damage; this reduces his END to zero and the remaining 2 points are applied to his INT.

James will now lose 1 INT point every 5 Combat Rounds. James' INT has dropped to 8 due to the last arrow, so he has another 3×5 = 15 Combat Rounds (3x5) before he begins to suffer permanent INT loss. To make matters worse, he has only 8×5 = 40 Rounds before he meets Saint Elvis...

Unlike physical or stun damage, INT is recovered very slowly – at a rate of 1 point per week. Use the normal task for recovering physical damage (see *Recovery* on p.32), but substitute "week" instead of "day" for all time periods. Permanent INT damage cannot normally be healed, although at the referee's discretion high tech operations and/or drugs may allow recovery of some or all of a character's mental faculties.

Low Berths and Fast Drug

A low berth operates by slowing down the metabolism of the creature(s) placed inside it. When a character is grievously wounded and a skilled doctor isn't around, placing that character inside a low berth is often the only way to increase their chances for survival.

For gaming purposes, injured characters do not continue to suffer wound degradation after the first minute (10 Combat Rounds) of being placed inside an activated low berth (low berth cryogenics are not instantaneous). However, degradation resumes immediately after emerging from the freezer – so any remedial therapy must be close at hand!

"Fast Drug" radically slows the body's metabolism. If injected into a wounded character, the character's rate of wound degradation slows by a factor of 60. Unfortunately, the character's reaction time and personal speed is reduced by a similar factor. Any combatant under the influence of Fast Drug is essentially out of the combat until the dose wears off (one hour later).

Recovery

Characters may take two types of damage: *physical* and *stun*. The sum of this damage determines a combatant's wound state, but only the physical damage is counted towards the wound state for determining deterioration.

Players should record both types of damage separately on their character sheets. They also make recovery rolls for each separately. Detailed descriptions of wounds, infection, impairment, etc. are left to the referee's discretion.

Physical Damage

Physical damage is healed at a base rate of 1 point per day. This rate can be altered using the following task. Note that this task uses the original END characteristic of the patient, but the skill of the doctor.

To recover physical damage:
➢Formidable Medical (Original Patient END)

- Access to a hospital reduces this task to Difficult.
- APs cannot be used to improve chances for success.
- Task may only be attempted once per day.

Spectacular Success: As Success; decrease difficulty for further recovery tasks (related to this injury) by one level.
Success: Character recovers a number of points of physical damage in one day equal to the success margin (counting a margin of 0 as 1).
Failure: Character is recovering slowly; 1 point of physical damage is regained in a number of days equal to the failure margin (counting a margin of less than 2, as 2).
Spectacular Failure: As Failure; the character suffers an additional 1D points of physical damage (e.g. due to incorrect medication or an infection).

If the task is a success, the character recovers a number of points of physical damage in one day equal to their success margin (counting a success margin of 0 as 1). The next day the recovery rate drops back to 1 point unless the above task is again successful.

If the task is failed, the character recovers 1 point of physical damage in a number of days equal to the failure margin (counting a margin of less than 2, as 2). After the given number of days the recovery rate returns to normal and another recovery task may be rolled.

The referee may opt to hide the results of this task from the players, otherwise their natural reaction for any failed task will be to get the same medic (or another) to try again until they get a success! The slowed healing rate may be due to the character's lack of regenerative ability, an infection or lack of appropriate medication and therefore the effects might not be noticed for several days. The referee should therefore only allow a re-roll of a failed task if there is another medic on hand to make a second diagnosis or to notice that the patient is not recovering rapidly. This second medic undertakes the task at one level of difficulty higher than normal (as they are effectively going against the decision of the first doctor).

The tech level of the medical knowledge, drugs and equipment available can affect the rate of healing. If the character is recuperating in a hospital, apply the DM shown in Table 16 to the task roll.

TABLE 16: MEDICAL TECH LEVEL MODIFIER

Tech Level	Task Modifier
0-1	-4 DM
2-3	-3 DM
4-5	-2 DM
6-7	-1 DM
8-9	0
10-11	+1 DM
12-13	+2 DM
14-15	+3 DM
16+	+4 DM

Example: Miria's partner Jon is recuperating in a TL12 hospital and makes his first recovery task. Jon's original END is 7 and his doctor's Medical skill is 3. In addition, the hospital's tech level gives a +2 DM to give him a target number of 12 for his recovery task. Jon rolls a 9 – a success margin of 3 – and therefore recovers 3 points of damage on his first day.

The next day Jon rolls the same task and gets 14 – a failure margin of 2. This means it will take him 2 days to recover the next point of damage. At the end of the two days he would make the next recovery task roll. However, one of Jon's colleagues, who has Medical-4 skill, visits him and notes that his recovery has slowed. The referee rules that having shown such interest, as Jon's colleague is also a more experienced medic than the original doctor, Jon is allowed another task roll.

Note that these healing rules allow all characters to heal at much the same rate, so characters with lower physical characteristics heal faster than those with higher characteristics.

Optionally, the referee may choose to set a base healing rate for each character to even things up. Sum the character's three original physical characteristics and divide by 20 (round to the nearest tenth) to give the base number of points healed per day. Retain fractional characteristic points between task attempts until they add up to a full point.

Stun Damage

Stun damage is healed at a base rate of 1 point per hour. This rate can be altered, depending on the result of the following task:

To recover stun damage:
➢Average (Patient's Original END)

- Medical drugs or the proper stimuli (e.g. a bucket of water!) can make this task Easy at the referee's discretion.
- APs cannot be used to improve chances for success.

Spectacular Success: All stun damage is recovered instantaneously.
Success: Character recovers a number of points of stun damage in one hour equal to the success margin (counting a margin of 0 as 1).
Failure: Character is recovering slowly; 1 point of stun damage is regained in a number of hours equal to the failure margin (counting a margin of less than 2, as 2).
Spectacular Failure: 1D points of stun damage are converted to physical damage.

This task is handled in the same way as for physical damage, except that the base time for recovering stun damage is hours, not days.

Optionally, the referee may adjust the base healing rate for each character as for physical damage, although given the shorter periods of time it may be more trouble than it's worth.

Vehicle Damage

When vehicles are hit by weapons fire, ACQ uses a simplified system to give a general idea of how much damage has been done. Detailed vehicle to vehicle combat is outside the scope of these rules.

When a vehicle is hit by weapons fire, subtract the armour rating of the vehicle from the modified damage rating of the weapon (including multipliers for burst fire). Add this DM to a roll of 2D and consult Table 17:

TABLE 17: VEHICLE DAMAGE RESULTS

Result	Damage
9-	No Damage. A few scuff marks where the bullets hit.
10-19	Superficial Damage. Vehicle is operable, but one minor system is destroyed.
20-29	Minor Damage. Vehicle can operate with difficulty, but will need repairs soon. Several systems damaged.
30-39	Major Damage. Vehicle cannot operate and will immediately cease moving.
40+	Catastrophic. Vehicle is destroyed, all aboard are killed or severely wounded.

Occupants of a damaged vehicle can, at the referee's option, take wounds equivalent to the level of damage received by the vehicle.

Example: An armoured personnel carrier (AV 6) is sprayed by an HMG with an effective damage rating of 9 (damage 6, ×1.5 for autofire). Subtracting the armour, the DM for vehicle damage becomes +3. The 2D roll is 8; 8 + 3 = 11, which gives a Superficial Damage result.

Even though the "damage 6" bullets from the HMG could not normally penetrate AV 6, the referee rules that all the riding infantry in the APC take 1D damage from the attack due to internal shrapnel.

Other Considerations

From airlocks to zero-gravity

This section covers other miscellaneous effects of combat that are not directly associated with causing and/or avoiding damage. They include subjects like animals, gravity, and non-player characters (NPCs). They are listed below in alphabetical order for easy reference.

Airlocks

Airlocks take time to cycle between the atmosphere types on either side. An airlock cycle requires a number of Combat Rounds equal to the difference between the UWP atmosphere codes on either side of the airlock (with a minimum of 3 Combat Rounds).

> *Example: A salvage vessel with a standard atmosphere (UWP Atmosphere code 6) docks with a derelict spacecraft. Sensors determine that a trace atmosphere exists aboard the other ship (UWP Atmosphere code 1), so it will take 5 Combat Rounds (30 seconds) for the airlock between the two ships to fully cycle.*

Note that this does not include the 4 APs needed to activate the airlock cycling process or the cost of opening or closing the airlock doors.

If the UWP atmosphere codes on either side of an airlock are identical but some form of dangerous atmospheric element exists on one side, a minimum of 3 Combat Rounds are still needed to cycle the air in the airlock. This does not include time for full (e.g. biological) decontamination, which can take anywhere from 30 seconds to several minutes.

Aliens

The various alien races in Traveller need some modification for use as characters or NPCs (see p.38) in ACQ. The following are suggestions for the Major Races (where *Morale* is referred to, see the rules on p.38).

Aslan

Aslan possess a highly specialised claw called a dewclaw beneath each thumb that can be used to inflict physical damage (rather than stun damage), if they wish. Aslan NPCs also have a morale level two points higher than normal for their NPC class. All tasks involving jumping, leaping, or climbing are at –1 Difficulty.

Droyne

Warrior caste are treated as Elite NPCs. Leaders and Sports will usually be Veteran. Other castes will rarely be better than Green. Non-warrior Droyne are usually sufficiently small that tasks To Hit them in combat are at +1 Difficulty.

A Droyne's small wings also allow it some control when falling, or in zero-gravity, but only in a standard or dense atmosphere. This reduces the difficulty of associated tasks by one level.

Hivers

Due to their large size, tasks To Hit Hivers in combat are at –1 Difficulty. Hivers dislike personal combat intensely and will avoid it if at all possible. Despite this, Hiver NPCs should be counted as Regular or Veteran NPCs for Morale.

Hivers suffer penalties of at least +1 Difficulty when using weapons or equipment designed for humanoids; other races also suffer this penalty if trying to use Hiver weapons or equipment.

K'kree

Due to their large size, all tasks to hit K'kree in combat are at –1 Difficulty. K'kree morale is reduced by 5 points in confined areas and failed morale checks under these conditions provoke a violent claustrophobic reaction (such a K'kree will do anything to reach an open space).

K'kree have incredible olfactory senses and any perception task dominated by smell is therefore at –2 Difficulty. Their eyesight, however, is poor, and they suffer a +1 Difficulty at any task involving sight (including Ranged Combat).

K'kree movement in any direction other than forward is at double normal AP costs.

Vargr

Vargr have excellent senses of smell and hearing. All perception tasks using these senses are at –1 Difficulty. When *Sprinting* (see p.13) Vargr get an additional 2 metres at each level of success, but may Sprint for a maximum of two Rounds. Also, while recovering from Sprinting, Vargr may not speak (they pant to lose heat, interfering with normal speech).

Vargr can only kick backwards due to the physical make-up of their legs.

When in groups, Vargr tend to follow their leaders quite closely. Attempts to rally Vargr (see *Morale*, p.38) use one-half of the rallying Vargr's Charisma attribute plus his Leadership for the task. When a perceived leader is wounded or shows cowardice, the Vargr he is leading must make immediate morale checks with double the usual modifiers.

Animals

Animals behave in a very different way from sentient creatures. Animals act primarily on instinct and this needs to be modelled when portraying them in ACQ.

Animals have an APP based on their Speed, equal to approximately 10 AP for every point of their Speed attribute.

Example: Jeff finds himself facing a pack of Carnivore Chasers. His referee has watched "Jurassic Park" once too often and has based these critters on the Velocioraptor. With a Speed of 3 these beasts have an APP of 30!

Referees will also need to set the animal's skill with its attacks. As a general rule, the target numbers shown in Table 18 should be used, although these can be adapted to the particular creature and its attack form(s). For further details of animals, their equivalent skills and likely reactions, see BITS' *"101 Lifeforms"*.

TABLE 18: ANIMAL ATTACK TARGET NUMBERS

Lifeform Type	To Hit
Carnivore (Chaser, Killer, Pouncer, Siren, Trapper)	8
Omnivore (Hunter)	7
Omnivore (Eater, Gatherer)	6
Scavenger (Carrion-Eater, Hijacker, Intimidator, Reducer)	6
Herbivore (Filter, Grazer, Intermittent)	5

Example: Andy is butted by a Denebian Tree-Ox. The Ox is 6000kg, has 32/14 hits, has horns that do 2D×2 damage, and a nasty temper. The Tree-Ox is an Omnivore Eater with a To Hit number of 6. Using the Melee Combat task (see p.16), the Ox needs to roll 6 or less. It succeeds. Andy attempts to dodge, and fails. Olé!

Battle Dress

Battle Dress is a high tech, fully armoured and sealed infantry fighting suit. Augmented Battle Dress (ABD) incorporates additional strength amplification systems – at tech level 10, the ABD provides augmentation to the legs only, while at subsequent tech levels ABD provides full body augmentation. Characters in ABD use the suit's STR characteristic, or their own current STR (whichever is greater) for all tasks requiring Strength. However, any damage to a character comes off their actual STR, not that provided by the ABD.

Moving around in ABD is limited to the maximum speed listed for the suit. This speed cannot be exceeded, e.g. by using a *Sprint* task.

Such suits also include enough additional features to require the use of Battle Dress skill. Combatants using Battle Dress can use their Battle Dress skill in place of others (jumping, climbing, etc.) where the task depends on the agility or strength of the suit.

Characters can use Vacc Suit skill in place of Battle Dress skill, but at +1 Difficulty due to the differences between a common space suit and a suit of advanced battle armour. However, Vacc Suit skill does not provide familiarity with the use of the suit's targeting systems, integral weapons and other military-specific equipment.

Communication

Referees should take care not to allow excess communication and planning during combat. Since each Combat Round is only six seconds long, little more than simple sentences should be allowed. "Duck!" or "Behind you!" take only a second to shout. However, any communication taking more than a few seconds to yell, or which includes complex technical or tactical data, should require APs to be expended, since the action is occupying the combatant (and may require effort on the part of the recipients to hear and understand in the heat of battle).

Combatants with hands-free radios, or those with prearranged codes, should be allowed a little more latitude.

Encumbrance

Combatants can normally carry up to their current STR in kg without incurring any penalties to tasks they perform. They may carry up to twice their current STR at a penalty of +1 Difficulty on all physical tasks and up to three times their

current STR at a penalty of +2 Difficulty on physical tasks.

If a character carefully distributes their equipment evenly over their body, an extra capacity – again equal to the character's current STR – can be carried for free (subject to referee approval). This is often used to offset the weight of bulky clothing, heavy archaic armour, etc.

Note that characters who carry most of their equipment in their hands lose full use of both arms for any other tasks.

Explosives

Explosions are rated for their concussion damage, which attenuates quickly over distances. Use the listed damage at Contact Range. Quarter the damage for each range band beyond Contact (rounding fractions down). Combatants or items (e.g. vehicles) in direct contact with the explosive take double damage.

Explosive damage is not 100% lethal. Apply half of the dice as physical damage and the other half as stun damage. Explosive damage is exempt from the Blowthrough rule (see p.29). Wound dice from explosions are distributed as per other types of weapon damage.

Gravity

To best simulate the effects of different levels of gravity, multiply the weight of all items by the local gravity in g's (where Terra's gravity is 1.0g), including the weight of the character. This affects the amount of equipment that the character may carry along with the distance that the character may jump.

Optionally, to better mimic the debilitating nature of acting in high gravity environments, reduce the APP of all characters by one for each 10% the current gravity is above the character's homeworld gravity. The reverse effect does not apply for low gravity environments!

Characters with Environmental Combat skill can negate this APP reduction by a number of points equal to their skill.

Example: Septimus originated on a near-Terran world with gravity 1.03g (rounds to 1.0g). On a 1.1g world, Septimus' APP would drop by 1; on a 1.2g world it would drop by 2, etc. However, he has Environmental Combat skill of 2, such that he suffers no APP penalty on worlds of 1.1g or 1.2g; only on a 1.3g world does his APP begin to be reduced (by 1).

High Energy Weapons

High Energy Weapons (HEWs) fire concentrated bolts of plasma (extremely hot gas) at profound velocities. All HEWs are plasma-based; fusion weapons simply allow the plasma to begin to undergo fusion before firing.

When these weapons hit a target, the bolt splatters, doing damage both kinetically and as a standard explosion. The bolt and the splatter will set fire to anything even remotely flammable.

Firing a HEW requires a few extra precautions. Anyone firing a HEW without protective eyewear will almost certainly suffer temporary blindness for 1D hours due to the sun-bright plasma. Additionally, all but the most advanced HEWs require that the firer be wearing a protective garment of some type to protect against the intense heat and radiation generated by the weapon (unprotected users of HEWs take at least 1 point of damage per firing). These same dangers apply to anyone along the line-of-fire (including the target).

Early HEWs do not include any recoil compensators in their design. Firing a TL12 HEW requires a braced, set firing position or the firer will take 1D damage and be knocked over by the recoil. Likewise, most TL13 and TL14 HEWs require Battle Dress to fire, and cannot be discharged unless properly attached to a suit of Battle Dress (via a special interface socket often set in or near the shoulder). In these suits the command to fire momentarily locks the suit in position to properly brace for the recoil.

Very high tech HEWs have gravitic recoil compensators, allowing anyone to fire them, with the most advanced HEWs incorporating special damping fields to protect against radiation and heat. The warnings about blindness still apply, however.

Laser Sights

Laser sights may be mounted on any direct-fire weapon. For an expenditure of only +2 APs they provide a +4 to the To Hit task number. These extra APs involve spotting the laser dot and any correction to the character's aim.

Laser sights are ineffective beyond Short range, and may not be visible under bright lighting conditions.

Weapons equipped with both laser and telescopic sights may use the laser bonus if the perceived aiming range is Short or less (after dividing for the telescopic sights). See also *Telescopic Sights* on p.39.

Morale

Every adversary that the characters confront will have a morale number (from Table 20), which represents their opponent's ability to act under stress. When faced with a dangerous or threatening situation, the referee should roll the following task for each character so affected:

To maintain morale:
➢Average Leadership (Morale)

- Leadership skill is that of the group leader, not of a given individual.
- APs cannot be used to improve the chance of success.

Spectacular Success: Character is exempt from further morale checks for the duration of this combat.
Success: Character maintains good morale.
Failure: Character must move to cover as soon as possible; character will remain in cover until they pass a Formidable morale task.
Spectacular Failure: Character must retreat by the fastest means available to safety; if retreat is not possible, the character may surrender or "fight like a cornered rat" at the referee's option.

Note that the Leadership skill used in this task is that of the ranking combatant in charge. This may not necessarily be the character with the highest Leadership skill level! The ranking combatant must also be in reasonable proximity to those making the morale check for his Leadership to be effective. A character cannot use his own Leadership skill to augment this task.

When a morale check is called for, roll this task during the APP Phase of the following Combat Round. Reasons for checking morale, as well as the difficulty modifiers, are given in Table 19.

TABLE 19: MORALE MODIFIERS

Reason or Cause	Modifier
Fired upon	None
At a Superficial wound state	+1 Difficulty
At a Minor wound state	+2 Difficulty
At a Serious wound state	+3 Difficulty
Nearby friend is wounded	+1 Difficulty
Side has 25% casualties*	None
Side has 50% casualties*	+1 Difficulty
Side has 75% casualties*	+2 Difficulty
Opponents have overwhelming superiority	+1 Difficulty
"Leader" recently killed	+1 Difficulty

**Any dead, wounded, or routed combatants on the NPC's side are considered casualties.*

"Bugout Fever" is contagious, and if someone sees his companions running, their dedication to the cause is likely to slip.

However, any character may attempt to restore the morale of their comrades by succeeding at a Formidable Morale Task.

At no time should the referee let the dice rule the situation. These rules are meant to apply to the generic thugs of Traveller life; major villains and other important non-player characters should act as appropriate to the campaign.

Additionally, if a character succeeds in their morale check time and time again, the referee may opt to increase their Morale characteristic for the duration of the encounter (e.g. increasing a *Green* unit to *Regular* morale status, *Regular* to *Veteran*, etc.).

Non-Player Characters

For the purposes of ACQ, Non-Player Characters (NPCs) can be divided into four basic groups based on their combat expertise:

Green

Green NPCs are not used to combat, and not prepared for it. Most civilians are Green.

Regular

Regular NPCs are alert and ready for combat, but lacking real instinct and experience. Anyone who has served at least one full term in a militaristic career, for example most soldiers, police, pirates, violent gang members.

Veteran

Veterans have been to the edge, and survived. These people know what to do when the sirens sound and the lead starts flying. Anyone who has served two full terms in a militaristic career – soldiers in wartime, mercenaries, survivors of a major conflict, etc.

Elite

The best of the best. These folks never lose their heads in combat and have the skills to survive. Anyone who has served at least three full terms in a military career, with at least one of those terms being in an elite military branch, for example commandos, police SWAT team members and highly trained martial artists.

NPCs have four basic characteristics, as given in Table 20. This table will produce good "cannon-fodder" – more detailed NPCs should be generated according to the normal Traveller rules.

The **UPP** represents typical characteristics for this class of combatant; only the first four characteristics are used in ACQ.

The **APP** is a typical Action Point Pool for that NPC type.

Morale is a numerical rating for the NPC's morale level (see *Morale* on p.38).

Skill is the average combat skill level of the given type of NPC and is used to determine target numbers. As a rule of thumb, non-combat skills related to the NPC's primary area of knowledge will also be equal to this value, while combat and non-combat skills outside their area of expertise will be at half this value (rounding down).

TABLE 20: NPC CHARACTERISTICS

Type	UPP	APP	Morale	Skill
Green	6767xx	14	7	1
Regular	7787xx	14	11	2
Veteran	8898xx	17	14	4
Elite	9AA9xx	22	17	6

Psionics

Using psionics during combat requires an expenditure of APs equal to five times the power's cost in Psionic Strength Points.

Example: Lilith uses Clairvoyance to scan the next room (range Very Short, cost 2 Psi Str points). This costs her 5×2 = 10 APs.

On her next Turn, she starts gathering energy for a massive assault on the enemy she sensed. She wants to do 5D damage, at a cost of 6 Psi Str points (5 for the damage, +1 for the range).

This will cost her 30 APs. Since her APP is only 21, it will take Lilith two Combat Rounds to make the attack.

Telepathic Assault attacks the physical characteristics of the target. All the normal rules for wounding apply, except for blowthrough.

Persons using psionic *Teleportation* must make the following task to avoid disorientation upon arriving at their destination:

To avoid Teleport disorientation:
➢Difficult Teleport (INT)
Spectacular Success: Teleporter suffers no disorientation.
Success: Teleporter's APP is halved for remainder of Combat Round.
Failure: Teleporter's APP is halved for 1D Combat Rounds.
Spectacular Failure: Teleporter falls prone and their APP is reduced to zero for the remainder of the Combat Round. Their APP is halved for an additional 2D Rounds.

Telescopic Sights

Sights are rated for magnification. When a weapon equipped with telescopic sights is fired from a braced position, divide the range to the target (in metres) by the magnification of the sight for To Hit purposes only (i.e. the maximum range of the weapon is not altered).

Using a telescopic sight requires an extra 2 APs expenditure, which does not count as extra APs for *Aiming* (see p.19). See also *Laser Sights* on p.37.

Example: Roderick wants to mount a ×3 telescopic scope on – of all things – his newly acquired Famille Spofulam Light PCMP-12. This weapon normally has a Range of Medium, making its maximum effective range Very Long (1,500 metres – an Hopeless To Hit task).

Thanks to his new scope, targets at a range of 1,200m are treated as if they were only 400m away, which drops the task difficulty down to Staggering (if he chooses to spend the 2 APs to use the scope).

Vacuum/Hostile Environments

The main danger when fighting in a hostile atmosphere is the threat of a punctured protective suit. Whenever a combatant's suit is punctured (i.e. the Armour rating is exceeded by an attack), the combatant has to patch the suit quickly.

Almost all vacc suits come equipped with several self-adhesive emergency slap patches (cost: Cr5 each). It is important to remember that a suit can only be patched so many times before you begin patching patches. The suit should then be replaced to eliminate the chance of a repair failure (like weapon malfunctions, this kind of situation is left up to referee).

To apply an emergency patch to a suit:
➢Difficult Vacc Suit (DEX)

- +1 Difficulty if using Environmental Combat rather than Vacc Suit.
- Requires an AP expenditure (4 APs).

Spectacular Success: As Success; only 2 APs are expended.
Success: Character applies patch properly.
Failure: Character fails to apply patch properly.
Spectacular Failure: Suit is damaged such that further patching attempts are at +2 Difficulty; suit must be replaced as soon as possible.

Each Combat Round that the character is exposed to vacuum inflicts 1D3 damage. Armour does not protect against this damage, although warm clothing, smaller breaches, and/or preparing oneself for the exposure might reduce the damage by 1 or 2 points.

Damage is both applied and recovered as for any other physical wounds.

If the combat is taking place in a corrosive or insidious atmosphere, the referee must determine the effects of exposure to the gasses present.

Whenever an environment at a significantly higher pressure is opened to a lower pressure area, blow-out/in will occur. The basic effects are hurricane force winds blowing to/from the breech. In a blow-out, the main concern is getting into a vacc suit and avoiding being sucked out into the void. When a blow-in occurs, avoiding flying debris and the dangers of a presumably hostile atmosphere are paramount.

Attempting to move in an area experiencing a blow-out is very difficult. The referee should impose tasks based on the availability of handholds, the size of the breech, etc.

Weapon Reliability

When a Spectacular Failure is rolled with a firearm or powered melee weapon, the referee may decide that the device has malfunctioned (jammed, lost power, etc.). The actual effect at the moment of malfunction depends mostly on the quality of the weapon itself, although other factors could be responsible (weather, low quality ammunition, etc.).

Example: Doug takes aim at a cute little Terran Roadrunner 1 km away using Roderick's trusty Famille Spofulam Light PCMP-12 (recently outfitted with a new x3 telescopic sight). Unfortunately, neither of them read the warning in the manual about using Roderick's new toy with Acme "Fizzle-POP!" energy cells. The bird barely notices the flash of light on the horizon as it spots a pile of yummy seeds lying on the ground…

Assuming the weapon doesn't explode, correcting a malfunctioning weapon involves succeeding in the following task:

To "clear" a malfunctioning weapon:
➢Average *[Weapon skill]* (DEX)

- Requires a random AP expenditure (3D APs).

Spectacular Success: Character succeeds in clearing the weapon in only half the time (half number of APs required).
Success: Character clears malfunction.
Failure: Character fails to clear malfunction.
Spectacular Failure: Character damages the weapon; it must be properly stripped and serviced out of combat before it will work again.

The player is allowed to make the random AP roll before committing to this task. If they decide that the task is too time-consuming after seeing the result, they are required to expend only 3 APs (representing diagnosing the weapon fault).

If failed, this task may be attempted a number of times equal to the skill level of the character. If all these attempts are failed, the weapon requires a full overhaul in a proper workshop environment.

Zero-Gravity

A micro- or zero-gravity environment is a challenging combat environment. Each time a combatant expends APs performing an action in zero-gravity, they must make the following task:

To maintain/regain stability in zero-gravity:
➢Average Environment Combat (DEX), or

- +1 Difficulty if using Vacc Suit or Battle Dress (assuming the appropriate suit is being worn).
- Requires an AP expenditure for reorientation (4 APs).
- -2 Difficulty if using handholds.

Spectacular Success: As Success; only 2 APs are expended on the action.
Success: The action was carried out properly without causing any disorientation. If previously disoriented, reorientation has been achieved.
Failure: Character loses (or fails to regain) orientation.
Spectacular Failure: Character begins to tumble; all reorientation tasks are at one difficulty level higher than normal and character can perform no other task but this one until reoriented.

This task is also necessary when trying to regain stability in zero-gravity. Disorientated characters cannot expend APs on any other action until they have stabilised themselves.

Managing weapon recoil is particularly difficult in zero-gravity. Use the above task when firing weapons that possess recoil, and replace the task difficulty rating with the appropriate one from Table 21.

TABLE 21: RECOIL IN LOW GRAVITY

Recoil Level	Task Level
Light	Average
Medium	Difficult
High	Formidable

Movement in zero-gravity is performed by pushing off obstacles and drifting in free-fall. It is essentially free movement (an AP expenditure is only required when starting or stopping). To keep things simple, all characters are assumed to reach their intended destinations during the Update Phase of the Combat Round that they are scheduled to arrive (based on their drift rate and the distance involved).

Drifting in zero-gravity takes place at a base rate of 5 metres per Combat Round. This rate can be increased at the expense of increasing the task difficulty for stopping (see below). It costs 4 APs to begin moving in zero-gravity, regardless of the actual drift rate chosen.

Upon arriving at the chosen destination, a further 8 APs and a task roll are necessary to stop safely. A character must pay these 8 APs during the Update Phase to stop moving or the task is considered an automatic Spectacular Failure (i.e. they must have reserved the 8 APs from that Combat Round). The difficulty rating of this task is increased by one level per 5 metre increase (or fraction thereof) in the character's drift rate, to a maximum of 20 metres per second.

To stop moving in zero-gravity:
➢Average Environment Combat (DEX)

- +1 Difficulty if using Vacc Suit or Battle Dress (assuming the appropriate suit is being worn).
- Requires an AP expenditure (8 APs).
- Increase task difficulty by one level per 5 metre increase (or fraction thereof) in drift rate above 5 metres per Round.

Spectacular Success: Character lands exactly on target with their aiming point.
Success: Character lands within 1D3 metres of their aiming point.
Failure: Character lands within 1D metres of their aiming point; character must succeed in a normal reorientation task before attempting any other actions.
Spectacular Failure: Character lands within 2D metres of their aiming point; character must succeed in a reorientation task, at +1 Difficulty level, before attempting any other actions.

Example: Xenofire the Aslan wishes to drift from one side of the cargo bay to the other in a Beowulf-class free trader (a distance of approximately 18 metres). He picks his destination on the far side, expends 4 APs, and pushes off very strongly from the starboard bulkhead to give him a drift rate of 20 metres per Combat Round.

At the end of this Round's Update Phase he must spend 8 APs and make a Staggering task to stop safely (+3 Difficulty levels due to the additional velocity). He manages to roll a standard success, which places him within 1D3 metres of his chosen landing spot. If he had chosen a drift rate of only 10 metres, he would have arrived during the Update Phase of the next Round, but at only a Difficult task level.

In the same manner that sudden loss of gravity can cause disorientation, so sudden return of gravity can cause free-floating characters to 'fall'. The referee should treat this instance as a jump from the appropriate height (see p.11), at one difficulty higher due to surprise (i.e. when "up" turns out to really be "down").

The Armoury lists a wide range of weaponry, giving the following data:

Name The typical designation of the weapon and its tech level in the format name-TL (taken from *"Emperor's Arsenal"*). RF = Rapid Fire; VRF = Very Rapid Fire.

Dam The weapon's damage rating: AP = Armour-Piercing ammunition (p.28); HP = Hollow Point ammunition (p.28); *N*[*n*] = explosive ammunition (see p.37) – direct damage *N*, blast damage *n*.

Range The basic range of the weapon.

Shots The number of shots carried: BP = Black Powder weapon; R = Revolver.

Mass The loaded weight of the weapon in kg.

Reloads The weight of one loaded magazine: n/a = ammunition is carried loose; - = negligible.

Burst Maximum burst rate of the weapon, if any.

Recoil Recoil of the Weapon: H = Heavy; M = Medium; L = Light.

Sig Signature of the weapon: H = High; M = Medium; L = Low.

Cost Cost of the weapon in Imperial Credits at the TL of manufacture.

Fragments Number of fragments produced by a fragmentation grenade.

Armour Armour rating of armour: R = Rigid; F = Flexible.

Melee Weapons

Name	Dam	Mass	Cost
Adelie Penguin-0 {a,b}	1	4.7	varies
Emperor Penguin-0 {a}	2	10	varies
Ax-0	2	2.2	70
Club-0	2	1.5	60
Spear-0 {b}	2	1.0	60
Sword-0	2	1.5	40
Ax-1	2	1.8	220
Knife-1 {b}	1	0.6	60
Polearm-1 {a}	3	3.5	160
Spear-1 {b}	2	1.0	60
Sword-1	2	2.0	200
Stiletto-2	1(AP)	0.2	25
Rapier-2	1	0.8	150
Hand Stunner-8	{c}	0.3	50
Shock Baton-8	{c}	0.8	150
Knife-10 {b}	1	0.4	50
Civilian Waterknife-10	{d}	9.0	2000
Military Waterknife-10	{d}	7.0	3500

{a} Requires two hands.

{b} May be thrown (see *Muscle-Powered Ranged Weapons*).

{c} Hand Stunners and Shock Batons deliver 1D stun damage but cannot penetrate armour of any sort (including heavy clothing). Shock Batons can also be used as clubs, delivering 1D physical damage at the same time as the stun damage.

{d} Waterknives use a fine, precisely aimed stream of abrasive-loaded water to cause 2D damage to the target. On stationary targets, treat the waterknife as having a damage rating of 12. Civilian models are improvised and are –3 DM To Hit. Neither version is dangerous beyond Contact (3 metres).

Muscle-Powered Ranged Weapons

Name	Dam	Range	Shots	Mass	Reloads	Burst	Recoil	Sig	Cost
Adelie Penguin-0*	1	Contact	1	4.7	(4.7)	-	{a}	L	varies
Blowgun-0*	drug	Contact	1	0.2	n/a	-	L	L	20
Bow-0*	1	Contact	1	1.8	0.2	-	M	L	60
Knife-0	1	Contact	1	0.6	(0.6)	-	L	L	60
Sling-0*	1	Contact	1	0.1	0.1	-	M	L	20
Spear-0	1	Contact	1	1.0	1.0	-	M	L	60
Bow-1*	2	Short	1	1.9	0.1	-	M	L	200
Heavy Crossbow-1*	3	Short	1	8.9	0.1	-	H	L	340
Light Crossbow-1*	2	Short	1	2.8	0.1	-	M	L	200
Spear-1	1	Contact	1	1.0	1.0	-	M	L	60
Medium Crossbow-2*	3	Short	1	6.5	0.1	-	H	L	350
Crossbow-7*	3	Medium	1	3.8	0.1	-	H	L	350
Knife-10	1	V. Short	1	0.4	(0.4)	-	L	L	50
Crossbow-11*	4	Medium	1	3.8	0.1	-	M	L	550

* Weapon must be readied after each shot. The Heavy Crossbow requires a STR of 9+ to reload.
Note: Recoil is set artificially high to mimic the time required to operate the weapon prior to release.
{a} Depends upon degree to which penguin is struggling.

Grenades and Other Explosives

Name	Dam	Mass	Fragments	Cost
Black Powder-2 {a}	[6]/kg	1.0	—	20
Dynamite-4 {a}	[7]/kg	1.0	—	40
Grenade-4	[7]	0.5	100	30
Anti-tank Grenade-5	21 [13]	0.8	100	50
Demo Charge-5 {a}	[22]	5.0	0	50
Grenade-6	[6]	1.0	200	20
Assault Grenade-7	[17]	1.2	50	100
Plastic Explosive-7 {a}	[8]/kg	1.0	—	70
Grenade-8	[7]	0.2	200	50
Grenade-10	[8]	0.2	200	50
Sticky Grenade-10	{b}	0.5	-	80
Grenade-12	[8]	0.2	200	50
Grenade-14	[10]	0.2	200	50
Plasma Grenade-14	17 [4]	0.5	0	150

Grenades use the rules for Thrown Weapons (see pages 25,26).
{a} These bulk explosives require the proper detonators and Demolitions skill to be used effectively.
{b} Sticky Grenades spray a highly adhesive foam over a 3×3 metre area. Treat all those within this area as being hit by a Sticky Gun (see Rifles table, note {c}).

Pistols

Name	Dam	Range	Shots	Mass	Reloads	Burst	Recoil	Sig	Cost
Heavy Pistol-2*	2	V.Short	1(BP)	1.0	n/a	-	H	H	140
Light Pistol-2*	1	Contact	1(BP)	0.5	n/a	-	M	H	120
Heavy Pistol-3	2	V.Short	1	0.9	n/a	-	M	M	150
Light Pistol-3	1	Contact	2	0.7	n/a	-	M	M	170
Revolver-3*	2	V.Short	6(R)	1.4	0.1	-	M	M	150
Pistol-4	1	V.Short	6	0.8	0.1	-	M	M	260
Body Pistol-4	1	Contact	4	0.3	n/a	-	M	M	120
Light Pistol-4	1	Contact	2	0.3	n/a	-	M	M	50
Heavy Revolver-4	2	V.Short	6(R)	1.0	n/a	-	M	M	150
Pistol-5	2	V.Short	10	1.0	0.1	-	M	M	300
Pepper-7	{a}	V. Short	10	0.1	-	-	L	L	10
Tranq Pistol-7	drug	Contact	1	0.2	0.1	-	L	L	120
Pistol-7	2	V.Short	15	1.0	0.2	-	M	M	360
Heavy Pistol-7	3	V.Short	10	1.6	0.2	-	M	M	980
Body Pistol-8	2	V.Short	4	0.5	-	-	M	M	1,500
Hazer-9	{b}	Contact	-	3.5	-	-	L	L	700
Flasher-9	{c}	Contact	-	3.0	-	-	L	L	800
Pistol-10	3	V.Short	30	1.0	0.2	-	M	M	490
Magnum Revolver-10	3	Short	6(R)	1.4	n/a	-	M	M	2,300
Blur-11	{d}	special	10	0.2	-	-	L	L	25
Staple Gun-11	2	V.Short	25	0.9	0.1	5	M	M	550
Pistol-11	3	V.Short	20	1.1	0.2	-	M	M	500
Target Pistol-11	3	Short	20	1.5	0.2	-	M	M	2,100
Snub Gun-11	5 [1]	V.Short	10/20	0.6	0.1	-	L	M	610
Pocket Snub Gun-11	5 [1]	Contact	3	0.2	-	-	L	M	210
Pocket Thud Gun-11	{e}	Contact	2	0.3	-	-	M	L	160
Body Pistol-12	2	Contact	1	0.1	-	-	M	M	540
Body Pistol-12	2	Contact	5	0.2	-	-	M	M	1,100
Hvy Laser Pistol-12	5	Short	30	2.9	1.3	-	L	M	7,500
Light Laser Pistol-12	4	Short	30	2.0	0.7	-	L	M	2,000
Spurt Gun-12	2	Contact	200	0.2	-	50	M	M	2,000
Gauss Pistol-13	4(AP)	Short	100	2.4	1	20	L	L	2,600
Laser Pistol-13	4	Short	40	1.6	-	5	L	L	2,150
Hvy Gauss Pistol-14	5(AP)	Short	30	1.6	0.3	10	M	L	8,200
Laser Pistol-14	4	Short	50	1.4	0.3	10	L	L	2,930
VRF Gauss Pistol-14	3(AP)	V.Short	400	1.3	0.6	50	L	L	2,600
Laser Pistol-15	4	Short	30	1.0	0.2	10	L	L	2,900
Body Pistol-15	2	Contact	3	0.1	-	-	L	M	5,500

* Weapon must be readied after each shot.

{a} Pepper is a non-toxic chemical which causes pain to the victim (1D stun damage) only if it strikes the face – which requires a called shot (-3 DM). The victim must then make an Average Endurance test to perform any action. The effects wear off in about an hour if untreated, but disappear after a few minutes if flushed away with water.

{b} A Hazer is a sonic weapon that causes severe discomfort in its target. Victims must make an Average Endurance test (-1 DM per doubling of the number of Hazers, +1 DM per range band beyond Contact) or be forced to move away from the user. Victims in sealed suits or wearing ear protection gain a +3 DM. The battery pack is good for 5 minutes of continuous use.

{c} A Flasher is a non-lethal weapon that uses light to incapacitate its targets. Anyone looking in the direction of the Flasher suffers 1D stun damage (-1 DM per doubling of the number of Flashers, +1 DM per range band beyond Contact). The battery pack is good for 30 minutes of continuous use.

{d} Blur is an intense topical anaesthetic with effects similar to Pepper but affecting any exposed area of skin (such that it does not require an aimed attack on the target's face).

{e} The Pocket Thud Gun fires a heavy, slow moving projectile that delivers 1D stun damage (the projectile counts as AP vs. flexible armour).

Rifles

Name	Dam	Range	Shots	Mass	Reloads	Burst	Recoil	Sig	Cost
Musket-2*	3	V.Short	1(BP)	3.6	0.1	-	M	H	120
Air Rifle-3*	2	Short	20	2.2	0.3	-	L	L	220
Rifle-3	3	Short	1	2.7	n/a	-	H	H	2,400
Rifle-4*	4	Medium	5	5.7	0.1	-	M	M	350
ACR-5	4	Medium	20	6.8	0.5	-	M	M	640
Anti-Tank Rifle-5*	7	Medium	5	32.8	1.9	-	H	H	2400
Hunting Rifle-5*	5	Medium	4	6.4	0.1	-	M	H	480
Heavy ACR-6	5	Medium	20	5.9	0.5	10	M	M	1,900
Light ACR-6	4	Medium	40	4.0	0.4	10	M	M	500
Heavy ACR-7	5	Medium	30	5.2	0.7	10	M	H	1,900
Light ACR-7	4	Medium	50	3.6	0.5	10	M	M	500
Sniper Rifle-7*	6	V.Long	5	12.2	0.3	-	H	H	8,300
Tranq Rifle-7	drug	V.Short	1	0.5	0.1	-	L	L	170
Net Gun-8	{a}	Contact	1	2.5	1.0	-	M	L	400
Thud Gun-8	{b}	Contact	1	1.4	0.1	-	M	L	160
Heavy ACR-9	5	Medium	40	4.9	0.5	10	M	H	2,500
Light ACR-9	4	Medium	60	4.2	0.3	20	M	M	920
Bullpup-9	4	Short	50	3.5	0.5	10	M	M	300
RF ACR-10	4	Short	250	3.4	1.1	20	M	M	640
ACR-10	4	Medium	100	5.2	1.2	10	M	M	1,090
Hunting Rifle-10*	5	Long	5	4.7	0.1	-	M	H	4,000
Sniper Rifle-10	6	Long	10	5.2	0.2	-	H	H	4,200
Sticky Gun-10	{c}	special	40	7.0	5.0	-	L	L	2,000
ACR-11	5	Medium	100	4.3	0.6	5	M	H	1,050
Stay-Put-11	{d}	special	5	2.0	1.5	-	L	L	400
Thud Gun-11	{b}	V.Short	10	0.7	0.1	-	M	L	580
ACR-12	5	Medium	100	4.1	0.5	10	M	H	2,900
Gauss Sniper Rifle-12	8(AP)	Long	10	10.4	2.1	-	M	L	31,300
Laser Rifle-12	7	Long	50	15.6	7.8	-	L	L	10,400
Gauss ACR-13	6(AP)	Medium	100	5.5	3.0	20	M	L	6,700
Laser ACR-13	6	Long	50	5.5	2.8	10	L	L	11,300
Heavy Laser Rifle-13	10	Long	5	10.7	2.0	-	L	L	54,500
Gauss ACR-14	6(AP)	Medium	100	5.2	2.0	20	M	L	4,900
Laser ACR-14 - half strength - quarter strength	6 5 4	Long	50 100 200	4.5	1.7	10	L	L	5,200
Gauss ACR-15	6(AP)	Long	50	4.6	0.8	10	M	L	11,600
Laser ACR-15 - half strength	7 6	Long	50 100	4.5	2.1	10	L	L	14,600
Plasma Blunderbuss-15 {e}	17 [4]	Medium	5	7.4	-	-	H	H	7,800

ACR = Advanced Combat Rifle, used here for any military style weapon.

* Weapon needs to be readied after each shot.

{a} The Net Gun fires a large expanding net designed to subdue a target without damage. The net flies fairly slowly but is still +3 DM To Hit vs. slow or surprised targets. Once trapped in the net, a victim's current DEX is reduced by 2D (and they can only move as if traversing Very Cluttered Terrain), until the net is removed (which takes 1 Combat Round per point of DEX lost). TL 10+ nets are usually treated with the same tranquilliser used in tranq rounds. Replacement nets are Cr100 (Cr200 for treated nets).

{b} The Thud Gun-8 fires a heavy, slow moving projectile that delivers 1D stun damage (the projectile counts as AP vs. flexible armour). The Thud Gun-11 does 2D stun damage.

{c} Sticky Guns shoot a stream of fast-setting flexible resin. Each hit inflicts 1D+1 Control Points (see *Grappling*, p.17). The Control Points are lost as soon as the resin is removed. Armour does not protect against this attack. Called shots (at –3 DM) allow the firer to opt to double the Control Points inflicted, or bond a target to a wall, bind their legs together, etc. Each successful Formidable STR task (10 APs) by the victim reduces the Control Points by 1D. Sticky Guns have a maximum range of Very Short.

{d} Stay-Put weapons use a super-lubricant which makes it nearly impossible to move and/or remain standing. Each hit immediately reduces the victim's effective DEX by 1D (to a minimum of 2) until the lubricant is removed. While 'lubricated', all physical tasks require an Average DEX roll; the failure margin for this roll is applied as a negative DM to the task attempted. Users of Stay-Put wear special shoes and gloves with chemically treated or heated surfaces to repel or boil off any Stay-Put that contacts them, allowing them to move around unhindered. Stay-Put weapons have a maximum range of Very Short.

{e} See note {f} on the *Heavy Weapons* table (p. 47).

Machineguns

Name	Dam	Range	Shots	Mass	Reloads	Burst	Recoil	Sig	Cost
MG-4	4	Medium	200	17.5	6.1	10	M	M	360
RF MG-4	4	Medium	200	48.0	6.1	20	M	M	820
Medium MG-5	4	Medium	200	15.6	5.9	10	M	M	950
Heavy MG-5	6	Long	200	50.5	23.2	10	H	H	2,600
SMG-5	2	V.Short	30	2.0	0.4	10	M	M	220
Heavy MG-6	6	Long	200	39.9	19.0	10	H	H	2,700
Medium MG-6	5	Medium	200	14.0	5.4	20	M	H	1,200
SMG-6	2	V.Short	30	1.8	0.4	10	M	M	230
VRF MG-7	5	Medium	2000	70.0	48.6	50	H	H	1,800
Heavy MG-8	8	Long	100	76.0	30.0	10	H	H	8,700
SMG-9	3	Short	100	3.0	1.4	10	M	M	780
Compact SMG-9	3	V.Short	20	1.8	0.3	10	M	M	750
Heavy MG-10	9	Long	300	190.0	75.0	10	H	H	5,500
VRF Gauss MG-10	10(AP)	Long	3000	75.0	25.0	50	M	L	24,300
Snub SMG-11	5 [1]	Short	60	1.6	0.3	5	M	L	960
RF Gauss MG-12	9(AP)	Long	500	68.0	58.0	20	M	L	9,100
VRF Gauss MG-13	8(AP)	Medium	10000	65.0	32.0	50	M	L	16,000
Heavy Snub SMG-13	9 [4]	Short	12	1.1	0.4	5	M	M	200
VRF Gauss MG-14	9(AP)	Long	10000	70.0	29.0	50	M	L	33,000
Laser MG-14	10	Long	-	36.8	24.4	10	L	L	45,500

SMG = Submachine gun, an automatic weapon firing pistol ammunition.
MG = Machinegun, any weapon designed primarily for suppression fire.

Shotguns

Name	Dam	Range	Shots	Mass	Reloads	Burst	Recoil	Sig	Cost
Blunderbuss-2*	{a}	Contact	1(BP)	3.4	0.2	-	H	H	90
Shotgun-3*	{a}	V.Short	2	4.7	0.1	-	M	M	200
Shotgun-4*	{a}	V.Short	6	3.8	0.2	-	M	M	200
Shotgun-10	{a}	Short	2	3.7	0.1	-	M	M	1,100
Assault Shotgun-10	{a}	V.Short	15x2	5.7	1.8	10	M	M	600
Gauss Shotgun-13	{a}	V.Short	10x2	7.0	2.9	-	M	L	2,300
Gauss Shotgun-14	{a}	V.Short	10x2	6.3	1.8	-	M	L	2,000

* Weapon must be readied after each shot.

{a} Shotguns use shotshells, examples of which are given in Table 12 (p.23).

Heavy Weapons

Name	Dam	Range	Shots	Mass	Reload	Burst	Recoil	Sig	Cost
Flamethrower-5	{a}	Contact	10	20.0	15.0	-	L	H	500
LAAW-5 {e}	19 [15]	V.Short	1	6.3	4.1	-	L	H	400
Mortar-5	[15]	{b}	1	17.5	4.6		L	L	250
Recoilless Rifle-6 {e}	21 [16]	V.Short	1	13.4	5.2	-	L	H	860
LAAW-6 {e}	20 [16]	Short	1	8.0	5.2	-	L	H	420
Anti-Tank Missile-6 {e}	22 [14]	{c}	1	11.6	9.1	-	L	H	750
Flame Rocket-7 {e}	{d}	Short	4	36.0	no	-	L	M	980
Disposable LAAW-7	21 [13]	Short	1	5.0	no	-	L	M	420
Light Anti-Tank Missile-7 {e}	26 [16]	{c}	1	12.5	9.5	-	L	H	2,300
LAAW-8 {e}	23 [16]	Short	1	9.1	6.5	-	L	H	1,100
Mortar-8	[17]	{b}	1	13.5	4.0	-	L	L	250
LAAW-11 {e}	29 [17]	Short	1	13.0	11.5	-	L	H	4,600
PCMP-12 {f}	19 [4]	Medium	20	28.9	16.6	-	H	H	24,500
PCMP-13 {f}	21 [5]	Long	20	28.6	13.3	-	M	H	45,000
PCMP-14 {f}	23 [5]	Long	20	38.6	13.0	-	M	H	66,100
PCMP-15 {f}	25 [6]	Long	20	38.6	12.5	-	M	H	91,100

LAAW = Light Anti-Armour Weapon, a one shot rocket or missile.
PCMP = Plasma Cannon Man Portable.

{a} Each shot from a Flame-thrower will set everything on fire in a roughly 10×10 metre area (+3 DM To Hit given the large target area). All targets in the area of effect take 1D damage per Combat Round unless wearing sealed armour with an AV of at least 1. Victims hit directly by the flame jet must be extinguished by smothering, etc. Other victims can avoid further damage simply by leaving the burning area. If the user of the Flame-thrower is attacked and hit, calculate damage normally, then add 2D to the damage taken; if the result is 14+, the Flame-thrower fuel tanks have been punctured...

{b} Mortars are indirect-fire weapons with a minimum range of about 50 metres and a maximum range of 3 km. Projectiles take approximately 1 complete Combat Round per 500 metres travelled to reach their target. Mortars can also fire incendiary, chemical, flare and smoke rounds.

{c} The Anti-Tank Missile-6 has an inherent +1 DM To Hit and travels at 750 metres/Combat Round to a maximum range of 1.5 km. The missile must be guided by the firer until it strikes the target (failing to do so results in a miss). The Light Anti-Tank Missile-7 has a +2 DM To Hit and can be user guided or "fire and forget"; in the latter case the missile has a To Hit target number of 6.

{d} The Flame Rocket delivers a Flame-thrower-like attack (see **{a}**) at the point of impact, but causes 2D damage per Round and burns through all non-metallic armours (sealed or unsealed) in one Round.

{e} These weapons have a dangerous back-blast resulting from their low recoil design. Anything directly behind the weapon is subject to an attack equal to ¼ the explosive damage of the weapon.

{f} All PCMPs use a 'projectile' of such severe brightness, heat, and radiation that it will blind, cook, and irradiate anything within 2 metres of the line-of-fire. The sun-bright plasma also superheats the air as it passes by, causing shock waves that can shatter nearby windows, etc. Anyone within this danger zone is subject to an attack equal to half the explosive damage of the weapon.

Personal Body Armour

Name	Armour	Mass	Cost	Defensive Notes
Leather-1 (CSC)	—	8.0	500	Armour 1F vs. melee weapons
Plate-1 (CSC)	1R	30.0	2,500	Armour 3 vs. lasers, if highly polished
Plate-2 (CSC)	2R	25.0	2,500	Armour 3 vs. lasers, if highly polished
Chain-2 (CSC)	2F	25.0	2,500	Armour 1F vs. melee weapons
Flex-6 (CSC)	2F	15.0	1,400	
Cloth-7 (T4)	1F	2.5	100	
Flex-8 (CSC)	2F	2.0	200	
Plate-8 (CSC)	4R/2F	20.0	2,000	Armour 2F at joints (against called shots); Armour 3 vs. lasers, if highly polished
Flex-9 (CSC)	3F	6.0	600	
Reflec-10 (T4)	—	+20%	+30%	Armour 3 vs. lasers
Flex-11 (CSC)	5F	6.0	900	
Diplo-11 (CSC)	3F	1.0	500	
Diplo-11 Elite (CSC)	5F	2.0	1,100	Armour 8 vs. lasers
Helmet-12 (T4)	6R	1.0	60	Protects head only; includes full face plate and sensor suite
Flex-12 (T4)	5F	3.0	200	
Battle Dress-9 (EA)	5R/3R	22.0	10,000	Armour 5R on torso & head, 3R on arms & legs
Battle Dress-10 (EA)	6R/4R	23.0	2000	Armour 6R on torso & head, 4R on arms & legs
ABD-10 (EA)	7R	270.0	15,200	
Battle Dress-11 (EA)	5R	17.0	5,400	
ABD-11 (EA)	7R	360.0	31,000	
ABD-12 (EA)	8R	455.0	257,000	Wearer gains +3 DM To Hit; point defence laser (Damage 3); STR 14; sprint 4m/s
ABD-13 (EA)	9R	310.0	304,000	Armour 11 vs. lasers; STR 12
Battle Pod-13 (EA)	9R(+4)	1,200	390,000	Armour 11 vs. lasers.
Battle Pod-14 (EA)	14R(+7)	1,560	500,000	Operator gains +4 DM To Hit; STR 6 waldos
Battle Pod-15 (EA)	16R(+8)	1,500	635,000	Operator gains +4 DM To Hit; STR 6 waldos

Sources (see these for more information): CSC = *"Central Supply Catalog"*; T4 = *"Marc Miller's Traveller"* main rule book; EA = *"Emperor's Arsenal"* . ABD = Augmented Battle Dress. Armour value in () is magnetic shielding.

*This supplement is for use with **Marc Miller's Traveller** and may also be used with other **Traveller** rule sets.*

At Close Quarters...

...is a tactical system that emphasises the action and reaction process of real combat. Cautious combatants with fast reactions who use all available cover will out-live reckless gun-slinger types!

Add excitement...

...to critical combat situations within your ***Traveller*** game, or use At Close Quarters for standalone ground skirmishes and starship boarding actions!

Comprehensive rules for...

...ranged combat (from aimed shots to suppression fire), melee combat, movement, action/reaction situations, types of cover (and how to reach it quickly), damage effects and healing, zero-g combat and much more. Includes extensive weapons lists and a quick-reference booklet listing all the key tables, tasks and actions.

Published in the UK by BITS ISBN 1 901228 13 4