

Ranged Combat

Ranged combat uses Ballistic Skill (BS)

Close Combat uses Weapon Skill (WS)

Attacking with a weapon you are not skilled with is ½ BS or WS.

Pistols may be used in Close Combat

A Pistol used in close combat has no bonuses or penalties for range or targeting.

Actions

You can take 1 Full Action or 2 Half Actions Per Round

Attacking with a weapon is a half action.

Half Actions must be different (IE Move and Attack, Aim and Attack, but not Attack and Attack)

You may also take one Reaction Per Round, usually Dodge or Parry, Talents may allow others.

Range

Point Blank 2m or closer, + 30 BS

Short Range ½ Standard Range, +10 BS

Long Range 2X Standard Range, -10 BS

Extreme Range 3X Standard Range, -30 BS

A Telescopic Sight ignores the penalties for Extreme and Long Range if a Full Aim action is taken.

Attack Modifiers

Full Auto Burst: Full Action, +20 BS, Each Degree of Success is an extra hit

Semi Auto: Full Action, +10 BS, Every 2 Degrees of Success is an extra hit

Aim : Full Round +20 BS, Half Action +10 BS , Accurate Weapons add extra +10 BS

Suppressing Fire: Full Round, Targets must test for Pinning, Attack each target at -20 BS

Pinning: Willpower test at -20, Success act Normal Fail Must seek cover, only half actions, attacks are at -20

Shooting into Melee: -20 BS, Fail by 20 or less and hit random other Combatant

Called Shots: -20 BS, Pick Hit Location

All Out Attack : +20 WS , you may not parry or dodge

Critical Hits

If you roll a "10" on Damage roll to hit again , If successful roll another D10 for Damage

Any further "10" rolls are rolled again and added to the total

Weapon Jams

Any roll of 96-00 jams a Weapon

Reliable Weapon roll a D10, only Jams on a "10"

Unreliable Weapons Jam on 91-100

Full Round action and test BS to clear a Jam

Cover

Protects Legs and Body unless otherwise specified

Acts as extra Armor in Covered Locations

Flame Weapons

No To hit Roll,

Target test AGI roll to not be hit

AGI is doubled if the attacker is unskilled

If hit second AGI roll or catch fire

On fire deals d10 Damage through armor and 1 Level of Fatigue

Full Round action -20 AGI test to put out the fire

Primitive Weapons/Armor

Normal Armor Doubled vs Primitive Weapons

Primitive Armor halved vs Normal Weapons

Ranged Weapon Modifiers

Man Stopper Rounds: + 3 PEN

Hot Shot Charge +1 Dam, +4 PEN, Roll 2 Dice pick Higher, Jam on 96-00, 1 Shot Only

Overcharge Pack: +1 Damage, ½ Clip Size

Laser Sight: +10 BS, Single Shot only (No Full Auto/Semi Auto)

Dum Dum Bullets: +2 Damage, Armor Doubled

Inferno Shells: Target must test AGI or catch fire

Melee Weapon Special Qualities

Balanced +10 to Parry

Unbalanced -10 to Parry

Defensive -10 to Attack +15 to Parry

Flexible: Cannot be parried or parried with

Shock : Toughness test at +10 per point of armor, failure = stunned for ½ dam rounds

Tearing : Roll 2 Dice for Damage pick highest

Power Weapons : 75% to destroy any non power weapon

Mono-Edge: Not Primitive, +2 PEN

Firing Two Weapons (House Rule)

No Talents: ½ BS, -20 BS on Each Attack

Ambidextrous: ½ BS, -10 BS on Each Attack

Two Weapon Fighting: -20 BS on Each Attack

Two Weapon Fighting/Ambidextrous or Gunslinger: -10 BS on Each Attack

Two Weapon Fighting/Ambidextrous AND Gunslinger: No Penalty