

### TASK DIFFICULTIES

Easy .....	10+
Average .....	15+
Difficult .....	20+
Very Difficult .....	25+
Nearly Impossible .....	30+

### Difficulty Modifiers

Complex Repair .....	+2
Very Complex Repair .....	+4
"It's Never Been Done Before" .....	+6
Don't have the right parts ....	+2
Don't have the right tools ....	+3
Unfamiliar tools, weapon or vehicle .....	+4
Under stress .....	+3
Under attack .....	+3 to +4
Wounded .....	+2 to +6
Drunk, drugged or tired .....	+4
Hostile Environment .....	+4
Very Hostile Environment .....	+6
Lack of instructions for task ..	+2
All the other characters are "kibbitzing" while you're trying to do the task .....	+3
Has never performed this task before .....	+1
Difficult Acrobatics involved ..	+3
Very Difficult Acrobatics involved .....	+4
Impossible Acrobatics involved .....	+5
Information hidden, secret or obscure .....	+3
Well-hidden clue, secret door, panel, etc. ....	+3
Complex program .....	+3
Very complex program .....	+5
Complex lock .....	+3
Very complex lock .....	+5
Target on guard or alerted ....	+3
Brightly lit area .....	+3
Insufficient light .....	+3
Pitch Blackness .....	+4
Trying to perform secretive task while under observation .....	+4

### FUMBLE TABLES

<b>REFLEX (Combat)</b>	1-4 No fumble. You just screw up. 5 You drop your weapon. 6 Weapon discharges (make reliability roll for non-autoweap.) or strikes something harmless. 7 Weapon jams (make reliability roll for non-autoweap.) or imbeds itself in the ground for one turn. 8 You manage to wound yourself. Roll for location. 9-10 You manage to wound a member of your own party.
<b>REFLEX (Athletics)</b>	1-4 No fumble. You just mess up and make an idiot of yourself. 5-7 You fail miserably. Take 1 point in minor damage (sprain, fall, stumble), plus make a Save vs. Stun. 8-10 You fail abysmally. If a physical action, take 1D6 in damage from falling or strained muscles. Also make a roll vs Stun at -1.
<b>TECH (Repair or create)</b>	1-4 No fumble. You just can't get it together. 5-7 You not only fail, you make it worse! You drop the tools you're working with, or you lose your grip and damage the thing you're working with even more. Raise the Difficulty by 5 points and try again. 8-10 Wow. Did you ever blow it! You damaged the device or creation beyond repair. Buy a new one.
<b>EMP (Convince, Fast talk, Seduce)</b>	1-4 No fumble. They just won't buy it. 5-6 So much for your people skills. You not only don't convince them; you leave them totally cold (-4 to your next EMP die roll) to any other suggestion you might have. 7-10 Wow! You blew it royally. You not only didn't convince them, but now they're actually, violently opposed to anything you want to do. Roll 1D10. On a 1-4, they actually attempt to do you physical harm.
<b>INT (Figure out, Notice, catch a clue)</b>	1-4 No fumble; You just don't know how to do it. You don't know what's going on. You carry on, oblivious to higher concerns. 5-7 You don't know anything about what's going on, and you haven't a clue about how to do anything about it. Make a Convince check at -2 to see if anyone else notices how dumb you are. 8-10 Wow, are you oblivious. You not only don't know what's going on or anything about the subject, but <u>everyone</u> knows how ignorant you are.

### IP AWARD GUIDELINE TABLE

Award	Based on:
1	Used Skills in this area often, even if not effectively.
2	Used Skills effectively.
3	Frequent and effective use of Skill.
4	Did something out of the ordinary with this Skill.
5	Very clever or effective use of this Skill.
6	Extremely clever or effective use of Skill.
7	Skill was critical to player in this adventure session.
8	Skill use was critical to entire group this adventure session.
9	Did something really incredible with this Skill.

### REPUTATION TABLE

Level	Who Knows About You
1	Anyone who was there at the time knows.
2	Stories have gotten around to immediate friends.
3	All your co-workers and casual acquaintances know.
4	Stories are all over the local area.
5	Your name is recognized by others beyond your local area.
6	You are known on sight by others beyond your local area.
7	A news story or two has been written about your exploits.
8	Your exploits regularly make the headlines and screamsheets.
9	Your exploits always make the screamsheets and TV.
10	You're known worldwide.

When making a facedown, both participants will roll:

**1D10+COOL+ REPUTATION**

### THE RULES:

- "1) Style Over Substance.**
  - 2) Attitude is Everything.**
  - 3) Always take it to the Edge.**
  - 4) Break the Rules."**
- Ripperjack

### HEALING RATES

Treatment	Pts./day
First Aid .....	0.5
Medical Tech .....	1
Med Tech+Speed Heal .....	2
Med Tech+Nanotech ....	2
Med Tech+Nano +Spd. Heal .....	3

**INITIATIVE= ROLL 1D10+REF.  
HIGH ROLL FIRST.**

### ACTIONS

- **Move up to your full Movement (3x your Movement Allowance in meters) per round.**
- **Attack up to your weapon's maximum Rate of Fire (ROF), or make a Melee attack.**
- **Dodge (making yourself harder to hit. Melee attacks only.)**
- **Parry (deflecting damage onto something else.)**
- **Escape a hold or trap.**
- **Aim (gaining +1 to hit for every consecutive turn of aiming up to 3 rounds)**
- **Reload or change weapons.**
- **Mount or dismount from a vehicle.**
- **Repair or give Medical Aid.**
- **Perform a non-combat task.**

### HIT NUMBERS

Point Blank .....	10
Close .....	15
Medium .....	20
Long .....	25
Extreme .....	30

### Range Definitions

- **Point Blank:** The weapon is very close to or in actual physical contact with the target. It will almost always hit, doing maximum damage.
- **Close:** The weapon is attacking at one quarter of the listed range.
- **Medium:** The weapon is attacking at one half of the listed range for its type.
- **Long:** The weapon is attacking at the listed range for its type.
- **Extreme:** The weapon is attacking at twice the listed range for its type.

### RELIABILITY TABLE

Weapon	Jams on
Very Reliable .....	3 or lower
Standard .....	5 or lower
Unreliable .....	8 or lower

### PROPORTIONAL ARMOR TABLE

Difference in SPs	Bonus Number
0-4	+5
5-8	+4
9-14	+3
15-20	+2
21-26	+1
27+	+0

**SAVE= NUMBER OF ROUNDS  
DIVIDED BY THE WIDTH OF  
THE FIRE ZONE IN METERS**

**NUMBER OF HITS=# POINTS >  
THAN TO HIT NUMBER**

### Martial Arts & Brawling

**Brawling** and **Martial Arts** attacks are different from other melee attacks in that an attack can be made in a number of ways. You could, as an attack, use:

- **Strike:** Cause 1D6/2+ Damage Modifier.
- **Kick:** Cause 1D6+Damage Modifier.
- **Block/Parry:** Stop or absorb damage.
- **Dodge:** -2 to Attacker's hit roll.
- **Disarm:** On successful roll, knock or remove weapon from opponent's hand.
- **Throw:** Requires a Grapple first. Opponent is knocked to ground, taking 1D6+Damage Modifier, plus making a stun roll at -2.
- **Hold:** A painful joint or body hold. You must Grapple your opponent first. Foe is immobilized until an escape is made.
- **Escape:** On successful roll, you are free of the hold and may move.
- **Choke:** Requires hold or grapple as the previous move. Opponent takes 1D6 damage per turn.
- **Sweep/Trip:** Knock opponent to ground. He is -2 to next hit attack; you gain +2 to your next attack.
- **Grapple:** A grabbing or holding move, prerequisite to applying a throw, choke or hold as the next action.

**ATTACKER REF+SKILL+1D10  
VS  
DEFENDER'S REF+SKILL\*+1D10**

\*Martial arts, Fencing, Melee, Dodge or Athletics can be used, depending on situation and Referee decision.

### Critical Success

On a natural roll of 10, you have had a **critical success**. Roll an additional 1D10 and add it to your original roll.

### STUN/SHOCK SAVE MODIFIERS

Wound State	Penalty
Light .....	0
Serious .....	-1
Critical .....	-2
Mortal .....	-3
Mortal 1 .....	-4
Mortal 2 .....	-5
Mortal 3 .....	-6
Mortal 4 .....	-7
Mortal 5 .....	-8
Mortal 6 .....	-9

A failed roll means the character is out of combat. You can add the special effects yourself:

### HOLLYWOOD OVERACTING EFFECTS TABLE

Roll	Effect
1 .....	Screams, windmills arms, falls.
2 .....	Crumples like a rag doll.
3 .....	Spins around in place, falls.
4 .....	Clutches wound, staggers and falls.
5 .....	Stares stupidly at wound, then falls.
6 .....	Slumps to ground, moaning.

### HARD ARMORS

Metal Gear  
Police riot armor  
Door Gunner's vest  
Steel helmet  
Flak vest/pants  
Ballistic Nylon helmet  
M-78 RPA heavy vest  
Corp Mil body armor  
C-Ballistic Light Mesh™

### SOFT ARMORS

Heavy Armor jacket  
Med. Armor jacket  
Police patrol armor  
M-78 RPA jacket  
Light Armor jacket  
Kevlar T-shirt/vest  
M-78 RPA T-shirt  
Heavy Leather  
SkinTight™ armor padding

RPA=Militech Revised Personal Armor, AP-defeating, CorpBook 2 C-Ballistic Mesh, SkinTight Padding=Interface vol1, #1-2

### Note on damage

If damage stopped, add 1 blunt trauma

### Marking note

Blunt trauma with check-mark

- Heals at 1 point every 2 hours (1 hour with nano surgeons)
- Wounds with cross
- Normal healing rules

### Stabilization

Requires check of combined TECH, MED and 1D10 higher than damage suffered

a) Making a Control Roll: To control a vehicle you must roll a combination of your

**REF+DRIVING/PILOTING  
SKILL+1D10+ MODIFIERS**

equal to or greater than a specific control number. The control number is determined by the difficulty of the maneuver you want to perform.

**Simple** (swerve, take off or land, hover, rotate) ..... 15

**Difficult** (tight turn, control a skid, recover from a stall, emergency stop, pull out of dive, reverse or pull away) ..... 20

**Very Difficult** (bootlegger turn, regain control from spin) ..... 25

b) When making your roll: you must add any and all modifiers that apply to the situation to your final Control Roll. There are modifiers for both vehicles and speed of travel:

**CONTROL MODIFIERS**

Standard car	.....-0
Limousine	.....-3
Sportscar	.....+2
AV-4	.....-2
AV-6	.....+2
AV-7	.....+1
Motorcycle	.....+1
Truck	.....-4
Rotorcraft	.....-0
Osprey	.....-0
Boat	.....-1
Double safe speed	.....-2
Triple safe speed	.....-4
Four times safe speed	.....-6

**CONTROL LOSS TABLE**

Roll	Result
1-2	Skid or slew; no other result.
3-4	Major skid; slide 1D10x10 feet sideways in direction of travel. Aircraft stalls, losing 1D10x50 feet of altitude.
5-6	Roll ground vehicle after sliding 1D10x10 feet sideways in direction of travel; take 5D6 damage. Aircraft goes into spin, lose 1D10x100 feet of altitude.

**FULL AUTO RULES**

**At Close Range:**  
*For every 10 rounds fired at Close range, add 1 to your Attack Total.*

**At Medium, Long and Extreme Ranges:**  
*For every 10 rounds fired at Medium, Long and Extreme ranges, subtract 1 from your Attack Total.*

**DODGE=-2 TO ATTACKER  
ROLL, -3 TO DEFENDER'S  
OTHER ACTIONS**

**PARRY= STOPS THE ATTACK AT  
-3 TO DEFENDER'S OTHER  
ACTIONS**

**Vehicle Damage**

Vehicles have both SP values and Structural Damage Points (SDP). If armored, the vehicle's SP is subtracted from the damage taken, with the remaining damage subtracted from the vehicle's SDP.

When a vehicle is reduced to 0 SDP, it is considered to be destroyed or inoperable. In this simplified system, there are no locations for damage—all points are subtracted directly from the vehicle's SDP.

**Crashing & Ramming**

Crash and ram damage is determined by dividing the speed of the moving vehicle by 20 (round down), to determine the number of six-sided dice thrown. This value is multiplied by a modifier based on the mass of the object collided with, listed in the **Weight Modifier Table** below. The vehicle takes this many dice in damage to its SDP, while all occupants take one-half of this die amount.

**WEIGHT MODIFIER TABLE**

Size	Multiplier
Very Light (small box, feathers)	x.5
Light (man, large box)	x1
Medium (motorcycle)	x2
Heavy (car)	x3
Very Heavy (truck, ground)	x4

**DAMAGE MODIFIERS**

Strength	Add to Damage
Very Weak	.....-2
Weak	.....-1
Average	.....+0
Strong	.....+1
Very Strong	.....+2
Body Type 11-12	.....+4
Body Type 13-14	.....+6
Body Type 15+	.....+8

**VERY IMPORTANT**

A Trauma Team will always arrive within 1D6+1 minutes of your call.

