

Conversion to Warzone

Instead of you want absolutely your character affiliated to a Squad, most characters converted from RPG are Individuals.

If you play in conjunction with the RPG, keep in mind they are complex character which can not be killed like another soldier. If its wounds are reduced to zero the character may be unconscious or badly hurt. If his side gain battle it takes benefits of medical care, if not he may wake up on the battlefield without goals or maybe captured by opponents. Warzone 2nd Edition would serve as tspringboard for adventures, not an overkill excuse.

How to converse a Mutant Chronicles 2nd Edition Characters into a Warzone 2nd Edition model?

Stats:

Warzone Stat	MC Stat (round down)	Max
CC	(Melee SV+Parade SV)/4	-
RC	(Weapon SV+Automatic SV)/4	-
PW	(MST/2)	16
LD	PER/2	16
AC	3 (Extra actions are converted into Extra Attacks)	3
W	(BP in head -2) (Extra point are +1 A)	2
ST	6+OB (+1 if Close Combat skill)	-
MV	3	-
A	6+(Chest AV/2)	-
S	2	-

Cost : if the character is a soldier, take the near cost (regardless of SA)
if the character is a freelancer(take a cost of 40 points)

Special Abilities: Depend of skills (SV 13+) or equipment(Sniper rifle, Medical Kit, etc...)

Special rules: Considered as an Individual

Equipment: Take the near warzone equipment

Close Combat Rules

These rules are exerpted from Warzone Close Combat Rules. Their purpose is to enhance lethal aspect of Close Combat with the concept of retaliation, offensiv or defensiv tactic.

Close combat roll is determined with comparing both adversaries Close Combat Skill values.

When spending an action in close combat a character must declare if he strike or defend, the adversary (if he has an action left) must do the same.

Resolution: The difference between the two skills involved (Melee, Brawling, parade or avoid) added to 10 is the Value the Character must roll below to success is action.

Exemple: Mc Bride strike with Melee SV of 14 against a centurion with Melee SV of 16 (both attack).

Mike Bride must roll under $10+(14-16)=8$ to succeed

If the difference between the two adversaries is too vast (10 points), no roll is needed, the actions are automatically resolved in favor of the better warrior.

If one adversary has no action left, then the other automatically hit (no roll is needed)

If the melee action is an attack on several adjacent squares, each roll are made separatly but cost only one action to the character.

Exemple: Sean Gallagher (with a Violator blade) is confronted with 2 Necromutants and one Centurion. Sean may spend one action to attack all its adversaries (three roll for him) and Dark Legion minions may make one roll each.