



Combat

| | |
|---------|--------------------------------------------------------------------|
| INI | 1D10 + COR |
| Actions | Movement Attack (Missile/Melee) Avoid/Parry Special (Art) |

Melee Combat

| | |
|------------------------------|------------------------------------------------------------------------------------------------------|
| Uncontrolled Attack (1 Actn) | <i>no modifier</i> |
| Accurate Aimed | |
| Attack (+1 Actn) | +3 CS or ± 5 Hit Location |
| Focusing (+1 Actn) | MST-check-> success= DAM*2 MST-check-> fail = DAM/2 |
| Charging (2 Actn) | 1-2 SQR, CS-4/-8 |
| Ambush (2 Actn) | step, attack, step back no CS penalty Anyone in Line of sight may attack Ambusher, NO avoid |

Missile Combat

| | |
|------------------------------|---------------------------------------------------------------------------------------------|
| Uncontrolled Attack (1 Actn) | <i>see table 1</i> |
| Aimed Attack (2 Actn) | <i>see table 2</i> |
| Accurate Aimed | |
| Attack (+1 Actn) | +3 CS or ± 5 Hit Location |
| Charging (2 Actn) | 1-2 SQR, CS-4/-8 |
| Taking Cover | auto avoid, -5 to HIT |
| Ambush (2 Actn) | step, attack, step back no CS penalty Anyone in Line of sight may attack, NO avoid |
| Laser Sight | Aimed Attack (1 Actn) |
| Telescopic Sight | Accurate Aimed Attack (2 Actn) Range/ Magn. = New Range Not if Magn. x10 = Range |

Fumbles & Perfect Hits

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|---------|-----------------------------------|
| Perfect | no Avoid, Max Damage |
| Fumble | no Damage, -1D6 CRs, Jammcheck |

Special

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|------------|--------------------------------------------|
| Armor enc. | STR-(Total AV/3)= -CS |
| Jamm | 1D10>JF = Jammed |
| Remove Jam | 2x Skill check, -2 Actn |
| Reload | Skill check, see RT for Weapon = Actn's |

The Art

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|-------------|---------------------------------------------------|
| MST restore | +1 MST/ hour meditation/sleep |
| Standard | Perfection Level + CS - Magnitude |
| Psychic | CS - Target MST + Perfection Level + Magnitude |
| Perfect | = +2 Magnitudes, standard cost |
| Success | = Standard Effect, standard cost |
| Failure | = -2 Magnitudes, -8 MST |
| Fumble | = No Effect, double cost |

CR = Combat Round | Actn = Action | CS = Chance of Success | DAM = Damage
SQR = Square 1,5m | Magn. = Magnification | RT = Reload Time | JF = Jamm Factor
BP = Body Points | AV = Armor Value | DL = Difficulty Level | #TA = # of Target Areas

Firing Modes

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|----------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| Single Round | Attack check, Normal Damage, Ammo -1, Normal Avoid |
| Burst | Attack check, Normal Damage, Auto Skill (Light= STR<16, Heavy= STR>16), Success = additional Normal Damage Ammo -2, 1 Avoid for Both |
| Full Automatic | Attack check, Normal Damage, Auto Skill, Normal Damage, Ammo -10, Seperate Avoid |
| Rapid Volley | 2-5 Attack rolls + Move Aiming 2x= CS-4, 3x= CS-6, 4x= CS-8, 5x= CS-10 Ammo -2-5, Seperate Avoid |
| Area Spray | Auto Skill, CS-3, All Targets in 90° and line of sight, Ammo-20, Avoid +3, Seperate Avoid |
| Grenades | 1 CR, Damage per Shrapnel (#TA), Avoid for every Shrapnel |
| Hand Grenades | 2 Actn, can be thrown = -5 CS, rolls for 1D4 SQRs, Damage per Shrapnel (#TA), 1 Avoid for every Shrapnel |
| Incinerator | 1D4 Targets with Damage, Avoid, Damage -1 per 2 SQRs |
| Shotgun | 2x Body Parts with Damage Normal Avoid halves the Damage |

Special Damages

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|---------------|----------------------------------------------------------------|
| Fire and Heat | 1BP per CR to exposed Parts Armor protects, but -1AV per CR |
| Falling | 1D6/ 3m, +1/+1Part per m |
| Poison/ Gases | DL check against PHY success = DAM/2, fail = DAM |

Healing

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|-----------------|-----------------------------------------------------------------------------------------|
| Intensive Care | 2BP per Day |
| Treatment | 1BP per Day |
| No Treatment | (Moving, fighting etc) 1BP per 2 Days |
| Critical Wounds | heal at half rate! -1BP in Chest/ CR if not treated (Med Skill check, takes 3 CR) |

Table 1 Uncontrolled Attack (1 Actn)

| Range in m | Range in SQR | CS-Mod |
|------------|--------------|--------|
| <2 | 1 SQR | -3 |
| 2-8 | 2-5 SQRs | ± 0 |
| 9-12 | 6-8 SQRs | -1 |
| 11-17 | 9-11 SQRs | -2 |

Table 2 Aimed Attack (2 Actn)

| Range in m | Range in SQR | CS-Mod |
|------------|--------------|--------|
| 3-150 | 2-100 | ± 0 |
| 150-300 | 100-200 | -3 |
| 300-450 | 200-300 | -6 |
| 450-750 | 300-500 | -9 |

Combat

| | |
|--------------------------|-------------|
| Missile weapons | (COR) |
| Thrown Weapons | (COR) |
| Melee Weapons | (STR) |
| Highlander Swordfighting | (STR+COR/2) |
| Kenjitsu | (COR) |
| Parrying | (COR) |
| Brawling | (STR) |
| Wrestling | (COR) |
| Unarmed Combat | (STR) |
| Commando Training | (STR) |
| Wolfbane Close Combat | (STR+COR/2) |
| Mishiman Close Combat | (COR) |
| Brotherhood Martial Arts | (STR+COR/2) |
| Legion Martial Arts | (STR+COR/2) |
| Speed Drawing/ Iajitsu | (COR) |
| Silent Killing | (COR) |
| Mortification | (MST) |
| Assassinate | (COR) |

Firearms

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|-------------------|-------|
| Handguns | (COR) |
| Rifles | (COR) |
| Light automatics | (STR) |
| Heavy automatics | (STR) |
| Shoulder launched | (INT) |
| Grenade launchers | (COR) |

Communication

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|------------------------------|-------------|
| Administration | (INT) |
| -Law (General) | (INT) |
| -Law (_____) | (INT) |
| Oratory | (PER) |
| Interrogation | (PER) |
| Dealing | (INT) |
| -Bargaining | (PER) |
| -Begging | (PER) |
| -Bribery | (PER) |
| Gambling | (INT+MST/2) |
| Conning | (PER) |
| -Disguise | (INT/PER) |
| Social | (PER) |
| -Etiquette (_____) | (PER) |
| -Streetwise | (PER) |
| -Fashion awareness | (PER) |
| Journalism | (INT) |
| Small Units Military Tactics | (INT) |

Imperial
Mishima

Capitol
Imperial
Mishima
Brotherhood
Dark Legion

Mortificator
Dark Legion

Imperial

Movement

| | |
|-----------------|-----------|
| Sleight of hand | (COR) |
| -Lockpicking | (INT) |
| -Pick Pockets | (COR/PER) |
| Stealth | (COR) |
| Agility | (COR) |
| Climb | (COR) |
| Hunting | (COR) |
| Scuba Diving | (INT/COR) |
| Rocket Pack | (COR) |
| Parachute | (COR) |
| Sailing & Boat | (COR) |
| Flying vehicles | (MST) |
| Ground vehicles | (COR) |
| Meka | (COR) |

Capitol

Mishima

Technical

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|-----------------------------|---------|
| Chemistry | (INT) |
| Physics | (INT) |
| Biology | (INT) |
| Electronics | (INT) |
| Mechanics | (INT) |
| History | (INT) |
| Computer Operation | (INT) |
| Weapon Systems | (INT) |
| Spacecraft Piloting | (INT) |
| Space Navigation | (INT) |
| First Aid | (INT*2) |
| Medical | (INT) |
| Knowledge Dark Legion | (INT) |
| Knowledge Brotherhood | (INT) |
| Knowledge Megacorp. (_____) | (INT) |
| Security Systems | (INT) |
| Surveillance | (INT) |
| Demolitions | (INT) |
| Survival | (INT) |
| Jungle Survival | (INT) |
| Cybernetics | (INT) |
| Subreality | (INT) |
| Excruciation | (INT) |
| Black Technology | (INT) |
| Necro-Technology | (INT) |
| Bio-Technology | (INT) |

Bauhaus
Cybertronic
Cybertronic
Dark Legion
Dark Legion
Dark Legion
Dark Legion

Special

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|------------|------|
| Avoid | (DB) |
| Perception | (PB) |

