	uver (B363+) A	ctive Defense	Movement	Description								
		Any*	Step None	Aim a ranged weapon to get its cannot exceed the weapon's ba	,	0.			d		0 0 7	tems
Γ.	ıt Attack - Melee			calliot exceed the weapon's ba	Se Accuracy) Tou get no step ii	your two-name	ed weapon is brace	Cove		le (B559)	2 5 0
	Determined	None	1/2 forward						Mate: Alumi		DR/Inch (2 20-30	z.o cm)
	Double	None		2 attacks on same foe with read			t Ambidexterity)		Brick		5-8*	
	eint .ong	None None		Make one feint and one attack of Increase reach by 1 yard (Swing			. may end in cr	ouch (MA87)	Conc		6-12*	
	Strong	None		+2 to damage (or +1 per damag	-	g · p,	,,	,	Glass	;	5-20 † 40-60	
All-Ou	ıt Attack - Ranged								Iron Sand	bags	3	
	Determined	None	1/2 forward		- T 10 L 2000	rose multiple edicas	nt O yard sana	a with El Chatalan	Steel	_	50-60	
	Suppression Fire It Defense	None	1/2 lorward	RoF 5+ targets 2 yard zone - Ro	or 10+ supp	ress multiple, adjace	eni z yaru zone:	S WILL 5+ SHOLS/2011	Steel		60-70	
	ncreased	Any	Step (1/2)	+2 to one Active Defense until n	ext turn (Inc	reased Dodge allow	s up to Half Mo	ve)	Stone		8-13* 0.5-1*/ ‡	
	Double	Any	Step	Two different Defenses against					* Rep		mage to sm	all Area
Attack	Mental Defense	Any	Step Step	+2 to all resistance rolls against Attack unarmed or with a ready							Brittle / ‡ Cr	
	ge Posture	Any Any	None	Standing, sitting, kneeling, craw		•	,		es two turns (Exception	n Acrobatic	Stand)
_	entrate	Any †	Step	Focus on mental task. All-Out C								
	nitted Attack - Mele	. ,										
	Determined Strong	Special ‡ Special ‡	Step Step	+2 to hit, or take two steps at -2 +1 to damage (or +1 per two full			-		vill may moy	a hofore (or after an a	ttack
	sive Attack	Any	Step**	Balanced weapon: +1 Parry/Blo				· ·				
		•	·	avoid Leg Grapple and DX rolls	to avoid falli	ing2 to damage (o	r -1 per die if wo	orse), foe gets +1 to				
Do No		Any	None	Take no action (Active Defenses		0		,	o uso the Ev	aluato Pa	nuo to conc	ool out
Evalua	ate	Any	Step	Study a foe prior to a melee atta penalties from Deceptive Attack		um to subsequent a	llackss of feirits	s, max. +3), may als	o use the Ev	aluale bo	inus to cand	ei out
	, -	-		unarmed combat skill to resis	st a feint; fo			21)			Rapid Fire	
	Beat Defensive Feint	Any	Step	Contest of ST-based combat ski			. ,	and of deferre			Shots 5-8	Bonus +1
	Defensive Feint Feint	Any Any	Step Step	Apply the penalty from a succes Contest of combat skill (melee of				eau oi detense			9-12	+1
	Ruse	Any	Step	Contest of IQ-based combat ski				ctics (MA101)			13-16	+3
Move	and Attack	Special §	Full Move	Move and attack at a penalty (R							17-24	+4
			(-2 to avoid falling)	may use slam damage (HP x ve Rapid Strike or Deceptive Attack							25-49 50-99	+5 +6
Move		Any	Full Move	Do nothing but move (See Sprin				,		,	x2	++1
Ready	1	Any	Step	Ready or reload a weapon, adju	,	,	,	,				
Wait		Any	Varies	Hold your action, then take an A your action will be and what will								what
your action will be and what will trigger it. You may also perform a Step and Wait, loosing your Step in the proceeding Maneuver * Taking an active defense spoils your Aim; if you are injured, make a Will roll or lose your Aim. ** Before or after attack. † Taking an active defense or being knocked down, injured, distracted etc. requires a Will-3 roll to maintain. ‡ The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat. § If you attacked using an arm, you cannot use that arm to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any other body part to attack, you cannot dodge. You can use any other defense, but you cannot etreat. Deceptive Attack (B369) Target suffers a -1 to active defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of 10).												
Rapid	Ip Attack (B390) Strike (B370) te (MA124)	Make two	Ranged attacks only, attacker suffers -2 to hit, no aim possible, may step. Not possible with bow or sling Make two attacks, both at -6, to replace one normal attack. Can target seperate foes. Take a penalty to your Parry (min. of 8), not including modifiers. If Parry succeeds and you attack using the parrying weapon next turn, apply the same penalty to									
Stop I	Hit (MA108)	Take a Wa	it Maneuver a	weapon), Block (shield) or Dodg nd declare that you intend to atta er margin of success defends nor	ack. Both roll	I to hit. Both fail, not	hing happens. I	f one hits, the other	defends at -			
	ing Fire (B409)	yard, RoF	16+ looses 2	ack multiple targets, must be with shot/yard. Attack roll for each targ gainst. Not compatible with Dece	get with effe	ctive RoF		ŭ	Ü	o on. Rof	-16 looses	1 shot/
_	ash (MA113)			ng weapon to do cutting damage	•			ot affect critical cria	ince.			
Extra		critical failure or	these rolls ca	auses an additional 1 HP of injur	y to arm (blo	ock, parry, attack) or		ick), no DR (B357).	May use no	more tha	n one offen:	sive
				tep, Great Lunge, Heroic Charge the penalty for Rapid Strike (B37								
	•			before or after your attack) durin	. ,	,						
					-							
		pend 1 FP to ge		All-Out Attack (Long) without los	sing defense		All-Out Attack,	Defensive Attack, I	Defensive Gr	ip).		
		pend 1 FP durin	t the effects of g a Move and	All-Out Attack (Long) without los Attack to ignore the skill penalty	and cap (ex	es (incompatible with cept for Acrobatic Al	ttack or Flying A		Defensive Gr	ip).		
	PS is a trademark of	pend 1 FP durin pend 1 FP per a Steve Jackson Gar	t the effects of g a Move and ttack to get the mes, and its rule	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage es and art are copyrighted by Steve	and cap (ex e bonus to an Jackson Gam	es (incompatible with cept for Acrobatic Al n Attack without losin es . All rights are reser	ttack or Flying Ang defenses. Tred by Steve Jac	Attack). kson Games. This ga	me aid is the o	riginal cre		and is
GUR	PS is a trademark of	pend 1 FP durin pend 1 FP per a Steve Jackson Gar	t the effects of g a Move and ttack to get the nes, and its rule ion, and not for	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage	and cap (ex e bonus to an Jackson Gam	es (incompatible with cept for Acrobatic Al n Attack without losin es . All rights are reser we Jackson Games Onl	ttack or Flying Ang defenses. ved by Steve Jackine Policy (http://	Attack). kson Games. This ga www.sigames.com/ge	me aid is the o	riginal cre)	and is
GUR	PS is a trademark of S release Defense (B374+)	pend 1 FP durin pend 1 FP per a Steve Jackson Gar d for free distribut	t the effects of g a Move and ttack to get the nes, and its rule ion, and not for	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage es and art are copyrighted by Steve	and cap (ex e bonus to an Jackson Gam	es (incompatible with cept for Acrobatic Al n Attack without losin es . All rights are reser	ttack or Flying Ang defenses. ved by Steve Jackine Policy (http://	kson Games. This ga www.sigames.com/ge Melee Attack R	me aid is the o	riginal cre	nent	and is
GUR Active Dodge	PS is a trademark of S release Defense (B374+) P and Drop / Dive	pend 1 FP durin pend 1 FP per a Steve Jackson Ga d for free distribut Descripti +3 to Dod	t the effects of g a Move and ttack to get th mes, and its rul- tion, and not for on ge - you may	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage as and art are copyrighted by Steve resale, under the permissions grant take a step before falling prone	and cap (ex e bonus to ar Jackson Gam ted in the Stev	es (incompatible with cept for Acrobatic Al n Attack without losi es . All rights are reser ve Jackson Games Onl Posture (B367, B3 Standing Crouching	ttack or Flying Ang defenses. ved by Steve Jac line Policy (http:// 551) Defense Normal Normal	kson Games. This ga kson Games. This ga www.sigames.com/ge Melee Attack R Normal N -2 -2	me aid is the o eneral/online ra anged Targe ormal	riginal cre policy.html et Move Norma 2/3 (or	n ent il +1/2 MP po	er hex)
GUR Active Dodge	PS is a trademark of S release Defense (B374+)	pend 1 FP durin pend 1 FP per a Steve Jackson Gai d for free distribut Descripti +3 to Dod If you mal	t the effects of g a Move and ttack to get th mes, and its rul- tion, and not for on ge - you may	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage sand art are copyrighted by Steve- resale, under the permissions grant take a step before falling prone roll, you get hit - if you fail, origin	and cap (ex e bonus to ar Jackson Gam ted in the Stev	es (incompatible with coept for Acrobatic Al n Attack without losin es . All rights are reser ve Jackson Games Onl Posture (B367, B3 Standing Crouching Kneeling	ttack or Flying A ng defenses. ved by Steve Jac line Policy (http:// 551) Defense Normal Normal	kson Games. This ga www.sigames.com/ge Melee Attack R Normal N -2 -2 -2	me aid is the o eneral/online r anged Targe ormal	riginal cre policy.html et Movel Norma 2/3 (or 1/3 (or	ment il · +1/2 MP po · +2 MP per	er hex) hex)
GUR Active Dodge	PS is a trademark of S release Defense (B374+) P and Drop / Dive	pend 1 FP durin pend 1 FP per a Steve Jackson Gai d for free distribut Descripti +3 to Dod If you mal victim get	t the effects of g a Move and ttack to get the mes, and its rulation, and not for on ge - you may ke your dodge s his defense	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage sand art are copyrighted by Steve- resale, under the permissions grant take a step before falling prone roll, you get hit - if you fail, origin	and cap (ex e bonus to ar Jackson Gam ted in the Stev	es (incompatible with cept for Acrobatic Af n Attack without losi es . All rights are reserve Jackson Games Onl Posture (B367, B4 Standing Crouching Kneeling Crawling	ttack or Flying A ng defenses. ved by Steve Jac line Policy (http:// 551) Defense Normal Normal -2	kson Games. This ga kww.sigames.com/gc Melee Attack R Normal N -2 -2 -2 -2 -4 (Reach "C") -2	me aid is the o eneral/online r anged Targe ormal	riginal cre policy.html et Move Norma 2/3 (or 1/3 (or	n ent il +1/2 MP po	er hex) hex)
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Active Dodge	IPS is a trademark of 7 celease Defense (B374*) and Drop / Dive Sacrificial Acrobatic (Weapon, all Parri Flail Consecutive Cross Supported	pend 1 FP durin pend 1 FP per a steve Jackson Ga d for free distribut Descripti +3 to Dod If you mal victim get -2/+2 to D es against an a -4, fencing -1 if (Larg -4 if you u -2 if you u -1 if you u Commit to again this Use a rea	t the effects of g a Move and ttack to get the mes, and its ruld ion, and not for on ge - you may the your dodge s his defense odge - once p ttack coming g weapons cale, eg. spear), se the same he se fencing or se fencing with wo ready meleturn dy (empty) ha	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage sand art are copyrighted by Steve resale, under the permissions grant take a step before falling prone roll, you get hit - if you fail, origin roll er turn, can be combined with refrom the back are at -2) n't parry at all -2 if (Small, eg. knife) land in the same round with Weapon Master/Trained by h Weapon Master/Trained by a N	and cap (ex e bonus to al Jackson Gam ted in the Stev nal etreat	es (incompatible with coept for Acrobatic Af Attack without losines. All rights are reserve Jackson Games Onl Posture (B367, B4 Standing Crouching Kneeling Crawling Sitting Lying Down * If attacker is at the your torso as if it well from the y	ttack or Flying Ang defenses. ng defenses. yeed by Steve Jac ine Policy (http:// 551) Defense Normal Normal -2 -3 -2 -3 e same or lowe ere half expose ur head down, i	kson Games. This ga www.sigames.com/or Melee Attack R Normal N -2 -2 -2 -2 -4 (Reach "C") -2 -2 -2 -4 r elevation and fart dd (-2 to hit), and ca he cannot attack yc	me aid is the o	riginal creation of the control of t	ment il +1/2 MP pr +2 MP per +2 MP per /second height, he	er hex) hex) hex) attacks et at all.
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GUR Active Dodge Parry Parry Block Retrea	PS is a trademark of 7 release Defense (B374*) a and Drop / Dive Sacrificial Acrobatic (Weapon, all Parri Flail Thrown Consecutive Cross Supported (Unarmed - above DX / Karate / Brawl Wrestling / Sumo Weapon Swing Atta (Unarmed with leg Karate / Brawling (You can not Bloc Consecutive Close Combat at (Together with a Dodge Parry Block	pend 1 FP durin pend 1 FP per a steve Jackson Ga d for free distribut Descripti +3 to Dod If you mal victim get -2/+2 to D es against an -4, fencing -1 if (Larg -4 if you u -2 if you u -2 if you u Commit to again this Use a rea rules apply as ling Use highe Need to u ack -3, 0 if you gs - above rules Needs Ka k Bullets or Be -5 No block another active d +3 +1, +3 if u +1 A critical f defensive	the effects of g a Move and ttack to get the mes, and its rulion, and not for on ge - you may ke your dodge so his defense so his defense g weapons cale, eg, spear), se the same he se fencing or se fencing wit yor ready meler turn dy (empty) ha well) set to Parry wit se two hands use Karate of apply as we rate / Brawling am Weapons possible efense, counts in grant on these option (Fever and to get and the second in the	All-Out Attack (Long) without los Attack to ignore the skill penalty e All-Out Attack (Strong) damage se All-Out Attack (Strong) damage se and art are copyrighted by Steve resale, under the permissions grant take a step before falling prone roll, you get hit - if you fail, origin roll er turn, can be combined with refrom the back are at -2) not parry at all -2 if (Small, eg. knife) land in the same round with Weapon Master/Trained by he weapons to a single Parry, using to support a parrying weapon the one free hand to Parry or Judo (1) g - can only parry attacks below (1) the against one foe for one turn (1) weapon / Judo / Karate	and cap (exemples of the state	es (incompatible with coept for Acrobatic At n Attack without losines. All rights are reserve Jackson Games Onl Posture (B367, B3 Standing Crouching Kneeling Crawling Sitting Lying Down * If attacker is at the your torso as if it well if you also have your Parry score +2 and it were a two-handering Parry two different an not retreat, once part of the p	ttack or Flying And defenses. ng defenses. ged by Steve Jac ine Policy (http:// f551) Defense Normal Normal -2 -3 -2 -3 -2 -3 e same or lowe ere half expose ur head down, i d combining thei d weapon. Neitt nt attacks per tu per Turn The must take a	kson Games. This ga www.sigames.com/or Melee Attack R Normal N -2 -2 -2 -2 -4 (Reach "C") -2 -2 -2 -4 (cach "C") -2 -3 -4 -2 -4 -2 -4 -2 -4 -2 -4 -2 -4 -2 -5 -5 -6 -6 -6 -6 -6 -6 -6 -6 -6 -6 -6 -6 -6	me aid is the or eneral/online is anged Targe ormal command the command of the command the	viginal cresolicy.html et Movel Norma 2/3 (or 1/3 (or 1/3 (or 1/3 (or None 1 yard n his own our groin s, or face ing). Neit	ment il +1/2 MP per +2 MP per +2 MP per +2 MP per /second height, he , legs, or fer her hand ca able (B380) pi+ /3 x1/2 /3 x1/3 HP 0-1HP P; Area-effe se normal in	er hex) hex) hex) attacks et at all. an Parry imp x1 x1/2 0-1HP ect, ajury

Hit Location & Damage Modifier Table		Table	[1] An attack that misses by 1 hits the torso incutting damage to ×2. At the GM's option, anyone stead.		Critical Miss Table B556				
Roll	Humanoid Table B552 Roll Location Penalty Notes			Read. Killed by a cutting blow to the neck is decapitated: [2] Only imp, pi, and tbb attacks can target the Roll 1d, on a 1 with cut, imp, pi, tbb hits vein/artery eye – and only from the front or sides. Injury over [17], if cr from behind, counts as [16] and gives 314 Wea			on breaks, if resistant to		
3 - 4 5	Skull Face	-7(f)/-5(b) -5(f)/-7(b)	[1, 3] [1, 4]	but without the extra DR! Snap or throw from Head Lock.	breakag arms)	ge (solid <i>cr</i> we reroll - 3 4 = v	eps, magical, fire- weapon breaks,		
6 - 7	Right Leg	-2	[5]	[3] The skull gets an extra DR 2. Wounding [11] Heart, lungs, kidneys, etc. Increase wound-modifier is ×4. Knockdown rolls are at -10. Critic ing modifier for imp or attack to ×3. Increase label, bits used blood Bloo		op weapon rself in arm or	lea (50%		
8 9 - 10	Right Arm Torso	-2 0	[5, 6] [18]	cal hits use the Critical Head Blow Table (B556). wounding modifier for <i>tb</i> attack to ×2. Other attacks cannot target the vitals. [12] Ear, if cutting max Dmg = HP/4, double HP/4	chance	ourself in arm or leg (50% ice). Exception <i>imp</i> , <i>pi</i> , ranged I - if 5 6 full half dmg, other result			
11	Abdomen	-1	[20]	[4] Jaw, cheeks, nose, ears, etc. If the target removes ear which gives -1 Appearance	use tha	use that effect.			
12 13 - 14	Left Arm Left Leg	-2 -2	[5, 6] [5]	down rolls are at E Critical hits use the Critical [14] leints limb arianold at UD/2 systemity at	7 13 Lose yo	as 5, but half damage only ose your balance, do nothing else			
15	Hand	-4	[6, 8, 9]	wounding modifier, and if it inflicts a major wound, hits the limb or extremity not the joint it also blinds one eye (both eyes on damage over 115) Nose, only targetable from the front, treat like	àt -2	ven free action). Active Defense			
16 17 - 18	Foot Neck	-4 -5	[8, 9] [1, 10]	full HP). Random attacks from behind hit the skull facehit, HP/4 breaks nose gives major wound and instead. On front hit, roll 1d. 1 means skull [3] hit if no Sense of Smell/Taste until healed. Cut lops off		oon turns in hand, needs Ready euver to use again.			
	Vitals	-3	[1, 11]	[5] Limb. Reduce the wounding multiplier of large at -5 for face. Cutting off nose = Appearance -2		eapon, cheap weapon breaks			
	Eye Ear	-9 -7	[1, 2] [1, 12]	wound (loss of over 1/2 HP from one blow) crip- cut, imp, pi, tbb. DR3, if shock-penatly roll against	yards fr	om hand, 509	6 chance straight		
	Nose	-7	[1, 15]	ples the limb. Damage beyond that threshold is knockdown, crippled if dmg = HP which causes lost. Roll 1d, on a 1 cut, imp, pi, tbb hit vein/artery, automatic knockdown and stunning	target s	pot must mak	e DX roll or take		
	Jaw Spine	-6 -8	[1, 13] [1, 16]	see [17]. Cr hits a joint [15] [16] If holding a shield, double the penalty to hit: -4 imp, pi, tbb. Increases wounding modifier plus 0.5, no crippling and no dmg limit, an attack that miss-	or any r	ranged, you d rour shoulder,	rop as in 9		
	Limb vascular	-5	[17]	[7] Human males/males of similar species suf- es by 1 hits the neck, arm or leg, as appropriate for double shock from cr damage, and get -5 to [18] Roll 1d if cr, imp, pi or tbb. On 1, hit to the	crippelo	l, don't drop v			
	Neck vascular Arm/Leg Joint	-8 -5	[17] [14]	knockdown rolls. Otherwise, treat as a torso hit. vitals [11], <i>cut</i> from behind hits the spine [16]	minutes				
	land/Foot Joint	-7	[14]	over 1/3 HP in one blow inflicts a crippling major. Until healed you're Lame(Missing Leg). Can't wound. Excess damage is still lost. Roll 1d, on a 1 stand, fight sitting or lying. Armor for torso and	7 18 Weapon	-			
	Groin Pelvis	-3 -3	[1, 7] [19]	with <i>cr, cut, pi, tbb</i> hits a joint [14]. groin or specific protects normal. [9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is [20] Roll 1d, 1 is Vitals [11], 2-4 is Digestive Tract	Combat Mai	neuvers Chea	at Sheet v2.02		
[Digestive Tract	-2 5	[21]	left. [21], 5 Pelvis [19] and 6 is Groin [7]. [10] Neck and throat. Increase the wounding [21] If major wound HT-3 or get a special infec-					
	Heart	-5	[1, 11]	multiplier of cr and cor attacks to ×1.5, and that of tion (B444) Weapon Statistics for Melee and Ranged Weapons		Critical L	lit Table B556		
TL			ich the we	weapon statistics for welee and ranged weapons apon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you ha	ve the High	Roll Effec	et		
	TL trait (B2	eral class of	weapon i	n question; e.g., "shortsword" or "assault rifle." Each entry represents a wide range of individual types. Fo	or guns, this	3 18 Triple 4 17 DR/2	e dmg after armor		
Weapoi	entry inclu letters M (ides a proje Magnum), F	ctile diame P (Pistol), I	eter, or "caliber," given in millimeters (e.g., 9mm) or fractions of an inch (e.g., .50), as customary for the w R (Revolver), and S (Short) appear after caliber in situations where different guns have the same caliber bi	eapon. The	divise	or		
	For mus	cle-nowered	d malaa a	62mm ammo is not interchangeable with shorter 7.62mmS ammo. nd missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the	ne wielder's	6 15 Maxi	mum dmg		
	gives a ba	isic thrusting	g damage	(sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2," so if you have S of 1d-1, you inflict 1d+1 damage with a spear. Note that swung weapons act as a lever, and so do more d	lamage.		trating dmg = r Wound		
	"2d+2 " whi	ch means th	hat any us	ome powered melee weapons, damage is given as a fixed number of dice plus adds; e.g., a 9mm auto er would roll 2d and add 2 to get damage.		8 Pene	trating dmg = le Shock (Max		
	number be	efore subtra	arenthetica acting it fro	al number after damage – e.g., (2) – is an armor divisor. Divide the target's DR from armor or other sour m your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a d isor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.	rces by this livisor of (2)	-8), li	mb or extremity nny-bone (16-HT		
	Damage	Type: An at	obreviatioi	isor increases DR. (0.3) multiplies DR by 2, (0.2) multiplies it by 3, aftic (0.1) multiplies it by 10. i indicating the type of injury or effect the attack causes: aff = affliction, bum = burning, cor = corrosion, cr = impaling, pi= = small piercing, pi = piercing, pi+ = large piercing, pi++ huge piercing, spec. = special - s	r = crusning, i	secs	crippled, unless gh dmg to criple		
	notes, tbb	= tight-bear	m burning	tox = toxic. damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and lar		anyw			
Damag	attacks; ar	nd double it	for impali	ng and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury, HT roll, as specified in the weapon's notes. Tbb can target Eyes and Vitals. See Damage and Injury (B:	but impose	12 Norm	nal dmg, victim		
9	ditional rul	es.	after crush	ning or huming damage indicates the attack produces an explosion. This may injure those nearby: divide	damage by	13 14 Pene	trating dmg =		
	three time mentation	s distance in Damage B	n yards fro 414). Frag	im the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby mentation damage appears in brackets; e.g., "3d [2d] cr ex" means an explosion that inflicts 3d crushing ding damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage; e.g., matically, anyone inside the danger radius gets hit on 15 or less, apply Range, SM and Posture Modifiers. this only applies to the DR of a target that takes a direct hit – not to those caught in the blast radius or hit by a dark the direct of the damage. Is the content of the damage that takes a direct hit – not to those caught in the blast radius or hit by	y (see Frag- lamage and	Мајо	r Wound		
	throws frag [2d], origin	gments that nal target ge	do 2d cut ets hit auto	ing damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage; e.g., "matically, anyone inside the danger radius gets hit on 15 or less, apply Range, SM and Posture Modifiers.	10 yards for . If an explo-	Size and	Speed/Range		
	AIIIICUOII	s. Sume spe	eciai weap	this only applies to the DR of a target that takes a direct fit – not to those caught in the blast radius of fit by ons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must attem effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid bei	ipi a i i i i i i i	Speed Size	Linear		
	for (20 - H	IT) seconds HT roll to re	. Note tha	t DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jacket	t would give	0 -15	weasurement		
	Other Eff	fects: A few	weapons	nave additional linked or follow-up effects, noted on a second line. These occur simultaneously with the pring see Linked Effects (B381) and Follow-Up Damage (B381).	mary attack	0 -14	1/3 Inch		
	Melee we	eapons only	. This is th	ne distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exampl ke a foe two yards away – not a closer or more distant one.	le, reach "2"	0 -13 0 -12			
Reach	"C" indicat	es you can	use the w	eapon in close combat; see Close Combat (B391). ium of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An asterish	k (*) next to	0 -11 0 -10			
	reach mea	ans the wea	pon is aw	kward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, you within the weapon's reach.	u can strike	0 -9	2 Inch		
	Melee we	eapons only	. A numbe	r, such as "+2" or "-1," indicates the bonus or penalty to your Parry defense when using that weapon (se s "0," meaning "no modifier."	ee Parrying,	0 -8 0 -7	3 Inch 5 Inch		
Parry	"F" méans "U" means	the weapor	n is a fenc n is unbala	ing weapon (see B404). anced: you cannot use it to parry if you have already used it to attack this turn (or vice versa).		0 -6	8 Inch		
	"No" mean	is the weapo	on cannot		scope the	0 -5 0 -4	1 foot 1.5 feet		
Acc	bonus for	this appears	s as a sep	rarate modifier after the weapon's base Acc; e.g., "7+2." s an ordinary shooter can fire in a one-second turn. A weapon can normally fire fewer shots (to a minimum		0 -3	2 feet		
	wish, but s	some specia	al notes ap	s an ordinary shooter can life in a one-second turn. A weapon can normally life lewer shots (to a minimum pply: pply: fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up.	51 1), 11 you	0 -2	1 yard 1.5 yards		
RoF	"m x n" (e	.g., 3x9) me	eans the w	eapon can fire a number of shots per attack equal to the first number (m), and that each shot releases sm er (n); see Shotguns and Multiple Projectiles (B409).	aller projec-	0 0	2 yards		
	"Jet" mea	ns the weap	oon shoots	is a continuous stream of fluid or energy, using the jet rules (B106). con can fire before you must reload or recharge it. "T" means the weapon is thrown. To "reload," pick it up	or ready a	-1 1 -2 2	3 yards 5 yards		
Shots	new weap The pare	on! nthetical nu	mber follo	wing Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shi	ots (e.g., by	-3 3	7 yards		
	changing r	magazines)	- or, for a	thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots it than for all shots.	individually:	-4 4 -5 5	10 yards 15 yards		
Weigh	The weight		eapon, in	pounds; "neg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight	it of one full	-6 6 -7 7	20 yards		
	The mini	mum Streng	gth require	ed to use the weapon properly. If you try to use a weapon that requires more ST than you have, you will	I be at -1 to	-7 7 -8 8	30 yards 50 yards		
	"†" means	s the weapo	on requires	ı lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you. s two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in on ttack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness pena		-9 9 -10 10	70 yards 100 yards		
	requires o	ne hand to l	hold it and	another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardless two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST	s of ST.	-10 10	150 yards		
ST	To use it in	one hand	without it b	recoming unready, you need at least three times the listed ST. ttached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and		-12 12 -13 13			
	ST require "M" mean	ement to 2/3 s the weapo	of the list on is usua	ed value (round up); e.g., ST 13 becomes ST 9. Ily mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the wear	pon from its	-14 14	500 yards		
	tripod or n	nount; the S	ST require	nent only applies when firing the weapon without its mount. Removing the weapon from its mount (or real Ready maneuvers.		-15 15 -16 16			
Bulk	A measu B365), It a	re of the we	apon's siz as a penal	e and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move ty to Holdout skill when you attempt to conceal the weapon.	and Attack,	-17 17	1500 yards		
	A measu		asy the we	eapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means t	the weapon	-18 18 -19 19			
RcI	When fir	ing at RoF	2+, every	full multiple of RcI by which you make your attack roll means you score one extra hit, to a maximum nur apid Fire (B373). (Firearms with RoF 1 still list RcI, for use with certain rules.)	mber of hits	-20 20	5000 yd/2.5		
	This is or	nly noted for	r firearms	and grenades. All melee weapons and muscle-powered ranged weapons intended for combat are LC4. Al	n exception	-21 21 -22 22	7000 yards 10 yd/5m		
LC	(like a woo	oden stake).	. See Lega	. Ignore LC for "weapons" intended as tools, or for hunting or recreation, and for those that are completely ality Class (B267).		2 mp	h ~ 1 yd/s		
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