Maneuver (B363+)	Active Defense	Movement	Description		
Aim	Any*		Aim a ranged weapon to get its Acc bonus (+1 for bracing, +1 for 2 turns, +2 for 3+ turns, the combined bonus fro	om all targeting	systems
			cannot exceed the weapon's base Accuracy) You get no step if your two-handed weapon is braced Cover	r DR Table (B5	59)
All-Out Attack - Melee			Materi	rial	DR/2.5cm
Determined	None	1/2 forward	+4 to hit Alumir	num	20-30
Double	None 1/2 forward 2 attacks on same foe with ready weapon (-4 to off-hand without Ambidexterity) Brick			5-8*	
Feint	None	None 1/2 forward Make one feint and one attack on the same foe Concrete		rete	6-12*
Long	None				5-20 †
Strong	None 1/2 forward +2 to damage (or +1 per damage die) Iron			40-60	
All-Out Attack - Range	Out Attack - Ranged (for optional ranged feints, see MA121) Sandt			bags	3
Determined	None	1/2 forward	+1 to hit Steel,	mild	50-60
Suppression Fire	None	1/2 forward	ard RoF 5+ targets 2 yard zone - RoF 10+ suppress multiple, adjacent 2 yard zones with 5+ Shots/zone Steel, hard		60-70
All-Out Defense			Stone	:	8-13*
Increased	Any	Step (1/2)	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move) Wood	l	0.5-1*/‡
Double	Any	Step	Two different Defenses against one attack * Repe	eated damage	to small Area
Attack	Any	Step	Attack unarmed or with a ready weapon, you make take a step before or after you attack	s DR / † Brittle /	‡ Cmbustl.
Change Posture	Any	None	Standing, sitting, kneeling, crawling, prone, lying face up (see B364/MA98). Prone to Standing takes two turns (E	Exception Actob	atic Stand)
Concentrate	Any†	Step	Focus on mental task		
Committed Attack - Me	elee (MA100)				
Determined	Special ‡	Step	+2 to hit, or take two steps at -2 to hit for a total modifier of 0, may move before or after an attack		
Strong	Special ‡	Step	+1 to damage (or +1 per two full damage dice), ST-based attacks only, may take 2 steps at -2 to skill, may move	before or after	an attack
Defensive Attack	Any	Step**	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon or Parry with the s		
			avoid Leg Grapple and DX rolls to avoid falling2 to damage (or -1 per die if worse), foe gets +1 to defend again	nst a grab or gra	apple
Do Nothing	Any	None	Take no action (Active Defenses at -4 if taking Do Nothing due to Stun; roll vs HT/IQ)		
Evaluate	luate Any Step Study a foe prior to a melee attack (+1 per turn to subsequent attackss or feints, max. +3); may also use the Evaluate Bonus to cancel ou penalties from Deceptive Attacks or feints				
Feint - Melee (May use	the highest me	lee weapon o	r unarmed combat skill to resist a feint; for optional ranged feints, see MA121)	Ra	pid Fire
Beat	Any	Step	Contest of ST-based combat skill vs foe's ST- or DX-based skill (MA100)	Shots	Bonus
Defensive Feint	Any	Step	Apply the penalty from a successful Beat, Feint or Ruse to foe's attacks roll instead of defense	5-8	+1
Feint	Any	Step	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield or DX	9-12	+2
Ruse	Any	Step	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill or Tactics (MA101)	13-16	+3
Move and Attack	Special §	Full Move	Move and attack at a penalty (Ranged: -2 or weapon's bulk; non-slam Melee: -4, max. skill 9). For thrusting attact	rks 17-24	+4
moro una rittadi.	opoola. 3	(-2 to avoid	may use slam damage (HP x velocity/100). Not compatible with Flurry of Blows, Mighty Blow, Giant Step, Combo	os, 25-49	+5
		falling)	Rapid Strike or Deceptive Attack (except slams or cinematic techniques which require final effective skill of at lea	. 00 00	+6
Move	Any	Full Move	Do nothing but move (See Sprinting B354 and Acrobatic Movement MA105+)	x2	++1
Ready	Any	Step	Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)		
Wait	Any	Varies	Hold your action, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, Ready or Stop Fyour action will be and what will trigger it.	Hit. Specify exa	ctly what
* Taking an active defen	se spoils your Ai	m; if you are in	jured, make a Will roll or lose your Aim. ** Before or after attack.		
			red, distracted etc. requires a Will-3 roll to maintain.		
			attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2		
§ If you attacked using a you cannot dodge. You			n to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any of	other body part t	o attack,
			•		
Deceptive Attack (B36	, -		tive defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of 10).		
Pop-Up Attack (B390)	-		acker suffers -2 to hit, no aim possible, may step. Not possible with bow or sling		
Rapid Strike (B370)			at -6, to replace one normal attack. Can target seperate foes.		
Riposte (MA124)			arry (min. of 8), not including modifiers. If Parry succeeds and you attack using the parrying weapon next turn, ap weapon), Block (shield) or Dodge (non-hand unarmed strike) or half that penatly to all other defenses.	oply the same p	enaity to
Stop Hit (MA108)	Take a W	ait Maneuver a	and declare that you intend to attack. Both roll to hit. Both fail, nothing happens. If one hits, the other defends at -1 ar margin of success defends normally, other at penalty above. If tied, both have above penalty. Possible with Unb		
Spraying Fire (B409)	RoF 5+ w	eapon may att	ack multiple targets, must be within 30° angle, engaged in succession, +1 Rcl 2nd target +2 Rcl 3rd target and so		
Telegraphic Attack (M.			shot/yard. Attack roll for each target with effective RoF gainst. Not compatible with Deceptive Attack, Evaluate, Riposte or Feint. Does not affect critical chance.		
Tip Slash (MA113)			ing weapon to do cutting damage equal to the weapons impaling damage -2		
Extra Effort	A critical failure	on these rolls o	auses an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). May use no m tep, Great Lunge, Heroic Charge, Mighty Blows)	more than one o	offensive
Flurry of Blows			the penalty for Rapid Strike (B370, usually -6)		
Giant Step	Spend 1 FP for o	one extra step	(before or after your attack) during an Attack or Defensive Attack.		
Great Lunge	Spend 1 FP to g	et the effects o	f All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip	0).	
Heroic Charge	Spend 1 FP duri	ng a Move and	Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).		
Mighty Blow					
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Active Defense (B374-			Posture (B367, B551) Defense Melee Attack Ranged Target		

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Active	Defense (B374+)	Description	Posture (B367, B551)	Defense	Melee Attack	Ranged Targe	et Moveme	nt	
Dodge			Standing	Normal	Normal	Normal	Normal		
а	nd Drop / Dive	+3 to Dodge - you may take a step before falling prone	Crouching	Normal	-2	-2	2/3 (or +1	1/2 MP pe	er hex)
S	acrificial	If you make your dodge roll, you get hit - if you fail, original	Kneeling	-2	-2	-2	1/3 (or +2	MP per	hex)
		victim gets his defense roll	Crawling	-3	-4 (Reach "C")	-2*	1/3 (or +2	MP per	hex)
	crobatic	-2/+2 to Dodge - once per turn, can be combined with retreat	Sitting	-2	-2	-2	None		
Parry (Weapon)		Lying Down	-3	-4	-2*	1 yard/se	cond	
L	arge Thrown (Spear)	-1	* If attacker is at the sa	me or lowe	r elevation and	farther away tha	n his own he	eight, he	attacks
S	mall Thrown (Knife)	-2 your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at				et at all.			
C	onsecutive	-4 if you use the same hand in the same round	If you also have your head down, he cannot attack your neck, eyes, or face.						
		-2 if you use fencing							
		-1 if you use fencing with Weapon Master or Trained by a Master							
C	Cross Commit two ready melee weapons to a single Parry, using the better Parry score +2 and combining their weights (for purposes of breaking). Neither hand can Parry again this turn					n Parry			
		again this turn							Ĭ
S	upported	again this turn Use a ready (empty) hand to support a parrying weapon for +1 as if i	t were a two-handed we	apon. Neitl	ner hand can pa	rry again			
	upported Jnarmed - above rules	Use a ready (empty) hand to support a parrying weapon for +1 as if i	t were a two-handed we	apon. Neitl	ner hand can pa	, ,			,
Parry (Use a ready (empty) hand to support a parrying weapon for +1 as if i	t were a two-handed we	apon. Neitl	Г	Injury Tol	erance Tabl	٠ ,)
Parry (I	Jnarmed - above rules	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well)	t were a two-handed we	apon. Neitl	K	Injury Tol	i- pi	le (B380) pi+) imp
Parry (I	Jnarmed - above rules X / Karate / Brawling	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand	t were a two-handed we	apon. Neitl	K	Injury Tol	i- pi <1/5 x1/3	٠ ,	
Parry (I C V V	Jnarmed - above rules X / Karate / Brawling /restling / Sumo /eapon Swing Attack	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand Need to use two hands to Parry	t were a two-handed we	apon. Neitl	К U	Injury Tolind of entity politicity politicity of entity politicity of the confidence	i- pi x1/5 x1/3 1/10 x1/5	pi+ x1/2 x1/3	<i>imp</i> x1 x1/2
Parry (I V V Parry (I	Jnarmed - above rules X / Karate / Brawling /restling / Sumo /eapon Swing Attack	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand Need to use two hands to Parry -3, 0 if you use Karate or Judo			К U Н	Injury Tolind of entity politions on ogenous x iffuse*	i- pi x1/5 x1/3 1/10 x1/5 x1HP 0-1HF	pi+ x1/2 x1/3 P 0-1HP	imp x1 x1/2 0-1HP
Parry (I V V Parry (I	Jnarmed - above rules X / Karate / Brawling /restling / Sumo /eapon Swing Attack Jnarmed with legs - al arate / Brawling	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand Need to use two hands to Parry -3, 0 if you use Karate or Judo bove rules apply as well)			И Н D	Injury Tolind of entity political properties of the state	i- pi x1/5 x1/3 1/10 x1/5 -1HP 0-1HF ever >2 HP;	pi+ x1/2 x1/3 2 0-1HP Area-effe	imp x1 x1/2 0-1HP ect,
Parry (I V Parry (I K Block (Jnarmed - above rules X / Karate / Brawling /restling / Sumo /eapon Swing Attack Jnarmed with legs - al arate / Brawling	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand Need to use two hands to Parry -3, 0 if you use Karate or Judo bove rules apply as well) Needs Karate / Brawling - can only parry attacks below the waist, can			И Н D	Injury Tolind of entity politions on ogenous x iffuse*	i- pi x1/5 x1/3 1/10 x1/5 -1HP 0-1HF ever >2 HP;	pi+ x1/2 x1/3 2 0-1HP Area-effe	imp x1 x1/2 0-1HP ect,
Parry (I V Parry (I K Block (Jnarmed - above rules X / Karate / Brawling /restling / Sumo /eapon Swing Attack Jnarmed with legs - al arate / Brawling You can not Block Bul	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand Need to use two hands to Parry -3, 0 if you use Karate or Judo bove rules apply as well) Needs Karate / Brawling - can only parry attacks below the waist, cal			И Н D	Injury Tolind of entity political properties of the state	i- pi x1/5 x1/3 1/10 x1/5 -1HP 0-1HF ever >2 HP;	pi+ x1/2 x1/3 2 0-1HP Area-effe	imp x1 x1/2 0-1HP ect,
Parry (I V V Parry (I K Block (Jnarmed - above rules X / Karate / Brawling /restling / Sumo /eapon Swing Attack Jnarmed with legs - al arate / Brawling You can not Block Bul onsecutive /lose Combat	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand Need to use two hands to Parry -3, 0 if you use Karate or Judo bove rules apply as well) Needs Karate / Brawling - can only parry attacks below the waist, cal	n not retreat, once per T	urn	K U H D	Injury Tolind of entity p nliving comogenous x iffuse* 0 Other attacks neone and Exp att	i- pi x1/5 x1/3 1/10 x1/5 -1HP 0-1HF ever >2 HP;	pi+ x1/2 x1/3 2 0-1HP Area-effe	imp x1 x1/2 0-1HP ect,
Parry (I	Jnarmed - above rules X / Karate / Brawling /restling / Sumo /eapon Swing Attack Jnarmed with legs - al arate / Brawling You can not Block Bul onsecutive /lose Combat	Use a ready (empty) hand to support a parrying weapon for +1 as if is apply as well) Use highest to Parry with one free hand Need to use two hands to Parry -3, 0 if you use Karate or Judo bove rules apply as well) Needs Karate / Brawling - can only parry attacks below the waist, cal liets or Beam Weapons) -5 No block possible	n not retreat, once per T	urn	K U H D	Injury Tolind of entity p nliving comogenous x iffuse* 0 Other attacks neone and Exp att	i- pi x1/5 x1/3 1/10 x1/5 -1HP 0-1HF ever >2 HP;	pi+ x1/2 x1/3 2 0-1HP Area-effe	imp x1 x1/2 0-1HP ect,

Spend 1 FP to Parry with an unbalanced weapon during an Attack, or any weapon during a Move and Attack

A critical failure on these rolls causes an additional 1 HP of injury to arm (Block, Parry, Attack) or leg (Dodge or Kick), no DR (B357). May use no more than one defensive option (Feverish Defense or Rapid Recovery)

Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack)

Block

Feverish Defense Rapid Recovery

Extra Effort

+1

Hit Location & Damage Modifier Table

Humanoid Table B552							
Roll	Location	Penalty	Notes				
3 - 4	Skull	-7(f)/-5(b)	[1, 3]				
5	Face	-5(f)/-7(b)	[1, 4]				
6 - 7	Right Leg	-2	[5]				
8	Right Arm	-2	[5, 6]				
9 - 10	Torso	0	[18]				
11	Abdomen	-1					
12	Left Arm	-2	[5, 6]				
13 - 14	Left Leg	-2	[5]				
15	Hand	-4	[6, 8, 9]				
16	Foot	-4	[8, 9]				
17 - 18	Neck	-5	[1, 10]				
	Vitals	-3	[1, 11]				
	Eye	-9	[1, 2]				
	Ear	-7	[1, 12]				
	Nose	-7	[1, 15]				
	Jaw	-6	[1, 13]				
	Spine	-8	[1, 16]				
	Limb vascular	-5	[17]				
	Neck vascular	-8	[17]				
	Arm/Leg Joint	-5	[14]				
	Hand/Foot Joint	-7	[14]				
	Groin	-3	[1, 7]				
-							

[1] An attack that misses by 1 hits the torso in-stead. [2] If rolling randomly, roll 1d: 1-3 is right, 4-6 is

stead. [2] Only impaling, piercing, and tight-beam burning attacks can target the eye – and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull [3], but without the extra

[3] The skull gets an extra DR 2. Wounding modifier is ×4. Knockdown rolls are at -10. Critical hits use the Critical Head Blow Table (B556). Exception: These special effects do not apply to toxic damage.

tion: These special effects do not apply to toxic damage.

[4] Jaw, cheeks, nose, ears, etc. If the target has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the Critical Head Blow Table (B556). Corrosion damage gets a ×1.5 wounding modifier, and if it inflicts a major wound, it also blinds one eye (both eyes on damage over full HP). Random attacks from behind hit the skull instead. On front hit, roll 1d. 1 means skull [3] hit if attack is imp, pi, tbb. Otherwise it's a nose hit [15]. [5] Limb. Reduce the wounding multiplier of large pi, huge pi and imp damage to ×1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb. Damage beyond that threshold is lost. Roll 1d, on a 1 cut, imp, pi, tbb hit vein/artery, see [17]. Cr hits a joint [15]
[6] If holding a shield, double the penalty to hit: -4 for shield arm, -8 for shield hand.
[7] Human males and the males of similar species suffer double shock from cr damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit.

nit.
[8] Extremity. Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost. Roll 1d, on a 1

- with *cr, cut, pi, tbb* hits a joint [14].

[9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.

[10] Neck and throat. Increase the wounding multiplier of *cr* and *cor* attacks to ×1.5, and that of a cutting damage to ×2. At the GM's option, anyone killed by a cutting blow to the neck is decapitated!

Roll 1d, on a 1 with *cut, imp, pi, tbb* hits vein/artery [17], if *cr* from behind, counts as [16] and gives quadriplegic. Automatic if dmg > HP from Neck Snap or throw from Head Lock.

[11] Heart, lungs, kidneys, etc. Increase wounding modifier for *imp* or *pi* attack to ×3. Increase wounding modifier for *tbb* attack to ×3. Increase wounding modifier for *tbb* attack to ×2. Other at tacks cannot target the vitals.

[12] Ear, if cutting max Dmg = HP/4, double HP/4, removes ear which gives -1 Appearance

[13] Jaw, if crushing extra -1 to knockdown

[14] Joints, limb crippeld at HP/3, extremity at HP4, HT roll to recover from crippling -2, miss by 1 hits the limb or extremity not the joint

[15] Nose, only targetable from the front, treat like facehit, HP/4 breaks nose gives major wound and no Sense of Smell/Taste until healed. *Cut* lops off nose if HP/4×2 (major wound) but knockdown of at -5 for face. Cutting off nose = Appearance -2

[16] Spine, only targetable from behind with *cr, cut, imp, pi, tbb*. Increases wounding modifier plus 0.5, no crippling and no dmg limit, an attack that misses by 1 hits the neck, arm or leg, as appropriate [18] Roll did *cr, imp, pi, tbb*. On 1, hit to the vitals [11], *cut* from behind hits the spine [16]

Critical Miss Table B556 Roll Effect

Weapon breaks, if resistant to breakage (solid *cr* weps, magical, fire arms..) reroll - 3|4 = weapon breaks, else drop weapon 314

Hit yourself in arm or leg (50% chance). Exception imp, pi, ranged reroll - if 5|6 full|half dmg, else use that result

as 5, but half damage only

Lose your balance, do nothing else (not even free action). Active Defense 7113

Weapon turns in hand, needs Ready maneuver to use again.

Drop weapon, cheap weapon breaks

If swinging attack, weapon flies 1d yards from hand, 50% chance straight forward or straight back, anyone on target spot must make DX roll or take half damage. If thrusting melee attack or any ranged, you drop as in 9

Strain your shoulder, weapon arm crippeld, don't drop weapon but can't use it to attack or defend for 30

You fall down! If ranged, see 7

17|18 Weapon Breaks, see 3

men

Weapon Statistics for Melee and Ranged Weapons

The tech level at which the weapon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you have the High TL TL trait (B23).

Weapon

Damage

Parry

Acc

RoF

ST

Bulk

RcI

The general class of weapon in question; e.g., "shortsword" or "assault rifle." Each entry represents a wide range of individual types. For guns, this entry includes a projectile diameter, or "caliber," given in millimeters (e.g., 9mm) or fractions of an inch (e.g., 50), as customary for the weapon. The letters M (Magnum), P (Pistol), R (Revolver), and S (Short) appear after caliber in studentiations where different guns have the same caliber but fire different ammunition; for instance, 7.62mm ammo is not interchangeable with shorter 7.62mmS ammo.

ent ammunition; for instance, 7.62mm ammo is not interchangeable with shorter 7.62mmS ammo.

For muscle-powered melee and missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to the wielder's basic thrusting (thr) or swinging (sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2," so if you have ST 11, which gives a basic thrusting damage of 1d-1, you inflict 1d+1 damage with a spear. Note that swung weapons act as a lever, and so do more damage. For firearms, grenades, and some powered melee weapons, damage is given as a fixed number of dice plus adds; e.g., a 9mm auto pistol lists "2d+2," which means that any user would roll 2d and add 2 to get damage.

Armor Divisors: A parenthetical number after damage – e.g., (2) – is an armor divisor. Divide the target's BT from armor or other sources by this number before subtracting it from your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a divisor of (2) would halve DR. A fractional divisor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.

Damage Type: An abbreviation indicating the type of injury or effect the attack causes: aff = affliction, burn = burning, cor = corrosion, cr = crushing, cut = cutting, fat = fatigue, imp = impaling, pi- = small piercing, pi = piercing, pi++ huge piercing, spec. = special - see weapon notes, tbb = tight-beam burning, tox = toxic.

A victim loses HP equal to the damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and large piercing attacks; and double it for impaling and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injury, but impose a particular affliction on a failed HT roll, as specified in the weapon's notes. Tbb can target Eyes and Vitals. See Damage and Injury (B377) for additional rules.

ditional rules. The character of the plast is despendent to the content of the plast is a content of the plast. Some explosions: An "ex" after crushing or burning damage indicates the attack produces an explosion. This may injure those nearby: divide damage by three times distance in yards from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (see Fragmentation Damage, p. 414). Fragmentation damage appears in brackets; e.g., "3d [2d] or ex" means an explosion that inflicts 3d crushing damage and throws fragments that do 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage, e.g., 10 yards for [2d]. If an explosive attack has an armor divisor, 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 fragments.

Afflictions: Some special weapons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must attempt a HT roll at the listed penalty to avoid the effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid being stunned for (20 - HT) seconds. Note that DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jacket would give +2 to your HT roll to resist that stun gun.

Other Effects: A few weapons have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the primary attack on a successful hit. For details, see Linked Effects (B381) and Follow-Up Damage (B381).

Melee weapons only. This is the distance in vards at which a human-sized or smaller wielder can strike with the weapon. For example, reach "2"

Reach

on a successful int. For details, see Linked Effects (6381) and Follow-Up Damage (6381).

Melee weapons only. This is the distance in yards at which a human-sized or smaller wielder can strike with the weapon. For example, reach means the weapon can only strike a foe two yards away – not a closer or more distant one.

"C" indicates you can use the weapon in close combat; see Close Combat (6391).

Some weapons have a continuum of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An asterisk (*) nex reach means the weapon is awkward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, you can st at foes that are at any distance within the weapon's reach.

Melee weapons only. A number, such as "+2" or "-1," indicates the bonus or penalty to your Parry defense when using that weapon (see Parrying, B376). For most weapons, this is "0," meaning "no modifier."

"E" means the weapon is a fencing weapon (see B404).

"U" means the weapon is unbalanced: you cannot use it to parry if you have already used it to attack this turn (or vice versa).

"No" means the weapon party at all.

Ranged weapons only. Add Accuracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a builtin scope bonus for this appears as a separate modifier after the weapon's base Acc; e.g., "7+2."

The maximum number of shots an ordinary shooter can fire in a one-second turn. A weapon can normally fire fewer shots (to a minimum of 1), i

wish, but some special notes apply:

"!" means the weapon can only fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up.

"m x n" (e.g., 3x9) means the weapon can fire a number of shots per attack equal to the first number (m), and that each shot releases smaller pr titles equal to the second number (n); see Shotguns and Multiple Projectiles (B409).

"Jet" means the weapon shoots a continuous stream of fluid or energy, using the jet rules (B106).

The number of shots the weapon can fire before you must reload or recharge it. "T" means the weapon is thrown. To "reload," pick it up or rea new weapon! The best weapon are the best was a mast release of rectaining the weapon is thrown. For teleast, pick it up or real new weapon. The parenthetical number following Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's shots (e.g. changing magazines) – or, for a thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shots individu the time listed is per shot rather than for all shots.

The weight of the weapon, in pounds; "neg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight of one reload appears after a slash. Weight

reload appears after a slash.

The minimum Strength required to use the weapon properly. If you try to use a weapon that requires more ST than you have, you will be atweapon skill per point of ST you lack and lose one extra FP at the end of any fight that lasts long enough to fatigue you.

"†" means the weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, it becomes unready after you attack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness penalty. But requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardless of ST.

"‡" means the weapon requires two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round To use it in one hand without it becoming unready, you need at least three times the listed ST.

"B" indicates a firearm with an attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced and reduce ST requirement to 2/3 of the listed value (round up); e.g., ST 13 becomes ST 9.

"M" means the weapon is usually mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the weapon from tripod or mount; the ST requirement only applies when firing the weapon without its mount. Removing the weapon from its mount (or reattaching takes at least three one-second Ready maneuvers.

A measure of the weapon's size and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move and Attack maneuver (see Move and Attack maneuver).

A measure of the weapon's size and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Move and At B365). It also serves as a penalty to Holdout skill when you attempt to conceal the weapon.

A measure of how easy the weapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means the weapon.

When firing at RoF 2+, every full multiple of Rcl by which you make your attack roll means you score one extra hit, to a maximum number of equal to total shots fired; see Rapid Fire (B373). (Firearms with RoF 1 still list Rcl, for use with certain rules.)

This is only noted for firearms and grenades. All melee weapons and muscle-powered ranged weapons intended for combat are LC4. An excel is the force sword, which is LC2. Ignore LC for "weapons" intended as tools, or for hunting or recreation, and for those that are completely improvide a wooden stake). See Legality Class (B267). IC.

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Critical Hit Table B556				
Roll	Effect			
3 18	Triple dmg			
4 17	DR/2 after armor divisor			
5 16	Double dmg			
6 15	Maximum dmg			
7	Penetrating dmg = Major Wounds			
8	Penetrating dmg = double Shock (Max -8), limb or extremity =+ funny-bone (16-HT secs) crippled, unless enough dmg to criple anyway			
9-11	Normal dmg only			
12	Normal dmg, victim drops held items			
13 14	Penetrating dmg = Major Wound			

(see dam-	Major Wound					
e.g.,	Size and Speed/Range					
n the	Speed Linear					
T roll	Range	Size		ırement		
nned	0	-15		mm		
give	0	-14	11.55	mm		
ttack	0	-13	17.5	mm		
ch "2"	0	-12	23.1	mm		
cn Z	0	-11	35	mm		
	0	-10	37.5	mm		
ext to strike	0	-9	5	cm		
	0	-8	7.5	cm		
	0	-7	12.5	cm		
	0	-6	20	cm		
	0	-5	30	cm		
tho	0	-4	45	cm		
e, the	0	-3	60	cm		
f you	0	-2	1	m		
,	0	-1	1.5	m		
rojec-	0	0	2	m		
ojcc-	-1	1	3	m		
	-2	2	5	m		
ady a	-3	3	7	m		
g., by	-4	4	10	m		
ually:	-5	5	15	m		
6 11	-6	6	20	m		
e full	-7	7	30	m		
-1 to	-8	8	50	m		
	-9	9	70	m		
l, but it if it	-10	10	100	m		
. II IL	-11	11		m		
d up).	-12	12	200	m		
ce its	-13	13	300	m		
	-14	14	500	m		
m its ng it)	-15	15	700	m		
ing it)	-16	16	1000	m		
ttack,	-17	17		m		
	-18	18	2000	m		
apon	-19	19	3000	m		
f hits	-20	20	5000	m		
-	-21	21	7000	m		
ption	-22	22	10	km		
vised	3	.6 kml	n ~ 1 m	/s		