	ctive Defense		Description	14 fee beering 14 fee 0 but					
Aim	Any*	Step None	Aim a ranged weapon to get its Acc bonus (cannot exceed the weapon's base Accuracy				us from all ta over DR Tal		stems
All-Out Attack - Melee				/ Tod got no otop in your	the nanded neapon is		aterial	DR/Inch	(2.5 cm)
Determined	None	1/2 forward	+4 to hit				luminum	20-30	
Double	None		2 attacks on same foe with ready weapon (-		idexterity)	Bi	rick	5-8*	
Feint	None		Make one feint and one attack on the same		and in arouch (MA07)		oncrete	6-12*	
Long Strong	None None		Increase reach by 1 yard (Swing attacks at +2 to damage (or +1 per damage die)	-2 unig of -1 per ule), may			lass on	5-20 † 40-60	
All-Out Attack - Ranged							andbags	3	
Determined	None	1/2 forward	+1 to hit				teel, mild	50-60	
Suppression Fire	None	1/2 forward	RoF 5+ targets 2 yard zone - RoF 10+ supp	ress multiple, adjacent 2 y	ard zones with 5+ Sho	ts/zone St	teel, hard	60-70	
All-Out Defense		0. (1/0)					tone	8-13*	
Increased Double	Any Any	Step (1/2) Step	+2 to one Active Defense until next turn (Inc Two different Defenses against one attack	reased Dodge allows up to	o Half Move)		lood	0.5-1*/ ‡	
Attack	Any	Step	Attack unarmed or with a ready weapon, yo	u make take a step before	or after you attack		Repeated da wers DR / †		
Change Posture	Any	None	Standing, sitting, kneeling, crawling, prone,						
Concentrate	Any †	Step	Focus on mental task						
Committed Attack - Mele	. ,								
Determined	Special ‡	Step	+2 to hit, or take two steps at -2 to hit for a t				aovo hoforo	or offer on	ottook
Strong Defensive Attack	Special ‡ Any	Step Step**	+1 to damage (or +1 per two full damage die Balanced weapon: +1 Parry/Block, Unbalan						
Defensive Attack	Ally	otop	avoid Leg Grapple and DX rolls to avoid fall						
Do Nothing	Any	None	Take no action (Active Defenses at -4 if taki					• • •	
Evaluate	Any	Step	Study a foe prior to a melee attack (+1 per t	urn to subsequent attacks	s or feints, max. +3); m	ay also use the	e Evaluate B	onus to car	ncel out
Feint - Melee (May use t	he highest mel	lee weapon or	penalties from Deceptive Attacks or feints	r optional ranged feints	500 MA121)			Rapid Fir	re (B373)
Beat	Any Any	Step	unarmed combat skill to resist a feint; fo Contest of ST-based combat skill vs foe's S					Shots	Bonus
Defensive Feint	Any	Step	Apply the penalty from a successful Beat, F			se		5-8	+1
Feint	Any	Step	Contest of combat skill (melee or ranged) ve	s. combat skill, cloak/shield	d or DX			9-12 13-16	+2 +3
Ruse	Any	Step	Contest of IQ-based combat skill vs. foe's P					13-16	+3 +4
Move and Attack	Special §		Move and attack at a penalty (Ranged: -2 o may use slam damage (HP x velocity/100).					25-49	+5
		falling)	Rapid Strike or Deceptive Attack (except sla					50-99	+6
Move	Any	Full Move	Do nothing but move (See Sprinting B354 a	nd Acrobatic Movement M	IA105+)			x2	++1
Ready	Any	Step	Ready or reload a weapon, adjust reach (B2						
Wait	Any	Varies	Hold your action, then take an Attack, All-Ou your action will be and what will trigger it.	It Attack, Committed Attac	k, Defensive Attack, Fe	eint, Ready or S	top Hit. Spe	cify exactly	what
 Taking an active defens The attacker cannot par 	e or being knoc ry with the hand	m; if you are inj ked down, inju d(s) he used to	ured, make a Will roll or lose your Aim. ** Be red, distracted etc. requires a Will-3 roll to m attack, block if he attacked with his shield o	aintain. r cloak, or dodge if he kick					
s if you attacked using an you cannot dodge. You ca			to parry (if the attack involved a fist, elbow, you cannot retreat.	or weapon) or block (if you	u used a shield of cloak	<). If you used a	any other boo	by part to a	паск,
Deceptive Attack (B369)			ive 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		-	(
Rapid Strike (B370)	Make two	attacks, both a	at -6, to replace one normal attack. Can targe	et seperate foes.	-				
Riposte (MA124)			arry (min. of 8), not including modifiers. If Pa				n, apply the	same pena	ilty to
Stop Hit (MA108)			weapon), Block (shield) or Dodge (non-hand nd declare that you intend to attack. Both rol				at 1 or 3 if	Parry with	samo
Stop Hit (MA108)			r margin of success defends normally, other						
Spraying Fire (B409)		-	ack multiple targets, must be within 30° angle						
			shot/yard. Attack roll for each target with effe						
Telegraphic Attack (MA1 Tip Slash (MA113)			gainst. Not compatible with Deceptive Attack			al chance.			
,			ng weapon to do cutting damage equal to th auses an additional 1 HP of injury to arm (blo			3357). May use	no more that	an one offei	nsive
			tep, Great Lunge, Heroic Charge, Mighty Blo			,,			
			the penalty for Rapid Strike (B370, usually -						
			before or after your attack) during an Attack		ut Attack Defensive Att	taak Dafanaiya			
-			All-Out Attack (Long) without losing defense Attack to ignore the skill penalty and cap (e)			lack, Delensive	Grip).		
		-	e All-Out Attack (Strong) damage bonus to a						
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release Active Defense (B374+)	d for free distribu Descript		resale, under the permissions granted in the Ste	ve Jackson Games Online Po Posture (B367, B551)					
Dodge	Descript				Defense Melee Attac Normal Normal	k Ranged Ta Normal	arget Move Norm		
and Drop / Dive	+3 to Doo	dge - you may	take a step before falling prone	-	Normal -2	-2		aı r + 1/2 MP p	per hex)
Sacrificial			roll, you get hit - if you fail, original	-	-2 -2	-2		r +2 MP pe	
Acrobatia	0	ts his defense		, , , , , , , , , , , , , , , , , , ,	-3 -4 (Reach "C			r +2 MP pe	r hex)
Acrobatic Parry (Weapon)	-2/+2 to L	Jouge - once p	er turn, can be combined with retreat		-2 -2	-2	None		
Large Thrown (Spe	<i>ar)</i> -1				-3 -4	-2* od farther away		l/second	attacko
Small Thrown (Knif	· ·			* If attacker is at the sam your torso as if it were ha					
Consecutive			hand in the same round	If you also have your hea					
			with Weapon Master/Trained by a Master h Weapon Master/Trained by a Master						
Cross		-	e weapons to a single Parry, using the bette	r Parry score +2 and comb	pining their weights (for	purposes of br	eakina). Nei	ther hand o	an Parry
	again this	s turn					5,		,
Supported		• • • • • /	nd to support a parrying weapon for +1 as if	it were a two-handed wea	pon. Neither hand can	parry again			
Parry (Unarmed - above			th one free hand			Iniury	Tolerance 1	able (R38)	0)
DX / Karate / Brawl Wrestling / Sumo		est to Parry wi use two hands	h one free hand to Parry			Kind of entity		•	imp
Weapon Swing Atta		use two nanus ou use Karate c	-			Unliving		1/3 x1/2	
Parry (Unarmed with leg						Homogenous	x1/10 x		
Karate / Brawling Needs Karate / Brawling - can only parry attacks below the waist, can not retreat, once per Turn Diffuse* 0-1HP 0-1HI									
Block (You can not Block Bullets or Beam Weapons) * Other attacks never >2 HP; Area-effect, Cone and Exp attacks cause normal injury									
Consecutive Close Combat	-5 No block	nossihla				und LAP			·JJ
		•	ts against one foe for one turn, can only	retreat once per furn, mu	ist take a step backwa	ards)			
Dodge	+3		- gamer ene los for one tarn, can only	turn, mu	a otop backwa				
Parry		using Fencing	Weapon / Judo / Karate						
Block	+1								
Extra Effort			e 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
Feverish Defense			ish Defense or Rapid Recovery) o a single active defense roll (except when u	sing All-Out Attack or Com	mitted Attack)				
Rapid Recovery			th an unbalanced weapon during an Attack,	•					

Hit Loc	Hit Location & Damage Modifier Table		Table	tead. [9] if rolling randomly, roll 1d: 1-3 is right, 4-6 is			ritical Miss Table B556				
Roll	Location	lumanoid Table B552 Location Penalty Notes		ly impaling, piercing, and tight-beam burn-left.		Effect Weapon breaks, if resistant to					
3 - 4	Skull	-7(f)/-5(b)	[1, 3]	front or sides. Injury over HP/10 blinds the eye. multiplier of <i>cr</i> and <i>cor</i> attacks to ×1.5, and that of		breakag	ge (solid	cr wep	s, magical, fire		
5	Face	-5(f)/-7(b)	[1, 4]	Otherwise, treat as skull [3], but without the extra cutting damage to ×2. At the GM's option, anyone DR! killed by a cutting blow to the neck is decapitated!		arms) reroll - 3 4 else drop weapon			3 4 = weapon breaks, on		
6 - 7	Right Leg	-2	[5]	[3] The skull gets an extra DR 2. Wounding modi- fier is ×4. Knockdown rolls are at -10. Critical hits [17], if <i>cr</i> from behind, counts as [16] and gives	5				eg (50%		
8 9 - 10	Right Arm Torso	-2 0	[5, 6] [18]	use the Critical Head Blow Table (B556). Excep- quadriplegic. Automatic if dmg > HP from Neck tion: These special effects do not apply to toxic Snap or throw from Head Lock.		chance). Exception im reroll - if 5[6 full half dr			ng, other result		
11	Abdomen	-1		damage. [11] Heart, lungs, kidneys, etc. Increase wound-		use that effect.			ophy		
12	Left Arm	-2	[5, 6]	[4] Jaw, cheeks, nose, ears, etc. If the target has ing modifier for <i>imp</i> or <i>pi</i> attack to ×3. Increase an open-faced helmet, ignore its DR. Knockdown wounding modifier for <i>tbb</i> attack to ×2. Other at-		 as 5, but half damage only Lose your balance, do not 					
13 - 14	Left Leg	-2	[5]	rolls are at -5. Critical hits use the Critical Head tacks cannot target the vitals. Blow Table (B556). Corrosion damage gets a ×1.5 [12] Ear, if cutting max Dmg = HP/4, double HP/4		(not even free action). Active at -2					
15 16	Hand Foot	-4 -4	[6, 8, 9] [8, 9]	wounding modifier, and if it inflicts a major wound, removes ear which gives -1 Appearance it also blinds one eye (both eyes on damage over [13] Jaw, if crushing extra -1 to knockdown		2 Weapon turns in hand, needs I			needs Ready		
17 - 18	Neck	-5	[1, 10]	full HP). Random attacks from behind hit the skull [14] Joints, limb crippeld at HP/3, extremity at	·	maneuver to use again.			l. ⁻		
	Vitals	-3	[1, 11]	instead. On front hit, roll 1d. 1 means skull [3] hit if HP4, HT roll to recover from crippling -2, miss by 1 attack is <i>imp</i> , <i>pi</i> , <i>tbb</i> . Otherwise it's a nose hit [15]. hits the limb or extremity not the joint		Drop weapon, cheap weapor If swinging attack, weapon fli					
	Eye	-9	[1, 2]	[5] Limb. Reduce the wounding multiplier of large [15] Nose, only targetable from the front, treat like pi, huge pi and imp damage to ×1. Any major facehit, HP/4 breaks nose gives major wound and		yards fro	om hand	l, 50%	chance straigh		
	Ear Nose	-7 -7	[1, 12]	wound (loss of over 1/2 HP from one blow) crip- no Sense of Smell/Taste until healed. Cut lops off					k, anyone on DX roll or take		
	Jaw	-7	[1, 15] [1, 13]	ples the limb. Damage beyond that threshold is nose if HP/4×2 (major wound) but knockdown not lost. Roll 1d, on a 1 <i>cut, imp, pi, tbb</i> hit vein/artery, at -5 for face. Cutting off nose = Appearance -2		half dan	nage. If t	hrustin	g melee attack p as in 9		
	Spine	-8	[1, 16]	see [17]. <i>Cr</i> hits a joint [15] [16] Spine, only targetable from behind with <i>cr</i> , [6] If holding a shield, double the penalty to hit: -4 <i>cut, imp, pi, tbb.</i> DR3, if shock-penalty roll against	15	Strain y	our shou	ılder, w	eapon arm		
	Limb vascular	-5	[17]	for shield arm, -8 for shield hand. knockdown, crippled if dmg = HP which causes [7] Human males and the males of similar spe- automatic knockdown and stunning					apon but defend for 30		
	Neck vascular	-8 -5	[17] [14]	cies suffer double shock from <i>cr</i> damage, and get [17] Veins and Arteries, only targetable by <i>cut</i> , -5 to knockdown rolls. Otherwise, treat as a torso <i>imp</i> , <i>pi</i> , <i>tbb</i> . Increases wounding modifier plus 0.5,		minutes					
	Arm/Leg Joint Hand/Foot Joint		[14]	hit. no crippling and no dmg limit, an attack that miss-		You fall down! If ranged, see 7 Weapon Breaks, see 3					
	Groin	-3	[1, 7]	[8] Extremity. Treat as a limb, except that damage es by 1 hits the neck, arm or leg, as appropriate over 1/3 HP in one blow inflicts a crippling major [18] Roll 1d if cr, imp, pi or tbb. On 1, hit to the	17/10	weapoi	Dieaks	, 366 J			
v1 99				wound. Excess damage is still lost. Roll 1d, on a 1 vitals [11], cut from behind hits the spine [16]							
				Weapon Statistics for Melee and Ranged Weapons					Table B556		
TL	The tech TL trait (B		ich the we	apon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you h	nave the	High	Roll		Ima		
	The gen	ieral class o	f weapon i	in question; e.g., "shortsword" or "assault rifle." Each entry represents a wide range of individual types. I	For guns	s, this	3 18 4 17		ifter armor		
Weapo	_ entry inclu	udes a proje	ctile diam	eter, or "caliber," given in millimeters (e.g., 9mm) or fractions of an inch (e.g., .50), as customary for the R (Revolver), and S (Short) appear after caliber in situations where different guns have the same caliber	weapon	n. Ine 🛛		divisor			
	ent ammu	inition; for in	istance, 7.	62mm ammo is not interchangeable with shorter 7.62mmS ammo.			5 16		e dmg um dmg		
	basic thru	scle-powere usting (thr) o	d melee a r swinging	nd missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to (sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2," so if you have of 1d-1, you inflict 1d+1 damage with a spear. Note that swung weapons act as a lever, and so do more	ST 11, 1	which			ating dmg =		
	gives a ba For firea	asic thrusting arms, grena	g damage des. and s	of 1d-1, you inflict 1d+1 damage with a spear. Note that swung weapons act as a lever, and so do more some powered melee weapons, damage is given as a fixed number of dice plus adds; e.g., a 9mm au	e damag uto pisto	le. ol lists		Major \	Nounds		
	"2d+2," wh	iich means t	hat any us	ser would roll 2d and add 2 to get damage.			8	Penetr double	ating dmg = Shock (Max		
	number b	efore subtra	acting it fro	al number after damage – e.g., (2) – is an armor divisor. Divide the target's DR from armor or other so m your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a	divisor	of (2)		-8), lim	b or extremity ny-bone (16-H1		
	would hal Damage	lve DR. A fra e <i>Type:</i> An a	ictional div bbreviatio	om your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a divisor of (: visor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10. n indicating the type of injury or effect the attack causes: <i>aff</i> = affliction, <i>burn</i> = burning, <i>cor</i> = corrosion, <i>cr</i> = crushir					rippled, unless		
	cut = cutti	ing, <i>fat</i> = fat	igue, imp	= impaling, pi- = small piercing, pi = piercing, pi+ = large piercing, pi++ huge piercing, spec. = special - , tox = toxic.	- see we	eapon		anywa	n dmg to criple		
	A victim	loses HP ec	qual to the	damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and	large pie	ercing			l dmg only		
Damag	ge a particula	ar affliction	on a failed	ng and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injur I HT roll, as specified in the weapon's notes. Tbb can target Eyes and Vitals. See Damage and Injury (12	Norma	l dmg, victim neld items		
	ditional ru <i>Explosic</i>	ons: An "ex"	after crus	shing or burning damage indicates the attack produces an explosion. This may injure those nearby: di	ivide da	mage	13 14	Penetr	ating dmg =		
	by three t	times distan	ce in yard	s from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone	e nearby	/ (see		Major \	Nound		
	Fragmentation Damage, p. 41 age and throws fragments that			s from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone nearby (s). Fragmentation damage appears in brackets; e.g., "3d [2d] or ex" means an explosion that inflicts 3d crushing da do 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation damage; e e attack has an armor divisor, this only applies to the DR of a target that takes a direct hit – not to those caught in t		n-].,					
	10 verde f	for [2d] If or		do 20 cutting damage. The danger fadius for hagments is live yards times the dice of hagmentation	damage	e; e.g.,					
	Diast radii	us or nit by 1	ragments				Size	and S	peed/Range		
	Affliction	us or nit by i is: Some sp	ecial weap	pons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte	empt a ⊢	HT roll	Speed	Size	Linear		
	Affliction at the liste for (20 - F	us of hit by i is: Some sp ed penalty to HT) seconds	ecial weap o avoid the . Note that	, oons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b t DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack	empt a H being stu	IT roll unned		Size	Linear Measuremen		
	Affliction at the liste for (20 - H +2 to your Other Ef	us or hit by f as: Some sp ed penalty to HT) seconds r HT roll to ro ffects: A few	ecial weap o avoid the s. Note that esist that s weapons	ons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b it DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p	empt a H being stu et would	HT roll unned d give	Speed Range	Size -15	Linear		
	Affliction at the liste for (20 - H +2 to your Other Et on a succ Melee w	us of nit by t ns: Some sp ed penalty to HT) seconds r HT roll to ru ffects: A few ressful hit. F eapons only	a avoid the avoid the s. Note that esist that s weapons or details, y. This is the	oons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b it DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381). he distance in vards at which a human-sized or smaller wielder can strike with the weapon. For exam	empt a H being stu et would primary a	HT roll unned d give attack	Speed Range 0	Size -15	Linear Measuremen 7 mm		
	Affliction at the liste for (20 - I +2 to your Other Et on a succ Melee w means th "C" indica:	us or nit by 1 hs: Some sp ed penalty to 4T) seconds r HT roll to ro ffects: A few essful hit. F eapons only e weapon ca	vecial weap o avoid the s. Note that esist that s weapons or details, v. This is th an only str	ons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b it DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381). he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exam ike a foe two yards away – not a closer or more distant one.	empt a H being stu et would primary a	HT roll unned d give attack	Speed Range 0 0 0 0	Size -15 -14 -13 -12	Linear Measuremen 7 mm 11.55 mm 17.5 mm 23.1 mm		
Reach	Affliction at the liste for (20 - H +2 to your Other Et on a succ Melee w means th "C" indica Some we	us or nit by t ns: Some sp ed penalty to HT) seconds r HT roll to ro ffects: A few eassful hit. F eapons only e weapon ca tes you can eapons have	cial weap o avoid the a. Note that esist that s weapons or details, y. This is that an only struse the weap or a continu	oons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b it DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381). he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exam ike a foe two yards away – not a closer or more distant one. eapon in close combat; see Close Combat (B391). um of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An aster	empt a H being stu et would primary a nple, rea isk (*) n	HT roll unned d give attack ach "2"	Speed Range 0 0 0	Size -15 -14 -13 -12 -11	Linear Measuremen 7 mm 11.55 mm 17.5 mm 23.1 mm 35 mm		
Reach	Affliction at the liste for (20 - I + +2 to your Other Et on a succ Melee w means the "C" indica Some we reach me	us of hit by 1 as: Some sp ed penalty tr HT) seconds r HT roll to ra ffects: A few ressful hit. F eapons only e weapon ca tes you can eapons have ans the wea	cial weap o avoid the s. Note that esist that s weapons or details, d. This is the an only str use the w e a continu apon is aw	Joons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b t DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381). he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exam ike a foe two yards away – not a closer or more distant one. eapon in close combat; see Close Combat (B391).	empt a H being stu et would primary a nple, rea isk (*) n	HT roll unned d give attack ach "2"	Speed Range 0 0 0 0 0	Size -15 -14 -13 -12	Linear Measuremen 7 mm 11.55 mm 17.5 mm 23.1 mm		
Reach	Diast radiu Affliction at the lister for (20 - I +2 to your Other EI on a succ Melee w means th "C" indica Some we reach me at foes tha Melee w	us or nit by 1 s: Some sp ed penalty tr (T) seconds r HT roll to rr ffects: A few essful hit. F eapons only e weapon ca tes you can eapons have ans the wea at are at any eapons only	a solution of the second secon	oons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte a effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b t DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381). he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exam ike a foe two yards away – not a closer or more distant one. eapon in close combat; see Close Combat (B391). um of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An aster kward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, y within the weapon's reach. r, such as "+2" or "-1," indicates the bonus or penalty to your Parry	empt a H being stu et would primary a nple, rea isk (*) n	HT roll unned d give attack ach "2"	Speed Range 0 0 0 0 0 0 0 0 0	Size -15 -14 -13 -12 -11 -10 -9 -8	Linear Measuremen 7 mm 11.55 mm 17.5 mm 23.1 mm 35 mm 37.5 mm 5 cm 7.5 cm		
Reach Parry	blast radio Affliction at the lists for (20 - F +2 to your Other E1 on a succ Melee w means th "C" indica Some we reach me at foes th Melee w defense "F" means	us or nit by 1 s: Some sp ed penalty to (T) seconds r HT roll to r ffects: A few reasful hit. F eapons only tes you can eapons have ans the wea at are at any eapons only when using s the weapo	ragments ecial weap o avoid the source of the sesist that sesist that sesist that sesist that sesist that set weapons or details, this is the an only str use the w se a continu- pon is aw distance that weap n is a fence	oons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b t DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381). he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exam ike a foe two yards away – not a closer or more distant one. eapon in close combat, see Close Combat (B391). Jum of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An aster kward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, y within the weapon's reach. r, such as "+2" or "-1," indicates the bonus or penalty to your Parry on (see Parrying, B376). For most weapons, this is "0," meaning "no modifier." ing weapon (see B404).	empt a H being stu et would primary a nple, rea isk (*) n	HT roll unned d give attack ach "2"	Speed Range 0	Size -15 -14 -13 -12 -11 -10 -9 -8 -7	Linear Measuremen 7 mm 11.55 mm 17.5 mm 23.1 mm 35 mm 37.5 mm 5 cm 7.5 cm 12.5 cm		
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Parry Acc RoF Shots Weigh ST	blast radiu Affliction at the lists for (20 - F +2 to your Other EI on a succ Melee w reach me at foes the Melee w reach me reach me at foes the Melee w reach me at foes the Melee w reach me at foes the Melee w reach me reach me at foes the Melee w reach me reach me at foes the Melee w reach me reach me rea	Us of nit by 1 s: Some sp ed penalty the TT) seconds r HT roll to r fffects: A few weessful hit. F eapons only ewespond is tes you can eapons only eapons only when using s the weapons only when using s the weapons only when using s the weapons only when using s the weapons only this appear kinum numt some speci. ans the weapons only the weapons ans the weapons ans the weapons only the weapons only the second ans the weapons only the second ans the weapons only the second ans the weapons only the second ans the weapons s the weapons only the second ans the weapons only the second ans the weapon so the weapon s the weapon on the the second also serves are of how e ss, or nearly otal shots fir only noted fo s sword, wh	ragments ecclai weap o avoid the . Note the asist that s weapons or details, . This is t an only str use the w or details, . This is t an only str use the w or details, . A numbe that weap on is a wall on cannot al notes and n is unbala on cannot al notes and n can only ans the weap on shoots s the weap on shoots s the weap is a sase. gth require about it and a shot rathere eapon, in a slash. gth require ans the weap is usual on requires without it an on s on as a per on solut it and the most on solut it and the most on solut it on solut as the weap is on solut as the weap is on solut as on solut as	The set of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b to R (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 lealther jack stun gun. have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381). he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exam ike a foe two yards away – not a closer or more distant one. eapon in close combat; see Close Combat (B391). un of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An aster kward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, y within the weapon's reach. r, such as "+2" or "-1" indicates the bonus or penalty to your Parry on (see Parrying, B376). For most weapons, this is "0," meaning "no modifier." ing weapon (see B404). anced, you cannot use it to parry if you have already used it to attack this turn (or vice versa). parry at all. curacy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a buil arrate 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 minimu pp): "there on "ful auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up. eeapon can fire a number of shots per attack equal to the first number (m), and that each shot releases s r (n); see Shotguns and Multiple Projectiles (B409). s a continuous stream of fluid or recharge it. "T" means the weapon is thrown. To "reload," pick it it wing Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's s thrown weapon, the time needed to ready another weapon. An "T next to this means you must load shot thar for all shots. pounds; "neg." means "negligible." For missile weapons with Shots 2+, this is load	empt a H peing stu- et would primary a aple, rea- isk (*) n- you can tin scop m of 1), maller p up or re- shots (e. is individ ght of or vill be at pre- tagen fro- reattach ve and A s the we umber of An exce	HT roll unned d give attack ach "2" ext to strike e, the if you orojec- ady a .g., by dually: he full t -1 to d, but t -1 to d, but t if it T. nd up). uce its om its ing it) Attack, eapon of hits eption	Speed Range 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	Size -15 -14 -13 -12 -11 -10 -9 -8 -7 -6 -5 -4 -3 -2 1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22	Linear Measuremen 7 mm 11.55 mm 11.55 mm 23.1 mm 35 mm 37.5 mm 35 cm 7.5 cm 12.5 cm 12.5 cm 20 cm 30 cm 45 cm 60 cm 1 m 1.5 m 2 m 3 m 5 m 7 m 10 m 15 m 20 m 30 m 150 m 100 m 150 m 200 m 300 m 150 m 200 m 300 m 100 m 150 m 200 m 300 m 3000 m		

 Control of the local dividual state of the local dividu

Hit Loc	ation & Dama		r Table	[1] An attack that misses by 1 hits the torso in- stead. [9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is	_	Critica	l Miss	Table I	3556		
Roll	Humanoid Table B552 Roll Location Penalty Notes		Notes	[2] Only impaling, piercing, and tight-beam burn-left. ing attacks can target the eye – and only from the [10] Neck and throat. Increase the wounding	paling, piercing, and tight-beam burn-left. can target the eye – and only from the [10] Neck and throat. Increase the wounding 3 4 Weap			pon breaks, if resistant to			
3 - 4 5	Skull Face	-7(f)/-5(b) -5(f)/-7(b)		front or sides. Injury over HP/10 blinds the eye. multiplier of <i>cr</i> and <i>cor</i> attacks to ×1.5, and that of Otherwise, treat as skull [3], but without the extra cutting damage to ×2. At the GM's option, anyone killed by a cutting blow to the neck is decapitated!	bi	breakage (solid cr weps, ma arms) reroll - 3 4 = weapon			, magica		
6 - 7	Right Leg	-2	[5]	DR! killed by a cutting blow to the neck is decapitated! [3] The skull gets an extra DR 2. Wounding modi- fier is ×4. Knockdown rolls are at -10. Critical hits [17], if <i>cr</i> from behind, counts as [16] and gives	5 H	else drop weapon Hit yourself in arm or leg (50%			g (50%		
8 9 - 10	Right Arm Torso	-2 0	[5, 6] [18]	use the Critical Head Blow Table (B556). Excep- quadriplegic. Automatic if dmg > HP from Neck tion: These special effects do not apply to toxic Snap or throw from Head Lock.	ch re	chance). Exception imp, pi, ra reroll - if 5 6 full half dmg, othe			, pi, rang	jed result	
11	Abdomen	-1		(11] Heart, lungs, kidneys, etc. Increase wound- [4] Jaw, cheeks, nose, ears, etc. If the target has ing modifier for <i>imp</i> or <i>pi</i> attack to ×3. Increase		use that effect. 15 as 5, but half damage only			nly		
12 13 - 14	Left Arm Left Leg	-2 -2	[5, 6] [5]	an open-faced helmet, ignore its DR. Knockdown wounding modifier for <i>tbb</i> attack to ×2. Other at- rolls are at -5. Critical hits use the Critical Head tacks cannot target the vitals.		3 Lose your balance, do nothin (not even free action). Active					
15 16	Hand Foot	-4 -4	[6, 8, 9] [8, 9]	Blow Table (B556). Corrosion damage gets a ×1.5 [12] Ear, if cutting max Dmg = HP/4, double HP/4 wounding modifier, and if it inflicts a major wound, removes ear which gives -1 Appearance	at	at -2 Weapon turns in hand, needs					
17 - 18	Neck	-5	[1, 10]	it also blinds one eye (both eyes on damage over [13] Jaw, if crushing extra -1 to knockdown full HP). Random attacks from behind hit the skull [14] Joints, limb crippeld at HP/3, extremity at instead. On front hit, roll 1d. 1 means skull [3] hit if HP4, HT roll to recover from crippling -2, miss by 1	. m	maneuver to use again.					
	Vitals Eye	-3 -9	[1, 11] [1, 2]	attack is imp, pi, tbb. Otherwise it's a nose hit [15]. hits the limb or extremity not the joint [5] Limb. Reduce the wounding multiplier of large [15] Nose, only targetable from the front, treat like	14 lf	swinging	g attac	k, weap	on flies	1d	
	Ear	-9 -7	[1, 2]	pi, huge pi and imp damage to ×1. Any major facehit, HP/4 breaks nose gives major wound and wound (loss of over 1/2 HP from one blow) crip- no Sense of Smell/Taste until healed. Cut lops off	fo	ards from	r straig	ht back	, anyone	e on	
	Nose Jaw	-7 -6	[1, 15] [1, 13]	ples the limb. Damage beyond that threshold is nose if HP/4×2 (major wound) but knockdown not lost. Roll 1d, on a 1 <i>cut, imp, pi, tbb</i> hit vein/artery, at -5 for face. Cutting off nose = Appearance -2	ha	rget spo alf dama any rar	age. If t	hrusting	g melee	attack	
	Spine	-8	[1, 16]	 see [17]. Cr hits a joint [15] [6] If holding a shield, double the penalty to hit: -4 <i>cut, imp, pi, tbb.</i> DR3, if shock-penalty roll against knockdown, crippled if dmg = HP which causes 	15 S	train you	ur shou	lder, we	apon ar	rm	
	Limb vascular Neck vascular	-5 -8	[17] [17]	[7] Humatic And the males of similar spe- cies suffer double shock from <i>cr</i> damage, and get [17] Veins and Arteries, only targetable by <i>cut</i> ,	Ca	inutes	it to att	ack or o	defend f	or 30	
	Arm/Leg Joint land/Foot Joint	-5 t -7	[14]	-5 to knockdown rolls. Otherwise, treat as a torso <i>imp, pi, tbb.</i> Increases wounding modifier plus 0.5, no crippling and no dmg limit, an attack that miss-	16 Yo				, see 7		
	Groin	-3	[14] [1, 7]	[8] Extremity. Treat as a limb, except that damage es by 1 hits the neck, arm or leg, as appropriate over 1/3 HP in one blow inflicts a crippling major [18] Roll 1d if <i>cr, imp, pi</i> or <i>tbb</i> . On 1, hit to the	17 18 W	eapon E	Breaks,	see 3			
V1-99				wound. Excess damage is still lost. Roll 1d, on a 1 vitals [11], cut from behind hits the spine [16] Weapon Statistics for Melee and Ranged Weapons			Criti	ral Hit	Table B	556	
TL	The tech TL trait (B		iich the we	apon first becomes widespread. You may only buy weapons of your campaign's TL or less, unless you h	ave the H		Roll I	Effect			
	The gen	eral class o	f weapon	n question; e.g., "shortsword" or "assault rifle." Each entry represents a wide range of individual types. F eter, or "caliber," given in millimeters (e.g., 9mm) or fractions of an inch (e.g., .50), as customary for the	or guns,	this	4 17 [mg ter armo	or	
Weapo	Ietters M	(Magnum), I	P (Pistol),	R (Revolver), and S (Short) appear after caliber in situations where different guns have the same caliber 62mm ammo is not interchangeable with shorter 7.62mmS ammo.	but fire di	ffer-		divisor Double	dmg		
	For mus basic thru	scle-powere	d melee a	nd missile weapons, such as swords and bows, damage is ST-based and expressed as a modifier to (sw) damage, as given on the Damage Table (B16). For example, a spear does "thr+2." so if you have	ST 11, wl	nich		Maximu Penetra	m dmg ting dmg	a =	
	gives a ba For firea	asic thrusting arms. grena	g damage des. and :	of 1d-1, you inflict 1d+1 damage with a spear. Note that swung weapons act as a lever, and so do more some powered melee weapons, damage is given as a fixed number of dice plus adds; e.g., a 9mm au	damage.		1	Vajor V		-	
	"2d+2." wh	ich means t	hat any us	ser would roll 2d and add 2 to get damage.			(double	Shock (I or extre	Max	
	number b would hal	efore subtra ve DR. A fra	acting it fro	al number after damage – e.g., (2) – is an armor divisor. Divide the target's DR from armor or other so m your damage (or adding it to the target's HT roll to resist an affliction). For instance, an attack with a risor increases DR: (0.5) multiplies DR by 2; (0.2) multiplies it by 5; and (0.1) multiplies it by 10.	divisor of	f (2)	-	=+ funn	y-bone (ippled, i	(16-H́T	
	cut = cutti	ing, <i>fat</i> = fat	tigue, imp	n indicating the type of injury or effect the attack causes: aff = affliction, burn = burning, cor = corrosion, = impaling, pi = small piercing, pi = piercing, pi + = large piercing, pi++ huge piercing, spec. = special - , tox = toxic.	see wea	pon	6	enoúgh anyway	dmg to	criple	
	A victim attacks; a	loses HP ec nd double it	qual to the t for impali	damage that penetrates his DR. Halve this for small piercing attacks; increase it by 50% for cutting and I ng and huge piercing attacks. Subtract fatigue damage from FP instead of HP. Afflictions cause no injur	y, but imp	ose	9-11 Normal dmg only				
Damag	ge a particula ditional ru	ar affliction (lles.	on a faileo	I HT roll, as specified in the weapon's notes. Tbb can target Eyes and Vitals. See Damage and Injury (B377) for	ad-	12 Normal dmg, victim drops held items 13 14 Penetrating dmg =				
	Explosion by three the	ons: An "ex" times distan	ce in yard	shing or burning damage indicates the attack produces an explosion. This may injure those nearby: di s from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone b Ergamentation domage appears in breaktory on "dd later or "data states".	vide dam nearby (Major V		J –	
	age and t	hrows fragn	nents that	s from the center of the blast. Some explosions scatter fragments that inflict cutting damage on anyone). Fragmentation damage appears in brackets; e.g., "3d [2d] or ex" means an explosion that inflicts 3d or do 2d cutting damage. The "danger radius" for fragments is five yards times the dice of fragmentation e attack has an armor divisor, this only applies to the DR of a target that takes a direct hit – not to those	damage;	e.g.,					
	Diast radii	us of hit by i	iragments	pons don't list dice of damage. Instead, they give a HT modifier; e.g., "HT-3." Anyone who is hit must atte			Size Speed		eed/Ra Line	-	
	for (20 - H	IT) seconds	 Note that 	e effects of the affliction (e.g., unconsciousness). For example, a stun gun calls for a HT-3 roll to avoid b it DR (modified by any armor divisor) normally adds to the victim's HT; for instance, a DR 2 leather jack		ned 🛛 🖪	Range	-15	Measur 1/5 Ir	ement	
	Other Ef		weapons	have additional linked or follow-up effects, noted on a second line. These occur simultaneously with the p see Linked Effects (B381) and Follow-Up Damage (B381).	rimary at	tack	0	-14	1/3 lr		
	Melee w	eapons only	/. This is t	he distance in yards at which a human-sized or smaller wielder can strike with the weapon. For exam ike a foe two yards away – not a closer or more distant one.	ple, reacl	n "2"	0 0	-13 -12	1/2 lr 2/3 lr		
Reach	"C" indica	tes vou can	use the w	eapon in close combat; see Close Combat (B391). uum of reaches; e.g., a spear with reach "1, 2" can strike targets either one or two yards away. An asteri	sk (*) nev	d to	0	-11	1 Ir	nch	
	reach me	ans the wea	apon is aw	kward enough that it requires a Ready maneuver to change reach (e.g., between 1 and 2). Otherwise, y within the weapon's reach.	ou can st	rike	0	-10 -9	1.5 lr 2 lr		
	Melee we	eapons only	. A numbe	r, such as "+2" or "-1," indicates the bonus or penalty to your Parry on (see Parrying, B376). For most weapons, this is "0," meaning "no modifier."			0 0	-8 -7	3 Ir 5 Ir		
Parry	"F" means "U" means	s the weapon s the weapon	n is a fenc n is unbal	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 Ir	nch	
Acc	Ranged		nly. Add Ad	ccuracy to your skill if you took an Aim maneuver on the turn prior to your attack. If the weapon has a built	tin scope,	the	0	-5 -4	1 fc 1.5 fe		
ALC	bonus for The may	this appear	rs as a sep per of shot	varate 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 minimu			0	-3	2 fe	eet	
RoF	wish, but "!" means	some specia the weapon	al notes a n can only	oply: fire on "full auto," like many machine guns. Minimum RoF is 1/4 the listed RoF, rounded up.			0	-2 -1	1 y 1.5 y	ards	
	tiles equa	I to the seco	ond numbe	reapon can fire a number of shots per attack equal to the first number (m), and that each shot releases s er (n); see Shotguns and Multiple Projectiles (B409). s a continuous stream of fluid or energy, using the jet rules (B106).	mailer pro	ojec-	0 -1	0 1		vards vards	
	The num	nber of shot		s a continuous stream of huld of energy, using the jet fulles (B106). son can fire before you must reload or recharge it. "T" means the weapon is thrown. To "reload," pick it t	up or read	dy a	-2	2	5 y	ards	
Shot		enthetical nu		wing Shots indicates the number of one second Ready maneuvers needed to reload all of the weapon's s thrown weapon, the time needed to ready another weapon. An "i" next to this means you must load shot			-3 -4	3 4	7 y 10 y	vards vards	
	the time li	isted is per s	shot rathe	than for all shots. pounds; "neg." means "negligible." For missile weapons with Shots 2+, this is loaded weight. The weight		-	-5 -6	5 6	15 y 20 y		
Weigl	reload ap	pears after a	a slash.	ed to use the weapon properly. If you try to use a weapon that requires more ST than you have, you w			-7 -8	7 8	30 y	ards	
	weapon s "†" mean	kill per poin s the weapo	t of ST you on require	u 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 c	ne hand,	but	-8 -9	8 9	50 y 70 y		
	it become requires o	es unready a one hand to	after you a hold it and	ittack with it. If you have at least twice the listed ST, you can wield it one-handed with no readiness pe I another to operate a moving part, like a bow or a pump shotgun, it always requires two hands, regardle	nalty. But ss of ST.	ifit	-10 -11	10 11	100 y 150 y		
ST	To use it i	n one hand	without it	s two hands and becomes unready after you attack with it, unless you have at least 1.5 times the listed S becoming unready, you need at least three times the listed ST. attached bipod. When firing from a prone position using the bipod, treat the weapon as if it were braced a			-12	12	200 y	ards	
	ST require	ement to 2/3	3 of the list	attached blood, when fining from a prone position using the blood, treat the weapon as if it were braced a ted value (round up); e.g., ST 13 becomes ST 9. II) mounted in a vehicle or gun carriage, or on a tripod. Ignore the listed ST and Bulk when firing the we			-13 -14	13 14	300 y 500 y		
	tripod or r	mount; the S	ST require	in ment only applies when firing the weapon without its mount. Removing the weapon from its mount (or r I Ready maneuvers.	eattachin	g it)	-15 -16	15 16	700 y 1000 y		
Bulk	A measu	ure of the we	eapon's si:	ze and handiness. Bulk modifies your weapon skill when you take a Move and Attack maneuver (see Mov Ity to Holdout skill when you attempt to conceal the weapon.	/e and Att	ack,	-17	17	1500 y	ards	
	A measu		asy the w	sapon is to control when firing rapidly: the higher the value, the less controllable the weapon. Rcl 1 means	s the wea	pon	-18 -19		2000 y 3000 y		
Rcl	When fi	ring at RoF	2+, every	full multiple of Rcl by which you make your attack roll means you score one extra hit, to a maximum n apid Fire (B373). (Firearms with RoF 1 still list Rcl, for use with certain rules.)	umber of	hits	-20	20	5000 y	/d/2.5	
LC	This is o	only noted fo	or firearms	and grenades. All melee weapons and muscle-powered ranged weapons intended for combat are LC4. . I gnore LC for "weapons" intended as tools, or for hunting or recreation, and for those that are complete			-21 -22	21 22	7000 y 10 y	/ards /d/5m	
20	(like a wo	oden stake)	. See Leg	ality Class (B267).	.,		2	mph ~	·1 yd/s		

 LC
 Instruction of the state of the st