**Situation**

- Climbing Equipment: +2
- Adv. Climbing Equipment: +4
- Scarce/Thin handholds: -2
- Wet/Slimpy Surface: -2
- Icy Surface: -4

  • make a roll for every 10" (20m) climbed
  • during combat, climb ½ Strength round but only if using ropes or if there are good handholds

**Tracks**

- >1 day old: -2
- Recent snow: +4
- Tracking in poor light: -2
- Raining: -4
- Mud: +2
- Dusty Area: +1
- Medium Cover: +2
- Crawling: +2
- Running: -2
- Dim Light: +1
- Light Cover: +1
- Heavy Cover: +4

**Stealth**

- Above Legendary, each new Rank
- Levels: 10, 19, 30
- Seasoned: 20-39
- Veteran: 21-49
- Heroic: 50-79
- Legendary: 80+

**Climbing Modifiers**

- Situation Modifier
  - Climbing Equipment: +2
  - Adv. Climbing Equipment: +4
  - Scarce/Thin handholds: -2
  - Wet/Slimpy Surface: -2
  - Icy Surface: -4

**Stealth Modifiers**

- Situation Modifier
  - Climbing Equipment: +2
  - Adv. Climbing Equipment: +4
  - Scarce/Thin handholds: -2
  - Wet/Slimpy Surface: -2
  - Icy Surface: -4

**Tracking Modifiers**

- Situation Modifier
  - Tracking >5 individuals: +2
  - Recent snow: +4
  - Mud: +2
  - Dust: +1
  - Raining: -4
  - Tracking in poor light: -2
  - Tracks >1 day old: -2
  - Target tried to hide tracks: -2

**AIM**

- +2 Shooting/Throwing next round (no moving)

**AREA EFFECT ATTACKS**

- Target(s) under template suffer damage
- Treat Cover as armor
- Missed attacks cause deviation of 1d6" for thrown weapons

**AUTOFIRE**

- Roll Shooting dice up to RoF (only 1 Wild die)
- -2 to the attack; each dice is RoF bullets used

**CALLED SHOTS**

- Limb: -2 attack
- Head: -4 attack; +4 damage
- Small Target: -4 attack
- Tiny Target: -6 attack

**COVER**

- Light: -1
- Medium: -2
- Heavy: -4

**DARKNESS**

- Dim: -1 attack
- Dark: -2 attack; targets not visible beyond 10"
- Pitch: Target must be detected to be attacked at -6

**DEFEND**

- +2 Parry; no other action possible

**DISARM**

- -2 attack; defender makes a Strength roll vs the damage or drops his weapon

**DOUBLE TAP/THREE ROUND BURST**

- +1 attack & damage +2 attack & damage

**THE DROP**

- +4 to both attack and damage rolls
- Attacker must have Initiative & be on Hold

**GANGING UP**

- +1 Fighting per additional attacker; max. +4

**RAID CALCULATOR**

1. Agility
2. Boating
3. Riding
4. Driving
5. Shooting
6. Fighting
7. Stealth
8. Lockpicking
9. Swimming
10. Piloting
11. Throwing
12. Intimidation
13. Guts
14. Persuasion

**SMARTS**

- Gambling
- Repair
- Healing
- Streetwise
- Investigation
- Knowledge
- Taunt
- Notice
- Tracking

**STRENGTH**

- Climbing

**MANEUVERS**

**GRAVELING**

- Opposed Str roll to grapple; raise causes Shaken

**NON-LETHAL COMBAT**

- A KO blow puts opponent down for 1d6hrs
- Instead of going to the Knock Out Table

**OBSTACLES**

- If attack hits by Concealment penalty, the obstacle acts as Armor

**PRONE**

- Offers Medium Cover against Ranged Attacks
- -2 Fighting & Parry in close combat

**RANGED WEAPONS IN CLOSE COMBAT**

- TN is opponent's Parry; only pistols may be used

**SUPPRESSIVE FIRE**

- Make attack with AutoFire & range penalty
- On success, targets under Med. Burst make Spirit roll or be Shaken (or are hit on 1)

**TOUCH ATTACK**

- +2 to the Fighting roll

**TRICK**

- Opposed Agility or Smarts (depending on the type of Trick used)
- Target is -2 Parry until next action & Shaken on raise

**TWO WEAPONS**

- -2 attack; -2 to off hand if not Ambidextrous

**UNARMED DEFENDER**

- Armed attacker gains +2 on Fighting roll

**UNSTABLE PLATFORM**

- +2 Shooting from moving vehicle or animal

**WILD ATTACK**

- +2 Fighting; +2 damage; -2 Parry until next action

**WITHDRAWING FROM MELEE**

- Adjacent foes get 1 free attack at retreating hero
**Disease & Poison**

Roll Vigor & apply penalties based on the strength of the disease or poison. Examples:

- Anthrax (-4): death in 2d6 days
- Cyaide (-2): death in 2d10+10 minutes
- Curare (-2): immediate exhaustion; death in 2d10+10 minutes
- Medical Level 1940+ nil
- Medical Level pre-1940 nil
- Poor environments -2

**Cyanide (-4):**
- Ants (-4): death in 2d6 days

**Anthrax (-4):**
- Death in 2d6 days

**Medical Level 2010+**
- +2

**Poor environmentals**
- -2

**Campfire, flamethrower**
- 2d10

**No medical attention**
- -2

**Medical Level pre-1940**
- nil

**Fire Damage**

<table>
<thead>
<tr>
<th>Description</th>
<th>Dmg</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burning Weapon</td>
<td>1d10</td>
</tr>
<tr>
<td>Spot fire, such as brand</td>
<td>1d10</td>
</tr>
<tr>
<td>Flamethrower</td>
<td>2d10</td>
</tr>
<tr>
<td>Lava, oxy torch</td>
<td>3d10</td>
</tr>
</tbody>
</table>

**Knockout Blow**

A hero who suffers more than 3 wounds must check this table to determine his fate. Remember that you're checking the number of wounds caused by the blow that sent the hero to this table—not the total number of wounds he has.

Don't forget to subtract wound modifiers from any rolls required by the table (maximum -3).

1. **Wound - Battered & Bruised**
   - If your hero was previously Incapacitated, this result has no further effect. Otherwise, your hero has had the wind knocked out of him. Make a Spirit roll at the beginning of each round. If the roll is successful, he becomes Shaken and can return to the fight.

2. **Wound - Incapacitated**
   - Your hero is beaten badly enough to take him out of this fight. He's Incapacitated and must roll on the Injury Table.

3. **Wound - Bleeding Out**
   - Your hero is bleeding out and Incapacitated. Roll on the Injury Table and make a Vigor roll at the start of each combat round. A failure means the hero has lost too much blood and become mortally wounded (see below; begin rolling for the Mortal Wound in the next round). With a success, he keeps bleeding and must roll again next round. With a raise, or a successful Healing roll, he stops bleeding and is Incapacitated.

4. **Wound - Mortal Wound**
   - Your hero has suffered a life-threatening wound and will not recover without aid. He is Incapacitated and must roll on the Injury Table. He must also make a Vigor roll at the start of each combat round. If the roll is failed, he passes on. A Healing roll stabilizes the victim, but leaves him Incapacitated.

**The Soak Roll**

A character can spend a benny to automatically eliminate a Shaken condition. If the benny is spent immediately after taking 1 or more wounds from a single attack, make a Vigor roll as well. A success & every raise reduces the number of wounds suffered from that attack by 1. If not all the wounds are eliminated, the character is still Shaken.

- A Shaken character makes a Spirit roll at the beginning of their next action. If they succeed, they may act the following round; with a raise, they may act immediately.

**Healing Modifiers**

<table>
<thead>
<tr>
<th>Condition</th>
<th>Modifier</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rough Travel</td>
<td>-2</td>
</tr>
<tr>
<td>No medical att.</td>
<td>-2</td>
</tr>
<tr>
<td>Poor environments</td>
<td>-2</td>
</tr>
<tr>
<td>Medical Level 1940+</td>
<td>nil</td>
</tr>
<tr>
<td>Medical Level pre-1940</td>
<td>nil</td>
</tr>
<tr>
<td>Medical Level 2010+</td>
<td>+2</td>
</tr>
</tbody>
</table>

Roll Vigor every 5 days, success removes a wound, a raise removes 2. Subtract penalties from these rolls as usual, including mods above, which are cumulative.

**Fire Damage**

<table>
<thead>
<tr>
<th>Description</th>
<th>Dmg</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burning Weapon</td>
<td>1d10</td>
</tr>
<tr>
<td>Spot fire, such as brand</td>
<td>1d10</td>
</tr>
<tr>
<td>Flamethrower</td>
<td>2d10</td>
</tr>
<tr>
<td>Lava, oxy torch</td>
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4. **Wound - Mortal Wound**
   - Your hero has suffered a life-threatening wound and will not recover without aid. He is Incapacitated and must roll on the Injury Table. He must also make a Vigor roll at the start of each combat round. If the roll is failed, he passes on. A Healing roll stabilizes the victim, but leaves him Incapacitated.

**Injury Table**

Roll 2d6 on the table below, then make a Vigor roll. If the roll is failed, the injury is permanent regardless of healing. If the roll is successful, the effect goes away when all the wounds are healed.

**2d6 Wound**

- Unmentionables: The hero suffers an embarrassing and painful wound to the groin. If the injury is permanent, reproduction is out of the question without miracle surgery or magic.
- 3-4 Arm: The character atcheseone in the left or right arm (determine randomly). It is rendered useless.
- 5-9 Broken: His Agility is reduced by a die type.
- 3-4 Battered: His Vigor is reduced by a die type.
- 5-6 Busted: His Strength is reduced by a die type.
- 10 Leg: The character's left or right leg (determined randomly) is crushed, broken or mangled. His Pace is reduced by 1.
- 11-12 Head: Your hero has suffered a serious injury to his head. Roll 1d6 on the sub-table below.
- 1 Head: Your hero suffers massive trauma to his head. His Smarts is reduced by a die type (min d4).

**Hand Weapons**

<table>
<thead>
<tr>
<th>Type</th>
<th>Damage</th>
<th>Wgt</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dagger/Knife</td>
<td>Str+1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Long Sword</td>
<td>Str+3</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>Great Sword</td>
<td>Str+4</td>
<td>12</td>
<td>Parry -1; 2 hands</td>
</tr>
<tr>
<td>Axe</td>
<td>Str+2</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Great Axe</td>
<td>Str+4</td>
<td>15</td>
<td>AP1; Parry -1; 2 hands</td>
</tr>
<tr>
<td>Warhammer</td>
<td>Str+2</td>
<td>8</td>
<td></td>
</tr>
<tr>
<td>Maul</td>
<td>Str+3</td>
<td>20</td>
<td>Parry -1; 2 hands</td>
</tr>
<tr>
<td>Spear</td>
<td>Str+2</td>
<td>5</td>
<td>Parry +1; Reach 1; 2 hands</td>
</tr>
</tbody>
</table>

**Thrown Weapons**

<table>
<thead>
<tr>
<th>Type</th>
<th>Range</th>
<th>Damage</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thrown Weapons</td>
<td>3/6/12</td>
<td>Str+x</td>
<td></td>
</tr>
<tr>
<td>Grenade (Mk67)</td>
<td>3/10/20</td>
<td>3d6</td>
<td>Med. Burst</td>
</tr>
<tr>
<td>Dynamite</td>
<td>4/8/16</td>
<td></td>
<td>Med. Burst; +1 diameter &amp; +1 damage per add. stick</td>
</tr>
</tbody>
</table>

**Ranged Weapons**

<table>
<thead>
<tr>
<th>Type</th>
<th>Range²</th>
<th>Damage</th>
<th>RoF</th>
<th>AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bow</td>
<td>12/24/48</td>
<td>2d6</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Crossbow (1 action to load)</td>
<td>15/30/60</td>
<td>2d6</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Rifled (Minie) Musket</td>
<td>15/30/60</td>
<td>2d6-1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.22cal Pistol</td>
<td>10/20/40</td>
<td>2d6-1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9mm Pistol</td>
<td>12/24/48</td>
<td>2d6</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>.44-45cal Pistol</td>
<td>12/24/48</td>
<td>2d6+1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Shortgun</td>
<td>12/24/48</td>
<td>1-3d6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SMG</td>
<td>12/24/48</td>
<td>2d6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rifle</td>
<td>24/48/96</td>
<td>2d6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Light Machine Gun</td>
<td>24/48/96</td>
<td>2d8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heavy Machine Gun</td>
<td>30/60/120</td>
<td>2d8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>.50cal Machine Gun</td>
<td>30/100/200</td>
<td>2d10-1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Heavy Sniper Rifle</td>
<td>30/100/200</td>
<td>2d10-1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bazooka (Med. Burst)</td>
<td>24/48/96</td>
<td>4d8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

² Range Modifiers: Short 0, Medium -2, Long -4

* Heavy Weapon
**Fatigue**

Use Fatigue to simulate heat and cold, hunger & thirst, lack of sleep, drowning, battering & bruising, etc.

Fatigue penalties are cumulative with Wound penalties. All Fatigue, irrespective of source, is recorded on the same "damage" track.

**Incapacitated**
- all checks have -2 penalty

**Death**
- not good

**Bumps & Bruises**

This represents minor but troubling injuries (rolling down a rocky slope, dragged by a horse, etc.). Roll Vigor, failure results in a level of Fatigue but a hero cannot be Incapacitated this way.

**Recovery**: 1 level every 24 hours

**Exposure (Heat, Cold, Etc.)**

Make a Vigor roll every 4hrs of exposure. Apply a -1 to -2 penalty for inadequate protection & extreme conditions (-1 per 5°C above 30°C, or per 10°C below 0°C).

Apply a +1 to +2 bonus for good equipment, care, etc.

**Recovery**: in sheltered conditions, 1 per hr for hot conditions, 1 per 2/hr for cold.

**Drowning**

- A hero with Swimming needn’t roll in calm water.
- If treading water for long periods, roll 1/hr.
- In rough water, all must roll every minute.
- In white water, all must roll every round.
- If hold something up in the water, apply -2 penalty.
- If wearing a life vest, apply a +2 to all rolls.
- Penalties for cold are cumulative with the above.

Each failure adds a Fatigue level. An Incapacitated hero dies in Vigor/2 rounds. A Fatigue roll at -4 saves the victim’s life, but he remains Incapacitated for 24d hours.

**Phobia**
- The character gains a phobia.

**Panicked**
- The character is Panicked.

**Shaken**
- This represents minor but troubling injuries (rolling down a rocky slope, dragged by a horse, etc.). Roll Vigor, failure results in a level of Fatigue but a hero cannot be Incapacitated this way.

**Recovery**: 1 level per 5 minutes.

**Heart Attack**
- The hero is so overwhelmed with fear that his heart stutters. He must make a Vigor roll at -2. If successful, he is Shaken for 1d4 rounds before he can attempt to recover. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim’s life, but he remains Incapacitated for 24d hours.

**Phobia**
- The character gains a phobia.

**Panicked**
- The character is Panicked.

**Shaken**
- The character is Shaken.

12. **Adrenaline Surge**:
- The hero’s “fight” response takes over. He adds +2 to all trait and damage rolls on his next action.

**Panicked**
- The hero automatically moves his full Pace plus a running roll away from the source of his fear (even if he’s already moved this round). He then becomes Shaken and can attempt to recover normally.

**Phobia**
- The character gains an irrational fear. See pg 93 for more details.

**Fright Table**

<table>
<thead>
<tr>
<th>Effect</th>
<th>Reaction</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>2d6 of sm</td>
<td>1d2</td>
<td>Cutting, Piercing</td>
</tr>
<tr>
<td>1d4</td>
<td>1-3</td>
<td>Cutting</td>
</tr>
<tr>
<td>1d6</td>
<td>4-6</td>
<td>Piercing</td>
</tr>
</tbody>
</table>

**Reaction Table**

<table>
<thead>
<tr>
<th>Effect</th>
<th>Reaction</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 .. Hostile</td>
<td>The NPC does his best to stand in the hero’s way, and won’t help without an overwhelming reward or payment of some kind.</td>
</tr>
<tr>
<td>3 .. Unfriendly</td>
<td>The NPC won’t help unless there’s a significant advantage to himself.</td>
</tr>
<tr>
<td>5 .. Neutral</td>
<td>The NPC has no particular attitude, and will help for little reward if the task is very easy. If the task is difficult, a substantial reward of some kind will be required.</td>
</tr>
<tr>
<td>10 .. Friendly</td>
<td>The NPC will go out of his way for the hero. He’ll likely do easy tasks for free (or very little), and is willing to do more dangerous tasks for fair pay or other favors.</td>
</tr>
<tr>
<td>12 .. Helpful</td>
<td>The NPC is anxious to help the hero, and will probably do so for little or no pay depending on the nature of the task.</td>
</tr>
</tbody>
</table>

**Test of Wills**

**Intimidate**
- Opposed roll vs Spirit; +2 to next action vs target with success; with raise, target also Shaken.

**Taunt**
- Opposed roll vs Smarts; +2 to next action vs target with success; with raise, target also Shaken.

**Persuasion Test**
- Make an opposed Persuasion roll to improve attitude
- Success improves attitude 1 step; raise by 2 (max)
- Failure worsens attitude 1 step; rolling a 1 on the Action dice means attitude worsened by 2.