

WEDNESDAY NIGHT FIREFIGHT

Initiative – 2D plus *full* Dexterity score

Surprise – If one party is unaware of the other, roll opposed Initiative checks and add best Recon on each side.

Tactics Pool – Add up all the Tactics skill on each side. This pool of points can be used by any character on that side as DMs on any task, maximum +/-8 on any task.

To hit in direct fire combat:

[Difficulty], Weapon, Dexterity, [Initiative]

Referee: Natural double six gains an extra 1D damage. Natural 2 firearm jams, Difficult, Skill, Dex to clear.

For melee combat, replace **Dex** with **Str**

To hit a specific location in direct fire combat (aimed shot):

[Difficulty +1 level], Weapon, Dexterity, [Last in round]

Referee: Select general area, roll sublocation as normal. Natural double six gains an extra 1D damage. Natural 2 firearm jams, Difficult, Skill, Dex to clear.

Direct Fire Difficulties -

Weapon	Close 0-1m	Short 1-5m	Med'm 5-50m	Long 50-250m	VLong 250- 500m	Distant 500m-1km
Handgun	Sim	Diff	Diff	For	19+	-
Rifle	Rou	Rou	Diff	Diff	For	19+
+ Scope					Diff	For
+ Gyrostable			Rou	Diff	For	19+
+ both			Rou	Diff	Diff	For
Thrown	Rou	Diff	For	19+	-	-

Damage –

Weapon Damage Dice + Weapon Penetration + Skill + Dex
Minus Target Armour + Target Dex

Healing – Natural is 1D per End bonus per 24 hours, double for bed-rest

To provide First Aid to an injured character:

Routine, Medical, Edu, 1 combat round absolute

Ref: Result of roll -7 damage xOn Target mod for location 'healed' Only one try per specific wound.

2-Weapon Fighting

- Must be single-hand guns (no rifles!) or melee weapons
- Right- or Left- handed characters; primary weapon is +1 difficulty level, second is +2
- Either-handed chars; both at +1 difficulty level
- Ambidextrous; both at normal difficulty

General Hit Location

2	Left Arm
3	Left Leg
4	Head
5	Chest
6	Lower Torso
7	Chest
8	Lower Torso
9	Chest
10	Right Leg
11	Left Leg
12	Right Arm

A Noddy Guide to Tasks

Format is

To Achieve Something:

Difficulty, DM, DM, time, other

Ref: Comments and notes

Difficulties are **Simple** (3+), **Routine** (7+), **Difficult** (11+), **Formidable** (15+) DMs can be skills, stat bonuses and so on.

Throw 2d6, add the DMs – reach the difficulty to succeed.

Natural 12 is a Critical and is 1d6 better as appropriate

When it matters how long something takes, the time is (3d6 – total DMs) x time

Other can be Hazardous or Safe or Unskilled OK and so on

Hasty task: +1 difficulty level, double DMs before subtracting from time dice

Cautious Task: Throw Determination to do this, -1 difficulty level, double time dice roll.

Retry: After a failure, throw Determination to try again; Difficult, Int, End. One free retry per JoT level.

Non-proficient penalty is -1 difficulty level)

Jack Of Trades may be subtracted from that in most skills at the DM's option.

Actions in the Combat Round

- **Move 1** square and **attack**
- **Evade** (-2 to attacker) and **attack**
- Move 2 squares (**run**) and **attack at -1 level**; +1 level to attacker
- Move 3 squares (peg it; **full-round move**); +1 level to attacker
- **Attack** and perform a **move-equivalent** (pick up object, open a door, etc)
- **Move 1** square and perform a **move-equivalent** (reload or change weapons)
- **Evade** and perform a **move-equivalent** (pick up, open a door, reload or change weapons); -1 level to attacker