

Actions & Costs

Posted by stark - 31 Oct 2014 14:08

[Cover]

Minor cover -10 modifier - 1 armor k/e

Moderate cover -20 modifier - 2 armor k/e

Full cover -30 modifier - 3 armor k/e

Through light smoke -10 modifier

Through heavy smoke -20 modifier

[Modifiers]

Point blank range 20 modifier (2 meters or less)

Crouched -10 modifier (10 to shoot)

Sprint -20 modifier

Prone & far -10 per meter modifier (10 to shoot) Cannot sprint

multiple targets in same turn -20 per additional target

Flanking shot 20 to shoot

Small target -10 modifier

Very small target -30 modifier

Large target 10

Very large target 30 modifier

Thermoptic -30 to hit only when revealed

Back Attack 30 to hit enemy from behind

[Range]

Short range -none-

Medium range -10

Long range -20

Extreme range -30

No line of sight counts as a surprise and no dodge is rolled

[Melee]

Character within attack range 20 to hit

[Actions]

Attacking ends turn

Change Stance

Full Defense -30 to hit end turn

Sprinting ends turn

Reloading ends turn

placing explosive (critical roll 5 damage)

Aiming 10 to shoot per turn up to 30 ends turn

Crawling can only move half move distance

Average movement (moving past average move changes it to sprint)

Overwatch ends turn (shoot on enemy movement through LOS)

Ambush, players who are ambushed cannot defend against the initial attack and receive a -10 to their initiative

Throw Grenade. must be thrown within full movement range of the thrower. Ends turn. miss roll scatter dice.

Suppressive Fire, targets out of cover or move out of cover receive a single attack. No modifiers are to be applied except range & wounds. Uses 20 rounds.

[Damage]

Falling damage 1-2 meters 1D10

Falling damage 3-5 meters 2D10

Falling damage 6-8 meters 3D10

Falling damage over 8 meters 1 per meter

Characters on fire suffer 1D10 / 2 (round up) damage per turn

[Wounded]

Character loss over 50% hp -10 modifier -2m movement

Character loss over 75% hp -20 modifier -3m movement

Character loss over 90% hp -30 modifier crawling speed

[Firing Modes]

Single Shot (SS) can only be fired once

Semi-Automatic (SA) may be fired twice

Burst Fire (BF) may fire 3 rounds 10 to hit or 1D10 damage

Full Automatic (FA) 30 to hit or 3D10 damage uses 10 shots

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