

COMBAT OPTIONS & SITUATIONAL RULES

Aim: Ignore up to 4 points of penalties from Range, Cover, Called Shot, Scale, or Speed; or add +2 to the roll. Character may not move or take other actions.

Area of Effect: Targets touching template suffer damage. Treat cover as Armor. Missed attack rolls may deviate.

- **Without Minis:** SBT affects 2 targets, MBT or Cone 3, LBT 4.

Bound & Entangled: Entangled characters can't move and are Distracted until free. Bound characters are also Vulnerable, and cannot take physical actions other than trying to break free.

- **Breaking Free:** Victim makes Athletics (or Str-2) roll as an action (an opposed roll if held by a foe). Success improves Bound to Entangled, or Entangled to free. A raise frees the victim. Either may roll Str-2 instead.

Breaking Things: See **Obstacle Hardness Table**; Stationary items are Parry 2. No bonus damage or Aces are possible.

Called Shots: Limb is -2 / Hand -4 and may disarm. Head or vitals is -4 and +4 Damage.

Cover: Light -2, Medium -4, Heavy -6, Near Total -8.

- **Obstacles:** Obstacles add to Armor if attack misses by cover penalty. Sample values: heavy glass, doors (+2), sheet metal, heavy car door (+4), oak door, cinder block wall (+6), brick wall (+8), stone wall, tree (+10).

Defend: +4 Parry. Takes entire turn and character may not run.

Disarm: Called shot to limb or weapon. If weapon, roll as object and target must make a Str roll $\geq$ than the damage or drop it. If a limb, a Shaken or Wounded defender must make a Str roll at -2 (limb) or (-4) hand or drop the item.

Distracted: -2 to all Trait rolls until the end of the character's next turn.

The Drop: +4 to attack and damage if target is defenseless. If Shaken or Wounded, victim must make a Vigor roll (at -2 versus attacks to the head) or be KO'ed.

Evasion: Characters may avoid attacks that specifically say they may be evaded, by making an Agility roll at -2.

Fatigue: -1 to all actions (-2 if Exhausted). Fatigue improves one level every hour unless the source says otherwise. Incapacitated victims fall unconscious for 2d6 hours.

Finishing Move: Instant kill to helpless foe with a lethal weapon.

Free Attacks: The character gets to make an attack with no special maneuvers or optional combat Edges such as Frenzy or Sweep.

Ganging Up: +1 Fighting per additional adjacent attacker to a maximum of +4.

Grappling: If the attacker succeeds at an opposed Athletics roll, the victim is Entangled if successful, or Bound with a raise and the grappler is also Vulnerable.

Characters can't grapple creatures more than two Sizes larger than themselves.

- **Crush:** Once grappled, the attacker may take an action to make an opposed Strength roll, causing his Strength in damage if successful (those with the Bite Special Ability may bite instead).

Hold: The character "Holds" her Action Card to go later in the current or later round. She loses her Hold status if Shaken or Stunned. She may interrupt foe's actions with an opposed Athletics roll.

Illumination: Dim -2; Dark -4; Pitch Darkness -6.

Improvised Weapons: -2 to attacks.

- **Light:** Range 3/6/12, Damage Str+d4, Min Str d4;
- **Medium:** Range 2/4/8, Damage Str+d6, Min Str d6;
- **Heavy:** Range 1/2/4, Damage Str+d8, Min Str d8

Innocent Bystanders: Missed Athletics (throwing) / Shooting rolls with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target.

Mounted Combat: Mount and rider act on same Action Card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement.

Multi-Actions: Subtract 2 from *all* actions for each additional action attempted beyond the first (maximum of 3).

Natural Weapons: Creatures with fangs, claws, horns, etc, are considered armed. Bite can be performed while grappling, claws add +2 to Athletics (climbing), and horns add +4 damage if the creature Runs at least 5".

Nonlethal Damage: Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated. Edged weapons suffer -1 to attack rolls.

Off Hand Attack: -2 to attack rolls with off hand.

Prone: Medium Cover from ranged attacks 3" or greater; -2 Fighting and -2 Parry. Standing cost 2" of movement.

Push: Attacker and defender make opposed Strength rolls (+2 if attacker moved more than 2"). Defender is knocked back 1" (2" with raise). Pushed victims make Athletics test (-2 if Pushed with raise) or be knocked prone. Both add their shield's Parry bonus.

Range: Short 0, Medium -2, Long -4, Extreme -8.

Ranged Attacks in Melee: Attacker may use power or weapon no larger than a pistol; Target Number is defender's Parry.

Readying Weapons: May ready up to two easily available items per turn as a free action. Additional items are actions.

Recoil: -2 Shooting if RoF is 2 or higher.

Reload: Nocking arrow or loading sling stone is a free action once per action. Loading bolts, clips, magazine, or single bullets is an action.

Shotguns: +2 to Shooting. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

Size/Scale: Tiny -6, Very Small -4, Small -2, Large +2, Huge +4, Gargantuan +6. Add difference vs larger targets; Subtract difference against smaller targets.

Speed: -1 (60 MPH+), -2 (120 MPH+), -4 (240 MPH+), -6 (Mach 1+), -8 (Mach 2+), -10 (near light speed)

Stunned: Victims are Distracted until they recover, fall prone, can't move or take actions, don't count toward the Gang Up bonus, and are subject to the Drop.

Support: Character describes using a skill in some way that helps an ally and adds +1 to his total with success and +2 with a raise. Critical Failure *subtracts* 2.

COMBAT OPTIONS, CONTINUED

Suppressive Fire: Attacker places Medium Blast Template and makes Shooting roll. Each target hit by the attack total is Distracted, or hit for damage with a raise (up to the weapon's Rate of Fire).

Surprise: Ambushers start on Hold, victims make Notice roll or get no Action Card on first round.

Tests: Describe action and make opposed skill test versus foe's linked attribute. If successful, foe is Distracted or Vulnerable (attacker's choice), and Shaken with a raise.

Touch Attack: +2 to Fighting roll.

Two Weapons: +1 to Fighting if foe has a single weapon, no shield, or is unarmed.

Unstable Platform: -2 Shooting from a moving vehicle, animal, or other unstable surface.

Vulnerable: Actions against the character are made at +2 until the end of their next turn. (Does not stack with The Drop.)

Wild Attack: +2 Fighting, +2 Damage, but Vulnerable until the end of the attacker's next turn.

Withdrawing from Combat: Adjacent foes get one free attack at retreating character as long as they are not Shaken or Stunned.

BENNIES MAY BE USED TO...

- REROLL A TRAIT TEST
- RECOVER FROM SHAKEN
- SOAK ROLLS
- DRAW A NEW ACTION CARD
- REROLL DAMAGE
- REGAIN POWER POINTS
- INFLUENCE THE STORY



POWER MODIFIERS

- **ARMOR PIERCING (+1 To +3):** Each Power Point spent grants the power AP 2, to a maximum of AP 6.
- **FATIGUE (+2):** May be attached to any power that causes damage or is resisted by the target. If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation.
- **GLOW/SHROUD (+1):** Glow creates soft light in a Small Blast Template centered on the target. Subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character. Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.
- **HEAVY WEAPON (+2):** The attack counts as a Heavy Weapon.
- **HINDER/HURRY (+1):** Hinder lowers the target's base Pace by 2 until the power expires. Hurry increases it by 2.
- **LINGERING DAMAGE (+2):** On the victim's next turn, he suffers the power's base damage minus one die type (one additional turn only). If the base damage is already a d4 die type, it loses a die instead.
- **RANGE (+1/+2):** Double the power's listed Range for 1 point, or triple it for +2 Power Points. May not be used on powers with a Range of Touch or Cone Template.
- **SELECTIVE (+1):** The caster can choose which targets in a power's area of effect are affected.



PINNACLE
ENTERTAINMENT GROUP

INJURY TABLE

2D6	WOUND
2	Unmentionables: If the injury is permanent, reproduction is out of the question without miracle surgery or magic. There is no other effect from this result.
3-4	Arm: The victim can no longer use his left or right arm (rolled randomly if not targeted). Guts: Your hero catches one in the core. Roll 1d6: 1-2 Broken: Agility reduced a die type (minimum d4).
5-9	3-4 Battered: Vigor reduced a die type (minimum d4). 5-6 Busted: Strength reduced a die type (minimum d4).
10-11	Leg: Gain the Slow Hindrance (Minor), or Major if already Slow or injured in either leg. Head: A grievous injury to the head. Roll 1d6: 1-3 Hideous Scar: Your hero now has the Ugly (Major) Hindrance.
12	4-5 Blinded: An eye is damaged. Gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye). 6 Brain Damage: Massive trauma to the head. Smarts reduced one die type (minimum d4).

BULLETS PER RATE OF FIRE

RATE OF FIRE	BULLETS FIRED
1	1
2	5
3	10
4	20
5	40
6	50