Time Chart

Time
1 Segment
1 Phase
1 Turn
1 Minute
5 Minutes
20 Minutes
1 Hour
6 Hours
1 Day
1 Week
1 Month
1 Season
1 Year
5 Years
25 Years
1 Century

The Speed Chart

Character's Speed (rows) × Segments (columns)

Speed	1	2	3	4	5	6	7	8	9	10	11	12
1	--	--	--	--	--	--	X	--	--	--	--	--
2	--	--	--	--	--	X	--	--	--	--	--	X
3	--	--	--	X	--	--	--	X	--	--	--	X
4	--	--	X	--	--	X	--	--	X	--	--	X
5	--	--	X	--	X	--	--	X	--	X	--	X
6	--	X	--	X	--	X	--	X	--	X	--	X
7	--	X	--	X	--	X	X	--	X	--	X	X
8	--	X	X	--	X	X	--	X	X	--	X	X
9	--	X	X	X	--	X	X	X	--	X	X	X
10	--	X	X	X	X	X	--	X	X	X	X	X
11	--	X	X	X	X	X	X	X	X	X	X	X
12	X	X	X	X	X	X	X	X	X	X	X	X

Hit Location Table

3d6	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6	Hands	x1	x½	x½	-6 OCV
7-8	Arms	x2	x½	x½	-5 OCV
9	Shoulders	x3	x1	x1	-5 OCV
10-11	Chest	x3	x1	x1	-3 OCV
12	Stomach	x4	x1½	x1½	-7 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14	Thighs	x2	x1	x1	-4 OCV
15-16	Legs	x2	x½	x½	-6 OCV
17-18	Feet	x1	x½	x½	-8 OCV

Special Hit Locations

General Location	OCV	Dice Roll
Head Shot (Head to Shoulders)	-4	1d6+3
High Shot (Head to Vitals	-2	2d6+1
Body Shot (Hands to Legs)	-1	2d6+4
Low Shot (Shoulders to Feet)	-2	2d6+7*
Leg Shot (Vitals to Feet)	-4	1d6+12

* Count 19 as Feet

Range Modifiers

Range	Mod
Adjacent	-0
2-4"	-0
5-6"	-1
7-8"	-2
9-12"	-3
13-16"	-4
17-24"	-5
25-32"	-6
33-48"	-7
49-64"	-8
65-96"	-9
97-128"	-10
129-192"	-11
193-256"	-12
257-384"	-13
385-512"	-14
513-768"	-15
769-1024"	-16
1025-1536"	-17
1537-2048"	-18
2049-3072"	-19
3073-4096"	-20

DCV Modifiers

Character is:	DCV	Hit Location
Affected by EGO +30 Mental Illusion	½	½
Affected by PRE/EGO +20 Pre. Attack	½	Normal
Affected by PRE/EGO +30 Pre. Attack	0	½
Affected by Flash/Darkness/Invisibility		
Ranged, makes Nontargeting PER Roll	Normal	Normal
HTH, makes Nontargeting PER Roll	-1	Normal
Ranged, fails Nontargeting PER Roll	½	Normal
HTH, fails Nontargeting PER Roll	½	Normal
Attacked from behind (or surprised) out of combat	½	½
Attacked from behind (or surprised) in combat	½	Normal
Braced	½	½
Carrying or using bulky focus	½	Normal
Climbing	½ to –0	Normal
DEX 1 or less	0	½
Encumbered (depending on degree)	-0 to –5	Normal
Entangled	0	½
Fighting in a cluttered or cramped area	-2	Normal
Grabbed by another character	½	Normal
Grabbing another character	½	Normal
In the water	-2	Normal
Intoxicated	-2	Normal
In zero gravity	½	Normal
Knocked out	0	½
On a narrow surface (tightrope, ledge)	-2	Normal
On ice, mud, or other slippery surfaces	-1	Normal
Prone	½	Normal
Recovering from being stunned	½	½
Resisting knockback with STR	½	Normal
Sleeping	0	½
STR 0 (or lower)	½	Normal
STR –30 (or negative value of STR)	0	½
Stunned	½	½
Subject to multiple attacker bonus	-1 to ½	Normal
Taking a Recovery	½	½
Underwater	-2	Normal
Using Autofire Skills	½	Normal
Using Noncombat Movement	½	Normal
Using a Power with Concentration	½	Normal
Using Rapid Fire or Sweep	½	Normal

Combat Maneuvers Table

Maneuver	Phase	OCV	DCV	Effects
Standard Maneuvers				
Block	½	+0	+0	Block HTH attacks, Abort
Brace	0	+2	½	+2 OCV only to offset Range Modifiers
Disarm	½	-2	+0	Disarm Target, Requires STR vs. STR Roll
Dodge	½	+0	+3	Dodge all attacks, Abort
Grab	½	-1	-2	Grab 2 limbs, can squeeze or throw
Grab By	½	-3	-4	FMove and Grab object, +(v/5) to STR
Haymaker	½*	+0	-5	+4 DC to any attack
Move By	½	-2	-2	((STR/2) + (v/5))d6, attacker takes 1/3 dam.
Move Through	½	-v/5	-3	(STR+(v/3))d6; attkr takes ½ or full dam.
Set	1	+1	+0	
Strike	½	+0	+0	STR damage or by weapon type
Other Attacks	½	+0	+0	
Optional Maneuvers				
Blazing Away	½	+0	+0	Unlimited attacks, only hit on a 3
Club Weapon	½	+0	+0	Killing weapon does DC in Normal Dam.
Cover	½	-2	+0	Target held at "gunpoint"
Dive for Cover	½	+0	+0	Character avoids attack, Abort
Hipshot	½	-1	+0	+1 DEX, only for initiative purposes
Hurry	½	-2	-2	+1d6 DEX, only for initiative purposes
Pulling a Punch	½	-1/5d6	+0	Strike, normal Stun, ½ body damage
Rapid Fire	½	-2/x	+0	Make multiple ranged attacks
Roll with a Punch	½	-2	-2	"Block" after being hit, ½ damage, Abort
Snap Shot	1	-1	+0	Lets character duck back behind cover
Suppression Fire	1	-2	+0	Continuous fire on hexes, must be Autofire
Sweep	½	-2/x	+0	Make multiple HTH attacks
Martial Maneuvers				
Choke Hold	½	-2	+0	Grab, 2d6 NND (2)
Defensive Strike	½	+1	+3	STR Strike
Killing Strike	½	-2	+0	½d6 HKA
Legsweep	½	+2	-1	STR +1d6, target falls
Martial Block	½	+2	+2	Block, Abort
Martial Disarm	½	-1	+1	Disarm, +10 STR to Roll
Martial Dodge	½	+0	+5	Dodge all attacks, Abort
Martial Escape	Var.	+0	+0	+15 STR vs. Grabs
Martial Grab	½	-1	-1	Grab 2 Limbs, +10 STR to hold on.
Martial Strike	½	0	+2	STR +2d6 Strike
Martial Throw	½	0	+1	STR +(v/5)d6 Strike, Target Falls
Nerve Strike	½	-1	+1	2d6 NND (1)
Offensive Strike	½	-1	+1	STR +4d6 Strike
Sacrifice Throw	½	-2	+1	STR damage, You fall, target falls

* This maneuver takes one extra Segment to perform

Combat Modifiers Table

Modifier	Notes	OCV	DCV
Area of Effect Attack	Must hit hex's DCV (3; 0 if adjacent)	--	--
Autofire	Multiple Shots, 1 hit/2 points roll is made	+1/AF-10	+0
Concealment	By Hit Location Table or:		
	Target half-hidden	-2	--
	Only Target's Head and shoulders visible	-4	--
Bouncing an Attack	Requires 1 CSL per bounce	+1 to +3	--
Coordinated Attacks	Combine damage to stun; Teamwork roll required	--	--
Multiple Attackers	+1 OCV/Attacker after the first; Must Coordinate	Varies	--
Off Hand	Using off hand	-3	--
Surprised	In Combat	--	x½
	Out of Combat, take x2 Stun	--	x½
Surprise Move	GM decides	+1 to +3	--
Target A Hex	Must hit hex's DCV (3; 0 if adjacent)	--	--
Target Prone	May have concealment	--	x½
Target Size	Fills 1 hex/2x attacker's size	+2	--
	Fills 2 hexes/4x attacker's size	+4	--
	Fills 4 hexes/8x attacker's size	+6	--
	½ attacker's size	-2	--
	¼ attacker's size	-4	--
	1/8 attacker's size	-6	--
Throw Object	Unbalanced, unaerodynamic object	-4	--
	Balanced or aerodynamic object	-2	--
	Balanced and aerodynamic object	-0	--
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	--

Airplane/Vectored Thrust Vehicle Hit Locations Table

3d6	Location	BODYx	Effect	To Hit	Armor
3	Cockpit	x2	1-2	-8 OCV	x½
4-5	Sensors/Communications	x1	1-2	-5 OCV	--
6-7	Front Control Surfaces	x½	1-2	-5 OCV	--
8-9	Engines/Propeller	x1½	1-3	-6 OCV	x¼
10-11	Fuselage	x1	1	-3 OCV	--
12	Occupants/Cargo	x½	1-2	-5 OCV	--
13-14	Wings/Rear Control Surfaces	x½	1-3	-6 OCV	--
15-17	Military Systems*	x1	1-2	-6 OCV	3
18	Fuel Tank(s)	x½	1-4	-8 OCV	--

* If None, consider this an Occupants/Cargo roll

Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6

Automobile Hit Locations Table

3d6	Location	BODYx	Effect	To Hit	Armor
3-4	Front Wheels*	x1	1-2	-7 OCV	As Tire
5-6	Front Suspension	x1	1-2	-5 OCV	--
7-9	Engine/Drive Train	x1½	1-3	-6 OCV	--
10-11	Chassis/Frame	x1	1-2	-3 OCV	--
12	Occupants/Cargo	x½	1-2	-5 OCV	x½
13-14	Rear Suspension	x1	1-2	-5 OCV	--
15-17	Rear Wheels*	x1	1-2	-7 OCV	As Tire
18	Fuel Tank(s)	x½	1-4	-8 OCV	--

* See p. 40 TUV for effect of loss of wheels.

Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6

Boat Hit Locations

3d6	Location	BODYx	Effect	To Hit	Armor
3-4	Keel*	x1½	1-2	-7 OCV	3
5-7	Engine/Propulsion	x1½	1-3	-6 OCV	x¼
8-12	Hull	x1	1-2	-3 OCV	--
13-14	Occupants/Cargo	x½	1-2	-5 OCV	x½
15-17	Rudder	x1	1-2	-7 OCV	3
18	Fuel Tank(s)	x½	1-4	-8 OCV	--

* If boat has no keel (like most speedboats), treat result as Hull

Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6

Motorcycle Hit Locations

3d6	Location	BODYx	Effect	To Hit	Armor
3-4	Front Wheel*	x1	1-2	-7 OCV	As Tire
5-6	Front Suspension	x1	1-2	-5 OCV	--
7-9	Engine/Drive Train	x1½	1-3	-6 OCV	--
10-11	Chassis/Frame	x1	1-2	-3 OCV	--
12-13	Rider	x½	1-2	-5 OCV	As Rider
14-15	Rear Suspension	x1	1-2	-7 OCV	--
18	Fuel Tank(s)	x½	1-4	-8 OCV	As Tire

* See p. 40 TUV for effect of loss of wheels.

Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6

Rotorcraft Hit Locations

3d6	Location	BODYx	Effect	To Hit	Armor
3-4	Cockpit	x2	1-2	-8 OCV	x½
5-6	Main Rotor	x½	1-3	-8 OCV	3
6-7	Sensors Communications	x2	1-2	-5 OCV	--
8-9	Engine	x1½	1-3	-6 OCV	--
10-11	Main Body	x1	1	-3 OCV	--
12	Occupants/Cargo	x½	1-2	-5 OCV	--
13-14	Rear Rotor	x½	1-3	-8 OCV	3
15-17	Military Systems*	x1	1-2	-6 OCV	3
18	Fuel Tank(s)	x½	1-4	-8 OCV	--

* If none, consider this an Occupants/Cargo Roll

Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6

Sight Modifiers

Situation	Modifier
Extremely High Contrast	+5
Low Contrast	-1
Long Look (1 Phase, ½ DCV)	+2
Looking (½ Phase)	+1
High Contrast	+1
Moving Object	+1
Object fills entire hex	+2
2 hex object	+4
4 hex object	+6
8 hex object	+8
Night	-2
Dark Night	-4
Object size ¼ hex	-2
1/8 hex object	-4
1/16 hex object	-6
1/32 hex object	-8

Hearing Modifiers

Situation	Modifier
Grenade	+6
Rifle	+5
Submachine Gun	+4
Pistol	+3
Truck	+3
Hovercraft	+4
Whistle	+3
Shout	+2
Loud Conversation	+1
Breaking Glass	+1
Sneeze	+1
Punch	+0
Body Hitting Ground	+0
Run (6"+)	+1
Fast Walk (3")	+0
Normal Walk (2")	-1
Careful Walk (1")	-2
Whisper	-3
Open a Door	+0
Slowly Open a Door (1 Phase)	-2
High Contrast Sound	+1
Foggy Weather	-1
Listen (½ Phase)	+1
Listen Close (1 Phase, ½ DCV)	+2
Echoes	+3
Locating Source of Echoes	-3
Downwind	+1
Upwind	-1
Quiet Area	+3

Smell Modifiers

Person	+0
Smelly Person	+2
Extremely Smelly Person	+4
Upwind, Light Breeze	-2
Upwind, Strong Breeze	-4
Downwind, Light Breeze	+1
Downwind, Strong Breeze	-1
Dung	+3
Gasoline	+3
Skunk	+5