Time Chart	The Speed Chart								Hit Location Table											
1 Segment							Se	egmer	nts						3d6	Location	STUNx	N STUN	BODYx	To Hit
1 Phase			1	2	3	4	5	6	7	8	9	10	11	12	3-5	Head	x5	x2	x2	-8 OCV
1 Turn		1			1		1		Х		ł				6	Hands	x1	x1/2	X1/2	-6 OCV
1 Minute		2			ł		1	Х	1	-	ł			Х	7-8	Arms	x2	x1/2	X ¹ / ₂	-5 OCV
5 Minutes		3			-	Х				Х				Х	9	Shoulders	x3	x1	x1	-5 OCV
20 Minutes	Speed	4			Х		1	Х	1	-	Х			Х	10-11	Chest	x3	x1	x1	-3 OCV
1 Hour		5			Х		Х		ł	Х	ł	Х		Х	12	Stomach	x4	x1½	x1½	-7 OCV
6 Hours	Character's	6		Х	1	Х	1	Х	ł	Х	ł	Х		Х	13	Vitals	x4	x1½	x2	-8 OCV
1 Day	ırac	7		Х	1	Х	1	Х	Х		Х		Х	Х	14	Thighs	x2	x1	x1	-4 OCV
1 Week	Cha	8		Х	Х		Х	Х		Х	Х		Х	Х	15-16	Legs	x2	X ¹ /2	X1/2	-6 OCV
1 Month		9		Х	Х	Х	1	Х	Х	Х	ł	Х	Х	Х	17-18	Feet	x1	x1/2	X1/2	-8 OCV
1 Season		10		Х	Х	Х	Х	Х	-	Х	Х	Х	Х	Х			Special Hi	t Locations		
1 Year		11	-	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Gener	al Location			OCV	Dice Roll
5 Years		12	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Х	Head S	Shot (Head to Sho	oulders)		-4	1d6+3
25 Years															High S	bot (Head to Vit	als		-2	2d6+1
1 Century	I														Body S	Shot (Hands to L	egs)		-1	2d6+4
	-														Low S	hot (Shoulders to	Feet)		-2	2d6+7*
															Leg Sh	ot (Vitals to Fee	t)		-4	1d6+12
													* Count 19 as Feet							

Range Modifiers		DCV Modifiers			Combat Maneuvers Table							
Range	Mod	Character is:	DCV	Hit Location	Maneuver	Phase	OCV	DCV	Effects			
Adjacent	-0	Affected by EGO +30 Mental Illusion	1/2	Standard Mar								
2-4"	-0	Affected by PRE/EGO +20 Pre. Attack	1/2 1/2	Normal	Block	1/2	+0	+0	Block HTH attacks, Abort			
5-6"	-1	Affected by PRE/EGO +30 Pre. Attack	0	1/2	Brace	0	+2	1/2	+2 OCV only to offset Range Modifiers			
7-8"	-2	Affected by Flash/Darkness/Invisibility			Disarm	1/2	-2	+0	Disarm Target, Requires STR vs. STR Roll			
9-12"	-3	Ranged, makes Nontargeting PER Roll	Normal	Normal	Dodge	1/2	+0	+3	Dodge all attacks, Abort			
13-16"	-4	HTH, makes Nontargeting PER Roll	-1	Normal	Grab	1/2	-1	-2	Grab 2 limbs, can squeeze or throw			
17-24"	-5	Ranged, failes Nontargeting PER Roll	1/2	Normal	Grab By	1/2	-3	-4	FMove and Grab object, +(v/5) to STR			
25-32"	-6	HTH, fails Nontargeting PER Roll	1/2	Normal	Haymaker	1/2*	+0	-5	+4 DC to any attack			
33-48"	-7	Attacked from behind (or surprised) out of combat	1/2	1/2	Move By	1/2	-2	-2	((STR/2) + (v/5))d6, attacker takes 1/3 dam.			
49-64"	-8	Attacked from behind (or surprised) in combat	1/2	Normal	Move Through	1/2	-v/5	-3	(STR+(v/3))d6; attkr takes 1/2 or full dam.			
65-96"	-9	Braced	1/2	1/2	Set	1	+1	+0				
97-128"	-10	Carrying or using bulky focus	1/2	Normal	Strike	1/2	+0	+0	STR damage or by weapon type			
129-192"	-11	Climbing	½ to −0	Normal	Other Attacks	1/2	+0	+0				
193-256"	-12	DEX 1 or less	0	1/2	Optional Man	euvers						
257-384"	-13	Encumbered (depending on degree)	-0 to -5	Normal	Blazing Away	1/2	+0	+0	Unlimited attacks, only hit on a 3			
385-512"	-14	Entangled	0	1/2	Club Weapon	1/2	+0	+0	Killing weapon does DC in Normal Dam.			
513-768"	-15	Fighting in a cluttered or cramped area	-2	Normal	Cover	1/2	-2	+0	Target held at "gunpoint"			
769-1024"	-16	Grabbed by another character	1/2	Normal	Dive for Cover	1/2	+0	+0	Character avoids attack, Abort			
1025-1536"	-17	Grabbing another character	1/2	Normal	Hipshot	1/2	-1	+0	+1 DEX, only for initiative purposes			
1537-2048"	-18	In the water	-2	Normal	Hurry	1/2	-2	-2	+1d6 DEX, only for initiative purposes			
2049-3072"	-19	Intoxicated	-2	Normal	Pulling a Punch	1/2	-1/5d6	+0	Strike, normal Stun, 1/2 body damage			
3073-4096"	-20	In zero gravity	1/2	Normal	Rapid Fire	1/2	-2/x +0 Make multiple rat		Make multiple ranged attacks			
		Knocked out	0	1/2	Roll with a Punch	1/2	-2	-2	"Block" after being hit, 1/2 damage, Abort			
		On a narrow surface (tightrope, ledge)	-2	Normal	Snap Shot	1	-1	+0	Lets character duck back behind cover			
		On ice, mud, or other slippery surfaces	-1	Normal	Suppression Fire	1	-2	+0	Continuous fire on hexes, must be Autofire			
		Prone	1/2	Normal	Sweep	1/2	-2/x	+0	Make multiple HTH attacks			
		Recovering from being stunned	1/2	1/2	Martial Mane	uvers			•			
		Resisting knockback with STR	1/2	Normal	Choke Hold	1/2	-2	+0	Grab, 2d6 NND (2)			
		Sleeping	0	1/2	Defensive Strike	1/2	+1	+3	STR Strike			
		STR 0 (or lower)	1/2	Normal	Killing Strike	1/2	-2	+0	1/2d6 HKA			
		STR -30 (or negative value of STR)	0	1/2	Legsweep	1/2	+2	-1	STR +1d6, target falls			
		Stunned	1/2	1/2	Martial Block	1/2	+2	+2	Block, Abort			
		Subject to multiple attacker bonus	-1 to ½	Normal	Martial Disarm	1/2	-1	+1	Disarm, +10 STR to Roll			
		Taking a Recovery	1/2	1/2	Martial Dodge	1/2	+0	+5	Dodge all attacks, Abort			
		Underwater	-2	Normal	Martial Escape	Var.	+0	+0	+15 STR vs. Grabs			
		Using Autofire Skills	1/2	Normal	Martial Grab	1/2	-1	-1	Grab 2 Limbs, +10 STR to hold on.			
		Using Noncombat Movement	1/2	Normal	Martial Strike	1/2	0	+2	STR +2d6 Strike			
		Using a Power with Concentration	1/2	Normal	Martial Throw	1/2	0	+1	STR +(v/5)d6 Strike, Target Falls			
		Using Rapid Fire or Sweep	1/2	Normal	Nerve Strike	1/2	-1	+1	2d6 NND (1)			
			•		Offensive Strike	1/2	-1	+1	STR +4d6 Strike			
					Sacrifice Throw	1/2	-2	+1	STR damage, You fall, target falls			
						* This maneuver takes one extra Segment to perform						

* This maneuver takes one extra Segment to perform

		nbat Modif	iers Table				Airplane/Vectored Thrus					
Modifier	Notes			OCV	DCV	3d6	Location	BODYx	Effect	To Hit	Armor	
Area of Effect Attack		's DCV (3; 0 if				3	Cockpit	x2	1-2	-8 OCV	x1/2	
Autofire		ots, 1 hit/2 poin	ts roll is made	+1/AF-10	+0	4-5	Sensors/Communications	x1	1-2	-5 OCV		
Concealment		ion Table or:				6-7	Front Control Surfaces	x1/2	1-2	-5 OCV		
	Target hal			-2		8-9	Engines/Propeller	x1½	1-3	-6 OCV	X1⁄4	
			shoulders visible	-4		10-11	Fuselage	x1	1	-3 OCV		
Bouncing an Attack	-	SL per bounce		+1 to +3		12	Occupants/Cargo	x1/2	1-2	-5 OCV		
Coordinated Attacks		÷ .	eamwork roll required			13-14	Wings/Rear Control Surfaces	X ¹ / ₂	1-3	-6 OCV		
Multiple Attackers		acker after the first; Must Coordinate		Varies		15-17	Military Systems*	x1	1-2	-6 OCV	3	
Off Hand	Using off har	nd		-3		18	Fuel Tank(s)	X ¹ / ₂	1-4	-8 OCV		
Surprised	In Combat				X ¹ / ₂		* If None, consider the					
	Out of Comb	t of Combat, take x2 Stun			X ¹ /2	Fro	Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll					
	out of come	at, tate h2 bta	•				2	d6+6				
Surprise Move GM decides				+1 to +3			Automobile H	it Locatio	ons Table			
Target A Hex	's DCV (3; 0 if	adjacent)			3d6	Location	BODYx	Effect	To Hit	Armor		
Target Prone	May have co	ncealment			X1/2	3-4	Front Wheels*	x1	1-2	-7 OCV	As Tire	
Target Size	Fills 1 hex/2:	x attacker's siz	5	+2		5-6	Front Suspension	x1	1-2	-5 OCV		
Fills 2 hexe		/4x attacker's s	ize	+4		7-9	Engine/Drive Train	x1½	1-3	-6 OCV		
	Fills 4 hexes	/8x attacker's s	ize	+6		10-11	Chassis/Frame	x1	1-2	-3 OCV		
	1/2 attacker's	size		-2		12	Occupants/Cargo	x1/2	1-2	-5 OCV	x1/2	
	1/4 attacker's	size		-4		13-14	Rear Suspension	x1	1-2	-5 OCV	T	
	1/8 attacker's	s size		-6		15-17	Rear Wheels*	x1	1-2	-7 OCV	As Tire	
Throw Object	Unbalanced,	unaerodynami	c object	-4		18	Fuel Tank(s)	x1/2	1-4	-8 OCV		
	Balanced or aerodynamic o		bject	-2			* See p. 40 TUV for	effect of	loss of wh	neels.		
						Fro	nt Attack: Roll 2d6+1 Side				Roll	
	Balanced and	1 aerodynamic	object	-0		2		2d6+6				
Unfamiliar Weapon	Character lac	ks appropriate	Weapon Familiarity	-3			Boat H	it Locatio	ns			
-			X Y			3d6	Location	BODYx	Effect	To Hit	Armor	
Sight M	odifiers		Hearing	Modifiers		3-4	Keel*	x1½	1-2	-7 OCV	3	
Situation	ouniers	Modifier	Situation	mounters	Modifier	5-7	Engine/Propulsion	x1½	1-3	-6 OCV	x ¹ / ₄	
Extremely High Contra	+5	Grenade		+6	8-12	Hull	x1	1-2	-3 OCV			
Low Contrast		-1	Rifle		+5	13-14	Occupants/Cargo	x1/2	1-2	-5 OCV	X1/2	
Long Look (1 Phase, 1/2	DCV)	+2	Submachine Gun		+4	15-17	Rudder	x1	1-2	-7 OCV	3	
Looking (1/2 Phase)		+1	Pistol		+3	18	Fuel Tank(s)	x1/2	1-4	-8 OCV		
High Contrast		+1	Truck	+3	*	If boat has no keel (like mo	st speedb	pats), treat	result as H	ull		
0							Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll					
Moving Object		+1	Hovercraft		+4		2	d6+6				
		. 0	Whistle		1.2			TT* / T	ations			
Object fills entire hex		+2			+3		Motorcycl	e Hit Loc				
5		+2 +4	Shout		+3 +2	3d6		BODYx	Effect	To Hit	Armor	
2 hex object		+4			+2	3d6 3-4	Motorcycle Location Front Wheel*			To Hit -7 OCV	Armor As Tire	
2 hex object 4 hex object		+4 +6	Loud Conversation		+2 +1		Location	BODYx	Effect			
2 hex object 4 hex object 8 hex object		+4 +6 +8	Loud Conversation Breaking Glass		+2 +1 +1	3-4	Location Front Wheel* Front Suspension	BODYx x1	Effect 1-2	-7 OCV -5 OCV	As Tire	
2 hex object 4 hex object 8 hex object Night		+4 +6 +8 -2	Loud Conversation Breaking Glass Sneeze		+2 +1 +1 +1 +1	3-4 5-6 7-9	Location Front Wheel* Front Suspension Engine/Drive Train	BODYx x1 x1 x1 ¹ / ₂	Effect 1-2 1-2 1-3	-7 OCV -5 OCV -6 OCV	As Tire	
2 hex object 4 hex object 8 hex object Night Dark Night		+4 +6 +8 -2 -4	Loud Conversation Breaking Glass Sneeze Punch	nd	+2 +1 +1 +1 +0	3-4 5-6	Location Front Wheel* Front Suspension	BODYx x1 x1	Effect 1-2 1-2	-7 OCV -5 OCV	As Tire 	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¼ hex		+4 +6 +8 -2 -4 -2	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun	nd	+2 +1 +1 +1 +0 +0	3-4 5-6 7-9 10-11 12-13	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider	BODYx x1 x1 x1 ¹ / ₂ x1 x1 ¹ / ₂ x1	Effect 1-2 1-2 1-3 1-2 1-2	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV	As Tire As Rider	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object		+4 +6 +8 -2 -4 -2 -4 -2 -4	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+)	nd	+2 +1 +1 +1 +0 +0 +0 +1	3-4 5-6 7-9 10-11 12-13 14-15	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension	BODYx x1 x1 x1½ x1 x1½ x1 x½ x1	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV	As Tire As Rider 	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¼ hex 1/8 hex object 1/16 hex object		+4 +6 +8 -2 -4 -2 -4 -6 -6	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3")	nd	$ \begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ +0 \\ \end{array} $	3-4 5-6 7-9 10-11 12-13	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s)	BODYx x1 x1 x1½ x1 x½ x1 x½ x1 x½	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-4	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV	As Tire As Rider	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object		+4 +6 +8 -2 -4 -2 -4 -2 -4	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+)	nd	+2 +1 +1 +1 +0 +0 +0 +1	3-4 5-6 7-9 10-11 12-13 14-15 18	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for	BODYx x1 x1 x1½ x1 x1½ x1 x½ x1 x½ effect of	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV neels.	As Tire As Rider As Tire	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object	odifiers	+4 +6 +8 -2 -4 -2 -4 -6 -6	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3")	nd	$ \begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ +0 \\ \end{array} $	3-4 5-6 7-9 10-11 12-13 14-15 18	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side	BODYx x1 x1 x1½ x1 x½ x1 x½ cffect of Attack: R	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV neels.	As Tire As Rider As Tire	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M	odifiers		Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1")	nd	$ \begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ \end{array} $	3-4 5-6 7-9 10-11 12-13 14-15 18	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2	BODYx x1 x1 x1½ x1 x½ x1 x½ x1 x½ cffect of Attack: R d6+6	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV neels.	As Tire As Rider As Tire	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person	odifiers	+4 +6 +8 -2 -4 -2 -4 -6 -8 +0	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper	nd	$ \begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -3 \\ \end{array} $	3-4 5-6 7-9 10-11 12-13 14-15 18 Fro	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft	BODYx x1 x1 x11/2 x1 x1/2 x1 x1/2 x1 x½ x1 x½ x1 x½ effect of Attack: R d6+6 Hit Loca	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R ations	-7 OCV -5 OCV -6 OCV -3 OCV -3 OCV -7 OCV -7 OCV -8 OCV neels. ear Attack:	As Tire As Rider As Tire Roll	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person		$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door		$\begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -3 \\ +0 \end{array}$	3-4 5-6 7-9 10-11 12-13 14-15 18 Fro 3d6	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location	BODVx x1 x1 x1½ x1 x½ effect of Attack: R d6+6 Hit Loca BODYx	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R ations Effect	-7 OCV -5 OCV -6 OCV -3 OCV -5 OCV -7 OCV -8 OCV neels. ear Attack: To Hit	As Tire As Rider As Tire Roll Armor	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ /4 hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Person			Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door	(1 Phase)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -3 \\ +0 \\ -2 \\ \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit	BODYx x1 x1 x1½ x1 x½ effect of Attack: R d6+6 Hit Loca BODYx x2	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R ations Effect 1-2	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -7 OCV -8 OCV neels. ear Attack: To Hit -8 OCV	As Tire As Rider As Tire Roll Armor x ¹ / ₂	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Person Upwind, Light Breeze	on	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door High Contrast Sour	(1 Phase)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor	BODYx x1 x1 x1/2 x1 x½ effect of Attack: R d6+6 BODYx x2 x½	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R ations Effect 1-2 1-3	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -7 OCV -8 OCV neels. ear Attack: To Hit -8 OCV -8 OCV	As Tire As Rider As Tire Roll Armor x ^{1/2} 3	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Person Upwind, Light Breeze Upwind, Strong Breeze	on	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ \hline \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door High Contrast Sour Foggy Weather	(1 Phase)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ -1 \\ \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor Sensors Communications	BODYx x1 x1 x11/2 x1 x1½ x1 x½ x1 x½ x1 x½ x1 x½ x1 x½ x1 x½ effect of Attack: R d6+6 BODYx x2 x½ x2	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R effect 1-2 1-3 1-2 1-3 1-2 1-3 1-2 1-3 1-2 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -5 OCV	As Tire As Rider As Tire Roll Armor x ¹ / ₂ 3 	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Person Upwind, Light Breeze Downwind, Light Breeze	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase)	(1 Phase) d	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ -1 \\ +1 \\ +1 \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine	BODYx x1 x1 x1/2 x1 x1/2 x1 x½ x2 x½ x2 x1 x2 x1 x2 x1/2	Effect 1-2 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R ations Effect 1-2 1-3 1-2 1-3 1-2 1-3	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -5 OCV -6 OCV	As Tire As Rider As Tire Roll Armor x ¹ / ₂ 3 	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Person Extremely Smelly Person Upwind, Light Breeze Upwind, Strong Breeze Downwind, Light Breeze	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline \\ +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ -1 \\ \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase) Listen Close (1 Phase	(1 Phase) d	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -2 \\ +0 \\ -2 \\ +1 \\ -1 \\ +1 \\ +2 \\ \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9 10-11	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine Main Body	BODYx x1 x1 x1/2 x1 x2 x1/2 x1	Effect 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R ations Effect 1-2 1-3 1-2 1-3 1-2 1-3 1	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -5 OCV -5 OCV -6 OCV -3 OCV	As Tire As Rider As Tire Roll Armor x ¹ / ₂ 3 	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Perso Upwind, Light Breeze Upwind, Strong Breeze Downwind, Strong Breeze	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ -1 \\ +3 \\ \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase) Listen Close (1 Phase Echoes	(1 Phase) id e, ½ DCV)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ -1 \\ +1 \\ +2 \\ +3 \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9 10-11 12	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine Main Body Occupants/Cargo	BODVx x1 x1 x11/2 x1 x1/2 x1 x½ x2 x½ x1 x½	Effect 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R Effect 1-2 1-3 1-2 1-3 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -5 OCV -6 OCV -3 OCV -5 OCV	As Tire As Rider As Tire Roll Armor x ¹ / ₂ 3 	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Perso Upwind, Light Breeze Upwind, Strong Breeze Downwind, Light Breeze Downwind, Strong Breeze Downwind, Strong Breeze Downwind, Strong Breeze Dung Gasoline	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ -1 \\ +3 \\ +3 \\ \hline \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase) Listen Close (1 Phase Echoes Locating Source of	(1 Phase) id e, ½ DCV)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ -1 \\ +1 \\ +2 \\ +3 \\ -3 \\ \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9 10-11 12 13-14	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine Main Body Occupants/Cargo Rear Rotor	BODVx x1 x1 x11/2 x1 x1/2 x1 x1/2 x1 x1/2 x1 x1/2 x1 x1/2	Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R Effect 1-2 1-3 1-2 1-3 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -8 OCV -8 OCV meels. ear Attack: To Hit -8 OCV -8 OCV -8 OCV -6 OCV -3 OCV -5 OCV -6 OCV -3 OCV -5 OCV -6 OCV -7 OCV -8 OCV	As Tire As Rider As Tire Roll X ¹ /2 3 3	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Perso Upwind, Light Breeze Upwind, Strong Breeze Downwind, Strong Breeze	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ -1 \\ +3 \\ \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase) Listen Close (1 Phase) Listen Close of Downwind	(1 Phase) id e, ½ DCV)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ -1 \\ +1 \\ +2 \\ +3 \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9 10-11 12	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine Main Body Occupants/Cargo	BODVx x1 x1 x1/2 x1/2 x1/2 x1/2 x1 x1/2 x1 x1/2	Effect 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R Effect 1-2 1-3 1-2 1-3 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -5 OCV -6 OCV -3 OCV -5 OCV	As Tire As Rider As Tire Roll Armor x ¹ / ₂ 3 	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Perso Upwind, Light Breeze Upwind, Strong Breeze Downwind, Light Breeze Downwind, Strong Breeze Dung Gasoline	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ -1 \\ +3 \\ +3 \\ \hline \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase) Listen Close (1 Phase Echoes Locating Source of	(1 Phase) id e, ½ DCV)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ -1 \\ +1 \\ +2 \\ +3 \\ -3 \\ \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9 10-11 12 13-14	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side 2 Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine Main Body Occupants/Cargo Rear Rotor	BODVx x1 x1 x11/2 x1 x1/2 x1 x1/2 x1 x1/2 x1 x1/2 x1 x1/2	Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R Effect 1-2 1-3 1-2 1-3 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1-2 1-3 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -8 OCV -8 OCV meels. ear Attack: To Hit -8 OCV -8 OCV -8 OCV -6 OCV -3 OCV -5 OCV -6 OCV -3 OCV -5 OCV -6 OCV -7 OCV -8 OCV	As Tire As Rider As Tire Roll X ¹ /2 3 3	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¹ / ₄ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Smelly Person Extremely Smelly Perso Upwind, Light Breeze Upwind, Strong Breeze Downwind, Light Breeze Downwind, Strong Breeze Dung Gasoline	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ -1 \\ +3 \\ +3 \\ \hline \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6"+) Fast Walk (3") Normal Walk (2") Careful Walk (1") Whisper Open a Door Slowly Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase) Listen Close (1 Phase) Listen Close of Downwind	(1 Phase) id e, ½ DCV)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ +1 \\ +2 \\ +3 \\ -3 \\ +1 \\ \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9 10-11 12 13-14 15-17	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine Main Body Occupants/Cargo Rear Rotor Military Systems*	BODVx x1 x11 x11/2 x1 x1/2 x1 x1/2 x1 x½ x1 x½ x1 x½ effect of Attack: R d6+6 BODYx x2 x½ x2 x½ x1 x½ x1 x½ x1 x½ x1 x½	Effect 1-2 1-3 1-2 1-2 1-2 1-2 1-2 1-2 1-4 loss of wh oll 3d6 R ations Effect 1-2 1-3 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-3 1 1-2 1-4 1 1-2 1-4 1 1 1-2 1-4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-7 OCV -5 OCV -6 OCV -3 OCV -3 OCV -7 OCV -8 OCV -8 OCV -8 OCV -8 OCV -8 OCV -5 OCV -8 OCV -5 OCV -5 OCV -5 OCV -8 OCV -5 OCV -8 OCV -5 OCV -8 OCV -8 OCV -8 OCV -5 OCV -8 OCV	As Tire As Rider As Tire Roll Armor x ¹ / ₂ 3 3 3	
2 hex object 4 hex object 8 hex object Night Dark Night Object size ¼ hex 1/8 hex object 1/16 hex object 1/32 hex object Smell M Person Extremely Smelly Person Extremely Smelly Person Extremely Smelly Person Upwind, Light Breeze Upwind, Strong Breeze Downwind, Strong Breeze Strong Strong Breeze Strong Strong Stron	on ze	$ \begin{array}{r} +4 \\ +6 \\ +8 \\ -2 \\ -4 \\ -2 \\ -4 \\ -6 \\ -8 \\ \hline +0 \\ +2 \\ +4 \\ -2 \\ -4 \\ +1 \\ -1 \\ +3 \\ +3 \\ \hline \end{array} $	Loud Conversation Breaking Glass Sneeze Punch Body Hitting Groun Run (6''+) Fast Walk (3'') Normal Walk (2'') Careful Walk (1'') Whisper Open a Door Slowly Open a Door Slowly Open a Door Slowly Open a Door High Contrast Sour Foggy Weather Listen (½ Phase) Listen Close (1 Phase) Listen Close (1 Phase) Locating Source of Downwind Upwind	(1 Phase) id e, ½ DCV)	$\begin{array}{r} +2 \\ +1 \\ +1 \\ +1 \\ +0 \\ +0 \\ +1 \\ +0 \\ -1 \\ -2 \\ -3 \\ +0 \\ -2 \\ +1 \\ -1 \\ +1 \\ +2 \\ +3 \\ -3 \\ +1 \\ -1 \\ -1 \\ \end{array}$	3.4 5.6 7.9 10-11 12-13 14-15 18 Fro 3d6 3.4 5.6 6.7 8.9 10-11 12 13-14 15-17 18	Location Front Wheel* Front Suspension Engine/Drive Train Chassis/Frame Rider Rear Suspension Fuel Tank(s) * See p. 40 TUV for ont Attack: Roll 2d6+1 Side Rotorcraft Location Cockpit Main Rotor Sensors Communications Engine Main Body Occupants/Cargo Rear Rotor Military Systems* Fuel Tank(s)	BODVx x1 x1 x1/2 x1 x1/2 x1 x1/2 x1 x½ x1 x½ x1 x½ effect of Attack: R dd+6 Hit Loca BODYx x2 x1/2 x½ x1 x½	Effect 1-2 1-2 1-2 1-2 1-2 1-2 1-2 1-2	-7 OCV -5 OCV -6 OCV -3 OCV -7 OCV -8 OCV -8 OCV meels. ear Attack: To Hit -8 OCV -8 OCV -8 OCV -5 OCV -6 OCV -5 OCV -6 OCV -8 OCV -	As Tire As Ride As Tire Roll Armor x ¹ / ₂ 3 3 3 	