

Personal Combat

In ancient times man-to-man combat was one of the surest tests of a warrior's mettle, pitting his skill and courage against his enemies. As weapons technology improved, the warrior's individual skill began to matter less and less. In the modern world, anyone who can pull a trigger can kill another man.

Time

Personal combat is divided into combat rounds. During each combat round, every character involved in the combat has a chance to act. Each round of combat represents 10 seconds of elapsed time.

Determining Initiative

At the start of each combat every character involved rolls 2d6. The result of this die roll is added to the character's REF attribute to produce their Initiative Score.

The character with the lowest Initiative Score takes his actions first; the character with the next-highest Initiative Score goes next, and so on so that the character with the highest Initiative Score goes last.

If two or more characters tie when rolling for Initiative, compare their ITN ratings. The one with the highest ITN wins the Initiative and so on down the line. If after comparing ITN ratings two or more characters still remain tied roll a 1d6 to break the tie.

Seizing the Initiative

High Initiative Scores are intended to be of benefit to characters. Because characters with low Initiative Scores act before those with high ones, the latter characters are able to size up the combat situation as it unfolds and take advantage of the knowledge.

Occasionally however acting late in a round can be detrimental. For instance, a high-Initiative character might want to block a doorway before an opponent can escape, or perhaps the character wishes to flee through the doorway before an opponent can block it. In such cases characters with higher Initiative Scores are allowed to "seize the initiative" and act out of sequence.

Example

Three guards have discovered a foreign agent searching an embassy office. The agent rolls an Initiative Score of 11; the guards have 7, 9 and 13.

Accordingly the guard with the 7 would move first, followed by the guard with the 9, then the agent and finally the guard with the 13. The agent however wants to flee before his escape route is blocked off. Just as Guard 7 begins to act the agent announces that he is "seizing the initiative" and acting immediately.

Guards 7 and 9 cannot do anything to stop him, but the GM announces that Guard 13 is also going to "seize the initiative" and act before the agent. Guard 13 moves first and blocks the door. Then the agent acts and decides to leap through a window. Then Guards 7 and 9 act in their normal order. (Technically, Guard 9 could elect to "seize the initiative" and act before Guard 7, but there would be little point in doing so).

Surprise

In most combat conditions both sides are aware of each another. It is possible however for one or more characters to be surprised. If a character is surprised they may not perform any action during the first round of combat.

Possible Actions

The three kinds of actions that a character can perform in a round are Incidental Actions, Simple Actions and Complex Actions. These are defined below.

Incidental Actions

Incidental Actions require little or no attention of physical movement. Examples include falling prone, dropping a weapon or calling out a warning.

Simple Actions

Simple Actions can be performed by reflex. They include standing up, walking, running, picking up a small object, readying a weapon or making an attack.

Complex Actions

Complex Actions require a character's full attention. Examples are sprinting or reloading a weapon.

Executing Actions

A character may perform any number of Incidental Actions in his turn but he may perform only two Simple Actions or one Complex Action.

Note that a character may never perform more than one action of a given kind (movement, combat and so on) in a single round. In other words, a character may move and attack, move and prepare a weapon, or prepare a weapon and attack, but he may not move twice or attack twice.

In most cases it will be obvious to what category an action belongs. When in doubt assume it is the most time-consuming of the two possibilities. As always, the GMs judgment is final.

When a character's turn comes up in the Initiative order or when he seizes the initiative, his character performs all his actions for the round at the same time.

Movement

A character who is moving must chose what type of movement he will make that round. This choice will affect their chances of hitting an opponent.

Obstructions such as undergrowth or furniture may reduce the distance a character can cover in an action.

Movement mode	Distance which can be moved in an action (Clear terrain)
Walking	BLD x 5 metres
Running	(BLD + REF + Running Skill Level) x 5 metres
Sprinting	((BLDx2) +REF + Running Skill Level) x 5 metres
Evading	REF x 5 metres

Evade

Evade is a special action a character may perform instead of taking normal movement. Evade is a complex action that allows the character to dodge attacks. Evade gives a modifier to all attacks against the character during the current round, but the character must have executed the evade maneuver before he is attacked (seizing the initiative is very useful for this). After his (first) opponent rolls to hit the character may take their movement for the round. Note that if an enemy with a higher Initiative Score seized the initiative when the character declared the Evade they would be able to get off a shot before the modifiers for the Evade went into effect.

Ranged Combat

The Weapons Table in the Basic Equipment document summarizes all the combat information required for the most common ranged weapons used in personal combat. Each weapon is described in terms of Damage Dice, Range Limitations and Ammunition.

Damage Dice indicate the number of dice rolled to determine damage to the target, if hit. Some of the notations include a modifier to be added to the result of the dice roll.

Range Limitation indicates the weapon's effective short, medium and long ranges. Note that medium and long ranges cause skill modifiers and indicated on the Ranged Combat Modifiers table.

Ammunition indicates the number of shots available before the weapon must be reloaded or recharged. Reloading a weapon is a Complex Action.

Ranged Attacks

In order to make a ranged attack in personal combat a character must have a clear line-of-sight (LOS) to a target, have the target within range of the weapon being used, and have a final To-Hit Number (after all modifiers) of 12 or less.

Ranged Combat Modifiers

The base To-Hit Number for a ranged attack is equal to the firing character's appropriate skill level as modified by any situational modifiers, as summarized in the Ranged Combat Modifiers table.

Special Attacks

Burst Fire

Characters using SMGs may declare during the ranged attack phase that they are firing a burst rather than a single shot. A burst does the same damage to the target as does a single shot but if the shot is successful all characters within 5 metres of the target also receive 1d6 damage.

Aimed Shot

Characters may attempt to target their shots for a specific part of an opponent's body. To attempt an aimed shot a character must have moved/be moving no more than one-half their possible movement for the present combat round. The character must also have a clear view of the body part to be targeted (i.e. unobstructed by cover). A successful shot hits the intended location automatically.

Ranged Combat Modifiers

Target situation	Modifier	Attacker Situation	Modifier	Range	Modifier
Stationary	-1	Walked	+1	Short	0
Walking	0	Ran	+2	Medium	+2
Running	+1	Sprinted	+3	Long	+4
Sprinting	+2	Using off Hand	+2	Lighting	Modifier
Evading	+3	Drew weapon this Round	+2		
Prone	+1	Aimed shot: Head	+6	Partial Darkness	+2
In Partial Cover	+1	Aimed shot: Arm or leg	+4	Total Darkness	+4
In Full Cover (arm/head only exposed)	+3	Aimed shot: Torso	+2		
		Firing Burst (SMG)	-2		
		Careful aim	-1/rnd, max -3		

Careful Aim

Characters who do not move during a given round and have a target within their LOS may forgo firing and take "careful aim" at a single target in order to accumulate a firing bonus. For each round that a character chooses to take careful aim at the target, a -1 is applied to the To-Hit Number when the shot is made, to a maximum of -3. If the character's aim is interrupted before the shot is made all accumulated bonuses are lost. For example, if the aiming character switches targets, the target moves out of LOS before the shot is fired, or the attacker takes damage before firing the careful aim is considered interrupted.

Firing Ranged Weapons into Close Combat

Given the turn length and the proximity of grappling or wrestling combatants the following simplification has been made to discourage trigger-happy combatants from firing into melee. Whenever more than one target, friendly or enemy, is present in close proximity the actual recipient of the ranged attack is determined AT RANDOM immediately prior to the To-Hit roll. The reason for this is that a third party could not fire at one of two closely struggling combatants without risk of hitting the other. Naturally if the To-Hit roll fails the attacker misses all the targets.

Area Effect Weapons

Many personal weapons fire rounds that explode on impact. Thus even a miss can result in a target still being in the blast radius of a weapon.

Weapons that list an Area of Effect number fire rounds that will scatter. This number indicates the radius affected by the weapon. All personnel in the AoE are attacked by the hit, not just one target. An AoE number of 1 means that a 5 metre radius is affected. A 2 means that a 10 metre radius is affected, and so on.

Area effect weapons are fired at a target location, not an individual, so modifiers for target movement and so on are ignored. If the attack misses the round scatters and lands somewhere else, where it explodes and affects all characters in its AOE.

If the To-Hit roll equals or exceeds the modified To-Hit number the round hits the target location; otherwise the shot scatters. Roll two dice, the first gives the direction of the scatter (as per standard scatter diagram) and the second gives the distance from the target in 5 metre increments. Note that the round may not scatter through walls and other such obstacles but should land immediately in front of the blocking terrain.

Melee Attacks

Melee combat consists of close action between adjacent opponents. A character may only make a melee attack if they did not move faster than a walk during the current round. (The exception is a running or sprinting character who may attempt a grapple/tackle maneuver, as described below). The weapons table summarises the combat information required for the most common melee weapons used in personal combat.

To-Hit Modifiers

Unlike ranged combat, melee does not require taking into account either weapon range or line-of-sight. The only considerations are the relative elevations of the two combatants, they type of movement each last performed and the type of attack made. A character's base to-hit number with a melee weapon is equal to the appropriate skill level.

Consult the Melee Modifiers table for modifiers applying to the base to-hit number.

Melee Modifiers

Target Situation	Modifier	Attacker situation	Modifier
Stationary	-1	Walked	+1
Ranged attack this round	-1	Ran (Tackle only)	+2
On higher elevation	+2	Sprinted (Tackle only)	+3
Ran	+1	Making all-out attack	-2
Sprinted	+2	On higher elevation	-2
Evading	+3	Using wrong hand	+2
Making all out attack	-2	Drawing weapon this round	+2
In partial concealment	+1	Aimed shot: Head	+4
		Aimed shot: Arm or leg	+3
		Aimed shot: Torso	+1
		Partial darkness	+1
		Total darkness	+2

Special Attacks

Aimed Shots

Characters may attempt to target melee attacks for specific parts of the body. To attempt an aimed shot the attacker must have moved no faster than one-half their possible movement for the present combat round. A successful aimed shot automatically hits the targeted location.

Coshing

Characters using cudgels, blackjacks or clubs may make a special attack from behind in an attempt to knock their opponent unconscious. This attack requires either a Hit Location roll of Head or an Aimed Shot to the head. It gives one-half the weapon's normal damage. If the attacker strikes the opponent's head the victim must make a Consciousness roll at his current wound level (see Damage and Recovery).

All-Out Attacks

Characters may attempt to put extra effort into a melee attack, throwing caution (and potential defense) to the wind. Any character attempting an all-out attack receives a -2 bonus to the To-Hit Number whenever trying such an attack. Opponents also receive a +2 modifier on any melee attacks against the character performing the all-out attack.

Grapple/Tackle

At times characters may attempt to attack using their bodies rather than weapons. When an attacker has either not moved or moved very little this attack is termed a grapple. Otherwise it is termed a tackle. In both cases the objective is to restrain opponents or to wrestle/shove them to the ground. In making a grapple/tackle attack the attacker suffers a penalty for moving during the current round, but also receives a +1 damage bonus for every 10 metres travelled (round down).

The grapple/tackle attack is resolved in the normal fashion. The defender receives damage as above and the attacker sustains damage equal to the defender's BLD score. All damage in grapple/tackle attacks is applied to the combatants' torsos.

If an attack is successful players must determine whether the combatants fall to the ground. The defender makes an Acrobatics or Unarmed Combat (defender's choice) skill roll using the difference between the attacker's and defender's BLD scores as a modifier. If the roll fails both combatants fall to the ground.

During successive turns the attacker has control of the defender. That is the attacker may release the defender and move elsewhere. Otherwise the defender must spend an entire combat round attempting to escape the attacker's grasp. This requires an Acrobatics or Unarmed Combat skill roll as before, with the same BLD modifier and an additional penalty of +2 if the combatants have fallen to the ground. The end result of all successful grappling attacks puts both combatants in the same location.

Damage and Recovery

Characters may take damage through personal combat or misadventure.

When a character takes a hit in combat there are five steps to determine the outcome of the attack, or the damage the attacker suffers.

1. Attacker determines hit location
2. Attacker determines damage
3. Victim takes damage
4. Victim makes Consciousness roll
5. Victim checks for effects of damage

Hit Location

If a hit has been scored on a target the attacker rolls 2d6 and compares this die result to the appropriate columns on the Damage Location table. A roll of doubles not only provides a hit location but also indicates a Critical Hit. These are indicated by an asterisk on the table.

Note that an attacker who declared and successfully executed an aimed shot does not make a hit location roll but hits the chosen location automatically.

Damage Location

	1	2	3	4	5	6
1	L Arm*	L Arm	L Arm	L Arm	R Leg	R Leg
2	R Leg	R Leg*	R Leg	Head	Head	Head
3	Head	L Arm	Torso*	Torso	Torso	Torso
4	Torso	Torso	Torso	Torso*	Torso	Torso
5	Torso	Torso	R Arm	R Arm	R Arm*	R Arm
6	R Arm	L Leg	L Leg	L Leg	L Leg	L Leg*

If a hit location roll indicates a body area that is protected by cover (e.g. a leg hit when the target is kneeling behind a stone wall) ignore the result and make another roll against the table. If a second "impossible" result occurs let it stand and treat the shot as a ricochet or other oddity.

Determine Damage

Every weapon has a damage value, listed in terms of one or more dice plus any modifiers. For example a heavy pistol does 2d6 + 3.

In unarmed combat a character does 1d6 + his BLD attribute (i.e. a character with BLD 4 would do 1d6 + 4 damage with his bare hands).

To determine damage simply roll the indicated dice and apply any modifiers. When the attacker rolls a Critical Hit the damage result is doubled.

Armor

Armor reduces the damage taken by some fraction, usually $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$. Most armor only protects certain locations, and some only protects against certain types of damage. Ablative armor, after reducing the damage, absorbs the remainder up to a certain number of points, after which it ceases to function.

Taking Damage

The two types of damage possible are Bruise damage and Lethal damage. Bruise damage results from unarmed combat as well as certain weapons such as clubs. Lethal damage is inflicted by most weapons, particularly firearms. Unless the weapon description specifies Bruise damage assume that an attack does Lethal damage. Misadventure may cause either type of damage.

Characters keep track of damage on a Condition Monitor, printed on the character sheet. A character has two damage boxes on each line for each point of BLD. The example shows a character with 5 BLD. Unneeded boxes (on the right) have a line drawn through them.

When a character is damaged by an attack or other event mark off the number of boxes on the Condition Monitor equal to the damage value sustained. If the attack does Bruise damage a slash is used to record the damage. If the attack does Lethal damage use an X instead.

When all the boxes on one line have been filled in the damage continues on the next line. If a characters Lethal damage fills up all the boxes on his Condition Monitor he is dead.

CONDITION MONITOR										
WF	CONDITION	SAVE	1	2	3	4	5	6	7	8
1	GOOD	3+	XXXXX	///	///	///	+	+	+	+
2	FAIR	5+	///	///	+	+	+	+	+	+
3	POOR	7+	+	+	+	+	+	+	+	+

When a character's Condition Monitor fills up with Bruise damage he falls unconscious. Any additional damage should be recorded by starting over at the top and turning one box marked with Bruise damage into Lethal damage for every additional point sustained, skipping boxes already marked with Lethal damage. In this way it is possible to kill a character using Bruise damage.

Lethal damage supersedes Bruise damage. Bruise damage will always begin in the first clear box of the Condition Monitor but Lethal Damage begins in the first box that does not already have Lethal Damage.

This character has already taken 5 points of Lethal and 9 points of Bruise damage. If he takes more Lethal damage he will start in the sixth box of the first line and if he takes more Bruise damage he will start in the fifth box of the second line.

Wound Factor

Wound Factor determines various effects such as the rate of deterioration of a wounded character who has not received medical attention and the target modifier to the Medtech Roll required to administer such attention. A character's Wound factor is determined by the location of the last box which has taken Lethal damage.

Consciousness Rolls

Any time a character takes Lethal damage he must make a Consciousness roll. With Bruise damage a Consciousness roll is required only if the victim was hit on the head. To determine the target number for the roll consult the highest line that still contains undamaged boxes on the Condition Monitor.

To make the Consciousness roll the character must roll equal to or greater than the target number on 2d6. If the roll fails the character falls unconscious. An unconscious character may not act in any way until he regains consciousness (see Regaining Consciousness).

In the example, if the character has just taken damage he would be in Fair condition and would have to roll a 5 or better to remain conscious.

Effects of Damage

A location which suffers a large amount of damage may become Incapacitated or Disabled at the GM's discretion. Incapacitated limbs hinder the character and may self-inflict Bruise damage if used. Disabled limbs are useless and may have to be amputated.

An Incapacitated Head or Torso causes unconsciousness and possibly Coma or accumulating damage.

Healing and Recovery

In the aftermath of any battle the wounded must deal with the effects of their injuries. Brutal as combat may be, the miracles of advanced medicine are a match for all but the most grievous injuries.

Deterioration and Stabilization

The condition of any character who has taken Lethal damage will deteriorate due to bleeding and shock unless his condition is stabilized by a character with the Medtech skill.

A wounded character must make a Build saving roll every minute at a penalty equal to his Wound factor. A successful roll means the character "hangs on" for another minute. If the roll fails, the character falls unconscious and takes 1 point of Lethal damage for every point by which the roll failed.

Stabilizing a wounded character requires a successful Medtech skill roll at a penalty equal to the victim's current Wound factor. Once a patient is stabilized, he is no longer in danger of deterioration.

Regaining Consciousness

An unconscious character may periodically attempt to recover, the interval being a number of minutes equal to his current Wound factor. To recover, the character must make a Consciousness roll, as determined by his condition. If the roll is successful, the character regains consciousness.

If, for example, a character in Poor condition has a Wound factor of 3, he may attempt the Consciousness roll every 3 minutes.

Healing Bruise Damage

Non-Lethal damage heals fairly quickly. For every hour of rest, a character heals a number of points of Bruise damage equal to his Build attribute. On the Condition Monitor simply erase damage that has been healed in the reverse order that it was taken. If it becomes important to know exactly how fast a character recovers from Bruise damage, simply divide the hour of rest by the character's Build. This means that a character with BLD 2 recovers 1 point every 30 minutes, BLD 3 recovers 1 point every 20 minutes, and so on.

Healing Lethal Damage

Unlike Bruise damage, recovering from Lethal damage can be a long, drawn-out process, especially if the wounded character is not under a doctor's care. The rate at which a character heals Lethal damage depends on the care he is receiving.

Natural Healing

If a wounded character is not under a doctor's care, he recovers a number of points per week equal to his BLD if he is active, or twice his BLD if he stays inactive to rest and recuperate. To determine the amount of time a character would have to rest to recover from all his injuries, simply count the number of Lethal damage boxes marked off on the Condition Monitor, divide by twice the character's BLD and round up. The result is the number of weeks it will take for the character to recover.

As with Bruise damage, it is possible to determine exactly how much time it takes for a character to recover a single point of damage, but it is much easier to deal with one-week blocks.

Let's say that Garrett has taken 23 points of Lethal damage escaping an ISF assassin and needs to know how long he will have to hide out to recover from his wounds. He has a BLD 5 and is resting, so he regains 10 points a week. Dividing 23 by 10, he knows that he will need his room for three weeks if he wants to be at his best when he goes out looking for revenge.

Medical Care

If a wounded character is under a doctor's care, he will recover considerably faster than if he waited for his system to heal the damage naturally.

Every day, the attending physician makes a Medtech skill roll at a penalty equal to the character's Wound factor, but with a bonus based on the equipment and facilities available to him (anywhere from -2 or -3 for a makeshift field hospital to a -4 or -5 for a state-of-the-art facility). If the Medtech roll is successful, the patient recovers a number of points equal to his BLD. If the roll fails, the character does not recover that day. A character under medical care is effectively out of commission while he is recuperating.

Major Wounds

Natural healing or various surgical techniques can counteract the effects of Incapacitating and Disabling wounds. If a character chooses to recover on his own, he consults the Recovery table to determine how long it will take his injury to heal. Until the wound is completely healed, all penalties still apply.

Surgery requires adequate facilities and a doctor with a Medtech skill of 5 or better. The doctor must make a successful Medtech skill roll at a penalty equal to the victim's current Wound factor plus a second modifier, as determined by the table below. If he fails, the patient must make a BLD saving roll or take 1D6 x 1D6 points of Lethal damage (yes, it is still possible to die under the knife in 2680).

Even if surgery is successful, the character must still recover for the period listed on the table below. During the recovery period, it will be as if the character still has the wound. If the character is not careful, the wound might reopen. The character must make a BLD saving roll every time there is a possibility for this to happen.

Recovery

	Incapacitated	Disabled
Head	-3 to heal/3D6 days recovery Natural Healing: 4D6 weeks	-5 to heal/6D6 days recovery Natural Healing: 6D6 weeks
Torso	-2 to heal/3D6 days recovery Natural Healing: 3D6 weeks	N/A N/A
Arm	-1 to heal/2D6 days Natural Healing: 2D6 weeks	-3 to heal / 4D6 days recovery Natural Healing: 4D6 weeks
Leg	-1 to heal/2D6 days Natural Healing: 2D6 weeks	-3 to heal/4D6 days recovery Natural Healing: 4D6 weeks