

Spending Fate Points:

- Re-roll any test. 2nd roll is final
- After rolling damage, re-roll all dice. 2nd roll is final
- Gain +10 on a test before rolling
- Count as 10 for Initiative - can be spent after rolling
- +2 degrees success on a test - immediately after rolling
- Remove dmg = to Toughness bonus. Does not affect critical dmg (spent at beginning of turn)
- Immediately recover from stunned & remove all fatigue (spent at beginning of turn)

Ascension pg 11

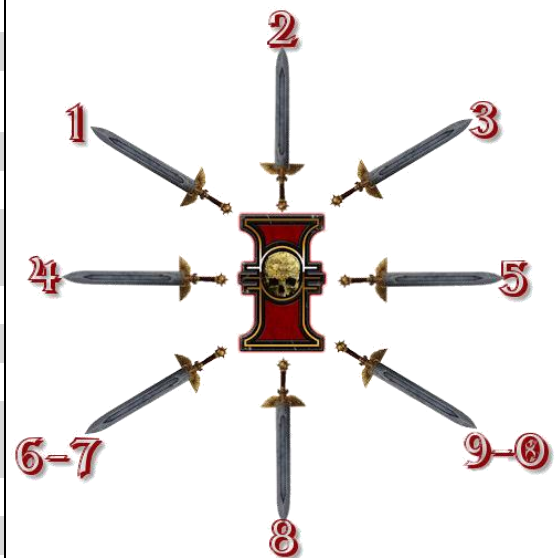
ROLL TO RECOVER ON A 9-0

Grappling:

1. **Attempted** with charge or standard attack
2. **Make attack** -test WS
3. **Avoid attack** - *enemy may use reaction to make an agility test. If no reaction/failed - they are grappled.*
4. On **success**, following effects apply
 - No dodge/parry
 - Other attackers get +20 to hit
 - In grapple, you may only -
 - Opposed S test to injure (unarmed dmg 1D5-3+S, x2 armor+ 1 lvl fatigue)
 - Opposed S test to break free or reverse grapple
 - Can be ended as free action

Modifiers

Aim	Full Round +20 BS	Accurate ++10
	Half Action+10 BS	
	+20 no	
All out attack	parry/dodge	
Called shot	-20 BS choose location	
		pistol only
Close Combat		
Darkness	WS -20 BS-30	
Difficult Terrain	WS & Dodge -10 to -30	
Fatigued	-10 penalty all tests (no matter #fatigue)	
	> than T bonus, unconscious 10-TB minutes	P. 200
Full auto	Full Action +20BS	Degree success = +hit
Ganging up	if 2:1 = +10WS if >3:1 +20	
Higher Ground	WS +10	
Pinning	WP test -20	Fail - seek cover, 1/2 action attack at -20
Prone	+10 against, WS/BS by prone at -10, dodge -20	
Semi auto	Full Action +10BS	2 degree = +hit
Shooting into melee	-20 BS	Fail by <20, roll to hit other combatant
		Semi/full auto - 1 shot hits opponent
Stunned	+20 on WS/BS to hit Stunned character	
Suppressing fire	Full Round -20 BS	Force test for pinning
Unaware Target	+30 to attack	
Unarmed Attack	WS -20	



D10 to determine direction
D5 to determine # meters

Cover

Dmg applied against cover AP if body part hit is concealed by it

	AP
Light wood, Armor glas, light metal	4
Heavy wood, Flakboard, Sandbags, ice	8
Rockcrete, thick iron, stone	16
Plasteel armaplas	32



Range

Point Blank	2M or closer	+30 BS
Short Range	1/2 standard rng	+10 BS
Long Range	2x standard range	-10 BS
Extreme Range	3x standard range	-30 BS

Insanity

Points	Degree	Trauma Mod	Disorders
0-9	Stable	n/a	None
10-19	Unsettled	+10	---
20-29	Unsettled	+10	---
30-39	Unsettled	+10	---
40-49	Disturbed	+0	1st - minor
50-59	Disturbed	+0	---
60-69	Unhinged	-10	2nd - severe
70-79	Unhinged	-10	---
80-89	Deranged	-20	3rd - acute
90-99	Deranged	-20	
100+	Terminally insane - character retires		

Each time 10 pts are gained test WP modified by Track. Pass, no effect.

If failed roll D100 + 10 for degree of failure, gain mental trauma.

May use XP to remove insanity points - 100 xp/point

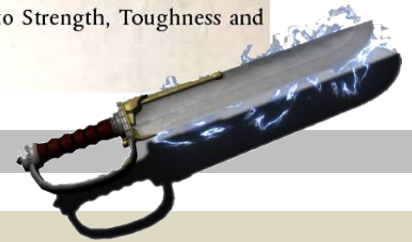
Corruption

Points	Degree	Test Mod	
1-30	Tainted	+0	---
31-60	soiled	-10	First test
61-90	Debased	-20	Second test
91-99	Profane	-30	Third test
00	Damned - character removed		

Every 10 pts, Test WP modified by Track. If failed, roll for malignancies- no duplicates

STIMM (DRUG)

Stimm is a powerful drug that works to mask pain and drive fighters on when their bodies would otherwise give up. A dose of stim lasts 3d10 Rounds. During this time a character ignores any negative effects to their Characteristics from Damage or Critical Damage and cannot be Stunned. When the stim wears off, the character takes a -20 penalty to Strength, Toughness and Agility Tests for one hour.



WEAPON SPECIAL QUALITIES

Accurate	Additional +10 to hit when used with Aim
Balanced	+10 Parry
Blast (X)	All within the weapon's blast radius in meters are hit. Roll hit location & dmg individually for targets
Defensive	+15 to parry -10 to hit
Flame	No BS test. All creatures in a 30° arc make agility test or are struck & take dmg. If hit, target must succeed on 2nd agility test or catch fire.
Flexible	cannot be parried
Inaccurate	No bonus granted by aim
Overheat	Unmodified roll of 91 or more to hit causes Overheat (pg. 129)
Power Field	When parrying an attack made with a no PF weapon, there is a 75% chance of destorying the attacker's weapon
Primitive	AP doubled unless wearing primitive armor
Recharge	Can only fire every other round
Reliable	If jammed, roll 1d10, and only jams on a roll of 10
Scatter	Point blank, each 2 degrees of success scores another hit. AP doubled at long & extreme range
Shocking	If weapon causes damage, test toughness or target is stunned (+10 bonus per AP - pg 129)
Smoke	Creates smoke screen 3D10 meters in diameter, lasts 2D10 rounds
Snare	Target makes agility test or immobilized. Immobilized makes only escape actions - strength or agility in his turn (pg129)
Tearing	roll 2 dice for damage, take the best result
Toxic	If causes damage, test toughness at -5 for each pt. taken. If failed, take extra 1d10 impact (no reduction for AP or toughness)
Unbalanced	-10 when used to parry
Unreliable	James on roll of 91-00
Unstable	On successful hit, roll 1d10: 1 - inflicts 1/2 damage, 2-9 Inflicts normal damage, 10 inflicts double damage
Unweildy	Cannot be used to parry

