

OPTIONAL HIT CHART

1-3%	Brain
4%	Eyes
5-15%	Head
16-18%	Throat
19-56%	Torso
57%	Heart
58%	Groin
59-60%	Kidney
61-68%	Left Arm
69-70%	Left Hand
71-78%	Right Arm
79-80%	Right Hand
81-88%	Left Leg
89-90%	Left Foot
91-98%	Right Leg
99-100%	Right foot



TO HIT MODS

Head +3	Arm/ legs +2
Hand/feet +4	Dim Light: +3
Complete Darkness: +6	Brain +5
Eyes +5	Throat +4
Heart: +4	Groin: +4
Kidney: +4	

COMBAT MODIFIERS

- Fast Draw: *without skill*: +2
- Wound Modifier: +3 *agent is at ¼ remaining HP*
- Off Hand Penalty: +3
- Moving (slow) +1 *½ Movement*
- (Fast) +3 *Full Movement*
- Recoil: +1 *per shot after first*
- Surprise: -4
- Aiming: -1 *each turn up to max of 3 turns*
- Attacking from above: -1
- Knocked Down: +2
- Target Intimidated: -1

COVER

- Partial (1/2 or more exposed): +2
- Heavily (1/4 or less exposed): +3
- From Behind: (*if target is aware of your presence. Ex in combat they see you run behind them.*)-3

HTH/MELEE:

Agent must exceed with skill roll + Ref vs. Opponent's HTH or Melee skill test result.

RANGED

Agent must exceed with skill roll +Ref vs. Base 5 + opponents Reflex +/- situational modifiers/Range modifiers.

SAVES

Stat +1d10 (-/+ modifiers) vs Difficulty Target Number

RANGE MODIFIERS:

Type	SH -	Med +2	LNG +5
Pistol	0-4	5-50	75-200
Rifle	0-20	21-250	251-1000+
Shotgun	0-8	9-50	51-100
Sawed Off			
	0-12#	12-30	31-50
Bow	0-15*	16-40	41-120
Crossbow:0-5		6-30	31-150

* Bows are +3 to hit at Point Blank range

sawed off shotgun is -2 to hit at Point Blank range

Task	Target Numbers
Easy	4
Average	7
Challenging	9
Tough	12
Extreme	14

STUN/UNCONSCIOUSNESS

Head:

If they take 20% of their HP in one hit they could lose consciousness if they fail their health save (TN-Tough 12+).

Torso:

If the Agent takes 50% of their HP in one hit they could lose consciousness if they fail their Health Save (Challenging 9+).

Arms/Legs/ Hands/ Feet:

When hit in these areas the damage they take is normal. The limb is disabled if the victim fails a Health Save (Challenging 9+).

Brain:

Any hit to the brain will result in the need for a Health Save (TN- Tough 12+). Furthermore the damage is multiplied x2 (*unless it is already a critical hit then it becomes x3*).

Eye:

Any shot to the eye requires a health roll (TN 12+) to avoid losing the eye for good. This is still considered a head hit and follows the same rules as head attacks.

Heart:

A shot to the heart is both hard to do and can cause serious damage. Any shot to the heart requires a health roll to avoid dying (TN- Tough 12+). Furthermore, the damage is x2 (*unless it is already a critical hit then it becomes x3*). The target continues to bleed each round for 1d6 hit points and must roll a saving throw each turn for their health to avoid death.

Throat:

This can be a messy section to hit on someone. One hit here and the damage rolled is multiplied by x2 (*unless it is already a critical hit then it becomes x3*). The target continues to bleed for 1d4 each turn. Also, they must make a health roll (TN- Tough 12+) to avoid death.

Groin & Kidney:

These areas are considered one of the most painful areas to be hit on the body. Any hit here requires a Health roll (TN- Tough 12+) or suffer +3 TN to their skill for the turn. They also suffer -5 to initiative until they can recover their health roll. Damage is considered x1.5 (round up). If the shot is a critical hit then it is x2

DRIVING COMBAT RANGES

Right on them:

At this range the vehicles are metal on metal. Agent gains +2 to the roll total to shoot the subject if needed or it can be applied to any force maneuver.

Drafting:

The driver is right up on them and about to take them. There are no modifiers for shooting at this range. Since they are drafting they get a +2 next turn to their driving/piloting roll.

Trailing:

Some might consider this medium range. Range suffers a +3 TN not counting movement penalties.

In Sight:

The Agent has them in sight, for now, but that may not last. If they don't overtake them soon they will lose them. Range penalty is +4 TN not counting movement penalties.

Lost them:

When the Agent has gotten to this level, they have lost them and the person has gotten away. This is bad, unless you are the one trying to get away then, that is great.



VEHICLE HIT LOCATIONS

Cars have locations just like the human targets to. When the attacker is doing it randomly use the following chart and rules on damage effects.

Random Roll of 1d100.

01%-10%	Driver
11%-20%	Passenger
31%-60%	Main Body
71%-80%	Tires
81%-90%	Trunk or Engine (<i>depends on direction it is being attacked from</i>)

DIFFICULTIES

When a car takes a forced hit, a lot of damage or the driver is severely injured this can affect the mobility of the car. Let's review many of the possibilities.

Blown Tire:

If one tire is blown the driver suffers a -2 per tire blown out. If they fail this roll while driving on a blown tire(s), then the car will swerve, Mission Director's choice, and there will be an accident. Collision damage rules apply to this.

Blown Engine:

Well, if you lose all the engine hit points then the vehicle is pretty much done for now. If it was still moving at the time the driver can still try and steer it to a stop. Though it will be difficult and the driver will suffer a -3 to their driving skill.

Forced Off:

Sometimes the person is forced off the path they were headed. This is really left up to the Mission Director to dictate what happens. If there is collision remember to use the collision damage table.

COLLISION DAMAGE

<u>Speed Rating</u>	<u>Driving Mod</u>	<u>Collision Damage</u>
Starting	+15%	1d4
Cruising	+5%	2d6+10
High Speed	-15%	2d10+25
Dangerous	-35%	4d10+40

HANDGUNS

Light Pistols

Damage: 2d4
Rate of Fire: 2 shots recoil 0 Range: See chart in combat section.

Med Pistols

Damage: 2d6
Rate of Fire: 2 shots Recoil: +1 Range: See chart in combat section.

Heavy Pistols

Damage 2d8
Rate of Fire: 2 Shots recoil +3 Range: See chart in combat section.

SUBMACHINE GUN

Damage 2d6 Rate of Fire: 1/3/10 Recoil -/+1/+3
Range: See chart in combat section.

BATTLE RIFLE

Damage: 2d10+5 Rate of Fire: 1/3/10 Recoil -/+2/+4
Range: See chart in combat section.

SHOTGUN

Damage: (*double barrel option can fire two shots off at once. Roll to hit once. Roll damage twice*)

Birdshot: 2d6 damage
Buckshot: 2d8 damage
Slug: 2d10+6

Rate of Fire: 1 Recoil +2 Range: See chart in combat section.

ASSAULT RIFLE

Damage 3d8 Rate of Fire: 1/3/10 Recoil: -/+2/+4
Range: See chart in combat section.

SNIPER RIFLE

Damage 2d10+5 Rate of Fire: 1 Recoil: N/A
Range: See chart in combat section. 1