



INITIATIVE

Roll Reflexes then add Athletics to result. Highest number goes first and counts down.

MELEE/HTH

Roll the attackers Skill and use the opponents HTH or Melee skill as the difficulty.

SUCCESS CHART

Difficulty (Down)	Skill Level				
	1	2	3	4	5
1 Easy	6	5	4	3	2
2 Average	7	6	5	4	3
3 Tough	8	7	6	5	4
4 Hard	9	8	7	6	5
5 Extreme	10	9	8	7	6

RANGED ATTACK

Range	Difficulty
Point Blank	Easy
Short	Average
Medium	Tough
Long	Hard
Extreme	Extreme

Weapon	Point Blank Easy	Short Average	Medium Tough	Long Hard	Extreme Extreme
Pistol	0-1	2-5	6-25	26-50	51-200
Rifle	0-1	2-10	11-50	51-200	201-1000
Shotgun	0-1	2-5	6-10	11-20	21-50
Bow	0-1	2-15	16-30	31-75	76-120
Crossbow	0-1	2-25	26-50	51-100	101-175
Thrown Wpn	0-1	2-4	5-10	11-20	21-30+

Traumatic

Event

Mental Damage

Bitten by infected	3d8+4
Community member dies	2d8+2
Starvation	2d6
Community Morale Drops	See community section
Outnumbered / Outgunned	2d6-4d6 GM call
Fatigue	1d8
Group being counter productive	2d6
Taking on more mouths to feed	2d6
Acting against one's own motive	2d6
Secret revealed	2d10+2
Humiliated/Made fun of or intimidated	1d6-3d8

Some of these will apply to certain survivors but not all.

GM Decision on the above categories

DODGE SKILL VS. RANGED

Made roll by	Attackers penalty
1-5	+1
6-11	+2
12+	+3

MODIFIERS

Head	+3 Difficulty/TN
Torso	-
Arms/Legs	+2 Difficulty/TN
Off Hand attack	+2 Difficulty/TN
Two weapon attack	+4 Difficulty/TN
Recoil	See weapon
Surprise	-2 Difficulty/TN
Aiming (one turn)	-2 Difficulty/TN
Attacking from above	-1 Difficulty/TN
Knocked down	+2 Difficulty/TN
Target has cover	
Partial	+1 Difficulty/TN
Heavy	+2 Difficulty/TN
Moving and attacking	(See Actions section)

MOVEMENT BONUS

Difficulty	Amount Boosted
Tough	+1"
Hard	+2"
Extreme	+3"

HARDENED & COOL SKILL

DAMAGE REDUCTION CHART

Damage Dealt	Skill Difficulty	Damage Reduction
1-3	Tough	1
4-6	Hard	2
7+	Extreme	3

RANDOM TO HIT ROLL (OPTIONAL)

Roll 1d12	Location
1	Head
2-8	Torso
9	Right Arm
10	Left Arm
11	Right Leg
12	Left Leg

HEALING

There are three different stages of healing. They are natural, basic medical, and advanced medical.

Natural healing = 2 pts back per day.

Basic Healing= 1d4+1

Advanced Healing= 1d6+1

LUCK

Survivors gains +4 to the Skill check. This can be applied after the skill has been rolled.

- If you get a bad roll on damage, you can spend a point to inflict maximum damage.
- Use a point to reduce the amount of damage you just took by half.
- If you spend two points, the damage you just received could be reduced to zero.
- Alter a minor aspect of the scene to your favor. GM must approve the alternation to determine major ramifications to the story line.

Example: Tom spends one point to say the guard is a guy he used to serve with in the army and is a friend.

