

Vehicle Combat Reference Cheat Sheet

FIRER'S DEX (top) vs. TARGET size (left side)

	1	2	3	4	5	6
6 :	7-	8-	9-	10-	11-	11
5:	6-	7-	8-	9-	10-	11-
4:	5-	6-	7-	8-	9-	10-
3:	4-	5-	6-	7-	8-	9-
2:	3-	4-	5-	6-	7-	8-
1:	3	3-	4-	5-	6-	7-

7- = Roll 2 dice. If you roll a 7 or less, you Hit. If NOT, you Miss.
 11 = Roll 11- & FIRER CHOOSES Hit location.
 3* = Roll 3- & TARGET CHOOSES location.
 SUBTRACT YOUR SHOOTING skill from the dice.

THE HIT LOCATION (roll 1 die)

1. **WEAPON MOUNT:** WEAPON(S) DESTROYED. Any person in the MOUNT takes a MEGAHit.
2. **CARGO:** SOME is DESTROYED.
3. **CREW:** SOMEONE TAKES A MEGA Hit. TURRET OPERATORS & TAIL GUNNERS ARE HIT WHEN THEIR WEAPON MOUNT IS (AND NOT BY CREW HITS).
4. **ENGINE:** THE ENGINE TAKES A HIT. ITS DAMAGE CAPACITY IS THE SAME AS THE VEHICLE SIZE. MAX PERFORMANCE WITH DAMAGE IS NORMAL, MAX WITH HALF DAMAGE IS SLOW & SLUGGISH. THE SHIP CANNOT MOVE OR MANEUVER ONCE THE ENGINE IS DESTROYED.
5. **POWER PLANT (OR GAS TANK):** TAKES 1 HIT. ITS DAMAGE CAPACITY IS THE SAME AS THE VEHICLE SIZE. THINGS THAT NEED LOTS OF POWER WILL NOT OPERATE WHEN IT IS DESTROYED. THIS INCLUDES ENGINES, OVERDRIVE, GRAVITY, DEFLECTOR, AND ENERGY WEAPONS. SPACE SHIP POWER PLANTS EXPLODE IF THE DISABLE ROLL IS 1 (UNLESS A PLAYER CHARACTER IS ON BOARD).
6. **OVERDRIVE OR WHEELS:** THE FASTER-THAN-LIGHT DRIVE TAKES A HIT. ITS DAMAGE CAPACITY IS THE SAME AS THE VEHICLE SIZE. THE VEHICLE CANNOT GO FASTER THAN LIGHT WHEN IT IS DESTROYED / A WHEEL TAKES A HIT AND MAY BE IMPAIRED OR DESTROYED.

If a NON-EXISTENT OR DESTROYED SYSTEM is HIT, the GAME MASTER ASSIGNS OR ROLLS A NEW HIT, AND ASSIGNS EXTRA DAMAGE. (SOMEONE'S FOOTLOCKER, THE STEREO, THE TOILET, ETC.)

TACTICS (THESE ARE THINGS YOU CAN DO IN A VEHICLE)

ATTACK: MOST GUNS MAY FIRE.

CLOSE ATTACK: OPPONENT SHOOTS FIRST. BOTH SHIPS MAY USE SHORT-RANGE WEAPONS THIS TURN. YOUR TAIL GUNS CANNOT FIRE. FAILS VS. OPEN RANGE OR DISENGAGE. *Example: taking your fighter in to strafe a battleship.*

DISENGAGE: ESCAPE, UNLESS OPPONENT DOES CLOSE ATTACK OR MANEUVER. YOUR NOSE GUNS CANNOT FIRE. *Example: RUNNING AWAY.*

MANEUVER FOR POSITION: PUTS YOU BEHIND A VEHICLE OF EQUAL OR LARGER SIZE. MAKE PILOT SKILL ROLL TO SUCCEED. FAILS IF THE OTHER GUY MAKES HIS PILOT SKILL ROLL. BOTH PILOTS DEDUCT THE SIZE OF THEIR VEHICLE FROM THEIR SKILL ROLL. *Example: TRYING TO GET ON THE OTHER GUY'S TAIL.*

OPEN RANGE: YOU CAN ONLY FIRE AND BE FIRED AT WITH LONG-RANGE WEAPONS. YOUR NOSE GUNS CANNOT FIRE. THIS MANEUVER FAILS VS. CLOSE ATTACK, DISENGAGE, OR MANEUVER. *Example: TRYING TO GET FARTHER AWAY SO YOU CAN PASTE HIM WITH MISSILES AT LONG RANGE.*

VEHICLE COMBAT NOTES

- TORPEDOES AND CANNONS DO DOUBLE DAMAGE.
- NORMAL SIZED VEHICLE WEAPONS ARE THE SAME AS HEAVY WEAPONS FOR CHARACTER COMBAT (MEGA DAMAGE).
- NORMAL VEHICLE WEAPONS DO 1 DAMAGE PER HIT. SIZE 2 WEAPONS DO 2 DAMAGE PER HIT, AND SO FORTH.
- **DISABLE RULE:** MANY LARGE VEHICLE SYSTEMS CAN BE DISABLED BY DAMAGE. THE GAME MASTER ROLLS A DIE WHEN THEY ARE HIT. IF HE ROLLS THE WEAPON DAMAGE OR LESS, THE SYSTEM IS DISABLED (STOPS FUNCTIONING) UNTIL SOMEONE FIXES IT BY MAKING A MECHANIC ROLL. THE GAME MASTER SHOULD IGNORE THIS RULE SELECTIVELY TO ADVANCE THE PLOT WHEN NECESSARY.

Character Combat Reference Cheat Sheet

DAMAGE CLASSES

Wimpy: 1 point of damage.

Mega: Roll 2 dice, and add them.

Light (lt): Roll 2 dice, and the lowest one tells you the amount of damage you did. (Example: Bare fists.)

Medium (md): Roll 1 die. This is the damage.

Heavy (hv): Roll 2 dice, and take the biggest.

Killing (kill): Does body damage + STUN damage.

STUNNING (stun): Does STUN damage.

Killing weapons do the same STUN damage as body damage unless otherwise specified.

Autofire weapons can be used several ways.

Drill: Roll your hit die and make an extra hit for each lower number that would hit the target.

The hits combine to overcome armor.

Hose: Make one attack and treat the target as DEX 1.

Spray: Make one attack against every target in a close group. Treat your DEX as 1.

ARMOR subtracts damage points.

FISTS usually do light STUN damage. Women without any boxing-type skills do wimpy damage.

THE CHARACTER HIT CHART (THIS IS THE SAME AS SUBTRACTING THE DICE FROM YOUR HIT ROLL)

Attacker DEX (top) vs. Roll 2 dice (left side)

	1	2	3	4	5	6
2:	6	6	6	(6)	(6)	(6)
3:	5	6	6	6	(6)	(6)
4:	4	5	6	6	6	(6)
5:	3	4	5	6	6	6
6:	2	3	4	5	6	6
7:	1	2	3	4	5	6
8:	(1)	1	2	3	4	5
9:	-	(1)	1	2	3	4
10:	-	-	(1)	1	2	3
11:	-	-	-	(1)	1	2
12:	-	-	-	-	(1)	1

Check your DEX against the die roll.

You hit if the target has that DEX or less.

(Lots of dodging happens in pulp SciFi)

3 = You hit if the target has a DEX of 3 or less.

(6) = You hit with the next bigger damage class.

(1) = You hit if the target has a DEX of 1 or less with the next smaller damage class.

Targets that are not trying to avoid your attack have a DEX of 1.

Add the appropriate skill to your hit roll stat, making it easier to hit.

Add the targets **sizemod** to your hit roll stat. Examples: CAR: sizemod +2, Breadbox: sizemod -2

Add a penalty to the hit roll if the target is taking cover. Example: -2 penalty for good cover.

Example: REX punches a bad guy and rolls a 7. Applying the bonuses (he has boxing 1) to his hit roll (11) to make it 12. Subtract the dice from his hit roll (12): 12-7=5. REX hits if the target has a DEX of 5 or less.

Tactics (things you can do in a fight)

Advance: Move 3m and attack with -1 penalty to your hit roll stat.

Aim: Spend a turn aiming and then you can attack at that target with +2 bonus to your hit roll.

Attack: Normal attack, you do not move an appreciable distance.

Block: Instead of attacking, make your normal hit roll to block the other guys punch.

Cover: Delay your attack until something happens with the target. Example 1: You cover a bad guy; if he tries to draw his gun you punch him. Example 2: You cover a window; if a bad guy tries to shoot out of it, you shoot at him first.

Dodge: Move 3m and attackers have -1 penalty to their hit roll.

Run: Move 6 meters.

Opportunity fire: If the game master allows, you can take your turn early to shoot at a moving target.

CHARACTER-ON-MINOR-NPC: When a character attacks a **MINOR** Non-Player-Character, apply the hit roll spillover to **ONE** damage die. *Example: If you hit a DEX of three, but only needed to hit a DEX of one, add two to a damage die (six max).* If you do max damage you kill or knock out the minor NPC. The game master decides when you can do this.

NPC-ON-NPC: When minor Non-Player-Characters are on both sides of a fight, do not waste time keeping records for them. Roll a die when they shoot at each other, they incapacitate on a roll of 1-2. Good fighters or hv dmg weapon incapacitates on 1-3, a poor fighter or lt weapon on a 1.