COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Block	½	0	0	Block, abort
Brace	0	2	half	+2 vs. Range Mod.
Disarm	½	-2	0	Can disarm
Dodge	½	—	3	Abort, vs. all attacks
Grab	½	-1	-2	Grab two limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½	0	-5	x1.5 Attack Damage
Move By	½	-2	-2	STR/2 + v/5
Move Through	half	-v/5	-3	STR + v/3
Set	Full	1	0	ranged attacks only
Strike	½	0	0	STR or weapon
Blazing Away	½	0	0	make as many attacks as desired, only hit on 18
Club Weapon	½	0	0	Killing weapon does equivalent Normal damage
Cover	½	-2	0	target held at weapon point
Dive for Cover	½	0	0	moves character, abort
Hipshot	½	-1	0	+1 DEX only for purposes of Initiative
Hurry	½	-2	-2	+1d6 DEX, only for purposes of Initiative
Pulling a Punch	½	-1/5d6	0	Strike, normal Stun damage, ½ BODY damage
Rapid Fire	1	-2/x	x½	Make multiple ranged attacks
Rolling With a Punch	½	-2	-2	“Block” after being hit, take ½ damage, ABORT
Snap Shot	1	-1	0	lets character duck back behind cover
Suppression Fire	1	-2	0	continuous fire on hex(es), must be autofire
Sweep	1	-2/x	x½	make multiple hand-to-hand attacks

COMBAT MODIFIERS

Range

Range	0-4	5-8	9-16	17-32	33-64	65-128
Rand Modifier	0	-2	-4	-6	-8	-10

Target Size

Size	1/8 Human	1/4 Human	1/2 Human	Norm Human	2x Human	4x Human	8x Human
Size Modifier	-6	-4	-2	0	+2	+4	+6

For called shots, see Hit Locations

Other

Situation	Notes	OCV	DCV
Concealment	Roll hit locations to see if cover is hit, or character.	0	0
Cooridnated Attack	Combine damage for the purpose of calculating stunning.	-	-
Multiple Attackers	+1 OCV/attacker, after the first; must coordinate.	Varies	0
Off Hand	Character attacking using off hand.	-3	0
Spread Attack	To hit one target	+1 OCV/-1 DC	-
Spread Attack	To hit multiple targets. -1 DC per additional hex targeted	-	-
Surprised	In Combat	-	x1/2
Surprised	Out of Combat. 2x STUN	-	x1/2
Surprise Move	GM Decides if move counts as surprising.	+1 to +3	0
Target a Hex	Must hit hex DCV: 3; 0 if Adjacent	-	-
Target Prone	May get concealment	-	x1/2
Thrown Weapon	Unbalanced and Unaerodynamic object	-4	-
Thrown Weapon	Balanced or Aerodynamic object	-2	-
Thrown Weapon	Balanced and Aerodynamic object	0	-
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	0

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