

## Damage Table (B16)

ST	Thrust	Swing
1	1d-6	1d-5
2	1d-6	1d-5
3	1d-5	1d-4
4	1d-5	1d-4
5	1d-4	1d-3
6	1d-4	1d-3
7	1d-3	1d-2
8	1d-3	1d-2
9	1d-2	1d-1
10	1d-2	1d
11	1d-1	1d+1
12	1d-1	1d+2
13	1d	2d-1
14	1d	2d
15	1d+1	2d+1
16	1d+1	2d+2
17	1d+2	3d-1
18	1d+2	3d
19	2d-1	3d+1
20	2d-1	3d+2

## Skill Cost Table (B170)

Skill Level	Easy	Average	Hard	Very Hard
Attribute -3	-	-	-	1
Attribute -2	-	-	1	2
Attribute -1	-	1	2	4
Attribute +0	1	2	4	8
Attribute +1	2	4	8	12
Attribute +2	4	8	12	16
Attribute +3	8	12	16	20
Attribute +4	12	16	20	24
Attribute +5	16	20	24	28
Each +1	+4	+4	+4	+4

## Criticals (B556)

- A roll of 3 or 4 is always a critical success.
- A roll of 5 is a critical success if your effective skill is 15+.
- A roll of 6 is a critical success if your effective skill is 16+.
- A roll of 18 is always a critical failure.
- A roll of 17 is a critical failure if your effective skill is 15 or less; otherwise, it is an ordinary failure.
- Any roll of 10 or more greater than your effective skill is a critical failure: 16 on a skill of 6, 15 on a skill of 5, and soon.

## Posture Table (B551)

Posture	Attack	Defence	To Target	Movement	"To Target"
Standing	Normal	Normal	Normal	Normal, may sprint	affects ranged attacks vs torso, groin, or legs only.
Crouching	-2	Normal	-2	+ 1/2 per Hex	
Kneeling	-2	-2	-2	+2 per Hex	
Crawling	-4*	-3	-2†	+2 per Hex	
Sitting	-2	-2	-2	None	
Lying Down	-4	-3	-2†	1 yd/ sec	

"To Target" affects ranged attacks vs torso, groin, or legs only.

\* Only reach "C" melee attacks are allowed.

† If attacker at the same or lower elevation and farther away than own height, attacks vs torso are at -2 to hit.

Cannot target groin, legs, or feet. If your head is down, no attacks vs neck, eyes, or face.

## Reactions (B560)

**0 or less:** Disastrous. The NPC hates the characters and will act in their worst interest. Nothing is out of the question: assault, betrayal, public ridicule, or ignoring a life-or-death plea are all possible.

**1 to 3:** Very Bad. The NPC dislikes the characters and will act against them if it's convenient to do so: attacking, ripping off and so on. Merchant 300% sell, 30% buy,

**4 to 6:** Bad. The NPC cares nothing for the characters and will act against them (as above), if he can profit by doing so. 200% sell, 50% buy.

**7 to 9:** Poor. The NPC is unimpressed. He may make threats, demand a huge bribe before offering aid, or something similar. 120% sell, 75% buy.

**10 to 12:** Neutral. The NPC ignores the characters as much as possible. He is totally uninterested. Transactions will go smoothly and routinely, as long as protocol is observed.

**13 to 15:** Good. The NPC likes the characters and will be helpful within normal, everyday limits. Reasonable requests will be granted. Transactions will go well, and will offer help or advice.

**16 to 18:** Very Good. The NPC thinks highly of the characters and will be quite helpful and friendly, freely offering aid and favourable terms in most things. Will agree to price unless buy below 80% or sell above 150%, in which case offers those rates.

**19 or better:** Excellent. The NPC is extremely impressed by the characters, and will act in their best interests at all times, within the limits of his own ability perhaps even risking his life, wealth, or reputation. Merchant as above, but 50%/200%.

## Hiking (B351)

Terrain	Mult.	Weather	Mult.
Very Bad	Deep snow, dense forest, jungle,	x0.20	Rain (Off road only) x0.50
Bad	Broken ground, rivers, steep hills, forest.	x0.50	Snow Ankle deep. x0.50
Average	Light forest, plains.	x1.00	Deeper than ankle deep. x0.25
Good	Hard desert, level plains.	x1.25	Ice x0.50

10xMove in miles per day. Successful hiking roll grants +20%. Character with Leadership at 12+ may make a roll against groups average Hiking. Hiking defaults to HT-5.

## Humanoid Hit Location (B552)

Roll	Location(Penalty)	Notes
-	Eye (-9)	[1, 2]
3-4	Skull (-7)	[1, 3]
5	Face (-5)	[1, 4]
6-7	Right Leg (-2)	[5]
8	Right Arm (-2)	[5, 6]
9-10	Torso (0)	
11	Groin (-3)	[1, 7]
12	Left Arm (-2)	[5, 6]
13-14	Left Leg (-2)	[5]
15	Hand (-4)	[6, 8, 9]
16	Foot (-4)	[8, 9]
17-18	Neck (-5)	[1, 10]
-	Vitals (-3)	[1, 11]

[1] An attack that misses by 1 hits the torso instead.

[2] Only impaling, piercing, and tight-beam burning attacks can target the eye – and only from the front or sides. Injury over HP/10 blinds the eye. Otherwise, treat as skull, but without the extra DR!

[3] The skull gets an extra DR 2. Wounding modifier is x4. Knockdown rolls are at -10. Critical hits use the Critical Head Blow Table (B556). Exception: These special effects do not apply to toxic damage.

[4] Jaw, cheeks, nose, ears, etc. If the target has an open-faced helmet, ignore its DR. Knockdown rolls are at -5. Critical hits use the Critical Head Blow Table. Corrosion damage gets a x1.5 wounding modifier, and if it inflicts a major wound, it also blinds one eye (both eyes on damage over full HP). Random attacks from behind hit the skull instead.

[5] Limb. Reduce the wounding multiplier of large piercing, huge piercing, and impaling damage to x1. Any major wound (loss of over 1/2 HP from one blow) cripples the limb. Damage beyond that threshold is lost.

[6] If holding a shield, double the penalty to hit: -4 for shield arm, -8 for shield hand.

[7] Human males and the males of similar species suffer double shock from crushing damage, and get -5 to knockdown rolls. Otherwise, treat as a torso hit.

[8] Extremity. Treat as a limb, except that damage over 1/3 HP in one blow inflicts a crippling major wound. Excess damage is still lost.

[9] If rolling randomly, roll 1d: 1-3 is right, 4-6 is left.

[10] Neck and throat. Increase the wounding multiplier of crushing and corrosion attacks to x1.5, and that of cutting damage to x2. At the GM's option, anyone killed by a cutting blow to the neck is decapitated!

[11] Heart, lungs, kidneys, etc. Increase the wounding modifier for an impaling or any piercing attack to x3.

## Climbing (B349)

Type of Climb	Modifier	Combat	Regular
Ladder going up	no roll	3 rungs/sec	1 rung/sec
Ladder going down	no roll	2 rungs/sec	1 rung/sec
Ordinary tree	5	1 ft/sec	1 ft/3 sec
Ordinary mountain	0	1 ft/2 sec	10 ft/min
Vertical stone wall	-3	1 ft/5 sec	4 ft/min
Modern building	-3	1 ft/10 sec	2 ft/min
Rope-up	-2	1 ft/sec	20 ft/min
Rope-down			
(w/o equipment)	-1	2 ft/sec	30 ft/min
(w/ equipment)	-1	12 ft/sec	12 ft/sec

## Rapid Fire (B373)

Shots	Bonus
2-4	+0
5-8	+1
9-12	+2
13-16	+3
17-24	+4
25-49	+5
50-99	+6
Each x2	+1 to hit

## First Aid (B424)

TL	Time	HP
0-1	30 m	1d-4
2-3	30 m	1d-3
4	30 m	1d-2
5	20 m	1d-2
6-7	20 m	1d-1
8	10 m	1d
9+	10 m	1d+1

## Opportunity Fire (B390)

Line	Penalty
1	0
2	-1
3-4	-2
5-6	-3
7-10	-4
11+	-5

## Starvation (B426)

People need 3 meals/day. Each meal you missed, take 1 FP. Only recover "starvation" fatigue with a day of rest (no fighting or travel) and three full meals. Each day rested makes up for three skipped meals.