

Combat Procedure

- 1) GM sets the Difficulty Level (DL) and whether the roll is unopposed or opposed.
 - a. The DL is Poor for HTH combat.
 - b. For ranged combat the DL is set by the range (see chart), lighting, etc.
- 2) Skill rolls are performed and the Relative Level (RL) is determined.
- 3) Calculated Damage (CD)=RL+ODF-DDF
- 4) Roll 4df to modify the CD.
 - a. If the CD is positive the roll cannot exceed base damage.
 - b. If the CD is positive the resulting roll cannot be less than +1 (i.e. Scratch).
 - c. If the CD is negative the resulting damage cannot be greater than +1 (i.e. Scratch).

Range Difficulty Level		
Difficulty	Range	Estimate
Terrible	Point Blank	In contact
Poor	Very Short	Across table
Mediocre	Short	Across room
Fair	Medium	Down block
Good	Long	Football field
Great	Very Long	Blocks
Superb	Extreme	As far as see

Combat Modifiers

Condition	Mod
In evading vehicle	-2
In moving vehicle	-1
Position advantage (cover)	-1 or -2
Running	-1
Shield – Small	+1 HTH
Shield – Medium	+1
Shield – Large	+2
Standing to aim	+1
Target immobile	+1

- Aim Body Part:** DL Good or Great & -1 Trait.
- All-out Offense:** +1 Combat & +1 Damage but +2 Damage if result is a failure.
- All-out Defense:** +2 Combat but only harms opponent on a Critical result. If add Perception can apply -1 Mod to foe next round.

Fudge Point Expenditures In Combat	
Proposed Action	FP Cost
Success in unopposed action	1
Alter die roll 1 level	1
Lower wound by 1 level	1
Reduce any wound to Scratch	2
Roll an automatic +4	2
Ensure favorable coincidence	1-4