

WOUNDS

MAX



CURRENT



CURRENT = 0; GAIN **PRONE**
UNCONSCIOUS IN **TB** ROUNDS
 CURRENT < 0; ROLL ON **CRIT TABLE**
 CURRENT < -**TB** = -20 TO ROLL
 CURRENT > -**TB** x 2 = +20 TO ROLL
 DEATH = **UNCONSCIOUS** +
 CURRENT 0 + (CRITICAL WOUNDS > **TB**)

CRITICAL WOUNDS



ARMOR SACRIFICE:
 CAN IGNORE 1 CRITICAL WOUND BY
 REDUCING ARMOR BY 1 AP

COMBAT SKILLS

NAME	SKILL	DAMAGE
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DIFFICULTY

VERY EASY	+60
EASY	+40
AVERAGE	+20
CHALLENGING	NO MOD
DIFFICULT	-10
HARD	-20
VERY HARD	-30

FORTUNE

MAX



CURRENT



REROLL A FAILED TEST
+1 SL AFTER ROLL
 START OF ROUND **CHOOSE INITIATIVE**

REFRESHES EVERY SESSION

FATE

MAX



CURRENT



DIE ANOTHER DAY
 INSTEAD OF DYING, KNOCKED OUT,
 LEFT FOR DEAD, ETC.
HOW DID THAT MISS?
 AVOID AN INSTANCE OF INCOMING DAMAGE.

GM AWARDS FOR GREAT DEEDS

TB + ARMOR POINTS

01-09



25-44



10-24



45-79

90-00



80-89

HIT LOCATION

01-09	HEAD
10-24	SECONDARY ARM
25-44	PRIMARY ARM
45-79	BODY
80-89	LEFT LEG
90-00	RIGHT LEG

RESOLVE

MAX



CURRENT



IMMUNE TO PSYCHOLOGY
 UNTIL END OF NEXT ROUND
IGNORE ALL CRITICAL WOUND MODIFIERS
 UNTIL START OF NEXT ROUND
REMOVE 1 CONDITION; IF PRONE, +1 W

REFRESHES WITH MOTIVATION

RESILIENCE

MAX



CURRENT



I DENY YOU
 DO NOT DEVELOP A MUTATION,
 LOSE NO CORRUPTION
I WILL NOT FAIL
 CHOOSE RESULT OF TEST, MIN 1 SL

GM AWARDS FOR GREAT DEEDS

ADVANTAGE



1 BONUS = +10%

ADVANTAGE

LOSE IF:
 LOSE AN OPPOSED TEST
 SUFFER ANY CONDITIONS
 LOSE ANY WOUNDS

GAIN IF:
 ATTACKING A SURPRISED ENEMY
 CHARGING INTO COMBAT
 GAINING TACTICAL ADVANTAGE WITH A SKILL
 DEFEAT AN OPPONENT
 WIN AN OPPOSED TEST
 WOUND AN OPPONENT WITHOUT ENGAGING