

Time Chart		The Speed Chart													Hit Location Table					
1 Segment		Segments													3d6	Location	STUNx	N STUN	BODYx	To Hit
1 Phase			1	2	3	4	5	6	7	8	9	10	11	12	3-5	Head	x5	x2	x2	-8 OCV
1 Turn		1	--	--	--	--	--	--	X	--	--	--	--	--	6	Hands	x1	x½	x½	-6 OCV
1 Minute		2	--	--	--	--	--	X	--	--	--	--	--	X	7-8	Arms	x2	x½	x½	-5 OCV
5 Minutes		3	--	--	--	X	--	--	--	X	--	--	--	X	9	Shoulders	x3	x1	x1	-5 OCV
20 Minutes		4	--	--	X	--	--	X	--	--	X	--	--	X	10-11	Chest	x3	x1	x1	-3 OCV
1 Hour		5	--	--	X	--	X	--	--	X	--	X	--	X	12	Stomach	x4	x1½	x1½	-7 OCV
6 Hours		6	--	X	--	X	--	X	--	X	--	X	--	X	13	Vitals	x4	x1½	x2	-8 OCV
1 Day		7	--	X	--	X	--	X	X	--	X	--	X	X	14	Thighs	x2	x1	x1	-4 OCV
1 Week		8	--	X	X	--	X	X	--	X	X	--	X	X	15-16	Legs	x2	x½	x½	-6 OCV
1 Month		9	--	X	X	X	--	X	X	X	--	X	X	X	17-18	Feet	x1	x½	x½	-8 OCV
1 Season		10	--	X	X	X	X	X	--	X	X	X	X	X	Special Hit Locations					
1 Year		11	--	X	X	X	X	X	X	X	X	X	X	X	General Location			OCV	Dice Roll	
5 Years		12	X	X	X	X	X	X	X	X	X	X	X	X	Head Shot (Head to Shoulders)			-4	1d6+3	
25 Years															High Shot (Head to Vitals)			-2	2d6+1	
1 Century															Body Shot (Hands to Legs)			-1	2d6+4	
															Low Shot (Shoulders to Feet)			-2	2d6+7*	
															Leg Shot (Vitals to Feet)			-4	1d6+12	
															* Count 19 as Feet					

Range Modifiers		DCV Modifiers			Combat Maneuvers Table				
Range	Mod	Character is:	DCV	Hit Location	Maneuver	Phase	OCV	DCV	Effects
Adjacent	-0	Affected by EGO +30 Mental Illusion	½	½	Standard Maneuvers				
2-4"	-0	Affected by PRE/EGO +20 Pre. Attack	½	Normal	Block	½	+0	+0	Block HTH attacks, Abort
5-6"	-1	Affected by PRE/EGO +30 Pre. Attack	0	½	Brace	0	+2	½	+2 OCV only to offset Range Modifiers
7-8"	-2	Affected by Flash/Darkness/Invisibility			Disarm	½	-2	+0	Disarm Target, Requires STR vs. STR Roll
9-12"	-3	Ranged, makes Nontargeting PER Roll	Normal	Normal	Dodge	½	+0	+3	Dodge all attacks, Abort
13-16"	-4	HTH, makes Nontargeting PER Roll	-1	Normal	Grab	½	-1	-2	Grab 2 limbs, can squeeze or throw
17-24"	-5	Ranged, fails Nontargeting PER Roll	½	Normal	Grab By	½	-3	-4	FMove and Grab object, +(v/5) to STR
25-32"	-6	HTH, fails Nontargeting PER Roll	½	Normal	Haymaker	½*	+0	-5	+4 DC to any attack
33-48"	-7	Attacked from behind (or surprised) out of combat	½	½	Move By	½	-2	-2	((STR/2) + (v/5))d6, attacker takes 1/3 dam.
49-64"	-8	Attacked from behind (or surprised) in combat	½	Normal	Move Through	½	-v/5	-3	(STR+(v/3))d6; attkr takes ½ or full dam.
65-96"	-9	Braced	½	½	Set	1	+1	+0	
97-128"	-10	Carrying or using bulky focus	½	Normal	Strike	½	+0	+0	STR damage or by weapon type
129-192"	-11	Climbing	½ to -0	Normal	Other Attacks	½	+0	+0	
193-256"	-12	DEX 1 or less	0	½	Optional Maneuvers				
257-384"	-13	Encumbered (depending on degree)	-0 to -5	Normal	Blazing Away	½	+0	+0	Unlimited attacks, only hit on a 3
385-512"	-14	Entangled	0	½	Club Weapon	½	+0	+0	Killing weapon does DC in Normal Dam.
513-768"	-15	Fighting in a cluttered or cramped area	-2	Normal	Cover	½	-2	+0	Target held at "gunpoint"
769-1024"	-16	Grabbed by another character	½	Normal	Dive for Cover	½	+0	+0	Character avoids attack, Abort
1025-1536"	-17	Grabbing another character	½	Normal	Hipshot	½	-1	+0	+1 DEX, only for initiative purposes
1537-2048"	-18	In the water	-2	Normal	Hurry	½	-2	-2	+1d6 DEX, only for initiative purposes
2049-3072"	-19	Intoxicated	-2	Normal	Pulling a Punch	½	-1/5d6	+0	Strike, normal Stun, ½ body damage
3073-4096"	-20	In zero gravity	½	Normal	Rapid Fire	½	-2/x	+0	Make multiple ranged attacks
		Knocked out	0	½	Roll with a Punch	½	-2	-2	"Block" after being hit, ½ damage, Abort
		On a narrow surface (tightrope, ledge)	-2	Normal	Snap Shot	1	-1	+0	Lets character duck back behind cover
		On ice, mud, or other slippery surfaces	-1	Normal	Suppression Fire	1	-2	+0	Continuous fire on hexes, must be Autofire
		Prone	½	Normal	Sweep	½	-2/x	+0	Make multiple HTH attacks
		Recovering from being stunned	½	½	Martial Maneuvers				
		Resisting knockback with STR	½	Normal	Choke Hold	½	-2	+0	Grab, 2d6 NND (2)
		Sleeping	0	½	Defensive Strike	½	+1	+3	STR Strike
		STR 0 (or lower)	½	Normal	Killing Strike	½	-2	+0	½d6 HKA
		STR -30 (or negative value of STR)	0	½	Legsweep	½	+2	-1	STR +1d6, target falls
		Stunned	½	½	Martial Block	½	+2	+2	Block, Abort
		Subject to multiple attacker bonus	-1 to ½	Normal	Martial Disarm	½	-1	+1	Disarm, +10 STR to Roll
		Taking a Recovery	½	½	Martial Dodge	½	+0	+5	Dodge all attacks, Abort
		Underwater	-2	Normal	Martial Escape	Var.	+0	+0	+15 STR vs. Grabs
		Using Autofire Skills	½	Normal	Martial Grab	½	-1	-1	Grab 2 Limbs, +10 STR to hold on.
		Using Noncombat Movement	½	Normal	Martial Strike	½	0	+2	STR +2d6 Strike
		Using a Power with Concentration	½	Normal	Martial Throw	½	0	+1	STR +(v/5)d6 Strike, Target Falls
		Using Rapid Fire or Sweep	½	Normal	Nerve Strike	½	-1	+1	2d6 NND (1)
					Offensive Strike	½	-1	+1	STR +4d6 Strike
					Sacrifice Throw	½	-2	+1	STR damage, You fall, target falls
					* This maneuver takes one extra Segment to perform				

Combat Modifiers Table				Airplane/Vectored Thrust Vehicle Hit Locations Table					
Modifier	Notes	OCV	DCV	3d6	Location	BODYx	Effect	To Hit	Armor
Area of Effect Attack	Must hit hex's DCV (3; 0 if adjacent)	--	--	3	Cockpit	x2	1-2	-8 OCV	x½
Autofire	Multiple Shots, 1 hit/2 points roll is made	+1/AF-10	+0	4-5	Sensors/Communications	x1	1-2	-5 OCV	--
Concealment	By Hit Location Table or:			6-7	Front Control Surfaces	x½	1-2	-5 OCV	--
	Target half-hidden	-2	--	8-9	Engines/Propeller	x1½	1-3	-6 OCV	x¼
	Only Target's Head and shoulders visible	-4	--	10-11	Fuselage	x1	1	-3 OCV	--
Bouncing an Attack	Requires 1 CSL per bounce	+1 to +3	--	12	Occupants/Cargo	x½	1-2	-5 OCV	--
Coordinated Attacks	Combine damage to stun; Teamwork roll required	--	--	13-14	Wings/Rear Control Surfaces	x½	1-3	-6 OCV	--
Multiple Attackers	+1 OCV/Attacker after the first; Must Coordinate	Varies	--	15-17	Military Systems*	x1	1-2	-6 OCV	3
Off Hand	Using off hand	-3	--	18	Fuel Tank(s)	x½	1-4	-8 OCV	--
Surprised	In Combat	--	x½	* If None, consider this an Occupants/Cargo roll					
	Out of Combat, take x2 Stun	--	x½	Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
Surprise Move	GM decides	+1 to +3	--	Automobile Hit Locations Table					
Target A Hex	Must hit hex's DCV (3; 0 if adjacent)	--	--	3d6	Location	BODYx	Effect	To Hit	Armor
Target Prone	May have concealment	--	x½	3-4	Front Wheels*	x1	1-2	-7 OCV	As Tire
Target Size	Fills 1 hex/2x attacker's size	+2	--	5-6	Front Suspension	x1	1-2	-5 OCV	--
	Fills 2 hexes/4x attacker's size	+4	--	7-9	Engine/Drive Train	x1½	1-3	-6 OCV	--
	Fills 4 hexes/8x attacker's size	+6	--	10-11	Chassis/Frame	x1	1-2	-3 OCV	--
	½ attacker's size	-2	--	12	Occupants/Cargo	x½	1-2	-5 OCV	x½
	¼ attacker's size	-4	--	13-14	Rear Suspension	x1	1-2	-5 OCV	--
	1/8 attacker's size	-6	--	15-17	Rear Wheels*	x1	1-2	-7 OCV	As Tire
Throw Object	Unbalanced, unaerodynamic object	-4	--	18	Fuel Tank(s)	x½	1-4	-8 OCV	--
	Balanced or aerodynamic object	-2	--	* See p. 40 TUV for effect of loss of wheels.					
	Balanced and aerodynamic object	-0	--	Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
Unfamiliar Weapon	Character lacks appropriate Weapon Familiarity	-3	--	Boat Hit Locations					
				3d6	Location	BODYx	Effect	To Hit	Armor
				3-4	Keel*	x1½	1-2	-7 OCV	3
				5-7	Engine/Propulsion	x1½	1-3	-6 OCV	x¼
				8-12	Hull	x1	1-2	-3 OCV	--
				13-14	Occupants/Cargo	x½	1-2	-5 OCV	x½
				15-17	Rudder	x1	1-2	-7 OCV	3
				18	Fuel Tank(s)	x½	1-4	-8 OCV	--
				* If boat has no keel (like most speedboats), treat result as Hull					
				Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
				Motorcycle Hit Locations					
				3d6	Location	BODYx	Effect	To Hit	Armor
				3-4	Front Wheel*	x1	1-2	-7 OCV	As Tire
				5-6	Front Suspension	x1	1-2	-5 OCV	--
				7-9	Engine/Drive Train	x1½	1-3	-6 OCV	--
				10-11	Chassis/Frame	x1	1-2	-3 OCV	--
				12-13	Rider	x½	1-2	-5 OCV	As Rider
				14-15	Rear Suspension	x1	1-2	-7 OCV	--
				18	Fuel Tank(s)	x½	1-4	-8 OCV	As Tire
				* See p. 40 TUV for effect of loss of wheels.					
				Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					
				Rotorcraft Hit Locations					
				3d6	Location	BODYx	Effect	To Hit	Armor
				3-4	Cockpit	x2	1-2	-8 OCV	x½
				5-6	Main Rotor	x½	1-3	-8 OCV	3
				6-7	Sensors Communications	x2	1-2	-5 OCV	--
				8-9	Engine	x1½	1-3	-6 OCV	--
				10-11	Main Body	x1	1	-3 OCV	--
				12	Occupants/Cargo	x½	1-2	-5 OCV	--
				13-14	Rear Rotor	x½	1-3	-8 OCV	3
				15-17	Military Systems*	x1	1-2	-6 OCV	3
				18	Fuel Tank(s)	x½	1-4	-8 OCV	--
				* If none, consider this an Occupants/Cargo Roll					
				Front Attack: Roll 2d6+1 Side Attack: Roll 3d6 Rear Attack: Roll 2d6+6					

Sight Modifiers		Hearing Modifiers	
Situation	Modifier	Situation	Modifier
Extremely High Contrast	+5	Grenade	+6
Low Contrast	-1	Rifle	+5
Long Look (1 Phase, ½ DCV)	+2	Submachine Gun	+4
Looking (½ Phase)	+1	Pistol	+3
High Contrast	+1	Truck	+3
Moving Object	+1	Hovercraft	+4
Object fills entire hex	+2	Whistle	+3
2 hex object	+4	Shout	+2
4 hex object	+6	Loud Conversation	+1
8 hex object	+8	Breaking Glass	+1
Night	-2	Sneeze	+1
Dark Night	-4	Punch	+0
Object size ¼ hex	-2	Body Hitting Ground	+0
1/8 hex object	-4	Run (6'')	+1
1/16 hex object	-6	Fast Walk (3'')	+0
1/32 hex object	-8	Normal Walk (2'')	-1
Smell Modifiers		Careful Walk (1'')	-2
Person	+0	Whisper	-3
Smelly Person	+2	Open a Door	+0
Extremely Smelly Person	+4	Slowly Open a Door (1 Phase)	-2
Upwind, Light Breeze	-2	High Contrast Sound	+1
Upwind, Strong Breeze	-4	Foggy Weather	-1
Downwind, Light Breeze	+1	Listen (½ Phase)	+1
Downwind, Strong Breeze	-1	Listen Close (1 Phase, ½ DCV)	+2
Dung	+3	Echoes	+3
Gasoline	+3	Locating Source of Echoes	-3
Skunk	+5	Downwind	+1
		Upwind	-1
		Quiet Area	+3