

Interrupt Modifiers, Sheet 4

A character can only see a 90 degree angle from the front of his face, with the vertex of that angle being right in-between the character's eyes.

The following are modifiers to Elusiveness

If character is crouch walking +2 to Elusiveness

If character is walking -0 to Elusiveness

If character is running -3 to Elusiveness

If character is crawling +4 to Elusiveness

If character is coming at the interrupter's sides +4 to Elusiveness (only if within 12 inches of each other)

If character is coming from behind interrupter +9 to Elusiveness (only if within 12 inches of each other)

You have a chance of interrupting the opposing character when they move into your line of sight during their turn and you still have action points. You will then compare your character's Awareness Value against their Elusiveness Value.

Awareness Value = Awareness Stat + d20 Roll + Awareness Equipment Modifiers

Versus

Elusiveness Value = Elusiveness Stat + d20 Roll + Elusiveness Modifiers

If Awareness Value ties or beats Elusiveness then your character interrupts allowing you to use any Action or Move Points you have left.

Movements (MP), Actions (AP) and What they Cost, Sheet 5

Movement

Running 2 inch for 1 MP

Walking 1 inch for 1 MP

Crouch walking 1 inch for 2 MP

Can crouch walk with Weapon Readied, but costs +1MP for every inch and you can only move 1 inch. Ideal for popping around a corner and then back again.

Crawling 1 inch for 3 MP

Can walk with Weapon Readied, but costs +1 MP for every inch

Swimming on the surface 1 inch for 3 MP

Swimming under the surface 1 inch for 4MP

Climbing onto a surface that the character can just reach is 6 MP

Climbing down from a surface that the character can just reach is 4 MP

Changing Position from Standing to Crouching or Crouching to Standing is 2 MP

Changing Position from Crouching to Laying down or Laying down to Crouching is 2 MP

Other Actions

Opening a door costs 2 AP (If locked, see Lockpicking Skill for AP cost)

Picking up something or grabbing someone to pick-up is 2 AP

Reloading Magazine fed weapon is 5 AP, 3 AP if character has Ammo Pouches

Reloading a Belt fed weapon is 10 AP, if assisted then each character pays 5 AP.

Reloading an Internal fed weapon is 9 AP, 5 AP if character has Ammo Pouches

Can Convert 2 Movement Points for 1 Action Point

Can Convert 2 Action Points for 1 Movement Point

Here are the good guy characters, The Rifleman with the M-16 and the Machine Gunner with the FN Minimi. Finally Below is the Medica character, but his equipment the Glock 18 and the First Aid Kit is on the next page.

Rifleman - Character Core: Athletic

Health 8 (10) Damage Resistance 1
 Action Points 5 (7) Move Points 5 (7)
 Awareness 1 (3) Dodge 2
 Elusiveness 2 (4)

Level 1 Rifleman Training

Repair +2
 Core Stats: Health +2, Awareness +2, Elusiveness +2, Move Points +2, Action Points +2,
 Weapon Accuracy: Assault Rifles +2 Rifles +3

5) M-16A2/C-7

Assault Rifle Accuracy: ___+5___
 Reg Range 4-60in Point Blank 1-4in
 Aimed Shot - 5AP Accuracy 9
 Rapid Shot - 4AP Accuracy 7
 Burst Fire(3) - 8AP Accuracy 5



Damage (2d6): RW 2AP
 1-3(6), 4-6 (8), 7-9 (10), 10-12 (11)
 30 5.56 mm bullets in magazine

Standard Ball 5.56mm

Standard Ball Ammunition

_____ / 200 x 2

Standard Ball 5.56mm

Standard Ball Ammunition

_____ / 30 x 2

6) FN Minimi/M249/C-9

Machine Gun Accuracy: ___+5___
 Reg Range 4-61in Point Blank 1-4in
 Burst Fire(7) - 9AP Accuracy 6



Damage (2d6): RW 3AP
 1-3(4), 4-6 (7), 7-9 (9), 10-12 (10)
 200 5.56mm bullets per belt/box

Machine Gunner - Character Core: Hands On

Health 6 (8) Damage Resistance 1
 Action Points 6 (7) Move Points 4
 Awareness 1 (2) Dodge 1
 Elusiveness 1

Level 1 Machine Gunner

Repair +3
 Core Stats: Health +2, Stamina +2, Action Points +1, Awareness +1
 Weapon Accuracy: +1, Assault Rifles +2, Machine Guns +3

Medic- Character Core: Compassionate

Health 7 Damage Resistance 1 (2)
 Action Points 4 (5) Move Points 4 (5)
 Awareness 4 Dodge 1 (3)
 Elusiveness (1)

Level 1 Medic

Treat Injury +4
 Core Stats: Action Points +1, Move Points +1, Elusiveness +1, Damage Resistance +1, Dodge +2
 Weapon Accuracy: Basic Melee Weapons +3, Handguns +1, Rifles +1

These are the remaining character cards. The Medic has the Glock 18 and First Aid Kit, while the Bodyguard has the Spas-12

Machine Gunner - Character Core: Hands On

Health 6 (9) Damage Resistance 1 (2)

Action Points 6 (8) Move Points 4 (5)

Awareness 1 (3) Dodge 1

Elusiveness 1

Level 1 Bodyguard

Drive +2

Core Stats: Health +3, Stamina +2, Action Points +2, Move Points +1, Awareness +2, Damage Resistance +1,

Weapon Accuracy: Basic Melee Weapons +2, Handguns +2, Shotguns +2, Submachine Guns +2, Exotic Ranged Weapons +1, Hand to Hand +2

6) Glock 17/18 (plastic)

Handgun Accuracy: _____

Reg Range 2– 18in Point Blank 1-2in

Aimed Shot – 4AP Accuracy 8

Rapid Shot - 3AP Accuracy 7

Burst Fire(3) – 6AP Accuracy 5



Damage (2d6): RW 1AP
1-3(3), 4-6 (5), 7-9 (6), 10-12 (8)
15 9mm Calibre bullets in magazine

Standard Ball 5.56mm

Standard Ball Ammunition

_____ / 30 x 2

First Aid Kit

Needed to heal characters.

Standard Ball 12gauge

Standard Ball Ammunition

_____ / 7 x 4


3) SPAS-12

Shotgun Accuracy: _____

Reg Range 3–18in Point Blank 1-3in

Aimed Shot – 6AP Accuracy 8

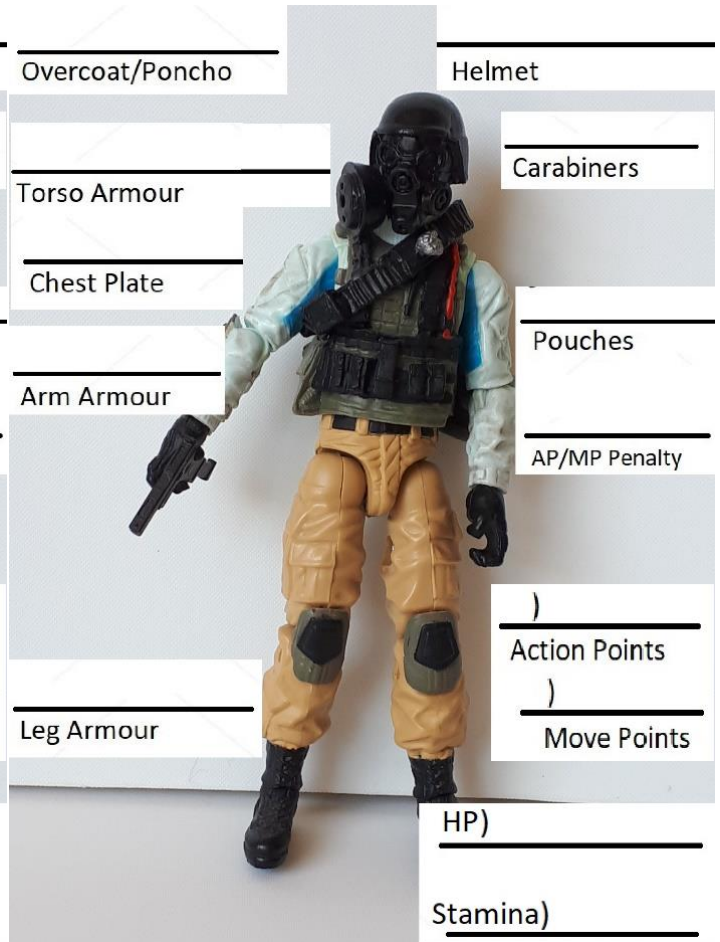
Rapid Shot - 5AP Accuracy 6



Damage (2d6): RW 2AP
1-3(6), 4-6 (8), 7-9 (11), 10-12 (13)
7 12 Gauge shells loaded internally

The following page contains the armour layout cards for the characters. For the sake of this quick play guide we are giving all the characters Kevlar equipment, write out their armour in the corresponding slots in the next page.

- Kevlar Vests - (T)-3 2d6, -2,
- Kevlar Pants - (L)-2 2d6, -2
- Kevlar Helmets - (H)-2 2d6, -2



The enemy force is made up of 12 Thugs using the following set of stats, but then below you'll see that they each have their own Action Points, Movement Points and weapons, but they are all equipped with Tec-9s. They are not wearing any armor.

Bad Guy Thugs - Character Core: Academic	
Health 6 (8)	Damage Resistance (1)
Action Points 5 (6)	Move Points 4 (6)
Awareness 4	Dodge 2 (3)
Elusiveness 2 (4)	

Level 1 Thug
Drive +1
Core Stats: Health +2, Dodge +1, Action Points +1, Move Points +2, Damage Resistance +1, Elusiveness +2
Weapon Accuracy: Basic Melee Weapons +3, Handguns +2, Shotguns +1, Submachine Gun +1, Throwing Weapons +2, Hand to Hand +3

3) Tec-9	
SMG Accuracy: _____	
Reg Range 3–28in	Point Blank 1-3in
Aimed Shot – 4AP	Accuracy 7
Rapid Shot - 3AP	Accuracy 5
Burst Fire(5) – 8AP	Accuracy 3
	
Damage (2d6):	RW OAP
1-3(4), 4-6 (5), 7-9 (8), 10-12 (10)	
30 9mm bullets in magazine	

- | | | | |
|----------------|------|----------|---|
| 1) | HP/8 | | |
| Weapons: Tec-9 | | /30 x | 2 |
| AP (+6): | | MP (+6): | |
| 2) | HP/8 | | |
| Weapons: Tec-9 | | /30 x | 2 |
| AP (+6): | | MP (+6): | |
| 3) | HP/8 | | |
| Weapons: Tec-9 | | /30 x | 2 |
| AP (+6): | | MP (+6): | |
| 4) | HP/8 | | |
| Weapons: Tec-9 | | /30 x | 2 |
| AP (+6): | | MP (+6): | |
| 5) | HP/8 | | |
| Weapons: Tec-9 | | /30 x | 2 |
| AP (+6): | | MP (+6): | |

6)	HP/8		
Weapons: Tec-9		/30 x	2
AP (+6):		MP (+6):	
7)	HP/8		
Weapons: Tec-9		/30 x	2
AP (+6):		MP (+6):	
8)	HP/8		
Weapons: Tec-9		/30 x	2
AP (+6):		MP (+6):	
9)	HP/8		
Weapons: Tec-9		/30 x	2
AP (+6):		MP (+6):	
10)	HP/8		
Weapons: Tec-9		/30 x	2
AP (+6):		MP (+6):	
11)	HP/8		
Weapons: Tec-9		/30 x	2
AP (+6):		MP (+6):	
12)	HP/8		
Weapons: Tec-9		/30 x	2
AP (+6):		MP (+6):	