

ACTIONS
SLOW ACTIONS (3AP)
RANGED: Firing an aimed shot (+2 dice)
RANGED: Firing full auto (-2, extra roll till a 1 (clip empty))
Administering first aid
Tinkering with a gadget
Activating a mystical power
NORMAL ACTIONS (2 AP)
MELEE: Attacking in close combat
RANGED: Firing a normal shot
RANGED: Reloading a weapon
Ramming with a vehicle
FAST ACTIONS (1 AP)
MELEE: Defending in close combat (Reaction)
MELEE: Attack of opportunity (+2, Reaction)
MELEE: Quick melee (-2, Light weapon)
RANGED: Quick shot (-2, close/short range, 3x = empty clip)
RANGED: Overwatch Fire (ready a normal shot)
Sprinting a short distance (typically ten meters)
Taking cover (gives armor, can be used as fire support (+1))
Hitting the ground (-1 ranged attacks on you, fire support (+1))
Getting up off the ground
Drawing a weapon
Picking up an item
Getting into a vehicle
Starting a vehicle
Driving a vehicle
FREE ACTIONS (0 AP)
A free action is really no action at all. Most are passive dice rolls
Using your armor against an attack (every 6 reduces dmg with 1)
Defending in an opposed roll
A quick shout to a comrade

EXTRA SIXES ON ATTACK/DEFENSE		
Melee/Ranged	Increase Damage	+1 damage (can choose multiple times)
Melee/Ranged	Critical Injury	Costs extra 6-es equal to crit rating. Add more to increase severity.
Mel/Rang/Def	Raise Initiative	Initiative +2 (can choose multiple times)
Mel/Rang/Def	Disarm	Disarm enemy
Ranged	Suppressive Fire	Force enemy to keep head down (1 stress). Full auto = 2 stress (can choose multiple times)
Melee	Strike Fear	Enemy takes 1 stress (can choose multiple times)
Melee	Grapple	Pin enemy in tight clinch
Defense	Decrease Damage	You neutralize one of the enemy's sixes (can choose multiple times)
Defense	Counterattack	Perform attack. Can spend extra 6-es only for critical injury, but crit rating 1 higher.

Range	
Close Range	up to 2 meters
Short Range	up to 20 meters
Long Range	up to 100 meters
Extreme Range	up to 1 kilometer
Ranged Attacks	
Distance	Modifier
Close	-3/+3
Short	0
Long	-1
Extreme	-2
Beyond Range	-3
Sneak Attacks & Ambushes	
Range	Modifier
Close	-2
Short	0
Long	2
Extreme	4
Difficulty	
Difficulty	Modifier
Child's Play	3
Effortless	2
Easy	1
Normal	0
Demanding	-1
Hard	-2
Insane	-3
Levels of Success	
Sixes	Success
1	Minimal Success
2	Normal Success
3+	Critical Success
Covers Armor Rating	
Divan	2
Table	3
Door	4
Inner wall	5
Outer wall	6
Brick wall	7
Foxhole	8

CRITICAL INJURIES					
D66	INJURY	FATAL	TIME LIMIT	EFFECT	HEAL TIME
11	Wind Knocked Out	No	-	Stunned for one turn.	-
12	Disorientated	No	-	Stunned for one turn.	-
13	Sprained Wrist	No	-	Drops held item, then -1 to RANGED COMBAT and MELEE COMBAT.	D6
14	Sprained Ankle	No	-	Falls down, then -1 to DEXTERITY and INFILTRATION.	D6
15	Concussion	No	-	Stunned for one turn, then -1 to all advanced skills.	D6
16	Bruised Lower Leg	No	-	Falls down, then -1 to DEXTERITY and INFILTRATION.	2D6
21	Broken Nose	No	-	Stunned for one turn, then -2 to MANIPULATION.	D6
22	Broken Fingers	No	-	Drops held item, then -2 to RANGED COMBAT and MELEE COMBAT.	2D6
23	Broken Toes	No	-	Stunned for one turn, then -2 to DEXTERITY and INFILTRATION.	2D6
24	Teeth Knocked Out	No	-	Stunned for one turn, then -2 to MANIPULATION.	2D6
25	Groin Hit	No	-	Stunned for two turns, then 1 point of damage per FORCE, DEXTERITY, and MELEE COMBAT test.	2D6
26	Dislocated Shoulder	No	-	Stunned for one turn, then -3 to FORCE and MELEE COMBAT.	D6
31	Broken Ribs	No	-	Stunned for one turn, then -2 to DEXTERITY and MELEE COMBAT.	2D6
32	Broken Arm	No	-	Stunned for one turn, then -3 to RANGED COMBAT and MELEE COMBAT.	3D6
33	Broken Leg	No	-	Falls down, then Movement Rate halved, and -2 to DEXTERITY and INFILTRATION.	3D6
34	Shredded Ear	No	-	Stunned for one turn, then -2 to OBSERVATION. Permanent ugly scar.	3D6
35	Gouged Eye	No	-	Stunned for one turn, then -2 to RANGED COMBAT and OBSERVATION.	3D6
36	Punctured Lung	Yes	D6 days	Stunned for one turn, then -3 to DEXTERITY.	2D6
41	Lacerated Kidney	Yes	D6 days	Stunned for two turns, then 1 point of damage per FORCE, DEXTERITY, or MELEE COMBAT test.	3D6
42	Crushed Foot	Yes	D6 days	Falls over, then Movement Rate halved, and -3 to DEXTERITY and INFILTRATION.	4D6
43	Crushed Elbow	Yes	D6 days	Stunned for one turn, then -2 to FORCE and MELEE COMBAT. No use of two-handed weapons.	4D6
44	Crushed Knee	Yes	D6 hours	Stunned for one turn, falls over, then Movement Rate halved, and -3 to DEXTERITY and INFILTRATION.	4D6
45	Crushed Face	Yes	D6 hours	Unconscious D6 hours, then -2 to MANIPULATION.	4D6
46	Pierced Intestines	Yes	D6 hours	Stunned for one turn, then 1 point of damage per hour until first aid is administered.	2D6
51	Broken Spine	Yes	D6 hours	Unconscious D6 hours, then paralyzed from the waist down. Unless medical aid is given during the healing time, the paralysis is permanent.	4D6
52	Broken Neck	Yes	D6 hours	Unconscious D6 hours, then paralyzed from the neck down. Unless medical aid is given during the healing time, the paralysis is permanent.	4D6
53	Bleeding Gut	Yes	D6 minutes	1 point of damage per turn until first aid is given.	D6
54	Internal Bleeding	Yes, -1	D6 minutes	Unconscious D6 hours, then 1 point of damage per FORCE, DEXTERITY, or MELEE COMBAT test.	2D6
55	Severed Artery (Arm)	Yes, -1	D6 minutes	Unconscious D6 hours, then -1 to DEXTERITY.	D6
56	Severed Artery (Leg)	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY.	D6
61	Destroyed Arm	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY. The arm is permanently lost. No use of two-handed weapons.	3D6
62	Destroyed Leg	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY. The leg is permanently lost. Movement Rate is halved.	3D6
63	Severed Jugular	Yes, -1	D6 minutes	Unconscious D6 hours, then -1 to DEXTERITY.	D6
64	Severed Aorta	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY.	2D6
65	Pierced Heart	Yes	-	Your heart beats one final time. Create a new PC.	-
66	Crushed Skull	Yes	-	You are instantly killed. Your adventure ends here. Create a new PC.	-
-	Atypical Damage	Yes	Varies	Unconscious until death, or until first aid is given.	-

NOTE: More 6-es used on crit allows you multiple d66 rolls. Then pick which roll you want.

SOME WEAPON PROPERTIES	
Armor-Piercing: Armor rating reduced by 2, but -1 damage if target has no armor	Silent: Activated with fast action to make weapon quieter (needs observation to detect). -1 damage.
Night sights: Shoot in darkness with no penalty	Optical Scope: +1 attack at Long range or above. Requires aimed shot