

Combat rules:

Common shooting:

In principle, every handgun and rifle (that applies to the skills tested, not necessarily on the exact type of weapon) can be shot in two, often even three different ways. Details hinge on the weapon.

The rules that apply to heavy weapons are further in the back.

1.) Unaimed firing (common firing)

The character fires a single shot at the enemy.

If he hits, he does damage.

If he hits critically, roll a D6 to see where exactly he hit.

- 1-2 = Hit on the torso
- 3 = Hit on the legs
- 4 = Hit to an arm
- 5 = Hit to the head
- 6 = Hit to the weapon

Critical hits ignore armor and do double damage. Furthermore they cause wounds: details on that further back under critical hits.

2.) Aimed shooting

The character takes a bit more time aiming, the shot costs at least one AP more and the player decides what the character is aiming for. For every other AP the player pays for the hit, the hit chance increases by 10 points.

Important: it's imperative to state by how many AP one increases the price of the shot to raise the hit chance, **before** one rolls.

Since one aims not at the whole target, but only a small part of one, the hit chance decreases as follows:

- When aiming for the head by 50 points.
- When aiming for the legs by 40 points.
- When aiming for the weapon by 35 points.
- When aiming for an arm by 25 points.
- When aiming for the torso by 5 points.

The chance of a critical hit is increased by half of the difficulty stated above (the one for aiming at a specific body part). Furthermore, it's obviously immediately clear where the damage was made. If a character hits critically when shooting for the head, the target will not suffer a broken leg. The dice roll to check where the wound is inflicted can be omitted.

The increased probabilities for critical hits are as follows:

When aiming for the head by 25 points.

When aiming for the legs by 20 points.

When aiming for the weapon by 18 points.

When aiming for the arms by 13 points.

When aiming for the torso by 3 points.

3.) Burst shooting

The character shoots a burst. This is only possible with automatic weapons. With most submachine guns and assault rifles this means 3 shots. With many weapons this varies with every gun. Please look up the details in the weapons list. Burst length is usually written under the AP costs.

The fundamental reduction when firing a weapon fully automatic weapons that counts among the *handguns* or the *rifles* is: -25 points

Various tunings, traits and bonuses can reduce and even eliminate this reduction.

For each point on strength that your character lies above the minimal strength, the reduction decreases by 10 points – but only to the point at which the disadvantage for bursts is negated. The third point in strength that your character lies above the minimal strength gives them therefore only +5 points.

Tests on hits will occur for every single shot of a burst, in other words, three times for most handguns and rifles. If a test is successful, this shot is a hit. It's damage is detracted, as is the armor modification, *then* the next shot will be rolled.

If a shot is a critical hit, please use the rules for critical hits for unaimed firing.

4.) Minimal strength and machine guns (Heavy weapons)

In principle you can use a weapon without reductions only, when your character fulfills the strength requirement of the weapon.

Each point of strength that he lies below, handicaps the test by 20 points. This of course does not only apply to heavy weapons but to all firearms.

The base handicap for shooting machine guns and gatling guns (in other words, the fully automatic firearms that fall under the *heavy weapons* skill) is 30 points.

Various tunings, traits and bonuses can reduce and even eliminate this reduction.

The handicap applies to each and every shot of the burst.

For each point on strength that your character lies above the minimal strength, the reduction decreases by 10 points – but only to the point at which the disadvantage for bursts is negated.

This handicap applies to shooting the weapon while holding it in your hands.

If you fire the gun from a rest, like a bipod or tripod, please look at the rules concerning these. You can find them in the tuning rules.

5.) Flame throwers

Flame throwers fire a stream of flammable liquid, usually napalm. This stream burns relatively long on target, it's very hot and very difficult to extinguish.

The most common source of napalm in post apocalyptic California are military M12 Napalm-Tanks that were used by the military as ammunition. Each tank stores enough napalm to fire continuously for 8 seconds.

In principle it costs 5 action points to fire this stream for one second. After three rounds the napalm has burned out. The damage taken per round is as follows:

Round: 2 D10 + 5 Fire damage

Round: 1 D10 + 5 Fire damage

Round: 1 D10 Fire damage

If one fires on the target again in the next round, the damage taken begins anew like in the first round.

Common movement:

The following rules concern running, turning, climbing stairs and ladders and the most basic search for cover. This shortens combat and keeps it simple, while giving you, the players, the most basic framework. It is advisable to use some of the optional rules as well.

Every human character can move 3 cm per action point when walking forward, unless they are somehow wounded and therefore slower, for example due to a leg wound. 3 cm correspond more or less to a meter.

Each turning that is more than 45 degrees in one direction and less than 91 degrees, costs one AP. A full turn about costs 2 AP.

If a character climbs stairs or ladders, the cost is one AP per 2 cm.

Common cover finding and using:

A character can move into cover behind an appropriately high possibility (at least hip high), for example behind a rock, but also with his back to the wall. This action costs two AP.

The character can fire without leaving his cover, by just holding the weapon out of the cover and firing unaimed in the rough direction of his enemy, but this is only permissible in the ranges CQC and close range.

In CQC he receives a handicap of 20 points, in close range of 35 points.

If the character leaves his cover for a moment to shoot, the shot costs one AP more and the character does not receive a handicap.

Fully leaving the cover costs another AP.

A covered character isn't completely protected: The attacker does have a handicap of 40 points on every covered character, exempting characters that *react*.