

Optional, further combat rules:

The following rules are optional rules, that are often directly connected to the movement rules. The aim of these rules is, to make combat more dynamic. One does not have to use these rules, but it's recommended, if one wants more dynamic and suspense.

Initiative:

The initiative value decides in which order the characters start their combat rounds. The character with the highest value starts, followed by the next highest...

The initiative value of a character is based on the initiative base value and a D6 roll. It's rolled before the first combat round. If a different character initiates combat (for example a sharp shooter, that's invisible to the other characters at the moment or a character that already has his rifle aimed and at the ready) this character receives a special bonus, decided upon by the master, in addition to the D6 roll.

The initiative base value is: $AG + PE + (LU:2)$

The complete initiative value is: $AG + PE + (LU:2) + 1D6 + \text{master bonus}$

Reaction:

A character can sacrifice his combat round and stay in place without firing. They must forgo all their AP. If an enemy enters his line of shot in a 45° cone in front of the character, that means his two best ranges (the ones he gets the most bonuses on, thanks to his weapon), the character must pass a test on perception (that might or might not be handicapped or easier) to check if they notices this opportunity in time.

If they pass the test on perception, they get immediate access to all their sacrificed AP and can now fire on that revealed enemy, thereby interrupting the enemy's round.

If they don't pass the perception test, they receive further tries if more enemies pass their line of shot.

If the character fights, flees or stays in place is of course the decision of the player.

However, there is only one interruption permitted per combat round, even if the character still has action points left after shooting (or hiding) or another enemy enters his line of shot.

A character using Reaction may only use one interruption per combat round, even if they have enough AP left for firing a second time.

Covering fire:

Similarly to *reaction*, a player can sacrifice the round of his character for an action in the round of a different character. Like with *reaction*, this costs all AP of the round and no AP may already have been used for a different action.

For covering fire, the character must be positioned in such a way, that it looks on the enemy cover, for example the hip high rock, and it must have a fully automatic or weapon.

If for example an ally of that character can't move, due to the enemy covering behind the rock, the character giving covering fire can shoot at and around the rock.

If the enemy tries to leave his cover anyway, the player of the character giving covering fire, rolls a luck test. If he succeeds exactly or by one point better, he hits once. If he succeeds by several points, he hits this amount of shots. An average character with luck 5, can therefore hit a maximum of 4 shots at once.

Covering fire costs 10 shots and can only be done with fully automatic guns, that have at least this amount of ammunition.

Changing pose:

The common movement rules apply only to standing characters or at least to characters that move upright. With this optional rule, characters can crouch – or go directly prone.

Each change in pose costs two action points and we distinguish between 3 poses: upright, crouched and prone.

Going from upright to prone costs 4 action points, as does standing up from prone.

The great advantage of changing pose is that one gives the enemy a smaller target. Shoots an enemy with a 75% hit probability (that is, including skill, range factors, possible tunings and all other bonuses and handicaps considered), on a crouching character, his hit probability sinks by a third. For a prone character, it sinks by half.

In this example this would mean either 50% or 38%.

The disadvantage is of course, especially when prone, that the average enemy is more likely to hit the head, since, when looking at the enemy from the front, he only sees the arms and head. If the enemy hits critically, the master decides how the “invisible” body parts are distributed most fitting to head and arms.

Furthermore, crouched characters only move 2cm per action point, prone characters only 1 cm per action point.

Also, characters that aren't in an erect pose, can't defend against close combat attacks.

Jumping:

Jumping in combat is mostly used to overcome insurmountable obstructions. Be it that one jumps from one flat roof, across an alley to the next, or that one jumps across a small ditch.

When a character jumps, he has to perform a test on acrobatics, that, can be alleviated or handicapped by the master, depending on the situation. A good reason for an alleviation would be, that the jump is far inside the maximal jump distance of the character, in which case alleviating it by 10 points per meter that's "left over" would be quite sensible.

The maximal jump distance depends on whether or not the character jumps out of a run, or if he was standing still.

When jumping out of movement: (ST + AG) : 2

When standing still it calculates as: (ST + AG) : 6

IMPORTANT: When characters jump, the player must describe it in a way that makes clear if there should be alleviations or handicaps and exactly what he tries to achieve. This is especially true for extravagant maneuvers like special rolls, jumping kicks and shooting guns while jumping and everything else players might come up with, with which we can't reckon here.

Running:

A normal, human character can, as described above, move for 3 cm per action point in combat. If you use the optional running rule, it can move for 4.5 cm per action point, but, since they will have lost their breath, that will have negative consequences for subsequent rounds.

After running, the player must test on body control. If the test succeeds, the character is only out of breath for the following turn, namely with a handicap of 10 on every roll.

If he doesn't succeed, he's impaired for *action points spent running* : 2 rounds (rounded up). -20 on every roll during that period of rounds.

If they succeed the tests luckily (that is, withing the points they have on luck), it's not impaired at all and receives no handicap whatsoever from running.

If he fails the test critically, the handicap is doubled: 40 points for as many rounds as the character spent AP running.

Firing ambidextrous:

Firing ambidextrous, in other words, firing a gun in *each* hand, is possible, but strongly handicapped for most characters. There is a level 6 perk, *ambidextrous*, that negates that handicap completely, however.

Basically, the minimal strength of the gun used is raised by 1, aimed fire is impossible, the two shots fired (or two bursts) count as one shot, in so far as action point spending is concerned and cost one AP more. If the guns used differ on AP costs, the cost used as basis is the higher one.

Like with a normal burst, each shot is rolled by itself, both for hitting at all as well as for the damage.

Furthermore, it's differed between shooting two equal weapons, two similar ones or two completely different ones.

When shooting two equal guns, the handicap is 25 points.

When shooting two similar guns (those would be in the same column in the list below) the handicap is 40 points.

When shooting two completely different guns (those would be in different columns in the list below) the handicap is 55 points.

Revolver	Pistols	Energy weapons	SMGs	Oversized ones
Peacemaker	Colt 6520 10 mm Pistol	Glock 86 Defender Plasma Pistol	Ingram MAC-10	.223 Pistole
Ruger Redhawk .454 Casull Revolver	Colt Government 1911 A1	Wattz 1000 Laser Pistol (civilian Version)	Micro-Uzi	Sawn Off shotgun
Smith & Wesson M 625 .45 ACP Revolver	FN Five-SeveN	Wattz 2000 Laser Pistol (military Version)	vz 61 Skorpion	Brahmin-Thumper
Smith & Wesson M 29 .44 Magnum Revolver	FN M1910 Browning pocket pistol	YK32 Pulse Pistol		Winchester Pistol
Gunrunner's Saturday Night Special (left over recycler)	IMI Desert Eagle			
	M35 Browning High-Power			
	Mauser C96			
	PPK12 - Gauß-Pistol			
	Ruger Standard			

In terms of weapons, that normally require two hands to fire (in other words, everything that falls under the heading of **rifles** and **heavy weapons**) it's quite similar, only the characters have to be really strong. The minimal strength of each weapon is doubled. In other words, this trick is basically only performed by super mutants and power armored people.

When using two equal guns that fall under this heading, the handicap is 25 points.

When shooting two similar guns (those would be in the same column in the list below) the handicap is 40 points.

When shooting two completely different guns (those would be in different columns in the list below) the handicap is 55 points.

SMGs	Rifles	Shotguns	Assault rifles	Energy weapons
Heckler & Koch MP-5	Colt Rangemaster Hunting rifle	Browning Auto 5	AK-112	Remington Mk 18a Laser Rifle
Lee-Enfield STEN MP	Garand M1	Poncor Jackhammer	AR 15	YK42B Pulse Rifle
M3 Grease Gun	Revolver rifle	Remington Hunting shotgun	ARG-AR	
Thompson M 1928 „ Tommy Gun “	M 72 Gauß rifle	Winchester Widowmaker	Leadstorm	
American 180	Mauser K98k		Heckler & Koch G3	
Beretta Mx4 Storm	Winchester Model 73		M 14 Battle Rifle	
Bizon SMG	Winchester Model 95		Ruger Mini 14	
Heckler & Koch UMP	SKS		FAMAS	
FN P90			Heckler & Koch G3	
Heckler & Koch UMP			Sig-Sauer SG 552	
			Enfield L85A1	

Sniper rifles

M-13 Sniper rifle

Dragunov

Lahti L-39

Springfield '03 Sniper rifle
