

## Combat Crib Sheet for T4:

**In all cases to find the [Difficulty] from the Range Effects Table below.**

### 1) *Snapfire.*

Allows character to move and shoot without any weapon type DMs. Uses 1 round.

### 2) *Burst fire.* MAY BE AIMED IF PLAYER IS STATIONARY.

Only affects designated primary target. Negative DM (Range number /2) rounded up. Damage to target is doubled after armour effects. Uses 5 rounds.

### 3) *Autofire.* CANNOT BE AIMED.

Designate **primary target**. Range number is a negative DM against primary target. Damage to primary target is doubled after armour effects.

**Adjacent targets** also attacked. To hit DM is 2x Range number. Normal damage on hit. Uses 5 rounds per target. If insufficient ammo GM decides who gets hit from adjacent targets.

### 4) *Aimed fire.* CANNOT BE USED IF MOVING OR HIT IN COMBAT.

Reference weapon range on table. The range number is the positive DM.

### 5) *Suppressive fire.*

Combines held action with autofire. Any target entering or the designating players next turn is attacked as an autofire adjacent target, and 5 rounds are used up.

| Range Name | Distance (m) | DM (aimed) | DM (Burst) | DM (auto prim/adj) | Attack Rating | Dice Code |
|------------|--------------|------------|------------|--------------------|---------------|-----------|
| Contact    | 0-3m         | 0          | 0          | 0/0                | Easy          | 1.5D      |
| Very Short | 4-15m        | 1          | -1         | -1/-2              | Average       | 2D        |
| Short      | 16-45m       | 2          | -1         | -2/-4              | Difficult     | 2.5D      |
| Medium     | 46-150m      | 3          | -2         | -3/-6              | Formidable    | 3D        |
| Long       | 151-450m     | 4          | -2         | -4/-8              | Staggering    | 4D        |
| Very Long  | 451-1500m    | 5          | -3         | -5/-10             | Impossible    | 5D        |

Max Range is 2 bands past weapon range stat. -1D per band past 'Long'.

### Misc Notes:

(a) **Plasma weapons** do 1/2 of their explosive damage along line of fire. Also require successful task roll of (Endurance) < Average (2D) or be blinded for 1D hours if no protective equipment.

(b) **Called shot** - raise difficulty 1 level and either increase or decrease damage, or hit specific point.

(c) **Held action** -hold until end of next round - takes precedence over another character's action.

(d) **Explosives** are either Fragmentation or Concussive and ignore maximum damage limits. Assume concussive if not explicit. Fragmentation is effected by armour, Concussive ignores armour or cover unless pressure sealed. Damage done halves every 1.5m from the impact '2m Square'. They attack all targets in the area of the blast. Optionally, may consider only 1/2

(e) **Reloading** takes 1 action for a magazine based weapon, 2 for non-magazine weapons.

(f) If firing into HTH combat, apply a -3DM. If miss occurs roll to hit again against adjacent target.

(g) **Thrown weapons** difficulty is two range numbers higher than normal, max range Short.

(h) Darkness -6DM to Short, -9DM >Short, Poor Visibility -3DM, may use special aids to avoid.

(i) **Cover** - conceals and protects (GM may give armour rating). Partial cover gives -4DM to hit, Concealment -1DM.

(j) **Size** - Football -3DM, Car +3DM.

(k) **Indirect fire** task (Dex + lowest of Fwd Obs or Weapon) < Difficult (2.5D)

(l) **HTH** task (Dex + appropriate skill) < Average (2D) DMs: Improvised weapon -1 or -2, -opponents weapon skill. See pg 55 for fencing, grappling etc, unarmed does 1D damage.