Combat Quick Reference

Actions

 1 Major + 1 minor (everyone)

 +1 minor / Initiative die (includes starting 1D)

 +1 Major = 4 minor (trade 4 minor for 1 Major)

 Max. 5 minor at top of round

 ***!Movement is an Action in 6e! You may only Move (Move, Sprint, or Avoid Incoming) once!***

Blast Attacks

 Thrown AR = unarmed at Close, unarmed -1 at Near, unarmed -6 at Medium, 0 at Far/Extreme

 Roll attack without defense test, Hits reduce scatter as follows:

 Range fired Thrown (m) Launched (m) Notes

 Close 3-Hits 9-Hits Launcher safety block

 Near 5-Hits 7-Hits

 Medium 7-Hits 9-Hits

 Far 9-Hits 11-Hits Metahuman thrown not possible

 Extreme 11-Hits 13-Hits Metahuman thrown not possible

 Blast radii:

 10 m Flash Pack, AV Rocket

 15 m Stun Grenade, HE Grenade

 20 m Frag Grenade, HE Rocket, Gas/Smoke Grenades (max, Range 5 m)

 30 m Frag Rocket

 40 m Gas/Smoke Rocket (max, Range 10 m)

Damage Types

 Chemical – 1+ box = Corrosive status, if mod. DV > Armor, Armor permanently -1

 Cold – 1+ box = Chilled status for 3 rounds, if mod. DV > Armor, Armor permanently -1

Electricity – 1+ box = Zapped status for 2 rounds

 Fire – 1+ box = Burning status

Firing Modes

 (SS) Single Shot – 1 round; base weapon stats

 (SA) Semi-Automatic – Double tap (2 rounds); -2 AR, +1 damage

 (BF) Burst Fire – 4 rounds; narrow or wide:

 Narrow: -4 AR, +2 damage

 Wide: -4 AR, Free multi attack to 2 targets using (SA) mechanics

 (FA) Full Auto – 10 rounds; -6 AR, Free multiple attack to any # of targets using (SS) rules

Gas Attacks

 Gas attacks spread out over 10 rounds as follows:

 Blast Dist. Full Half Quarter No Eff. Range Notes

 Range 1-5 6-8 9-10 11+ 5 m Grenade / 10 m Rocket

 2 x Range - 1-5 6-8 9+ 10 m Grenade / 20 m Rocket

 3 x Range - 1-4 5-6 7+ 15 m Grenade / 30 m Rocket

 4 x Range - - 1-5 6+ 20 m Grenade / 40 m Rocket

Grappling

 Close Combat+Agi test; no damage; Net Hits+Str vs. target’s Str to restrain

 -All attackers gain Edge on retrained character automatically

 -Restrained defenders get -4D on Defense tests (grappler also Defends on a miss)

 -Grappled Attacker Actions:

 Restrain: unarmed AR, CC+Str vs. CC+Str(-4D) to keep restrained

 Damage: unarmed AR, CC+Str vs. Str+Rea(-4D), DV = unarmed (including net hits)

 Tackle: unarmed AR, CC+Str vs. Bod+Str, Defender Prone and Stun = Attacker’s Bod

 -Grappled Defender Actions:

 Break Free: unarmed AR, CC+Str vs. CC+Str to break free

 Resonance/Edge abilities: Usable as normal (within reason)

Multiple Attacks

 Split your die pool evenly by # of attacks (as evenly as possible), then roll

Ranges

 (0-1 m) (Ground Zero (BLAST RADIUS ONLY) – Direct hit with an explosive)

 0-3 m Close

 4-50 m Near

 51-250 m Medium

 251-500 m Far

 500+ m Extreme

Surprise

 Rea+Int (3) to act in first round (no test if ambushing another)