

Step 1: Determine Surprise

Initiative

Roll 1d10 and add your Agility Bonus. On same Initiative, Agility serves as tie-breaker, then a roll of the die.

Actions

You have either one Full Action or two Half Actions per turn, as well as one Reaction per Round and Free Actions according to the GM.

Righteous Fury

If any damage-die shows a 10, you roll a d5 on the Critical Damage table, if the hit does any damage at all. If not, the damage dealt is instead 1.

Cover

Cover works as additional armor for the locations covered, which - when hit - are deducted from the damage first. Cover Examples:

Armour-glass, genatorium pipes, thin metal, wooden planks	4
Flakboard, storage crates, sandbags, ice, trees	8
Cogitator bank, stasis pod, standard barriers	12
Rockcrete, hatchways, thick iron, stone	16
Armplias, bulkheads, plasteel	32

If damage dealt exceeds the cover's armour value, it is permanently reduced by 1.

Comrade Orders

The basic Orders for Comrades are:
 Generic: Do something as told
 Mover: Use movement as if PC
 Ranged Volley: Give +5 BS for Player
 Close Quarters: Grant outnumbering
 Take Cover: Use cover better (to damage comrade 3+AP required)

Step 2: Roll Initiative

Combat Actions

Action	Type (Subtypes)	Description
Aim	Half/Full (Concentration)	+10 (Half) or +20 (Full) on next attack
All Out Attack	Full (Attack, Melee)	Give up Evasion Reaction this round to gain +30 WS
Brace Heavy Weapon	Half (Misc)	Ready a Heavy weapon to fire
Called Shot	Full (Attack, Concentration, Ranged or Melee)	Attack a specific location on a target with a -20 BS / WS
Charge	Full (Attack, Melee, Move)	Must move at least 4 metres, +20 WS
Defensive Stance	Full (Concentration, Melee)	Gain an additional Reaction; Opponent -20 WS
Delay	Half (Misc)	May take any Half Action before character's next turn
Disengage	Full (Movement)	Break from melee without incurring free attack
Evasion	Reaction (Movement/Melee)	Used with either Dodge (Movement) or Parry (Melee) Skill to avoid incoming attacks.
Feint	Half (Melee)	Opposed WS test; on success the next attack cannot be Parried or Dodged.
Focus Power	Varies	Use a Psychic Power
Full Auto Burst	Half (Attack, Ranged)	-10 BS, one hit for every Degree of Success
Grapple	Half / Full	Affect a Grappled opponent or escape from a Grapple
Guarded Action	Full (Concentration, Melee/Range)	-10 to WS or BS, +10 to all Evasion tests until next turn
Jump or Leap	Full (Movement)	Jump vertically or leap horizontally
Knock Down	Half (Attack, Melee)	Try to knock an opponent to the ground
Lightning Attack*	Half (Attack, Melee)	-10 WS, one hit for every Degree of Success
Manoeuvre	Half (Melee, Movement)	Opposed Test, if character wins, move enemy 1 metre
Move	Half / Full (Movement)	Move up to Agility Bonus (Half) or twice that (Full)
Overwatch	Full (Attack, Concentration, Range)	Shoot a target coming into a set kill-zone
Ready	Half (Misc)	Ready a weapon or an item
Reload	Varies (Misc)	Reload a ranged weapon
Run	Full (Movement)	Move six times Agility Bonus, enemies get -20 BS and +20 WS to hit character while running
Semi-Auto Burst	Half (Attack, Ranged)	+0 BS, additional hit for every two Degree of Success
Stand	Half (Movement)	To stand up from being knocked over/prone
Standard Attack	Half (Attack, Melee / Ranged)	+10 WS or BS, make one melee or ranged attack
Stun	Full (Attack, Melee)	Try to Stun an opponent
Suppressing Fire	Full (Attack, Ranged)	Force opponent to take cover, -20 BS
Swift Attack*	Half (Attack, Melee)	+0 WS, additional hit for every two Degree of Success
Tactical Advance	Full (Concentration, Movement)	Move from cover to cover
Use a Skill	Varies (Misc)	Character may use a skill.

* This Action requires a Talent.

Details to all actions are on page 242



Scatter

When an attacker fails his BS roll on a thrown weapon (or one with the Blast trait), roll 1d10 to see where it scatters towards and 1d5 for the range.

Step 3: Determine Initiative Order

Step 4: Combatants take their turns

Step 5: Round Ends

Step 6: Go to Step 4

Combat Difficulty Summary

Difficulty	Example
Easy +30	Attacking a Surprised or Unaware target
	Shooting at a Massive target
	Shooting a target at Point Blank Range
Routine +20	Melee Attacks against outnumbered foe (3:1 or better)
	Attacking a Stunned opponent
	Shooting an Enormous target
Ordinary +10	A Standard Attack
	Attacking a Prone opponent with a melee weapon
	Attacking from high ground
	Shooting a Hulking target
	Shooting a target at Short Range
	Melee Attacks against outnumbered foe (2:1 or better)
Challenging +0	Making a Swift Attack Action in melee
	Making a Semi-Auto ranged Action
Difficult -10	Any Test whilst Fatigued
	Shooting at a target at Long Range
	Shooting a Prone target
	Shooting a Scrawny target
	Making a Lightning Attack Action in melee
	Making a Full-Auto ranged Action
Hard -20	Shooting into a melee combat
	Dodging whilst Prone
	Making an unarmed attack against an armed opponent
	Melee attacks in the darkness
	Shooting at a target in fog, mist or shadow
	Shooting a Punny target
Very Hard -30	Attacking or Dodging in deep snow
	Firing a heavy weapon that has not been braced
	Shooting a Miniscule target
	Shooting at Extreme range
	Shooting a completely concealed target
	Shooting at a target in darkness

Weapon Jams

Weapons may jam either through extreme age, maltreatment, poor design, etc. On an unmodified roll of 96 - 100 on a ranged attack, the weapon jams and cannot be fired until cleared. Clearing requires a BS test. On a success the current magazine is unusable, but the weapon works again. On a failure the weapon simply remains jammed until un-jammed.

Step 1: Apply Modifiers

Add all modifiers, maximum total bonus or penalty is +/- 60.

Hit Locations

Roll	Location
01 - 10	Head
11 - 20	Right Arm
21 - 30	Left Arm
31 - 70	Body
71 - 85	Right Leg
86 - 100	Left Leg

Two Weapon Fighting

- May use any melee or ranged weapon that can reasonably be used in one hand.
- Can use either hand to make attack, using secondary hand gives -20 to WS / BS.
- With Two-Weapon Wielder Talent you may attack with both weapons, but each suffers a -20 penalty to attacks (plus another -20 for the off-hand)
- With Ambidextrous Talent the penalty for attacking with off-hand disappears and the penalty for fighting with two weapons drops to -10
- If the character has Two-Weapon Wielder (Melee) Talent, he may perform a normal attack action with both hands (executing one Standard Attack, Swift Attack or Lightning Attack with each)
- If the character has Two-Weapon Wielder (Ballistic) Talent and is armed with two pistols (or other ranged weapons feasibly usable in one hand) he may make an attack action with both hands (each a Standard Attack, Semi-Auto or Full-Auto Burst)
- When firing ranged weapons in each hand, they may fire at different modes.
- May fire at different targets, up to 10 metres away from one another
- If the character has both Two-Weapon Wielder Talents and carries mixed weapons, he may make normal attack actions with both weapons, although the ranged weapon must be aimed at a melee target

Step 2: Make Test

Roll test and note Degrees of Success, if needed.

Multiple Hits

First Hit	Second Hit	Third Hit	Fourth Hit	Fifth Hit	Each Additional Hit
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

Combat Circumstances (Expanded Modifiers)

Circumstance	Effect
Darkness	Weapon Skill tests in darkness are Hard (-20), while Ballistic Skill tests are considered Very Hard (-30). While a character is in darkness, Concealment Skill Tests are Routine (+20).
Difficult Terrain	Weapon Skill and Evasion tests made whilst standing on difficult terrain are Difficult (-10). Tests made while standing in arduous terrain (deep snow, etc.) are considered Very Hard (-30).
Shoot into Melee	Ballistic Skill Tests made to hit targets engaged in melee are Hard (-20). If one or more characters engaged in melee are Stunned, Helpless, or Unaware the penalty is not applied.
Extreme Range	Shooting a distance up to three times the range of your weapon are Very Hard (-30).
Fatigued	When fatigued all tests suffer a -10 penalty.
Fog, Mist, Shadow	Ballistic Skill Tests made to attack targets concealed by fog, mist, shadow or smoke are Hard (-20), while Concealment Skill Tests are Ordinary (+10).
Ganging Up	When you outnumber the enemy in a melee, your WS Tests are Ordinary (+10). If you outnumber 3:1 or more the modifier becomes Routine (+20).
Helpless Target	WS Tests made to hit sleeping, unconscious or otherwise helpless targets automatically succeed. Roll damage twice and add the results.
Long Range	Shooting up to twice the range of your weapon means the BS Tests are Difficult (-10).
Pinning	Pinning Tests are Challenging (+0) Willpower Tests. Failure means being pinned. Pinned characters may only take Half Actions and suffer a penalty of -20 to Ballistic Skill Tests. If pinned character is in cover (relative to the attacker pinning him) he may not leave cover except for a retreat. If not in cover, he must try to reach cover. May make a Challenging (+0) Willpower Tests at the end of turn to escape the effects of being pinned. This is an Easy (+30) Test if the character has not been shot at since his last turn. Melee automatically escapes pinning. Cannot initiate melee when pinned.
Point Blank	When target is in two metres or less range (but not melee) your BS Tests are Easy (+30). Does not work in melee.

Step 4: Determine Damage

Roll damage and include Righteous Fury, if it procs.

Fatigue

Not all injuries are lethal. Characters can become exhausted or suffer trauma that gives them fatigue levels rather than damage. A character can have as many fatigue levels as his Toughness Bonus, if he suffers more he will become unconscious for 10-TB minutes. Fatigue is reduced by one level per hour of normal rest. Six hours of rest remove all fatigue, period.

Step 5: Apply Damage

Real Damage = Rolled Damage minus Toughness Bonus and Armor (+Cover?)

Combat Circumstances (Expanded Modifiers), Continued

Circumstance	Effect
Prone	Weapon Skill Tests made against prone characters are Ordinary (+10), while Ballistic Skill Tests are Difficult (-10) unless the attacker is at Point Blank range. A character who is prone suffers a -10 penalty to all Weapon Skill Tests, and a -20 penalty to Evasion Tests.
Short Range	Targets that are at a distance of less than half the Range of a character's weapon are at Short Range. Ballistic Skill Tests made to attack targets at Short Range are Ordinary (+10).
Stunned Targets	Weapon Skill and Ballistic Skill Tests made against Stunned targets are Routine (+20).
Unaware Targets	When a character has no idea that he is about to be attacked, he is considered to be Unaware. Weapon Skill and Ballistic Skill Tests made against Unaware Targets are Easy (+30).
Weather	Weapon Skill or Ballistic Skill Tests made to attack whilst enduring harsh weather or unnatural conditions, such as heavy rain, an ash storm, or standing knee-deep in waves of fungus are considered Hard (-20), unless stated otherwise.

Damage and Healing

A character can be in different states of damage.
Lightly Damaged means the character has taken Damage equal to or less than twice his Toughness Bonus. When lightly damaged, remove one Damage per day of normal activity. If the full day is dedicated to bed rest, he removes an amount of Damage equal to his Toughness Bonus.
Heavily Damaged means you've taken more than twice your Toughness Bonus in Damage, but have not yet suffered Critical Damage. You do not recover Damage unless you devote a full day to bed rest, which recovers 1 point of Damage.
Critically Damaged means you've taken damage in excess of your Wounds. Critically Damaged characters do not remove damage unless he devotes himself fully to complete rest. If he does so, he makes a Challenging (+0) Toughness Test at the end of each 24 hour period, recovering 1 point of Damage on success.
Application of Medicae can speed up the recovery progress.

Step 3: Determine Hitlocation

Reverse numbers for attack roll to determine hit-location.

Conditions and Special Damage

Condition/Special Effect

Blinded
A blinded character automatically fails all Tests based on vision and automatically fails all Ballistic Skill Tests. He also suffers a -30 penalty to Weapon Skill Tests.

Blood Loss
Blood Loss is a Critical Effect. Characters suffering Blood Loss have a 10% chance of dying each Round unless treated in some way. The character may attempt a Difficult (-10) Medicine Test each round to staunch the bleeding. If the character is simultaneously engaging in strenuous activity, the Test instead becomes Very Hard (-30) Medicine Test.

Defeated
Until the character recovers from deafened-state he automatically fails all Skill or Characteristic Tests based on hearing.

Fire
Characters suffer from fire every round they are exposed to it. On the start of the Round when a character comes into contact with fire he must make a Challenging (+0) Agility Test or catch on fire.

Characters on fire suffer 1d10 damage (ignoring armour) and 1 level of fatigue each Round until the fire is extinguished. Damage from fire is considered Energy Damage and the location, unless stated otherwise, is always the Body.

While on fire, a character must make a Challenging (+0) Willpower Test at the beginning of each of his Turn in order to be able to take actions normally; otherwise he may only run around and scream (Full Action).

The fire can be extinguished with a Hard (-20) Agility Test as a Full Action. Damage for falling is 1d10 + 1 per metre the character is falling. Check to see which bodypart hits the ground first. Damage type is impact.

Stunned
In addition to Damage and Fatigue, a character may also become stunned due to certain attacks or effects. Weapon Skill and Ballistic Skill Tests to hit the Stunned character are Routine (+20). In addition Stunned characters cannot take Actions or Reactions such as Evasion. Stunned is not considered Helpless or Unaware.

Suffocation
Characters can hold their breath a number of minutes equal to their Toughness Bonus. If a character is engaged in strenuous activity while holding his breath, this is reduced to a number of Rounds equal to twice his Toughness Bonus.

For every minute (or Round) holding his breath, the character must make a Challenging (+0) Toughness Test of take a level of fatigue.

A temporary state due to excess fatigue or Critical Damage. No actions can be taken while unconscious. The state lasts for around 10 minutes. While Unconscious you are Helpless.

Useless Limbs
Certain Critical Effects may put you at the risk of losing a limb, unless you succeed at a Challenging (+0) Toughness Tests. A character with Medicine can assist to give a +20 bonus to the test. Even if successful, the limb must be held in a sling or cast for 1d5+1 weeks and is useless for the time being. If the Test fails, the limb must be removed with a Difficult (-10) Medicine test. If that Test fails, you suffer 1d10 damage to the limb's location and Blood Loss, the limb coming off in a bad way.

High Speed Chases

High-speed chases are represented by a series of opposed Operate Tests. When the chase begins, the GM determines how many metres separate the pursuer and the pursued are, then both players make an opposed Operate Test. If the pursuer wins, it decreases the distance between the vehicles by 10 metres for each success.

If the pursued wins, the increases the distance by 10 metres per success. This continues once per Round until the distance drops to zero or increases beyond 300 metres. At this point the two sides make another opposed Operate Test. If the pursuer wins, he forces his quarry to pull over. If the pursued wins, he increases his distance as defined above.

Faster vehicles add a bonus to this Test. For every full 10 kph the faster vehicle has over the slower one its driver receives a +10 to his Operate Test.

Of hour, high-speed chases are anything but safe. Besides exchanging gunfire (which should take place following normal vehicle rules), there is the constant risk of spinning out or control or even running into other traffic. When making Operate Tests during a high-speed chase, any rolls of 99 - 100 mean that the vehicle flips out of control or crashes into an obstacle and explodes. The 'danger zone' can be increased depending on circumstances (GM discretion).

Fear

A character must confronted by and event or foe that seems fear-inducing enough, he must make a Fear test. This is a Willpower Test modified by how fearsome the event/foe is.

Rating Descriptor Example

Fear 1 (0)	Disturbing	Viewing the scene of a gruesome murder, seeing minor supernatural events/psychic phenomena (weeping statue, voices, ...)
Fear 2 (-10)	Frightening	Meeting someone known to be dead, being buried alive, encountering major supernatural/psychic phenomenon (blood-rain, ...)
Fear 3 (-20)	Horrifying	Sudden, shocking and inexplicable death, hideous moments of revelation, the dead rising across a whole planet
Fear 4 (-30)	Terrifying	A full-scale daemonic incursion, discovering your failure is cause of death for millions, staring unprotected into the Warp.

Failing the Fear Test in combat means you must roll on the Shock Table, adding +10 for every degree of failure (page.304). Failing such a Test in non-combat the character becomes unnerved and suffers a -10 penalty to any Skill or Test that requires concentration. This penalty remains while the character remains in the vicinity of the source of fear. In addition, if a non-combat Fear Test is failed by 3 or more Degrees of Failure, the character gains +1d5 Insanity.

Characters may be able to shake off some of the effects of Fear after the initial shock has worn off. Where specified on the Shock Table that a character may "snap out of it", he can make a Willpower Test in his next Turn. If successful, he regains his senses, shrugs off the effect and may act normally. If he fails, the effect continues and the character may try to snap out of it again in the following Turn and so on.

Vehicle Repair

Vehicles can be in various states of disrepair:

Lightly Damaged

Skills: Essential Repair Skill.

Repair Difficulty: Challenging (+0) or Ordinary (+10) if character has Tech-Use, Trade (Armourer) or Trade (Technomat)

Repair Time: Varies / 1 hr. per SI repaired
If the vehicle has suffered damage up to half it's Structural Integrity, it is considered Lightly Damaged.

Repairing all SI at once is a single Repair Test, not a series of tests.

Heavily Damaged

Skills: Essential Repair Skill.

Repair Difficulty: Arduous (-40); Hard (-20) if the character has Trade (Technomat) skill;

Challenging (+0) if the character has Tech-Use or Trade (Armourer) skill

Repair Time: Varies / 4 hr. per SI repaired
If the vehicle has taken more than half it's SI in damage, but not Critical Damage, it is considered Heavily Damaged. Repairing 5 points of SI requires one test.

Heavily Damaged vehicles suffer a -10 penalty to all Operate Tests.

Critically Damaged

Skills: Tech-Use / Trade (Armourer)

Repair Difficulty: Challenging (+0); Ordinary (+10) if the characters has both Tech-Use and Trade (Armourer).

Repair Time: Varies / 1 day per point of Critical Damage

A Critically Damaged vehicle suffers a -20 penalty to all Operate Tests.

Each point of Critical Damage must be repaired separately.

More details on damage, especially Critical Damage can be found on p. 283 and following.

Vehicle Combat

While in a vehicle, a new set of actions is available for the crewmen of the vehicle. Initiative for vehicles is determined by the commander, with all other crewmen acting on the same initiative.

Vehicle Attacks

Any attack actions a vehicle's gunner or passenger can take are the same as listed under Combat Actions, with the following notes:

- Any shooting from a vehicle suffers a -10 to hit if the vehicle moved twice its Tactical Speed in its previous turn
- Any shooting from a vehicle suffers a -20 to hit if the vehicle moved twice its Tactical Speed in its previous turn.
- Gunners and passengers can take Full Actions even if the vehicle has moved.
- Passengers can only fire from a vehicle if they are in a position to do so (Open-Topped vehicle, hatches, slits, etc.)
- Critical effects that hamper the crew's ability to make attacks hamper passengers in exactly the same manner.
- A driver can take an Attack Action only if he has not used his entire Action to move the vehicle.
- A character with the appropriate Operate Skill for a vehicle does not need specific weapon proficiencies to fire any weapons mounted on that type of vehicle without penalty. It is assumed that his experience covers weapon use as well.
- All weapons mounted on a vehicle, including Pintle Mounted weapons are auto-braced.

Attacking Vehicles

Attacking vehicles works mostly the same as attacking normal enemies, with a few exceptions as noted below.

The facing of a vehicle determines which side an attacker hits. Vehicles are divided into four 90° quarters that extend from it's centre. Instead of locating where the attack hit, it needs to be determined what part of the vehicle was hit:

Roll	Location	Description
01 - 20	Motive Sys.	Tracks, wheels, anti-grav units, leg actuators, etc.
21 - 60	Hull	Hitting the hull, powerful hits have a chance to kill the crew
61 - 80	Weapon	Attack hits one of the weapons mounted on the hull (sponson, fixed weapon, etc.) in the hit region. If no weapon present, treat as a Hull hit.
81 - 00	Turret	Hit on the vehicle's turret. If multiple turrets, closest is hit. If several weapons on turret, randomize which is hit. If not turret, treat as a Hull hit. Turret hits always have Front Facing armour-ratings.

After reducing damage, as normal, by the armour values, the remainder is applied to the Structural Integrity of a vehicle, which works similar to wounds. If the damage exceeds the SI, check for Critical Damage.

Difficult Terrain & Other Hazards

Modifier	Types of Terrain
+0	Clear open ground, paved roadway
-5	Rough gravel road, cleared dry field
-10	Deep mud, standing water (<20 cm deep), drifting sand, dense undergrowth
-15	Flowing water (1 metre); rocky und unstable terrain, thick forest, ruined city

Vehicle Combat Actions

Action	Type (Subtypes)	Description
Evasive Manoeuvring	Full (Concentration, Move)	Weave and dodge; must move tactical speed. Driver makes a Challenging (+0) Operate Test. On success and for every Degree of Success the vehicle imposes a -10 penalty on all attacks against it until the beginning of its next Turn. Any shooting from the vehicle suffers the same penalty. On a failed test the vehicle crashes, goes out of control or falls over.
Floor It!	Full (Concentration, Move)	The vehicle moves twice its Tactical Speed and can only turn once. The driver makes a Difficult (-10) Operate Test. Success means that at the end of the move he can move an additional 5 metres + 5 more for every Degree of Success. Failure means no additional movement. All attacks against and from the vehicle suffer a -20 penalty until the beginning of next Turn.
Hit & Run	Full (Attack, Melee, Move)	Failure by 5+ DoF means the vehicle goes out of control or crashes. No walkers. Only for Open-Topped vehicles carrying the driver and a maximum of 1 other. Move up the Tactical Speed and make Difficult (-10) Weapon Skill Test. If success the driver scores a hit with the appropriate melee weapon. Once the attack is done, the driver can choose to stay in combat or make a second move, again up to the Tactical Speed directly away from the target. Not for Walkers. If the attack failed by 3+ DoF, the vehicle goes out of control or crashes.
Jink	Reaction (Move)	Can only be taken if the vehicle moved its Tactical Speed the previous Turn. Driver must be aware of the attack. Make a Operate Test with a penalty equal to the vehicles size modifier. Each Degree of Success avoid one shot from a single source, as with the Evasion Reaction.
Ram!	Full (Attack, Melee, Move)	5+ DoF means the vehicle goes out of control, crashes or falls over. Ram another vehicle or person. Must move at least Tactical Speed in a straight line, making a Challenging (+0) Operate Test. If the Test succeeds, the vehicle hits the target, doing Damage equal to the AP on the vehicles facing that hit plus 1d10. If the vehicle moved twice it's Tactical Speed, it gains an extra 1d10 Damage for every 10 additional metres moved. If the vehicle is ramming another vehicle (or comparable object), it also takes Damage equal to the AP of the vehicle hit plus 1d5.
Tactical Manoeuvring	Half or Full (Move)	For every point of Damage the ramming vehicle inflicts, it also moves the target 1 metre. Can be dodged, but not parried. Force Fields protect from damage but not knockback. The vehicle moves it's Tactical Speed (Half Action) or double that (Full Action). A vehicle must move directly forward or back at least its own length before turning 90 degrees in any direction.

Out of Control

Whenever a vehicle goes Out of Control, either due to Critical Damage or other circumstances, the vehicle must move during it's next round (with the Operator having no choice in the matter). To determine the direction, the operator rolls 1d5 on the table below:

Roll	Direction
1 - 2	45 degrees to the vehicle's left
3	Straight ahead
4 - 5	45 degrees to the vehicle's right

Once the direction has been determined, move the vehicle its Tactical Speed + 1d10 metres. Anything hit by an Out of Control vehicle counts as if hit by the Ram action. If it hits something solid enough, it halts immediately suffering full (not half) damage from the ram. Crew must make a Challenging (+0) Toughness Test or be Stunned for one Round.