

# FRIDAY NIGHT FIREFIGHT

## COMBAT ACTIONS IN BRIEF

(Detailed on PG.169)

When a combat starts, everyone rolls Initiative:

**Initiative = REF + 1d10**

**Your Turn = 1 Move Action + 1 other Action**

*\*Moving is 1 square per 1 point of MOVE.*

Action	Data
<b>Move Action</b>	Move up to as many m/yds as your MOVE STAT x 2 each Turn (or squares equal to your MOVE STAT).
<b>Attack</b>	Make a Melee or Ranged Attack.
<b>Choke</b>	Choke an opponent you have Grabbed.
<b>Equip/Drop Shield</b>	Equipping and dropping a Shield takes an Action. See Using Shields later in this section on <b>PG. 183</b> .
<b>Get into a Vehicle</b>	Get into a Vehicle. See Vehicle Combat later in this section on <b>PG. 189</b> .
<b>Get Up</b>	Get up after being Prone. While Prone, until you use this Action, you cannot use a Move Action.
<b>Grab</b>	Grab and hold an opponent or take away an object they are holding.
<b>Hold Action</b>	Hold an Action until later in the Initiative Queue. You must choose a specified event to trigger the Action or a specific number in the Initiative Queue when the action occurs as well as what the Action is, and what its intended target is.
<b>Human Shield</b>	Equip an opponent you have Grabbed as a Human Shield.
<b>Reload</b>	Fully reload and replace a weapon's magazine with a single ammunition type.
<b>Run</b>	Take an additional Move Action, but only if you have already taken a Move Action this Turn.
<b>Start a Vehicle</b>	Start a Vehicle to gain its MOVE and jump to the top of the Initiative Queue.
<b>Stabilize</b>	Stabilize a target to begin the natural healing process or pull them out of the Mortally Wounded Wound State to save their life. See on <b>PG. 222</b> .
<b>Throw</b>	Throw a grabbed opponent to the ground or throw an object.
<b>Use NET Actions</b>	Perform multiple NET Actions inside the NET. See Netrunning Section for how to use NET Actions on <b>PG. 197</b> .
<b>Use an Object</b>	Manipulate an object in a way that doesn't require a Skill. Drawing an easily accessible weapon into a free hand or dropping a held weapon (not a shield) onto the floor does not require this Action but stowing a held weapon on your person does.
<b>Use a Skill</b>	Use one of your Skills to accomplish a quick task. A longer task will require multiple Actions over the course of multiple Turns, rolling only when the full time has been paid for in 3-second increments.
<b>Vehicle Maneuver</b>	Use your Action while driving to focus entirely on making a dangerous Maneuver.

## NOTES:

-If you are prone, you must GET UP before another action.

-Drawing a concealed weapon is an action, drawing an easily accessible weapon costs none.

-Picking up anything is an action.

-Reloading any weapon takes an action. Picking up a magazine from the ground to reload is considered a single action.

-Ranged Weapons are divided into 1 ROF, 2ROF and Auto-Fire.

## Suppressive Fire

(You must have 10 bullets in Mag)  
**Everyone on foot within 20 squares, out of cover, and in your line of sight must roll WILL + Concentration + 1d10 against your REF + Autofire Skill + 1d10. Anyone that fails must use their next Move Action to get into cover.**

## RANGED COMBAT

Ranged Combat is resolved:

**Attacker's REF + Relevant Weapon Skill + 1d10**

vs.

**Defender's DV Determined by Range to Target and Weapon or Defender's DEX + Evasion Skill + 1d10\***

*\*A Defender with a REF 8 or higher can choose to attempt to dodge a Ranged Attack instead of using the range table to determine the DV*

If you intend on doing an Aimed Shot or using an Alternate Fire Mode-- Refer below before your combat roll.

*\*Suppressive Fire is an alternative method of using auto-fire.*

## AIMED SHOTS

Aim a single attack with -8 to your check and aim for anywhere on this table >>>

*\*If your attack succeeds, apply damage as normal as well as the effect*

### Aiming for... Effect

<b>Head</b>	Multiply the damage that gets through your target's head armor by 2.
<b>Held Item</b>	If a single point of damage gets through your target's body armor, your target drops one item of your choice held in their hands. It lands on the ground in front of them.
<b>Leg</b>	If a single point of damage gets through your target's body armor, your target also suffers the Broken Leg Critical Injury if they have any legs left that aren't broken.

## ALTERNATE FIRE MODES

**SMGs +Assault Rifles only.**

Using Autofire requires exactly 10 bullets in your mag. Your combat roll uses the Autofire skill instead of another weapon skill.

If you hit your target:  
**2d6 x amount you beat the DV to hit.**

*\*Maximum multiplication is 3 for SMGs and 4 for Assault Rifles.*

### AUTOFIRE DVs BASED ON RANGE

Weapon Type	0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds
<b>SMGs</b>	20	17	20	25	30
<b>Assault Rifle</b>	22	20	17	20	25

## Bows, Shotguns & Explosives:

-Attacking + reloading a Bow/Crossbow is considered one action. Bolts/Arrows can be scavenged.

-When you fire a Shotgun Shell, you make 1 Ranged Attack (REF + Shoulder Arms + 1d10) vs. a DV13. If successful every target in front of you, within 6m/yds (3 squares), that you can see, takes 3d6 damage.

-Explosives weapons deal their damage to all targets (including the terrain) in a 5 Square by 5 Square the center is your intended target which is a 2 by 2 square. You only roll damage once for all targets.

### SINGLE SHOT DVs BASED ON RANGE

Weapon Type	0 to 6 m/yds	7 to 12 m/yds	13 to 25 m/yds	26 to 50 m/yds	51 to 100 m/yds	101 to 200 m/yds	201 to 400 m/yds	401 to 800 m/yds
<b>Pistol</b>	13	15	20	25	30	30	N/A	N/A
<b>SMG</b>	15	13	15	20	25	25	30	N/A
<b>Shotgun (Slug)</b>	13	15	20	25	30	35	N/A	N/A
<b>Assault Rifle</b>	17	16	15	13	15	20	25	30
<b>Sniper Rifle</b>	30	25	25	20	15	16	17	20
<b>Bows &amp; Crossbow</b>	15	13	15	17	20	22	N/A	N/A
<b>Grenade Launcher</b>	16	15	15	17	20	22	25	N/A
<b>Rocket Launcher</b>	17	16	15	15	20	20	25	30