**REGULAR COMBAT REFERENCE SHEET**

**Tasks:** Effective: DT12, Shooting, Weapon; Long: DT16, Shooting, Weapon; Extreme DT20, Shooting, Weapon

Melee: DT 12; Fighting; Weapon. Throwing: as Shooting but substitute Athletics.

**ACTION OPTIONS**:

Shoot, Melee, Reload, Hunker, Suppress, Steady Aim, Asset Check, Use Device, Second Move, Over-watch

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| --- | --- |
| **Fire Combat Advantages**  Shooter does not move and took Steady Aim last turn.  Target did not move last turn AND is not under cover  Target is moving while being suppressed by the shooter  Target is a vehicle or large creature  Shooter is undetected by Target (Stealth, Surprise etc.)  Target is prone/knocked down or has a Stun Marker | **Fire Combat Disadvantages**  Shooter is being suppressed  Target is in Low Cover  Target is in High Cover (2 disadvantages)  Each combatant in smoke  Target is Hunkered  Shooter has moved this turn.  Target is a creature that made 2 moves last turn  Target is flying  Target is a moving vehicle with a higher drive code  Target is a moving vehicle with a drive code 3 above  Each Wound Marker and/or Mortal Wound marker  Shooter is using 2 sidearms (Code S) at once  Shooter is using a Main or Heavy weapon in melee  Darkness (1-3) |
| **Melee Combat Advantages**  Attacker is using a weapon with a greater Reach  Attacker has a higher number in Fighting Skill than his target.  2-3 attacking the same target in the same turn  4+ attacking the same target in the same turn (2 advantages)  Attacker is attacking with Surprise | **Melee Combat Disadvantages**  Attacker is using a weapon with a lower Reach code.  Attacker has a lower number in the applicable Fighting Skill than his target  Each Wound Marker and/or Mortal Wound marker  Darkness (1 to 3)  Each combatant that is in smoke |

**DAMAGE AND WOUNDS (Individual):**

When a hit is scored in fire combat or melee, roll 3d6, adding the Penetration of the weapon and subtracting the armor value of the defender’s armor worn and consult the table below, with a Maximum of +15 to the die roll.

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| --- | --- | --- |
| **Die roll** | **Wound** | **Effect** |
| 0 or less | None | No effect |
| 1-4 | Graze | Will DT8 or MM; Vigor DT8 or SM |
| 5-9 | Light Wound | SM, Vigor DT 12 or WM; Will DT12 or MM |
| 10-14 | Serious Wound | WM; MM; Vigor DT 12 or Unconscious |
| 15-16 | Mortal Wound | MWM; MM; Vigor DT 16 or Unconscious |
| 17-27 | Dead | Dead |
| 28+ | Destroyed | Super Dead |

* Add 1 to the dice roll for each Wound or Mortal Wound Marker the target already has.
* Hits caused by an unarmed strikes reduce wound level by one after die roll with PEN/ARMOR modifiers are made.

**Damage to Vehicles**

When a hit is scored in fire combat against a vehicle, roll 3d10, adding the Penetration of the weapon and subtracting the armor value of the target’s armor and consult the table below with a Maximum of +20 to the die roll.

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| --- | --- | --- |
| **Die roll** | **Wound** | **Effect** |
| 1 or less | None | No effect |
| 2-5 | Alarming Scrape | Drive DT8 or CM |
| 6-9 | Surface Hit | Drive DT16 or CM |
| 10-14 | Control Hit | Take CM, Drive DT12 or DM, Will DT12 or MM |
| 15-19 | Penetration | Take DM and MM |
| 20-26 | Major Penetration | Take CFM and MM |
| 27-39 | Wrecked | Vehicle is wrecked |
| 40+ | Explosion | Vehicle explodes |

* Add 2 to the dice roll for each Damage or Failure Cascade Marker the target already has.

**Status Markers, Table-Top and Owlbear Rodeo**

**INDIVIDUALS**

|  |  |  |
| --- | --- | --- |
| **Status** | **Owlbear Rodeo** | **Table Top** |
| Wound Marker | 1 tick on token counter | Red Poker Chip |
| Mortal Wound Marker | 1 tick and black circle | Blue Poker Chip |
| Morale Marker | White circle | White Poker Chip |
| Stun Marker | Green circle | Green clear chip |
| Suppressing | Blue circle | Blue clear chip |
| Suppressed | Yellow circle | Yellow clear chip |
| Over-watch | Red circle | Red clear chip |
| Steady Aim | Orange circle | Orange clear chip |
| Hunkered | Purple Circle | Purple clear chip |
| Prone | Rotate 90 | Lie down |
| Unconscious | Rotate 180 | Lie down, Titan chit |
| Flying | Pink Circle | Spool |

**VEHICLES**

|  |  |  |
| --- | --- | --- |
| **Status** | **Owlbear Rodeo** | **Table Top** |
| Damage Marker | 1 tick on token counter | Red Poker Chip |
| Failure Cascade Marker | 1 tick and black circle | Blue Poker Chip |
| Morale Marker | White circle | White Poker Chip |
| Control Marker | Green circle | Green clear chip |
| Suppressing | Blue circle | Blue clear chip |
| Over-watch | Red circle | Red clear chip |
| Wrecked | Rotate 180 | Flip over |
| Flying | Pink Circle | Spool |