FULTON PERSONAL COMBAT QUICK REFERENCE

SPOTTING: Stealthy/Totally Concealed 14+ Cautious/Concealed 10+ Noisy 6+ **MORALE** Roll 2d6, get a 7+ for the group to stand If military or mercenary unit +1 Leader skill of leader +1 per level If leader has Tactics skill +1 If casualties are 50% or higher -2 If leader killed or unconscious - 2	**FIRE COMBAT** Eff 8+, Long 10+, Extreme 12+ Add Weapon Skill Add Dexterity Modifier Add Auto-fire bonus from weapon statistics -2 if target is evading -2 if shooter is walking -4 if shooter is running Target under cover: -1 to -6 as Referee decides. Smoke/Obscure -2 or -4 If target is a vehicle, consult the vehicle movement chart. -Recon skill if target "standing" under cover (Tactics pool points may be spent)
Zero-G Combat Roll 5+ on 2d6 to avoid losing control. -4 if firing a weapon (except low-recoil) -6 if swinging a melee weapon Apply Dexterity Bonus or Penalty +5 if using Handhold (cannot use 2-handed weapon, or dexterity bonus) Zero-G Combat Skill add level	**Damage PenetrationTable** **Vs. Vehicles and Robots** **(1d6+PEN-ARMOR)** (Tactics points yes) 0 or less: No Effect 1-7: Surface Hit 8-13: Minor Penetration 14+: Major Penetration

Character Movement Options

Option	Move meters	Move squares	Fire	Cover	Notes
Stand	0	0	Normal	Yes	
Evade	9	6	No	Yes	-2 to be hit
Walk	18	12	-2	No	
Run	45	30	-4	No	

Vehicle Target Movement Chart

Vehicle Class	Sitting	Cruising	Fleeing	Attacking
Car	+1	-1	-3	+0
ATV	+3	+2	+0	+0
Air/Raft	+1	-1	-3	+0
G-carrier	+2	+0	-2	+2
Speeder	+2	-9	-11	-7
Cargo Jet	+2	-5	-7	-3
Interceptor or Grav Fighter	+2	-12	-14	-10
Small Watercraft	+2	+1	-1	+2
Large Watercraft (100+)	+7	+6	+4	+6
Space Craft (10-95 tons)	+4	-11	-13	-9
Starship (100+ tons)	+7	-8	-10	-6

Damage Results vs. Persons (Tactics points yes)

Die roll	Wound	Effect
3 or less	None	No effect
4	Stun	Roll Endurance or less or lose next turn
5-7	Light Wound	-1 wound penalty to skills, movement and morale
8	Moderate Wound	-2 wound penalty to skills, movement, and morale
9-11	Serious Wound	Out of battle and unconscious
12	Mortal Wound	Out of battle, unconscious and likely to die
13-17	Dead	Out of battle, probably permanently dead
18+	Destroyed	Out of battle, body blown to bits

Damage Results vs. Vehicles (Tactics points no)

2d6 Result	Surface Hit	Minor Penetration	Major Penetration
2	Engine impeded	Engine Jammed	Engine Destroyed
3	Minor weapon destroyed	Minor weapon destroyed	Engine Destroyed
4	Exposed crew attacked	1 Crew attacked	All Crew Attacked
5	Locomotion impeded	Locomotion Jammed	Locomotion Destroyed
6	Antenna destroyed	Electronic device damaged	Electronics Destroyed
7	Locomotion impeded	Locomotion Jammed	Locomotion Destroyed
8	Minor weapon jammed	Main Weapon Jammed	Main Weapon Destroyed
9	Minor weapon jammed	Main weapon Jammed	Main Weapon Destroyed
10	Exposed Crew attacked	1 crew attacked	All Crew Attacked
11	Minor Penetration	Major Penetration	Explode
12	Minor Penetration	Major Penetration	Explode

Damage Results for Robots (Tactics points no)

D6 Roll	Surface Hit	Minor Penetration	Major Penetration
1	Lose 1 turn	Lose 1d6 turns	Power Plant Destroyed
2	Skills -1	Skills -2	Brain Destroyed
3	Loco Impeded	Loco Jammed	Locomotion Destroyed
4	Attacks -1	Weapon/limb Jammed	Weapon/Limb Destroyed
5	Electronics Impede	Electronics Jammed	Senses Destroyed
6	Minor Penetration	Major Penetration	Explode

Tactics Points: may be spent on "Hit" rolls, "Penetration" rolls vs Robots and Vehicles, Damage/Wound effects vs. Persons, but NOT on Damage Results for Vehicle or Robots)