

WEDNESDAY NIGHT FIREFIGHT Classic

Initiative – 1D plus Dexterity bonus, highest first

Surprise – If one party is unaware of the other, roll opposed Initiative checks and add best Recon on each side. +2 if anyone on a side is wearing Battledress.

Tactics Pool – Add up all the Tactics skill on each side. This pool of points can be used by any character on that side as DMs on any task, maximum +/-8 on any task.

To hit in direct fire combat:

[Difficulty], Weapon, Dexterity

Referee: Natural double six gains an extra 1D damage. Natural 2 firearm jams; Difficult, Skill, Dex to clear.

To hit in melee combat:

[Difficulty], Weapon, Strength, minus defender's skill

Referee: Natural double six gains an extra 1D damage. Natural 2 fumble in some way.

Direct Fire Ranges and Difficulties -

Weapon	Close 0-1m	Short 1-5m	Med'm 5-50m	Long 50-250m	VLong 250- 500m	Distant 500m-1km
Handgun	Sim	Rou	Diff	For	Imp	-
Rifle	Rou	Rou	Diff	Diff	For	Imp
+ Scope					Diff	For
+ Gyrostable			Rou	Diff	For	Imp
+ both			Rou	Diff	Diff	For
Thrown	Rou	Diff	For	Imp	-	-

Half Cover - +1 level difficulty, $\frac{3}{4}$ Cover +2 levels, Full Cover, er, covered

Actions in the Combat Round

- **Move 1** square and **attack**
- **Evade** (-2 to attacker) and **attack**
- Move 2 squares (**run**) and **attack at -1 level**; +1 level to attacker
- Move 3 squares (peg it; **full-round move**); +1 level to attacker
- **Attack** and perform a **move-equivalent** (pick up object, open a door, etc)
- **Move 1** square and perform a **move-equivalent** (reload or change weapons)
- **Evade** and perform a **move-equivalent** (pick up, open a door, reload or change weapons); -1 level to attacker

A Noddy Guide to Tasks

Format is

To Achieve Something:

Difficulty, DM, DM, time, other

Ref: Comments and notes

Difficulties are **Simple** (3+), **Routine** (7+), **Difficult** (11+), **Formidable** (15+) DMs can be skills, stat bonuses and so on.

Throw 2d6, add the DMs – reach the difficulty to succeed.

Natural 12 is a Critical and is 1d6 better as appropriate

Natural 2 is a Fumble and is worse than simple failure somehow

When it matters how long something takes, the time is (3d6 – total DMs) x time

Other can be Hazardous or Safe or Unskilled OK and so on

Hasty task: +1 difficulty level, double DMs before subtracting from time dice

Cautious Task: Throw Determination to do this, -1 difficulty level, double time dice roll.

Retry: After a failure, throw Determination to try again; Difficult, Int, End. One free retry per JoT level.

Non-proficient penalty is +1 difficulty level) Jack Of Trades may be subtracted from that in most skills at the DM's option.

Damage - Roll the damage dice for the weapon, and subtract the target's armour value.

Damage is dealt directly to Str, Dex or End. If the character is *unwounded*, the first damage applies to End. On subsequent wounds, the character wounded may choose which stat each die of a wound applies to.

Any stats damaged – Light Wound. One stat 0 – unconscious. Two stats 0 – Badly wounded. All three 0 – Dead

Stat Damage	Status	Conscious if untreated in	Stats after regain	Full Recovery time inc	Medical Required
Any reduced	Light Wound	-	As wounded	(1 min)	1
One is zero	Unconscious	10 mins (40r)	Half full	(3 min)	1
Two are zero	Badly Wounded	3 hours	Unchanged, any 0 are 1	(2 days)	3

Natural Healing – Doubled if hospitalized

Light Wound = 1D+ Current End DM per day of rest

Bad Wound = Current End DM per day of rest (may be negative!)

To provide First Aid to an injured or unconscious character:

Routine, Medical, Edu, 1 or 3 minutes

Ref: Restores reduced stats to half of normal

To provide medical care to a badly wounded character:

Difficult, Medical, Edu, 2 days

Ref: Restores 2 + current End bonus + Doctor's Medical skill / day to reduced stats