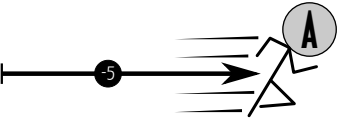

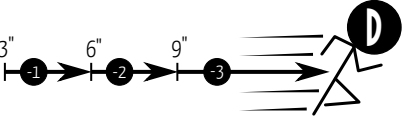



COMBAT

RANGED

Attacker 1d10 + Heater + Modifiers	Defender 1d10 + Dodge + Modifiers
MODIFIERS	
 <p>* Two handed-weapons = Maximum 1/2 Speed + shoot * 1 weapon in each hand = -2 per weapon (Ambidextrous removes penalty)</p>	 <p>+2 Dodge</p>
AND	
	OR  <p>+2 Dodge AND +4 DR</p>

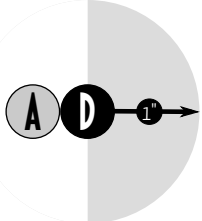
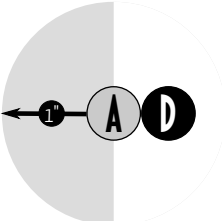
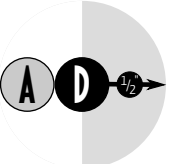
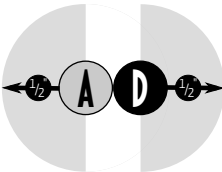
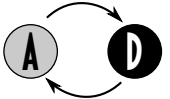
ATTACKER WINS ONLY

DAMAGE

1d10 for location, as per character sheet
 If WS = DR, 1 wound Otherwise armour save - 1d10 + (DR - WS)

WITH DEADSHOT (RANGED) OR XXX (MELEE)
 +/- 1 on location per Hero Point

MELEE

Attacker & Defender 1d10 + Shiv + Modifiers	
RESULTS	
Attacker wins PUSHBACK push 1" away in front 180	
	
WITH FENCING, MARTIAL ARTS OR DUGLIST	
Attacker wins by 5 or more DRAWBACK attacker backs up 1" & defender follows	Attacker wins by 10 or more KNOCKDOWN push 1/2" away & defender knocked prone
	
Defender wins by 5 or more MUTUAL DISENGAGEMENT both back up 1/2"	
	
TURNABOUT switch positions	
	
REPULSE defender pushes attacker 1" back 180	
