

IMPAIRMENT EFFECTS

(When BODY done to HitLoc before or after BODYx is more than half character's total BODY; see HSR p.278-279)

1d6	Duration
1	1 Turn
2	1 minute
3	5 minutes
4	1 hour
5	5 hours
6	1 day

Head: Unconscious, -1 to -3 to CV, Skill Rolls and PER (dizziness, blurred vision etc.)

Hands, Arms, Shoulders: -3 to CV and Skill Rolls performed with that arm. Character takes 2d6 STUN (no defense) if the arm is used to strike someone.

Chest, Stomach, Vitals: No Post-Segment 12 Recoveries.

Thighs, Legs, Feet: Running halved, -2 DCV (reduced mobility)

DISABLING EFFECTS

(When BODY done to a HitLoc before or after BODYx is greater than the character's total BODY; see HSR p.278-279)

Head:	1d6	Effect
	1	Lose 1d6 EGO
	2	Lose 1d6 INT (amnesia, impaired speech)
	3	Lose 1d6 COM
	4	-½d6 to PER (hearing/vision loss)
	5	-½d6 to all Skill Rolls
	6	Limb paralyzed (see below)

Hands, Arms, Shoulders: -1d6 STR/DEX in that limb, -3 to CV and Skill Rolls with that limb

Chest, Stomach, Vitals:	1d6	Effect
	1	Lose 1d6 STR
	2	Lose 1d6 CON
	3	Lose ½d6 BODY
	4	Lose ½d6 REC
	5	Lose 2d6 END
	6	Lose 1d6 STUN

Thighs, Legs, Feet: Running halved, -2 DCV (reduced mobility)

As an optional rule, a limb can be broken or severed by inflicting more than 1/3 of the character's total BODY on it. In this case, the victim only takes the damage necessary to sever the limb.

BLEEDING

Count dice as STUN, lose 1 additional BODY for every 6 rolled.

BODY Lost	No. Dice/Turn	Stop Bleeding
1-5	1d6	1
6-10	2d6	2-5
11-15	3d6	3-9
16-20	4d6	4-13
21-25	5d6	5-16
26+	6d6	6-20

STANDARD COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effects
Block	½		+0	block H-t-H attacks, ABORT
Brace	0	+2	½	+2 to offset range modifiers only
Disarm	½	-2	0	can disarm target; requires STR vs STR roll
Dodge	½		+3	vs all attacks, ABORT
Grab	½	-1	-2	grab two limbs, can squeeze or throw
Grab By	½	-3	-4	move and grab object, +(v/5) to STR
Haymaker	½	0	-5	+4 Damage Classes to any attack
Move By	½	-2	-2	STR/2 + v/5, attacker takes 1/3 damage
Move Through	½	-v/5	-3	STR + v/3, attacker takes ½ or full damage
Set	1	+1	+0	
Strike	½	+0	+0	STR or by weapon type
Other Attacks	½	+0	+0	

OPTIONAL COMBAT MANEUVERS

Blazing Away	½	+0	+0	make as many attacks as desired, only hit on 18
Club Weapon	½	+0	+0	Killing weapon does equivalent Normal damage
Cover	½	-2	+0	target held at weapon point
Dive for Cover	½	+0	+0	moves character, abort
Hipshot	½	-1	+0	+1 DEX only for purposes of Initiative
Hurry	½	-2	-2	+1d6 DEX, only for purposes of Initiative
Pulling a Punch	½	-1/5d6	0	Strike, normal Stun damage, ½ BODY damage
Rapid Fire	1	-2/x	x/½	Make multiple ranged attacks
Rolling With a Punch	½	-2	-2	"Block" after being hit, take ½ damage, ABORT
Snap Shot	1	-1	+0	lets character duck back behind cover
Suppression Fire	1	-2	+0	continuous fire on hex(es), must be autofire
Sweep	1	-2/x	x/½	make multiple hand-to-hand attacks

RECOVERY TIME

STUN Total	How Often Character Recovers
-0 to -10	Every Phase and Post Segment 12
-11 to -20	Post Segment 12 only
-21 to -30	Once per Minute only
-31 or more	GM's option (a long time)

Characters can recover one level better if someone is helping (splashing water on them, slapping the face, etc.)

HIT LOCATION

3d6 Roll	Location	STUN Multiplier	Normal STUN	BODY Multiplier	To Hit
3-5	Head	x5	x2	x2	-8
6	Hands	x1	x½	x½	-6
7-8	Arms	x2	x½	x½	-5
9	Shoulders	x3	x1	x1	-5
10-11	Chest	x3	x1	x1	-3
12	Stomach	x4	x1½	x1	-7
13	Vitals	x4	x1½	x2	-8
14	Thighs	x2	x1	x1	-4
15-16	Legs	x2	x½	x½	-6
17-18	Feet	x1	x½	x½	-8

SPECIAL HIT LOCATIONS

	Aiming Area	OCV	Dice Roll
	Head Shot (Head-Shoulders)	-4	1d6+3
	High Shot (Head-Vitals)	-2	2d6+1
	Body Shot (Hands-Legs)	-1	2d6+4
	Low Shot* (Shoulders-Feet)	-2	2d6+7*
	Leg Shot (Vitals-Feet)	-4	1d6+12

* Treat 19 as Feet

If necessary, roll 1d6 to determine left or right sides: an odd number is left, even is right.

NOTE: If the target is "not in combat", i.e., taken by complete surprise, the Hit Location Attack Modifiers are halved. For instance, shooting at the head becomes a -4 modifier instead of -8.

A character may place a weapon against a some specific portion of an immobile target by taking an extra Phase. In such a case, the attacker does not need to make an attack roll to hit the target in the specific location.

MARTIAL COMBAT MANEUVERS

Maneuver	Phase	OCV	DCV	Effect
Choke Hold	½	-2	+0	grab, 2d6NND
Defensive Strike	½	+1	+3	STR strike
Killing Strike	½	-2	+0	½d6 HKA
Legsweep	½	+2	-1	STR+1d6 strike, opponent falls
Martial Block	½	+2	+2	Block, ABORT
Martial Disarm	½	-1	+1	Disarm, +10 STR to roll
Martial Dodge	½	—	+5	Dodge, affects all attacks, ABORT
Martial Escape	var	0	0	+15 STR vs Grabs
Martial Grab	½	-1	-1	Grab 2 limbs, +10 to STR for hold only (not damage)
Martial Strike	½	0	+2	STR+2d6 strike
Martial Throw	½	+0	+1	STR + attacker's v/5, target falls
Nerve Strike	½	-1	+1	2d6 NND
Offensive Strike	½	-2	+1	STR +4d6, strike
Sacrifice Throw	½	+2	+1	STR, you fall and target falls

STRENGTH TABLE

STR	Lift (kg)	DC/Ju mp
-25	0.8	Nil
-23	1	Nil
-20	1.6	Nil
-18	2	Nil
-15	3.2	Nil
-13	4	Nil
-10	6.4	Nil
-8	8	Nil
-5	12.5	Nil
-3	16	Nil
0	25	Nil
3	37	½
5	50	1
8	75	1½
10	100	2
13	150	2½
15	200	3
18	300	3½
20	400	4
23	600	4½
25	800	5
28	1,200	5½
30	1,600	6
35	3,200	7
40	6,400	8
45	12,500	9
50	25,000	10
55	50,000	11
60	100,000	12
65	200,000	13
70	400,000	14
75	800,000	15
80	1,600,000	16
85	3,200,000	17
90	6,400,000	18
95	12,500,000	19
100	25,000,000	20

ENCUMBRANCE TABLE

% Max. Lift Carried	DCV / Dex Roll	Move	END / Turn
Up to 10%	-0	—	0
11% - 20%	-2	—	1
21% - 30%	-4	-1"	2
31% - 50%	-6	-2"	3
51% - 75%	-8	-4"	4
76% - 100%	-10	-8"	5

THROWING TABLE

Extra Strength	Running Throw	Standing Throw	Prone Throw
3	2"	1"	½"
5	4"	2"	1"
8	6"	3"	1½"
10	8"	4"	2"
13	10"	5"	2"
15	12"	6"	3"
18	14"	7"	3½"
20	16"	8"	4"
23	18"	9"	4½"
25	20"	10"	5"
28	22"	11"	5½"
30	24"	12"	6"
35	28"	14"	7"
40	32"	16"	8"
45	36"	18"	9"
50	40"	20"	10"
55	44"	22"	11"
60	48"	24"	12"
65	52"	26"	13"
70	56"	28"	14"
75	60"	30"	15"
80	64"	32"	16"
85	68"	34"	17"
90	72"	36"	18"
95	76"	38"	19"
100	80"	40"	20"

SIGHT PER. MODIFIERS

Situation	Modifier
Extremely high contrast (e.g., a lighted object in darkness)	+5
Telescope	+3
Binoculars	+2
Long look (Full phase, ½ DCV)	+2
Looking (½ phase)	+1
High contrast (e.g., black on white)	+1
Moving object	+1
Object fills entire hex	+2
2 hex object	+4
4 hex object	+6
8 hex object	+8
16 hex object	+10
32 hex object	+12
etc.	
Low contrast	-1
Night	-2
Dark night	-4
1/4 hex object	-2
1/8 hex object	-4
1/16 hex object	-6
1/32/hex object	-8
etc.	

IMAGES PER. MODIFIERS

PER	Image	Example
+0	Solid simple images	A stationary object; a single odour or musical note
+2	Simple movements, sounds, smells or sensations	A ball rolling, a simple melody
+4	Complex movements, sounds, smells or sensations	A man walking, a conversation, the smells of a hamburger
+6	Multiple interacting images, sounds, smells or sensations	A football team in action, an orchestral symphony, the smells of 5-course dinner

HEARING PER. MODS

Situation	Modifier
Grenade	+6
Rifle	+5
Submachinegun	+4
Pistol	+3
Parabolic microphone	+4
Truck	+3
Hovercar	+1
Spaceship taking off	+5
Whistle	+3
Shout	+2
Loud conversation	+1
Breaking glass	+1
Sneeze	+1
Punch	+0
Body hitting ground	+0
Run (6" +)	+1
Fast walk (3")	+0
Normal walk (2")	-1
Careful walk (1")	-2
Whisper	-3
Open a door	+0
Slowly open a door (full phase)	-2
High contrast sound	+1
Foggy weather	-1
Listen (½ phase)	+1
Listen closely (full phase, ½ DCV)	+2
Echoes	+3
Locating source of echoes	-3
Downwind	+1
Upwind	-1
Quiet area	+3

SMELL PER. MODIFIERS

Situation	Modifier
Person	+0
Smelly person	+2
Extremely smelly person	+4
Upwind, light breeze	-2
Upwind, strong breeze	-4
Downwind, light breeze	+1
Downwind, strong breeze	-1
Dung	+3
Gasoline	+3
Skunk spray	+5

SKILL ROLL MODIFIERS

Modifier	Circumstance
+3 to +5	Routine
+1 to +3	Easy
-1 to -3	Difficult
-3 to -5	Extremely difficult
-5 or more	Sheer folly
add +1	Each level down Time Chart
+1 to +3	Character has extensive knowledge
+1 to +3	Character uses good equipment in connection with the skill roll
+1 to +3	Excellent conditions for performing the skill
-1 to -5	Poor conditions for performing the skill
-1 to -5	Extremely strange or weird object to perform the skill on
-1 to -5	Character uses poor equipment, or lacks the proper equipment
-1 to -3	Combat conditions, for skills not normally used in combat

CONTACT MODS TABLE

Finding the Contact	Modifier
Long-lasting or deep relationship	+1
Slavishly loyal contact	+3
Contact is "settled" (has steady job, family etc.)	+2
Contact is being blackmailed by PC	-1
Character devotes substantial time to finding Contact	+2

What the Contact Will Do	Modifier
Requested action is very beneficial to Contact	+2
Requested action is beneficial to Contact	+1
Requested action is potentially harmful to Contact	-1 to -2
Requested action is potentially very harmful to Contact	-3 to -5
Contact is being blackmailed by PC	-1 to -2
Use of Persuasion	+1 per 2 pts success
Lavishing gifts etc. upon Contact	+1 to +5
Long-lasting or deep relationship	+1
Slavishly loyal Contact	+2

RANGE MODS

Range in inches	in metres (rounded)	Modifier
Adjacent	Adjacent	-0
2-4"	5-10m	-0
5-8"	11-15m	-2
9-16"	16-30m	-4
17-32"	31-60m	-6
33-64"	61-125m	-8
65-128"	126-250m	-10
129-256"	251-500m	-12
257-512"	501-1000m	-14
x2 Range	x2 Range	Extra -2

TIME CHART

1 Segment
1 Phase
1 Turn (<i>Post-Segment 12</i>)
1 minute
5 minutes
20 minutes
1 hour
6 hours
1 day
1 week
1 month
1 season (<i>3 months</i>)
1 year
5 years
25 years
1 Century
500 years
etc.

Negative STR

Human-sized creatures must have a STR of at least 0 (zero) to be able to support their own weight and walk more-or-less normally.

At a STR of -5, the creature can only crawl for short distances, and must rest very frequently. If STR is reduced to -10 or less, then the creature cannot move at all, even to lift an arm.

PRESENCE ATTACK MODIFIERS

Modifier	Situation or Character's Action
-1d6	Inappropriate setting
-2d6	Very inappropriate setting
-1d6	In combat
-1d6	At a disadvantage
-3d6	Covered
Presence Attack conflicts with target's Psychological Limitation:	
-1d6	Moderate
-2d6	Strong
-3d6	Total
Poor Reputation relevant or contrary to Presence Attack	
-1d6	8-
-2d6	11-
-3d6	14-
-4d6	Extreme Reputation
-1d6 to -3d6	Presence Attack runs against existing moods
Varies	Character has an appropriate Reputation Perk
Presence Attack agrees with target's Psychological Limitation:	
+1d6	Moderate
+2d6	Strong
+3d6	Total
+1d6	Character makes appropriate Interaction Skill Roll
+2d6	Character makes appropriate Interaction Skill Roll by half or more
+1d6	Target is Surprised
+1d6	Exhibiting a Power or superior technology
+1d6	Violent action
+2d6	Extremely violent action
+3d6	Incredibly violent action
+1d6	Good soliloquy
+2d6	Excellent soliloquy
+3d6	Incredible soliloquy
+1d6	Appropriate setting
+2d6	Very appropriate setting
+2d6	Target is in partial retreat
+4d6	Target is in full retreat/has been captured
+1d6	Need (character appealing for help genuinely seems to need it)
+1d6	Logic (statements are extremely logical and well thought out)

PRESENCE ATTACK TABLE

Presence Attack is	Effect of Attack
Target's PRE or EGO	Target is impressed. He hesitates enough so that the attacker may act before him this Phase, or receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Phase.
Targets PRE or EGO +10	Target is very impressed. He hesitates as above, and only performs a Half Phase Action during his next Phase. He considers very deeply what the attacker says, and may comply with requests or obey orders which seem worthwhile to him. He receives +5 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE or EGO +20	Target is awed. He will not act for 1 Full Phase, is at 1/2 DCV, and possibly will do as the attacker commands. If he is friendly, he is inspired and may follow the character into danger; he will comply with most requests and obey most orders. He receives +10 PRE only for purposes of resisting contrary Presence Attacks made that Turn.
Target's PRE or EGO +30	Target is cowed. He may surrender, run away, or faint. He is at 0 DCV, and will nearly always follow commands. If he is friendly, he becomes inflamed, and will follow character into any danger, comply with virtually any request, or obey virtually any order.

TELEPATHY TABLE

Dice minus Mental DEF	Effect
EGO +1	Telepath can read or send surface thoughts
EGO +10	Telepath can read deep, hidden thoughts
EGO +20	Telepath can read into the target's memory
EGO +30	Telepath can read into the target's subconscious

MIND CONTROL TABLE

Dice minus Mental DEF	Effect
EGO +1	Target will perform action he is inclined to perform anyway
EGO +10	Target will perform actions he wouldn't mind doing
EGO +20	Target will perform actions he is normally against doing
EGO +30	Target will perform actions he is violently opposed to doing

Modifiers (can be applied at any level)

+10	Target will not remember actions performed while Mind Controlled
+20	Target will remember actions and will think they were natural
-5	Order is worded in exceptionally convincing manner

MENTAL ILLUSION TABLE

Dice minus Mental DEF	Effect
EGO +1	Cosmetic changes to setting
EGO +10	Major changes to setting
EGO +20	Completely alters setting
EGO +30	Character no longer interacts with real environment

Modifiers (can be applied at any level)

+10	Victim can take STUN from illusory attacks
+20	Victim can take STUN and BODY from Illusory attacks

MIND SCAN TABLE

Dice minus Mental DEF	Effect
EGO +1	Mentalist can establish Mind Link or use first level of Telepathy (communication). He also knows the direction of the target.
EGO +10	Mentalist can use all Mental Powers on target, and can estimate general distance to target.
EGO +20	Mentalist can attack with all attacks (Mind Scan is a Targeting Sense). He knows the exact location of the target. To hit with a non mental Power, the attack must be able to reach the target.

MIND SCAN MODS

Number of People	Mod.
10 (Small Gaming Company)	-2
100 (Theater)	-4
1000 (Apartment Building, Gaming Convention)	-6
10,000 (Small Town)	-8
100,000 (Large town; Super Bowl Sell-out)	-10
1,000,000 (Major Metropolis)	-12
10,000,000 (State)	-14
100,000,000 (Large Country)	-16
1,000,000,000 (Continent)	-18
10,000,000,000 (Large Planet)	-20
etc.	etc.

KNOCKBACK MODIFIERS

Circumstance	# of dice rolled for Knockback
Target is in the air	-1d6
Target rolled with the blow	-1d6
Target is underwater	+1d6
Attack was a Killing attack	+1d6
Attack was a Martial Maneuver	+1d6
Target has Clinging	+1d6
Target is in Zero-Gravity	-1d6

FALLING TABLE

Segments since fall began	Total current velocity	Distance fallen
1	5"	5" (10 m)
2	10"	15" (30 m)
3	15"	30" (60 m)
4	20"	50" (100 m)
5	25"	75" (150 m)
6	30"	105" (210 m)
7	30"	135" (270 m)
8	30"	165" (330 m)
9	30"	195" (390 m)
10	30"	225" (450 m)
11	30"	255" (510 m)
12	30"	285" (570 m)

FALLING DAMAGE

Fall is 10" (20m) or less	1d6/1"(2m) fall
Fall is more than 10" (20m)	1d6/1" velocity (20m)

*Falling damage is BODY Penetrating

VELOCITY-BASED DCV

Inches/Turn	Km/h	Base DCV
1-32	0.6-20	1
33-64	21-40	3
65-128	41-75	5
129-250	76-150	7
251-500	151-300	9
501-1,000	301-600	11
1,001-2,000	601-1,200	13
2,001-4,000	1,201-2,400	15
4,001-8,000	2,401-5,000	17
8,001-16,000	5,001-10,000	19

Velocity-based DCV is relative: two characters travelling at 500 km/h in the same direction have a velocity-based DCV to each other of 1 (their relative velocity being zero), while the same two characters travelling in opposite directions would have a DCV to each other of 13 (relative velocity then being 1,000 km/h)

OBJECT BODY & DEF

MISCELLANEOUS

Material or Object	DEF	BODY
Bushes	2	3
Control console (per hex)	4	4
Dirt (per hex)	0	16
Flapole (breakaway)	4	2
Glass	1	1
Lamp post (breakaway)	5	3
Rock	5	3
Boulder	5	13
Space suit	2	3
Telephone pole (wooden)	5	4

VEHICLES

Material or Object	DEF	BODY
Armoured car	10	15
Automobile	3	14
Bicycle	3	2
Helicopter	4	15
Hovercraft	5	14
Jetpack	4	4
Motorcycle	3	11
Light plane	3	13
Twin-engine plane	3	15
Multi-engine plane	3	19
Submarine	10	20
Tank (front armour)	20	
Tank (side/top/rear/bottom)	16	19
Truck or bus	4	17

MACHINERY

Material or Object	DEF	BODY
Light machinery	5	4
Medium machinery	7	6
Heavy machinery	9	8

FURNITURE

Material or Object	DEF	BODY
Light wood furniture	3	3
Heavy wood furniture	4	5
Plastic furniture	2	3
Steel reinforced furniture	5	5

TREES

Material or Object	DEF	BODY
Bushes	2	2
Small tree (less than 2m d.)	4	5
Medium tree (less than 10m d.)	5	8
Large tree (10m d. or more)	5	11

WALLS

Material or Object	DEF	BODY
Armoured wall	13	7
Brick wall	5	3
Concrete block wall	6	5
Home interior wall	3	3
Home exterior wall	4	3
Reinforced concrete wall	8	5
Spaceship interior wall	8	6
Stone wall - heavv, solid	7	8
Stone wall - heavv, rubble fill	6	12
Stone wall - medium	6	7
Stone wall - light	5	4
Logs	4	7
Planks and Boards	4	4
Peat brick or adobe	3	3
Wattle and Daub	3	2

DOORS

Material or Object	DEF	BODY
Airlock door	8	7
Interior wood door	2	3
Interior spaceship door	6	4
Exterior wood door	4	3
Metal fire door	7	5
Safe door	10	9
Large vault door	16	9
City gates - small	5	10
City gates - large/heavy	8	20+
Portcullis	6	7
Drawbridge	5	6
Heavy Wood (3") w/ iron strapping	4	4
Medium Wood (2") w/ iron strapping	4	3
Light Wood (1") w/ iron strapping	3	3
Wooden Shutters	2	3

LOCKS

Material or Object	DEF	BODY
House door lock	3	2
Magnetic lock	5	3
Padlock	4	3

ROOFING *(inc. framing but not trussing)*

Material	DEF	BODY
Corrugated Iron	4	3
Light board	2	3
Stone Slab (6")	5	5
Slate Tile	3	4
Terra Cotta Tile	2	4
Wooden Shingles	3	3
Thatched	1	2

WALL BODY

Material	Thickness (mm)									
	4	8	16	32	64	125	250	500	1m	2m
Wood	*	1	2	3	4	5	6	7	8	9
Stone	*	*	*	1	3	5	7	9	11	13
Metal	1	3	5	7	9	11	13	15	17	19
Plastic	1	3	4	6	7	9	10	12	13	15

OBJECT DEF

Substance	DEF
Wood	
Thin board	2
Plywood	3
Heavy wood	4
Very heavy wood	5
Metal	
Sheet metal	4
Chain or heavy tube	5
Heavy bar	6
Plate	7
Castina	8
Hardened casting	9
Light armour walls	10
Medium armour walls	13
Vault doors	16
Heavy armour walls	19

Stone	DEF
Brick	5
Concrete	6
Reinforced brick	7
Reinforced concrete	8

Plastic	DEF
Light plastic	1
Plastic castings	2
Light fibreglass	4
Heavy fibreglass	6

WEAPONS

Object	DEF	BODY
Very large heavy weapon	6	12
Heavy weapon	6	8-9
Rifle	4	5-7
Pistol	4	3-4
Sword	4	4-6
Short sword or Dagger	4	3-5
Axe head	6	6-8
Polearm shaft - heavy	4	5
Polearm shaft - medium	4	3
Polearm shaft - light	4	1

3d6 DICE ROLL PROBABILITIES (3d6)

X or less	%	X or less	%	X or less	%	X or less	%
18-	100%	14-	87%	10-	50%	6-	12%
17-	98%	13-	80%	9-	39%	5-	7%
16-	96%	12-	70%	8-	28%	4-	3%
15-	92%	11-	60%	7-	19%	3-	0.5%

ELECTRICITY DAMAGE TABLE

Power Type	Insulated	Victim is:	
		Poorly Grounded	Well Grounded
Household Current	1d6 S	2d6	1d6 K
Heavy Household Current	3d6 S	5d6	2d6 K
Light Industrial Current	5d6 S	8d6	3d6 K
Heavy Industrial Current	7d6	11 d6	4d6 K
High Tension Line	9d6	11d6	5d6 K
Automobile Spark Plug	2d6 S	5d6	2d6 K
Lightning Bolt	5d6 S	10d6	4d6 K +

S: Stun only K: Killing Damage

FIRE DAMAGE TABLE

Fire Type	Heat Damage	Other Damage
Torch	1 pip - 1d6 K	+2d6 HA
Lantern, Flaming Oil	1 pip - 1d6+1 K	
Wood or House Fire	1 pip - 2d6 K	0-2d6 NND (Smoke)
Oil or Chemical Fire	1 pip - 3d6 K	0-3d6 NND (Smoke)
Electric Burner/Heater	1/2-1 d6 K	
Superheated Steam	2-3d6 K	10d6 Normal (physical), if in blast
Boiling Oil or Tar	2-4d6 K	May have Sticky effect
Molten Metal	4d6 K	14d6 Normal (physical)
Blast Furnace	6d6 K	12d6 Normal (physical), if in furnace
Rocket Exhaust	6-8d6 K	1846 Normal (physical)
Acetylene Torch	2d6 K AP	
Oxy-Hydrogen Torch	21/2d6 K AP	
Laser Torch	3d6+1 K AP	
Plasma Torch	4d6 K AP	

NOTE: damage listed is per hex; a character moving through such a fire takes the rated damage per hex they move through.

ENVIRONMENTAL CONDITIONS

Condition	Problem; Modifiers
Climbing	During easy climbs (such as a ladder), characters suffer -1 DCV; more difficult ones can reduce DCV by up to half and subtract 2 DCs from all attacks.
Cluttered, Cramped	In cluttered or cramped areas, characters will typically be at -2 DCV, -1 OCV (if not worse); an Acrobatics roll eliminates these penalties.
Intoxication	Intoxicated or drunk characters are at -2 OCV/DCV
Narrow Surfaces	Characters fighting on tightropes, tiny ledges, tree branches, and other narrow surfaces are at -2 DCV and -2 DC to all attacks; an Acrobatics roll eliminates these penalties.
Poor Footing	When footing is poor - on ice, rain-slicked rocks, mud, or the like - characters suffer -1 DCV and -1 DC to all attacks; a Break-all roll eliminates these penalties.
Water	Characters fighting underwater are at -2 DCV and -2 DC to all attacks unless they make an appropriate Skill Roll or have TF:SCUBA. A character who is standing in water while he fights is at -2 DCV (and typically also suffers Poor Footing penalties) unless he makes a Breakfall roll.
Zero-Gravity	Characters in Zero-G are typically at -3 OCV and/or -3 DCs for any attacks which require them to have their feet on the ground (such as kicks) or which need the momentum of gravity to function properly (such as some punches or throws). Characters are also at 1/2 DCV. Some or all of these penalties can be eliminated with a successful PS: Zero-G Operations roll.