

Defend

+2 Parry; Character may take no other actions but may move

Aim

+2 Shooting / Throwing if the character doesn't move or take other actions

Improvised Weapons

-1 to attack and Parry, and...

Small Weapons: Range 3/6/12, Damage Str+d4, Min Str d4;

Medium Weapons: Range 2/4/8, Damage Str+d6, Min Str d6;

Large Weapons: Range 1/2/4, Damage Str+d8, Min Str d8

Finishing Move

Instant kill to helpless foe with a lethal weapon

Full Defense

Fighting roll +2; replaces Parry if higher; cannot move

Automatic Fire

Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil

Called Shots

Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6

Cover

Light -1; Medium -2; Heavy -4; Near Total -6

Ganging Up

+1 Fighting per additional adjacent attacker; maximum +4

Area of Effect Attacks

Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate 1d6" for thrown weapons or 1d10" for launched weapons (*2 for Medium Range, *3 for Long Range)

Grappling

Opposed Fighting roll to grapple. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)

Extreme Range

Take the Aim maneuver and sacrifice the +2 bonus to instead fire at Extreme Range (up to 4× a weapon's Long Range) at a -8 penalty (-6 with a scope).

Disarm

-2 Attack; Defender makes Str roll vs. damage or drops weapon

Double Tap

+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burs

The Drop

+4 to attack and damage

THE GOON™



Trick

Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken

Prone

As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover

Innocent Bystanders

Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target

Rapid Attack

-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die

Range

- Short: 0
- Medium: -2
- Long: -4

Off-Hand Attacks

-2 to attack rolls with off hand

Three Round Burst

+2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap

Ranged Attacks in Close Combat

Attacker may use no weapon larger than a pistol; Target Number is defender's Parry

Unarmed Defender

Armed attackers gain +2 Fighting versus this defender

Wild Attack

+2 Fighting, +2 Damage, -2 Parry until the attacker's next action

Two Weapons

-2 attack; Additional -2 for off-hand if not Ambidextrous

Withdrawing From Combat

Non-Shaken adjacent foes get one free attack at retreating character

Nonlethal Damage

Declare prior to making an attack roll; Targets are knocked out for 1d6 hours instead of potentially killed when Incapacitated

Push

Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target):

- **Bash:** Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes 1d6 per 1" pushed.
- **Shield Bash:** As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield
- **Knock Prone:** The defender is knocked prone

Test of Will

Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well

Suppressive Fire

With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit