

# Quick Reference Guide to Fists & .45s!

## Actions:

Each round you are able to make two standard actions *or* one standard action and one combat action, in any order, without any penalties. Standard actions include moving (up to your movement stat), diving for cover, aiming, reloading or drawing a weapon. Combat actions are any offensive actions that a character makes, like punching, shooting a gun, firing an arrow, etc.

## Basic Mechanic Summary:

**Hand-to-Hand Combat**  
 Deftness + Fighting/Melee  
 + 1d10  
 vs.  
 Deftness + Fighting/Melee/Dodge  
 +1d10

**Ranged Combat**  
 Deftness + Archery/Firearms/Thrown Weapons + 1d10  
 vs.  
 Deftness + Dodge + 1d10

**Skill Roll**  
 Attribute + Skill + 1d10  
 vs.  
 Target Number  
*or*  
 Opposed Roll

All rolls are open ended, if you roll a 10, roll again and add to the total.

## Combat Modifier Table:

<b>Target Size:</b>		Half of body visible	-2	Ambush	+5
Tiny Target (human hand, pistol)	-6	Head and shoulders visible	-3	Using off-hand	-3
Small Target (human head, book)	-4	Head only visible	-4	Making two attacks (applied to both attacks)	-3
Large Target (car, bear)	+2	Firing into melee (beware of fumbles)	-4	Quick Draw (+3 initiative)	-3
Huge Target (tank, t-rex)	+4	<b>Miscellaneous Combat Modifiers:</b>		Target Immobile	+10
<b>Cover Modifiers:</b>		Firing while in melee	-4	Firing while running (moving more than your movement stat)	-3
Target Crouched	-1	Snapshot	-3	Autofire (see below)	varies
Target Prone	-2	Aiming (takes a standard action)	+1		

## Dishing out Damage:

**Bashing Damage** is anything that can cause blunt trauma, fists, clubs, chairs, etc. whenever damage is calculated subtract out the victims toughness from the total. **Lethal Damage** would be any weapon that pierces the skin, like arrows, bullets or blades. Unlike Bashing Damage, the victim does not get to subtract their toughness from the damage roll, unless they are wearing some sort of armor or *bulletproof*.

**Critical Success:** On your attack roll, for every 5 points over what is required to hit your opponent, you may add 1d6 to your damage roll.

Target Numbers	
10	Easy
15	Normal
20	Challenging
25	Difficult
30	Very Difficult
35	Near Impossible
40	Impossible

## Autofire:

**Burst attack:** Firing a short concentrated burst of ammunition, usually no more than 5 rounds, can have devastating effects. When firing a burst, add +5 to your to hit roll, this increases your chance of scoring a critical success.

**Spray attack:** this is where you spray and area with rounds trying to hit multiple targets. For each target you are trying to hit subtract one from your to-hit roll for each target (i.e.: if you are firing at 3 targets, subtract 3 from each to-hit roll)

**Full Auto Attack:** Also known as Spray and Pray or Suppressive Fire, this is where you fire everything you have downrange, odds of hitting anything are slim, but it keeps the opposition's heads down. Roll to hit as normal at a -5 for every 10 rounds fired. Those under a full auto-fire attack must make a Moxie check vs. a Difficulty of 20 in order to do anything that round.

## Fumbles:

The roll a one on an attack and most skills is potentially a fumble. To determine if it was truly a fumble roll a d10 again, and compare it to the rank of the Skill you attempted to perform. If that number rolled is less than the skill rank, it is simply a failure, otherwise a fumble has occurred.

## Using Luck:

**Second Chance:** By spending a *Luck* point a bad roll may be re-rolled. The new roll will be as if the first one did not happen and you must and accept the new result. You may not re-roll a fumble.

**Voiding a Fumble:** By spending a *Luck* point you may nullify the effect of a fumbled roll. "*Did you see what I almost did?*"

**Over Achiever:** Adding 5 to any skill or combat roll, including damage, prior to rolling (though a roll of a one is still a potential fumble).

**Scene Edit:** Make a "Scene" change that benefits the character or the party "I didn't notice that manhole cover before, we can escape through that!" This is *always* subject to the Narrator's approval

**That would have killed a normal man:** like above, a well explained action could save the characters hide. Running off of a cliff to find a root to grab hold of, diving off of a zeppelin to catch a rocket-man as he goes flying by. *Note: this is not like the Shitck Death Defiance, these actions, even though far-fetched, must be plausible.*

**Merely a scratch:** for every point of luck spent you may nullify 5 points of damage from an attack, though you may still get knocked around a bit.