

INFERNO – RAPIER & LASPISTOL

PLAYER'S QUICK REFERENCE

Rules Summary

Actions – Each turn you may take one standard action, and one free action as standard. Each additional free action, after the first, adds 2 to the DR of all your actions for that turn. Free actions can only be used for specific tasks that only require a free action, such as ejecting a magazine, changing the firing mode on a weapon, quick drawing, and other special actions.

Task Rolls – When asked to “Roll your X”, where X is a specialisation, take a number of dice equal to your total rank in the specialisation (Ranks in Specialisation + Ranks in General Skill), add a number of dice equal to the linked attribute for that Specialisation, and roll them all. Any that roll a 3 or less count for nothing. Any that roll a 4 or more count as one success. For every 6 rolled, roll an extra die. Any sixes showing on the extra dice still count as a success, but do not allow you to another extra die.

If you do not have the appropriate Specialisation for a task, just use your rank in the General Skill. If your rank in the General Skill is zero, just roll the linked attribute for the Specialisation.

Rolling Initiative – Make an open task roll using the character's Initiative secondary attribute. This is the character's initiative value for that encounter.

Ranged Attacks – Make a roll with the appropriate weapon skill against a DR equal to the target's Evade, plus the range modifier. If the target is outside of the range of the weapon, double the range modifier. If the target is more than two range bands outside of the weapon's range, triple it, and if they are more than three range bands further, quadruple it.

Melee Attacks – Make a roll with the appropriate weapon skill against a DR equal to the target's Evade, plus the Reach of their weapon, plus half the weapon skill for that weapon, rounded down.

Damage – Add the SF of the attack to the Critical Damage for the attack. Subtract the target's Critical Armour. If the total is more than their Resist they take a critical wound. If it is more than double their Resist they take a fatal wound. If it is more than three times their Resist they die instantly. Next, subtract the target's Shock Armour from the Shock Damage of the attack, and add it to their Shock Total. If the attack is a melee attack add the attacker's Barehand to the Shock Damage. If the attack dealt a Critical or Fatal wound, double the Shock Damage dealt, before applying armour.

Encumbrance – Armour has an encumbrance value, which determines how much it restricts the character's movements.

Light encumbrance reduces the character's Evade by 1, and increases the DR

Combat Modifiers

Target or Attacker Running	-1
Hip Shot	-1
Off Hand Attack	-1
Using a two-handed weapon in one hand	-2**
– Polearm / Heavy Weapon	-4**
Rapid Firing One Handed	-2**
Oversized Weapon	-1 <i>per scale difference**</i>
Soft/Hard/Total Cover	-1 / +2 / +4
Poor Light (Dusk)	-1*
Night Fighting	-3*

**In melee combat total all visibility modifiers and then divide by half. Ignore fractions. Poor Light can be ignored by any character with natural low light vision. Artificial night vision reduces Night Fighting to poor light, and ignores Poor Light altogether. Total Darkness can be ignored by any character with thermographic, x-ray, or sonar vision, reducing it to Night Fighting. Fog and Smoke can be ignored by thermographic, x-ray, or sonar vision.*

***Take the total of all weapon size, one handed attack, and one handed rapid fire penalties, and reduce the total by 1 for every 6 points of Strength the character has, to a minimum of zero.*

Range	DR	Distance	Range	DR	Distance	Range	DR	Distance			
Point Blank	P	0	3	Medium	M	3	50	Extreme	E	6	500
Close Quarters	C	1	10	Long	L	4	100	Incredible	I	7	1,000
Short	S	2	20	Very Long	V	5	200	Boundless	B	8	2,000

Thrown (T) weapons do not count as part of the range scale. They are based off the thrower's strength. Distances are all given in metres.

of any athletics or acrobatics based task rolls by 1. This applies to any major physical activity like running, climbing, jumping, or swimming. For Medium encumbrance these penalties are doubled, and for Heavy encumbrance they are doubled again (two and four respectively).

Rapid Fire – To make a Rapid Fire attack you must have a weapon with the Rapid Fire or Burst Fire ability. First declare that you are making a rapid fire attack, and state who you are targetting (you may choose multiple targets for a rapid fire attack). Then declare how many shots you are firing in the burst; this must be a multiple of the weapon's Recoil (the first number in brackets).

Divide the number of shots by the Recoil. The result is the Burst Value (abbreviated to BV). This cannot be less than, or more than double, the Rate of Fire (the second number in brackets). The number of targets may not be more than the BV either. If your weapon has a Burst Fire mode, you may make a rapid fire attack with a BV of 1, even if that would be less than the Rate of Fire. Roll to hit, adding the BV to the success total, and subtracting the number of targets.

Morale – When asked to make a Morale Check, roll your Morale (Command) specialisation against a DR of 3, plus 1 for each Panic Check you have made since the end of your last turn. Failure causes you to lose 3 points of initiative.

Fortune Points – Fortune points may be spent to do any of the following:

- Re-roll any number of dice from a single task roll.
- Ignore a critical wound (still deals normal shock damage).
- Reduce a fatal wound to a critical wound.
- Reduce instant death to a fatal wound.
- Re-roll a single roll on the corruption table.
- Reduce the EV of a spell effect to half.
- Recover from the Unconscious, or Dying condition.
- Receive a “Fortunate Occurrence” (something lucky happens).

Fortune points cost 25 CP each. Only one may be bought per session.

Total Darkness	-6*
Obscuring Fog or Smoke	-1 / -2*
Target Crouched (Ranged Attack)	-1
Target Prone (Ranged Attack)	-2
Target Crouched (Melee Attack)	+1
Target Prone (Melee Attack)	+2
Target Standing Still	+1
Aimed Shot	+1 <i>per round of aiming</i>
Target outnumbered 2-1 in Melee	+1
Target outnumbered 3-1 or more in Melee	+2