

Additional Combat Rules

Combat in the Wastes

Due to the harsh quality of life offered by the wastes, life in the post-war world is often cruel and short. Combat especially more so, as each battle becomes a battle for survival against the odds. These rules are intended to expand upon the basic defense, concealment, cover, and attack tables. Additional rules, such as those for radiation and covering/suppressive fire can also be found here.

Table 4-1: Defense Modifiers

Circumstance	Melee	Ranged
Defender sitting or kneeling	-2	2(1)
Defender prone	-4	4(1)
Defender stunned or cowering	-2(2)	-2(2)
Defender climbing	-2(2)	-2(2)
Defender flat-footed	0(2)	0(2)
Defender running	0(2)	2(2)
Defender grappling (attacker not)	0(2)	0(3)
Defender pinned	-4(4)	0(3)
Defender helpless	0(2)	0(4)
Defender has cover	-See Cover-	-See Cover-
Defender concealed or invisible (such as paralyzed, sleeping, or bound)	-See Concealment-	

1 May instead improve bonus to Defense granted by cover. See Cover, below.

2 The defender loses any Dexterity bonus to Defenses.

3 Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to Defense.

4 Treat the Defender's Dexterity as 0 (-5 modifier)

Table 4-2: Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking	(1)	2 -
Attacker higher	1	0
Attacker kneeling	-2	2
Attacker prone	-4	4(2)
Circumstance	Melee	Ranged
Firing into a melee	-	-4
Firing a long arm at > 10'	-	-4

1 You flank a defender when you have an ally on the opposite side of the defender threatening him.
2 Some ranged weapons can't be used while the attacker is prone (such as bows, slings, throwing knives).

Table 4-3: Cover

Degree of Cover	Def Bonus	Ref Save
One-quarter	2	1
One-half	4	2
Three-quarters	7	3
Nine-tenths	10	4(1)
Total	-	-

1 Half damage if save is failed; no damage if successful.

Table 4-4: Concealment

Concealment	Miss Chance
One-quarter	10.00%
One-half	20.00%
Three-quarters	30.00%
Nine-tenths	40.00%
Total	50%

and must guess target's location

Radiation

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases (Chapter 7). The Fortitude save necessary and the effects of radiation sickness vary with the dose of radiation to which the character is exposed.

Radiation exposure varies by degree, from mild to low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area (such as the area near where a nuclear explosion has occurred, or a lab that has been flooded with radioactive gas), or a specific source of radiation (such as a lump of radioactive material). Use the total time of exposure within a given 24-hour period, rounding up. For example, say a character is involved in a lab accident. He has to run into the lab (and hence be exposed to the

radioactive materials) four times to evacuate unconscious colleagues. Each trip takes three rounds; the character is exposed to the radiation source for a total of 12 rounds. This counts as a 10-minute exposure, since 12 rounds is more than 1 minute.

Table 4-5: Radiation exposure
Time of Exposure

Situation	1 rnd	1 min	10 min	1 hr	1 day
Character in irradiated area:					
Lightly Irradiated	mild	mild	mild	mild	mild
Moderately irradiated	mild	mild	low	low	low
Highly irradiated	low	low	mod	mod	mod
Severely irradiated	mod	mod	high	high	severe

Character exposed to radiation source

Mildly radioactive	mild	mild	low	low	low
Highly Radioactive	mod	mod	high	high	severe
Severely radioactive	mod	high	severe	severe	severe

The degree of the exposure determines the severity of the radiation sickness, as indicated on the following table.

Table 4-6: Radiation Sickness

Degree of Exposure	Fort Save	Damage
Mild	12	1d4-2* Con
Low	15	1d6-2* Con
Moderate	18	1d6-1 Con
High	21	1d6 Con
Severe	24	2d6 Con

* Minimum damage 0 Con

At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss. In highly radioactive environments, a character might be exposed to radiation while already suffering from sickness. If the

degree of exposure exceeds the exposure that caused the initial sickness, the character

suffers radiation sickness at the increased severity. Otherwise, it does not change. For example, a character that has been exposed to a low dose of radiation does not get any sicker if she is later exposed to another mild or low dose. If she is exposed to a moderate or higher dose, however, her sickness becomes more severe.

Suppressing/Covering fire

Inevitably, there will come a time in most gun battles where one side will need to force the enemy to keep their heads down while their friends move to another position. To lay down a field of covering fire, the firer must have a weapon capable of semiautomatic or fully automatic fire.

Those with semi-automatic weapons may force one opponent to keep their heads down. Providing covering fire in this way is a full round action, uses up 5 rounds of ammunition, and may only be used against opponents within the first two range increments of the firer's weapon. Those being fired upon must make a Will save (DC 15), or else they will be unable to move from their current location on their next round.

Those with fully automatic weapons may keep all targets within their auto fire area down. Providing covering fire in this way is a full round action, uses up 10 rounds of ammunition, and may only be used against opponents within the first two range increments of the firer's weapon. Those being fired upon must make a Will save (DC 20), or else they will be unable to move from their current location on their next round.

Due either a lack of intelligence or lack of fear some creatures cannot be pinned down by fire. Beasts with intelligence of 3 or less cannot be pinned, nor can robots.