

PERMANENT EFFECTS:
<i>Heavy</i>
If you carry an item listed as <i>Heavy</i> or have less energy tanks to the number of high energy items then you must deduct one point of agility for each <i>heavy</i> item.
<i>Encumbered</i>
If you are carrying 6 items or more in your pack, you are <i>heavy</i> . (deduct 1 agility)
<i>Overburdened</i>
If you have 3 or more instances of <i>heavy</i> then you will become overburdened. Reduce your endurance by 2

LINGERING EFFECTS:
<i>Reduced capacity (lingering)</i>
Your energy will run at a minimum while your reserves build up sufficient energy. Clears on a 3 or more. Until cleared you may not use any <i>high energy</i> weapons or items.
<i>Burned (lingering)</i>
Deduct 2 vitality. For each fail to clear the effect, deduct 2 vitality.
<i>Stunned (lingering)</i>
You are unable to use your weapons to your full ability for a moment. Do not apply any to hit modifiers. Automatically clears after next combat round.
<i>Shaken (lingering)</i>
You have been knocked around and may not attack in the next combat round. Alternative actions may be undertaken. Automatically clears after next combat round.
<i>Shocked (lingering)</i>
Whilst recovering for the next combat round you will not be able to perform any action, including attacking. The individual may defend only. Automatically clears after next combat round.
<i>Bleeding (lingering)</i>
Deduct 3 vitality. For each fail to clear the effect, deduct 1 vitality.

<i>Corroding (lingering)</i>
For each fail to clear, deduct 3 vitality. Automatically clears on any fourth attempt to clear.
<i>Poisoned (lingering)</i>
Deduct 2 vitality. For each fail to clear the effect, deduct 2 vitality.
<i>Infected (lingering)</i>
For each fail to clear the effect, deduct 3 vitality. At the end of any combat, deduct 3 vitality. May not be cleared in combat.
<i>Irradiated (lingering)</i>
Deduct 2 vitality. For each fail to clear the effect deduct the result of a dice roll. May not be cleared in combat.
<i>Grievous wound</i>
Deduct 3 vitality and add the <i>shocked</i> lingering effect.
<i>Critical wound</i>
Deduct 5 vitality and add the <i>bleeding</i> lingering effect.
<i>Crippled</i>
Deduct 1 point from your stats based on the following table:

CRIPPLED TABLE	
Roll	
1	Close Quarter. CQ
2	Ranged. Ra
3	Strength.
4	Agility.
5	Perception.
6	Endurance.

How to clear a lingering effect: The standard roll is 4 or more to clear. Make a separate roll for each lingering effect you have.

In combat: The individual with the lingering effect will roll to clear at the beginning of their attack.

Outside of combat: Whenever *time passes*, make an attempt to clear any or all lingering effects you have. Note that each instance of *Time passes* will by default count as a failure to clear any lingering effect - even if you do not or cannot make an attempt to clear it.

COMBAT:	
Compare either CQ scores or Ra scores:	
Your CQ/Ra higher:	-1 to YOUR to hit rolls and +1 to ENEMY's to hit roll

CQ/Ra equal	No change
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Enemy CQ/Ra higher:	+1 to YOUR to hit rolls and -1 to ENEMY's to hit roll
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-A roll of a 1 is always a miss and a roll of a 6 is always a hit (unless circumstances or weapons change this)

-The Domination table covers instances of a CQ/Ra difference of 3 or more.

Combat Rounds
Under normal circumstances, the enemy will attack first. Each *Combat round* proceeds as follows:

1. Opportunity to clear lingering effects.
2. To attack, whether it be you attacking or an enemy attacking, **roll to hit**. Apply any modifiers, such as those from skills, having a lower or higher CQ (Close Quarter) or Ra (Ranged) score. For each hit, add the damage stated with your weapon.
3. The defender may now defend against the attack if they have defense. **Roll for defense** (One roll for all incoming damage) to reduce the incoming damage. For the damage done, reduce the defender's vitality. If the defense blocks all incoming damage, then any lingering effect which is part of the attack will also be negated unless the text states otherwise.
4. Repeat steps 1 to 3 for the next individual involved in the combat.
5. Once all individuals have been through steps 1 to 3, then the combat round will end. Before completion, apply any lingering effects.

RANGED COMBAT:
Note if short or long range, some weapons such as pistols may only be used at short ranges. Check your weapon.

CLOSE QUARTER COMBAT:
If you have no close quarter weapon, then you can always fight unarmed. On one die, roll 5 or more to hit, 2 damage.
Pistols may be used in close quarter combat unless specifically stated they may not for the particular combat you are fighting.

CARRYING ITEMS:
You may add up to 10 items to your pack/belt.
Up to 3 Light items count as 1 normal item.
Miscellaneous items are light by default

FAST PLAY:
Select any or all of the following:

- Either apply double damage during combat or for super fast, any roll to hit of a 6 counts as annihilated unless defended against, unless the enemy has a full name or is an agent.

- You may ignore lingering effects during battle.
- You may ignore tallying items carried though you may only ever carry 1 heavy weapon or instead 2 ranged weapons which are not pistols.