

## 1 Gear

Some games may assume the character has the trappings of a middle class lifestyle, while others may take place in a world of fantasy where only those items in your pack mean the difference between life and death.

Characters might start with one piece of related gear for each skill they allocated dice to during character creation. For example a pistol for the Pistols skill, a medic bag for Medicine, etc. For anything else, beg the GM.

|                | <b>Damage</b> |                           | <b>Damage</b>  |
|----------------|---------------|---------------------------|----------------|
| Axe            | +3D           | <i>Modern Tech</i>        |                |
| Club           | +1D+1         | Light Pistol              | 3D+2           |
| Hatchet        | +1D+1         | Heavy Pistol              | 4D             |
| Halberd        | +3D           | Rifle                     | 5D             |
| Knife          | +1D           | Shotgun                   | 4D+2           |
| Mace           | +1D+1         | BFG                       | 6D             |
| Rapier         | +2D           | <i>Sci-Fi Tech</i>        |                |
| Staff          | +1D+2         | Plasma<br>Pistol          | 5D             |
| Spear          | +2D           | Plasma Rifle              | 6D             |
| Sword          | +2D+2         | Plasma BFG                | 7D             |
| Sword, 2h      | +3D+1         | Plasma<br>Sword           | +4D            |
| Warham-<br>mer | +3D           | <i>Ranges in<br/>Feet</i> | <i>(S/M/L)</i> |
| Bow            | +2D+2         | Bow                       | 30/100/300     |
| Crossbow       | 4D+1          | Crossbow                  | 50/150/400     |
| <i>Armor</i>   | <i>Value</i>  | All Pistols               | 30/100/350     |
| Leather        | +2            | All Rifles                | 100/350/500    |
| Chainmail      | +6            | Shotguns                  | 50/150/400     |
| Platemail      | +9            | BFG                       | 100/400/700    |
| Shield         | +4            | Grenades                  | 10/20/30       |

**Table 1**

## 2 The Game Mechanics

### 2.1 General (non-combat) Challenges

Characters roll the appropriate attribute plus skill against a set target number based on the task attempted.

| Difficulty     | Target Number |
|----------------|---------------|
| Very Easy      | 2–5           |
| Easy           | 6–10          |
| Moderate       | 11–15         |
| Difficult      | 16–20         |
| Very Difficult | 21–30         |
| Heroic         | 31+           |

**Table 2**

**Very Easy:** Nearly everyone can do it. These checks should only be made if a success is critical to the scenario at hand.

**Easy:** Characters will seldom have trouble with these tasks, but an untrained individual may find them challenging.

**Moderate:** Average character have a reasonable chance of failing at this level. Consistent success often requires training in the skill or a high level of natural ability.

**Difficult:** Tasks at this level are truly challenging. To succeed a character needs to be well skilled or very lucky.

**Very Difficult:** Challenges of this level fall into the domain of masters in the skill being used; few others will succeed at them.

**Heroic:** These challenges are almost impossible. Only the very lucky or true masters can consistently succeed at them.