

ANDROMEDA 2500

COMBAT QUICK REFERENCE

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
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Rolling To Determine a Hit in Combat: Attacker's Accuracy vs. Target's Defense (see reverse)

Special Action Roll: Character's Primary Attribute vs. Difficulty Level

Resistance Roll: Character's Primary Attribute vs. Resistance Roll Level

Piloting Skill Roll: Character's Piloting Skill vs. Vehicle's Maneuverability

Probability Roll Bonuses:

- +1 if attacking from air to ground
- +1 if attacker is stationary
- +1 if target is stationary
- +1 if Strafing (see Special Modifiers)
- +2 if **Surprising** a target (see Special Modifiers)
- +2 if aiming (see Special Modifiers)

Surprising Bonuses:

- +2 Probability
- Attacker automatically goes first
- Target's Toughness is reduced by one-half
- Attacker chooses hit location

Probability Roll Penalties:

- 1 for every 20 km/h of attacker's speed
- 1 for every 20 km/h of target's speed
- 1 if attacking from ground to air
- 2 if attacking while running
- 3 if using wrong hand
- 3 if attacking while jumping
- 3 if target is behind partial cover
- 3 if fighting in partial darkness (dawn/dusk)
- 5 if firing from a moving vehicle
- 6 if fighting in normal darkness
- 12 if fighting in pitch blackness (no light at all)

<p><u>Actions Which Take A Single Aattack</u></p> <ul style="list-style-type: none"> • Steady and aim a weapon(aiming bonus) • Draw/Exchange a weapon • Fire/activate a weapon • Lift an object • Throw something held in one's hand • Punch or kick • Use Special Ability • Grab something within one's reach • Perform a Special Action • Use a Skill 	<p>HIT LOCATION</p> <table border="1"> <thead> <tr> <th>Roll</th> <th>Area Hit</th> </tr> </thead> <tbody> <tr> <td>1-3</td> <td>Right Leg</td> </tr> <tr> <td>4-6</td> <td>Left Leg</td> </tr> <tr> <td>7-14</td> <td>Torso</td> </tr> <tr> <td>15-16</td> <td>Left Arm</td> </tr> <tr> <td>17-18</td> <td>Right Arm</td> </tr> <tr> <td>19-20</td> <td>Head</td> </tr> </tbody> </table> <p>AREA HIT EFFECTS</p> <table border="1"> <thead> <tr> <th>Area Hit</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>R. Leg</td> <td>Speed Rank -2</td> </tr> <tr> <td>L. Leg</td> <td>Speed Rank -2</td> </tr> <tr> <td>Torso</td> <td>Knockdown</td> </tr> <tr> <td>L. Arm</td> <td>Drop Weapon</td> </tr> <tr> <td>R. Arm</td> <td>Drop Weapon</td> </tr> <tr> <td>Head</td> <td>Unconscious-50%</td> </tr> </tbody> </table>	Roll	Area Hit	1-3	Right Leg	4-6	Left Leg	7-14	Torso	15-16	Left Arm	17-18	Right Arm	19-20	Head	Area Hit	Effect	R. Leg	Speed Rank -2	L. Leg	Speed Rank -2	Torso	Knockdown	L. Arm	Drop Weapon	R. Arm	Drop Weapon	Head	Unconscious-50%	<p><u>Actions Which Take An Entire Turn</u></p> <ul style="list-style-type: none"> • Running(first round only) • Jumping • Climbing • Swimming • Lifting • Throwing the character's lift maximum • Using Special Abilities which require extreme concentration • Grappling an opponent
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R. Arm	Drop Weapon																													
Head	Unconscious-50%																													
<p><u>Hand-to-Hand Combat</u></p> <p>Damage: Strength damage + # of AP on arms/legs Range: Arm's length/leg's length Determining hits: Probability chart Character's attribute: Accuracy Opposing attribute: Defense Damage modifiers: +1 damage for each armor point(if armored) +1d6 damage/20 km/h for charging +1d6 damage/10m for jumping</p> <p>(Grappling) Damage: No damage (opponent is held in place) Range: Arm's length/leg's length Determining hits: Probability chart Character's attribute: Attacker's Strength Opposing attribute: Opponent's Strength</p> <p><u>Melee Weapon Combat</u></p> <p>Damage: Weapon damage + melee weapon damage Range: Arm's length + weapon's length Determining hits: Probability chart Character's attribute: Accuracy Opposing attribute: Defense Damage modifiers: +1d6 damage/20 km/h for charging +1d6 damage/10m for jumping</p> <p><u>Thrown Weapon Combat</u></p> <p>Damage: 1d6/20kg(objects weight) Range: Lift Weight÷Object's Weight X TR in meters Determining hits: Probability chart Character's attribute: Accuracy Opposing attribute: Defense Damage modifiers: +1d6/10m traveled +1d6/20 km/h of attacker -1d6/20 km/h of target</p>		<p><u>Distance Weapon Combat</u></p> <p>Damage: Weapon's Damage Range: Weapon's range Determining hits: Probability chart Character's attribute: Accuracy Opposing attribute: Defense Damage modifiers: Only modifiers due to individual circumstances</p> <p><u>Falling</u></p> <p>Damage: 1d6/5 meters</p> <p><u>Collisions with Stationary Objects</u></p> <p>Character not prepared for collision: Damage, character: 1d6/20 km/h Damage, object: ½ the damage inflicted Character braced for impact: Damage, object: 1d6/20 km/h Damage, character: ½ the damage inflicted</p> <p><u>Collisions with Other Characters</u></p> <p>Character striking a stationary opponent: Damage: H2H +1d6/20 km/h of character's speed Character charging a moving target: Damage, target: H2H +1d6/20 km/h of net combined speed (character and target) Character charging a target moving away: Damage: H2H +1d6/20 km/h of character's speed - 1d6/20 km/h of target's speed Determining hits: Probability chart Character's Attribute: Accuracy Opposing Attribute: Defense</p> <p><u>Collisions with Moving Objects</u></p> <p>Damage, character: 1d6/20 km/h of object's speed - 1d6/20 km/h of character's speed if moving away from the object Damage, object: Target's toughness +1d6/20 km/h of target's speed</p>																												