

Modern Combat

These rules are an extension of the standard combat rules for *Yags*, which deal primarily with archaic weapons, mostly melee.

Everything necessary to run combat in a modern or future game (i.e. anything where guns are the weapon of choice) can be found here though.

Basic Terminology

Combat takes place in *rounds*, which approximate to a five second interval of time. Generally, a character can move, attack and defend during a round. Other actions (such as drawing a weapon), may replace or penalise these.

Damage from an attack causes loss of *body levels*. A typical character has five body levels, and loss of them all can result in death. Damage is resisted by *soak*, which is the character's strength, plus any armour they are wearing.

When using a weapon, a character has an ability in *initiative*, *attack*, and *defence*, all of which are based on the character's skill, and the weapons being used. The character only needs to learn one skill for a weapon, this is then modified accordingly to give these three values. The *damage* done by a weapon, is based on the character's strength for melee weapons, and is unmodified by skill. For firearms, the damage is a straight number, modified by a die roll.

Fumbling

As for other skills, there is a chance of fumbling whenever a combat skill is used. Generally, a roll of three or less on the dice constitutes a fumble. Poor conditions can raise this to four, or even five.

Since a combat skill is with a particular type of

weapon, in a given fighting style, there is often the need to use a melee skill with an unfamiliar weapon. Doing so increases the chance of fumbling, as described for each fighting style.

Combat Skills

Weapon Types

A single skill can be used to cover a whole range of weapons of similar type. The various skills are explained below.

Brawling

Brawling is a fighting style covering kicks, punches, grappling and the use of small weapons, such as knives, bottles and broken chair legs. Generally, damage caused by this style is temporary damage, causing loss of fatigue levels rather than body levels (more of this later).

If using a small or makeshift weapon, then half the initiative, attack and defence bonuses apply, but the attacker gains the full damage bonuses.

Initiative, attack and defence are based on the character's agility × skill.

Bladed Melee Weapon

This style involves the use of a single bladed weapon such as a knife or sword. There are three separate skills in this category – knives, swords and two handed swords. The first two are easy skills, the third is an average skill.

Clubbed Melee Weapon

Such weapons as clubs, sticks, etc are covered by this skill.

Pistols

This skill covers the use of handguns of all types –

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slug throwers, PPG pistols, laser pistols and gauss needle guns. It is an *average* skill, and though it does cover all weapon types, the GM may impose a penalty the first time an entirely new type of pistol is used.

Rifles

The same as for pistols, but covers rifles of all types.

Weapon Statistics

The *melee weapons* and *firearms* tables list the available weapons, together with their statistics. An explanation of the columns in the table are given below.

Initiative (Init)

The weapon's initiative adds to the agility × skill of the user. It is based on both the speed, and the reach of the weapon, so people with long weapons such as spears, tend to have an advantage over opponents with shorter weapons. For firearms, the initiative measures how bulky the weapon is, and how quickly it can be brought to bare on a target.

Attack (Attk)

This represents the accuracy and effectiveness of the weapon at hitting the target, either through speed or mass for melee weapons, and from accuracy for firearms. The bonus adds to the dexterity × skill of the user.

Defence (Dfn)

The defensive bonus of the weapon represents how good it is at both parrying, and keeping opponents outside the reach of their weapons. It adds to the dexterity × skill of the user. Firearms cannot be used in a defensive fashion (if they are used to parry with, treat them as a knife, club or quarterstaff, and assume there's a good chance that they will get damaged).

Melee Weapon Statistics					
Weapon	Init	Attk	Defn	Dmg	Str
Club	+5	+6	+5	+8	10
Dagger	+6	+5	+4	+5	6
Fist/kick	+2	+0	+0	+0	—
Great sword	+18	+18	+8	+20	24
Knife	+4	+3	+2	+2	4
Quarterstaff	+14	+10	+12	+8	12
Sword	+9	+12	+8	+12	14

Damage (Dmg)

The weapon's damage bonus adds to the raw strength of the user (unaffected by skill) for melee weapons, or is a straight value for firearms.

Strength (Str)

This is the minimum strength requirement to use the weapon. If a two-handed melee weapon is being used in two hands, then add 50% again to the user's strength. If the user does not have sufficient strength, then for every point below the required minimum, there is a -2 penalty to initiative, attack, defence and damage.

Armour

While weapons allow you to hurt the other guy, armour will prevent him from hurting you – or at least make sure that it doesn't hurt quite so much.

Soak

Everyone has an ability to resist some damage,

Armour	Half	Full
	Protection	Protection
Quilted/Fur	3	5
Heavy leather	4	9
Light body armour	4	9
Heavy body armour	8	15
Battle dress	12	25

Firearms												
Weapon	Init	Attk	Dmg	Str	Size	RoF	Shots	Recoil	LC	S	M	L
Kinetic												
Light pistol	+12	+6	12	6	S	~	15	-2	3	50	200	600
Heavy pistol	+9	+5	16	8	S	~	9	-4	3	70	300	800
Shotgun	+8	+20	20	10	M	~	10	-3	3	10	25	40
Assault rifle	+9	+12	20	10	M	50	30	-2	1	100	400	1000
Sniper rifle	+7	+16	25	12	L	~	24	-4	2	200	800	2500
Lasers												
Laser rifle	+5	+20	30	7	L	1	8	—	1	500	2000	8000
Plasma												
Civilian Pistol	+10	+8	14	6	S	~	25	-1	3	30	120	300
Military Pistol	+10	+6	17	6	S	~	20	-1	2	50	200	500
Assault Rifle	+7	+12	25	10	M	50	60	-2	1	100	300	700

whether they're wearing armour or not, and this is called their *soak*. Normally, soak is equal to the character's strength. When damage is rolled for a weapon, the target's soak is subtracted from that roll (the target does *not* get a dice roll to add to their soak score).

Armour has a protective value which gives a bonus to soak (the *Protection* value in the table). Simply, the more armour you have, the more damage is required to hurt you.

Armour comes in *half* and *full* varieties, and merely represents the amount of the body which is covered. Since there is no hit location system, exactly what body parts are covered is not that important.

Very High Strengths

Normally, a creature's base soak is equal to their strength, but this is only true for strengths of 25 or lower.

A strength of 25 gives a soak of 25. For every full five points of strength beyond that, there is a +1 increase in soak. So a strength of 25 to 29 gives a soak of 25, 30 to 34 gives a soak of 26 and so on.

Creatures may still have natural armour which adds

to this however.

The Combat Round

Combat is divided into *rounds* each lasting approximately five seconds. At the beginning of each round, the players declare what their characters are doing (and the GM decides what the NPCs are doing).

Initiative

Characters who are involved in fighting each other then roll for initiative. The initiative of a character is equal to their agility × weapon skill, plus the initiative modifiers of their weapons, plus 2d10!. The highest initiative acts first.

Every character gains an attack and a defence. The attack is based on dexterity × weapon skill plus weapon modifiers, as is the defence.

If the attack roll equals or exceeds the defence, then a successful attack has been made, and the attacker should determine damage.

If the defender is still standing after the first

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character has made their attack, then the loser of initiative attacks back, and the first character defends.

Melee Combat

If a target is not defending against a melee attack then there is a base difficulty of 15 to hit them. This base of 15 is also a minimum defence value for any character, however bad their defence was.

Ranged Combat

Using firearms or other ranged attacks against a target uses a varying minimum difficulty, depending on the range.

Range Difficulties	
Range (metres)	Difficulty
2 m	10
5 m	15
25 m	20
50 m	25
100 m	30
200 m	40
300 m	50
500 m	60
each × 2 to range	further +10

Missile weapons also have range categories themselves – short, medium and long range – which reflect limitations inherent in the weapon. At short range, attacks are unmodified. At medium range, there is a further +5 to the attack difficulty, and damage is reduced by 5. At long range, there is +15 to the difficulty, and damage is reduced by 10.

Damage

Damage from melee weapons is based on the strength of the user, plus the damage bonus of the weapon, plus 2d10!. Firearms have a straight damage value, plus 2d10!.

The soak of the target is subtracted from this damage roll, and if the final result is zero or greater, then compare to the following chart.

Modified Damage	Wounds	Penalty
0	Stunned	*
1 – 5	1 (Hurt)	0
6 – 10	2 (Light)	-2
11 – 15	3 (Medium)	-4
16 – 20	4 (Serious)	-7
21 – 25	5 (Critical)	-10
26 – 30	6 (Fatal)	-15
31 +	Special	Special

A stunned character gains one level of short term fatigue. A character who is wounded several times, adds their wounds together, so two *light* wounds become a single *serious* wound.

A wounded character immediately suffers the penalties for being at their new wound level. Unless a character is critically or fatally wounded, then they may continue with their actions, albeit at penalty.

Critically Injured Characters

A character who is *critically* injured or worse is at risk of passing out, or dying.

Immediately a character becomes critically wounded, they must make a health × stamina roll of 20+ to remain conscious. This roll has a fumble chance of 7, so even characters with a high stamina can be taken out by such a blow.

For simplicity, GMs may wish to rule that unimportant NPCs are automatically taken out of the fight as soon as they become critically injured.

Fatally Injured Characters

If a character's wound level reaches *fatal*, then a stamina roll must be made similar to being critically

injured, except that failure means death. If the roll was 20+, but less than 30, then the character is alive, but unconscious. A fumble in this situation means instant death.

A character who is taken to fatal wounds from a wound level lower than critical, does *not* roll for both being critically and fatally wounded, only for being fatally wounded.

If a fatally wounded character is still conscious, then at the end of every round they exert themselves, they must make another roll, as above, with a chance of death or unconsciousness.

A conscious character who does not exert himself (i.e. becomes one with the ground) still has to roll each round, but failure (including a fumble) only ever results in unconsciousness.

A roll is not required at the end of the round in which a character becomes fatally wounded.

After falling unconscious because of a fatal wound, then a character must continue to roll 20+ each minute (with a fumble chance at a more normal 4). A failure means that they die. They have to keep on rolling until they either die, or are tended to by someone with the *first aid* skill.

Beyond Fatal

There is no wound category beyond being fatally wounded. If a character is ever taken to 'beyond fatal' (including if they take another wound when they are already fatally wounded), then they must make a stamina check as if they had just been fatally wounded, but with a fumble chance of +2 per wound level beyond fatal. They are still considered to be at a wound level of *fatal* though.

If they are ever taken to *fatal* wounds in a single blow (i.e. 6 or more body categories of damage), then the base fumble chance becomes 15, rather than 7, for the initial survival roll.

Automatic Death

If a person is unconscious, or otherwise incapable of defending, then they can be automatically killed by someone who spends the round doing nothing else. The actual strike occurs after all other actions. This can happen even in the midst of combat, but if the killer wishes to defend that round as well, they must make an attack and damage roll as normal.

Commonsense of course prevails if the would-be attacker does not have the likely means of being able to finish the job.

Special Attacks

Instead of making a normal attack, before initiative is determined, a character can opt to make one special attack. Generally these can be made with any type of weapon and with any fighting style, though the GM may rule against their use in some circumstances.

Aimed Shot

Only applicable for missile weapons. If you spend the entire round aiming, then you get a bonus equal to 50% of your perception to your attack next round, and fumble chance drops by two. You cannot spend more than one round aiming., though can try and perform a *killing blow* when you do finish.

Aggressive

Make an all out melee attack this turn, taking a -10 penalty to your defence, but gaining a +5 bonus to attack and initiative rolls.

Ambush

If your foe is unaware of your attack, then you can try an *ambush* manoeuvre. You gain no bonus to either your initiative or attack, but if you hit (against a base difficulty of 15, since your foe has no active defence), then you can halve the soak of your target.

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Further, the attack counts as a *killing blow* (see below). You can not also defend in the same round you try an ambush.

Defensive

Spend this turn fighting defensively with a melee weapon, gaining a +5 bonus to your defence, but suffering a -10 penalty to your attack and initiative.

Disarm

Initiative is automatically lost, but on a successful attack both combatants must make an opposed dexterity × weapon skill roll. If the attacker equals or exceeds the defender, then the defender is disarmed. This manoeuvre cannot be performed if the attacker's weapon is two size categories smaller than the defender's.

Feint

Make no attack this turn (but you may defend as normal) , but gain +5 to your melee initiative and attack roll next turn.

Killing Blow

When attempting this manoeuvre, you automatically lose initiative, and suffer a -15 penalty to your attack. On a successful attack though, if you cause at least two full body categories of damage (e.g. From *hurt* down to *medium*), you decapitate (or otherwise) your foe (generally something which normally results in instant death).

Subduing Attack

Any attack with a melee weapon can be turned into a subduing attack, causing short term fatigue instead of body levels of damage. The weapon only gets half its damage bonus, since it is being used in a non-efficient way (such as the flat of a sword).

This attack form can be combined with others, including *killing blow* or *ambush*, the result of which is to knock out the target rather than kill them. *Some* missile attacks may use this technique, at GMs discretion (a thrown axe could (by hitting with the handle or flat of the blade), but a normal arrow couldn't).

Weapon Smash

This is a brute force disarm manoeuvre with a melee weapon. You lose initiative, and suffer -5 to your attack roll. On a successful attack, both opponents make opposed damage rolls, and if the attacker wins, the defender loses their weapon.

Special Firearm Attacks

In addition to the above attacks, firearms are often capable of making special attacks of their own, mostly because of their automatic fire capability.

There is little to be gained from *not* taking one of these options during an attack with a firearm.

Full Auto

Any weapon capable of automatic fire can be used with this option. The attacker chooses how many ten round bursts are to be fired (bursts smaller than ten rounds can only be fired if there aren't enough rounds remaining to make up a full burst), and each is rolled as a separate attack. The weapon's attack bonus is ignored for purposes of fully automatic fire, and other options, such as ambush, killing blow or aimed shots cannot be combined with this attack.

For each burst that hits, roll damage as normal. If there are between four and six rounds in the burst, any damage done is doubled. If there are seven or more rounds, the damage is tripled.

If at least one body level is not caused to the target, then the damage is increased by +1 per round in the burst, and damage recalculated (though damage caused because of this is not multiplied).

Each burst can be fired at separate targets if desired. Subsequent bursts suffer a cumulative recoil penalty. However, bursts may be 'walked' onto a target if all bursts are aimed at a single target. For each burst beyond the first, there is a cumulative +5 bonus to hit (though there is still a recoil penalty).

The maximum number of rounds that can be fired in a round is equal to the rate of fire of the weapon.

Multiple Shots

Anyone using a semi-automatic firearm can make multiple attacks each round, simply by pulling the trigger more than once. The first attack is made as normal, and each further attack occurs 10 initiative steps later, with a cumulative recoil penalty. A gun with a recoil penalty of -3, gives -3 to the attack roll for the second shot, -6 for the third, -9 for the fourth etc. As many shots can be made, at either the same or multiple targets, as the gun has rounds. No shots can be fired after initiative 0 though.

Single Shot

A single shot is fired from the weapon, gaining twice the normal attack bonus of the weapon. This can be combined with an aimed shot. There is a -10 penalty to initiative for this attack.

Triple Shot

A triple shot is a group of three shots fired at the same target. A single attack roll is rolled, and if it succeeds, there is a single damage roll, which gains a +10 bonus.

Encumbrance and Fatigue

The more weapons, armour and equipment a character carries, they harder they will find it to fight, and the quicker they will tire.

A character can carry a load in kilogrammes equal to their strength without penalty. Every two

kilogrammes of equipment they carry above that, gives them a -1 to all physical actions, including fatigue rolls.

Fatigue in Combat

During a combat, it is probable that character's will begin to tire after several rounds of fighting. At the end of the third round of combat, and at the end of every three rounds after that, each character should make a health \times stamina roll against a difficulty of 10. Failure means that they gain one short term fatigue.

Every fatigue roll after the first is at a cumulative +5 difficulty. Penalties for encumbrance, wounds and fatigue affect the roll.

A character can opt to spend a round resting, in which case no attacks or defences are performed, but the next fatigue roll is at difficulty 10.

Knockdown

If the damage from a single attack (before being reduced by the target's soak) is greater than $(2 \times \text{strength}) + \text{agility}$, then the target is knocked down and stunned, gaining one short term fatigue, even if the actual damage that gets through armour is zero.

A knocked down character is considered to be prone until they regain their feet, which takes an attack action.

Recovery from Wounds

A wounded character who does not have their wounds seen to will deteriorate over time. With the exception of fatally wounded characters, every hour that a character goes without having first aid applied, gains them one level of long term fatigue.

It takes one minute to apply first aid to a wounded

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character. The difficulty for the task depends on the severity of the wounds.

Wound level	Difficulty
Hurt	5
Light	10
Medium	15
Serious	15
Critical	20
Fatal	20

Once a character's wounds have been tended to successfully, they can start to heal. An hour of rest will fully heal a *hurt* character, given a straight health roll of 20+. A full night's rest will fully heal a *lightly* wounded character, again given a health roll of 20+.

Failure of either of the above means the character can make another check either after another hour or after another night, at a cumulative +5 bonus.

For more serious wounds, roll on the following chart to see how many days recovery down to the next lower wound level takes.

Wound	0+	10+	15+	20+	25+	30+	40+
<i>Medium</i>	15	10	5	3	2	1	1
<i>Serious</i>	30	20	15	10	7	3	2
<i>Critical</i>	80	60	45	30	20	15	10
<i>Fatal</i>	X	X	120	80	60	45	30

A result of X means that the character slips into a coma (if not in one already) and eventually dies. A fumble on any roll means that the character's state worsens, and that they lose a further body level (or die, if already at *fatal*) at the end of the given period. A fumble for a medium or serious wound occurs on a 4 or less, for a critical wound on 6 or less, and for a fatal wound, on 8 or less.

Caring for the Wounded

A wounded individual will generally heal quicker if someone is looking after them. For a hurt or lightly wounded character, anyone with *first aid* who tends to them while they are resting, can help. A healer

with *chirurgury* can aid any wounded person.

An *intelligence* × skill roll is made, and half the roll is added to the injured character's recovery roll. If tending to more than one person, then the bonus is divided between all the patients.

Damage from Other Sources

Falling Damage

Any character or creature who falls any distance could receive damage. Unless the situation does not warrant it, a creature can reduce the effective distance fallen by making an *agility* × *athletics* roll. Every full five rolled reduces the distance by one metre. Generally, it can be assumed that a distance less than two metres will automatically result in no damage.

The damage received is equal to the square root of the distance fallen, rounded down to a whole number, times three. Falling 40 metres will cause $6 \times 3 = 18 + 2d10!$ damage.

Soak from a fall is worked out differently to normal. It is equivalent to the square root of the creature's strength + 10, ignoring armour.

Every 'body level' of damage done is taken as a whole category of damage. Large creatures are hurt by a fall as much as small ones are.

Falling into Water

If the creature is falling into water, then the swimming skill is used instead of *athletics* to reduce the distance fallen, and the distance is reduced by one metre per point rolled.