

STATS

Skills

Ammo

Armor

Conditions

Cover

Flanking

Unaware Enemies

Prone

Verticality

Attacking

Weapon Options

The Roll

Damage

Overwatch

Sneak Attack & Ambush

Ambush

Sneak Attack

Movement

Blind and Deaf

Initiative

Joint Actions

Hiding

Melee Attacks

Grenades

Healing

Vehicles (IN DEVELOPMENT)

Movement

Shooting From Vehicle

Vehicle Damage

STATS

Skills

There are several skills that are relevant to combat.

Shields	Riot and Ballistic Shields. Includes bashing, attacking, and doing any special maneuvers with the shield.	General	Rifles and submachine guns. Most weapons that don't include special magnified sights or optics.
Dueling	Knives, swords, and any handheld melee weapon.	Heavy	Machines guns, grenade launchers, rocket launchers, and any weapon above a certain weight class.
Wrestling	Grabbing, Subduing, grappling, and throwing people.	Sniper	A rifle with a magnified optic of 3x or more.
Boxing	Punching, kicking, elbowing, or in some way striking a person.	Handgun	A handgun or machine pistol. A weapon that can be wielded in one hand and has a short barrel length.
String	Crossbows, Slings, and Bows	Shotgun	A shotgun bored barrel that takes in shotgun shells instead of bullets.
Throwing	If you throw an object that can fit in your hand, a hatchet, knife, or grenade.		

Every weapon includes the following:

Skill	Name	Mod	Mag Size	Caliber	Weight	Supp.	Auto
The skill that the weapon uses for it's modifier in rolls	The display name of the weapon	Additional modifier to the roll	The ammo capacity of magazines for this weapon	The caliber of the weapon from your ammo pool	The weight of the weapon .	If the weapon has a suppressor	If the weapon is automatic

Ammo

Ammo is split and simplified into 5 simple types.

Handgun	Smaller and shorter rounds designed for better recoil control and one handed use. Ubiquitous across handguns and submachine guns.
Handgun Big	Handgun rounds designed to do more damage per shot but with much greater recoil and less ammo capacity.
Rifle	Rifle rounds are the basic rounds for most assault rifles. They are ubiquitous across most guns and the most common type of ammo used by soldiers and enemies.
Sniper	Also known as “Rifle Big” it is designed to fit in sniper rifles and long range rifles, occasionally for vehicle mounted weapons as well. Sniper rounds have a unique property of shattering cover and armor.
Shotgun	Shotgun shells with a varied number of types, pellet, slug, and explosive are a few examples of what can be in a shotgun shell.

When in combat the players use these 5 ammo types (excluding special weapons like grenade launchers or rockets) across all of their weapons. When picking up enemy ammo it is not usable in their weapons until they return to base to process the picked up ammo into quality usable ammo.

The diegetic reason for including this restriction is that there are hundreds of calibers for weapons and using the wrong one may risk a weapon breaking, jamming, or even exploding in extreme cases. This is why using scrap ammo is a last resort. When the players return to base they are able to take the ammo to a professional who can extract the various components of powder, casing, and bullet and refit, refine, and distribute the proper ammo for your weapon.

The game reason for this restriction is I don't want to encourage players to pick and search for ammo of a specific caliber because while some may get a kick out of it, the vast majority will find it cumbersome, boring, and a waste of precious game time.

Each weapon has a magazine capacity, when reloading it pulls from the ammo pool the remainder of missing ammo and places them in the current magazine.

Armor

Armor contributes to a character's total “defense” which determines how much is subtracted from an attackers roll. Some armor may be resistant to types of damage. Bludgeoning damage

from blasts and blunt objects will be mitigated by blast padding, while other armors provide resistance to bullets. The items catalog includes the various armors and their effects.

Conditions

Cover

There are **two modes of cover**, half cover and full cover. **Half** cover incurs a +4 defense, **full** cover gives +8 defense. **Being prone** gives you a **half** cover bonus. If you are **more than full** cover, you are completely obscured. Cover is determined by the GM based on their perception of the map layout and the game world. You can ask the GM what parts of the map constitute as full or half cover as you move through it. A good rule of thumb is that if a character is covered while standing up, it's full cover. If they need to crouch or only partially covered, it's half cover.

Flanking

Most combat usually involves attempting to flank the enemy and catch them in the open for easier kill shots. How flanking works is that you move behind the enemies main source of cover.

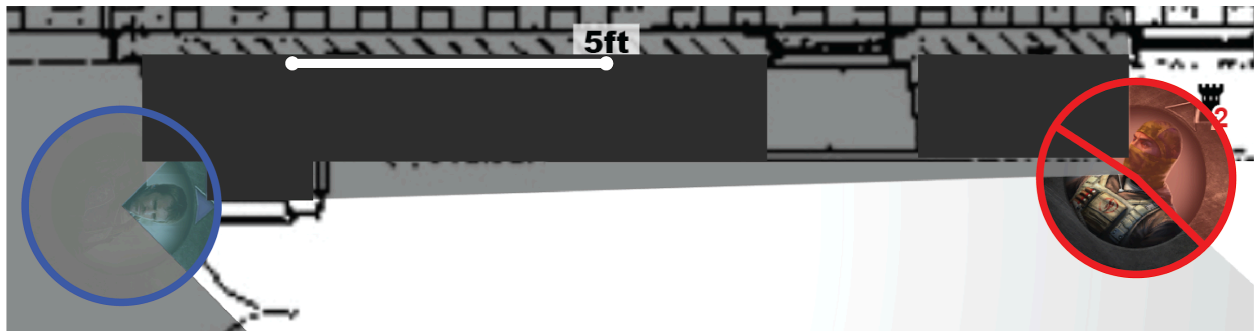


Figure 1.

As in figure 1, the cover is determined by the token's proximity to the cover in question. If the token is touching the cover, it incurs the proper cover bonus. As well as a flanking position. If a character is attacking another from behind it's known area of cover, it is considered flanking.

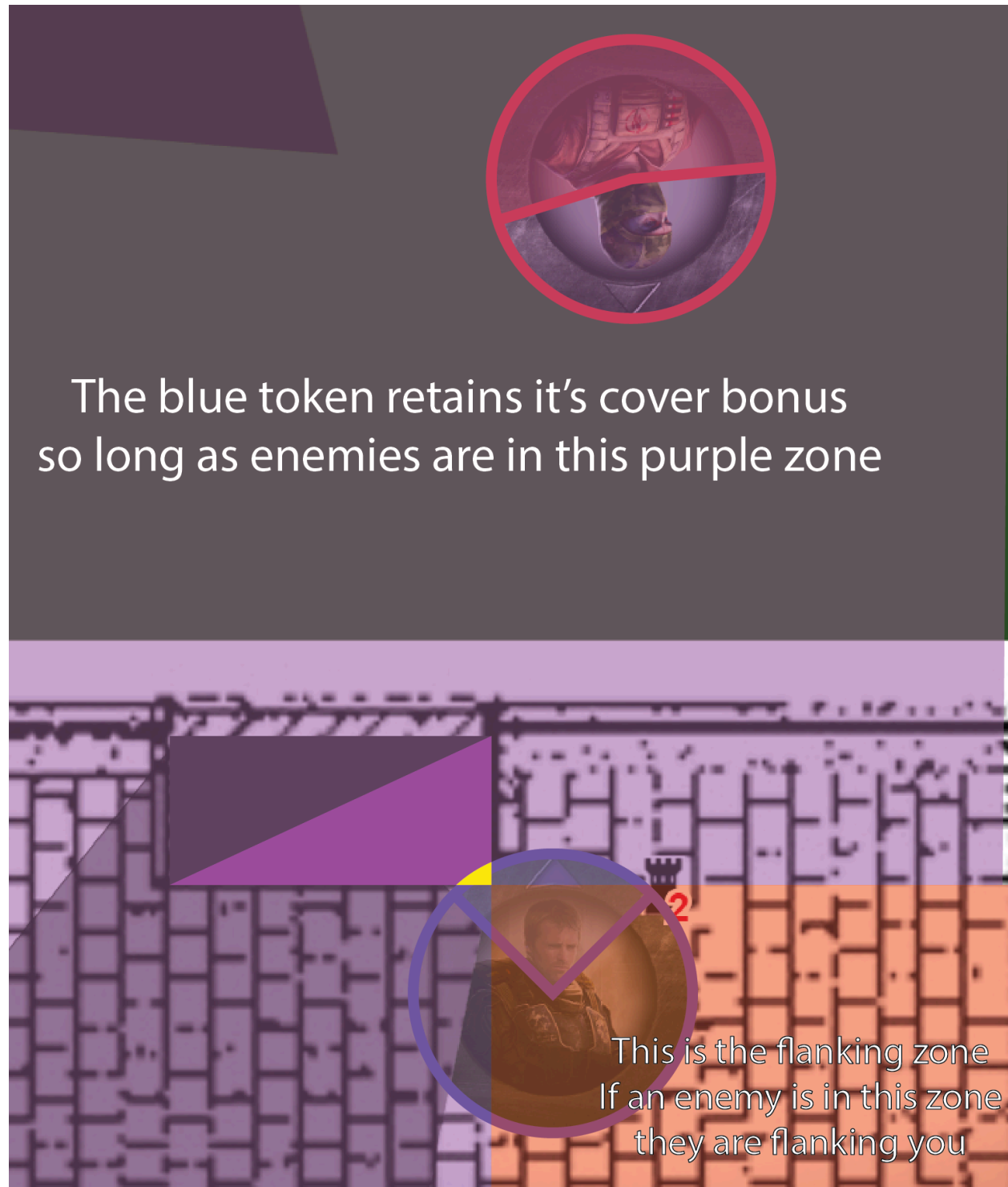


Figure 2.

Figure 2, shows a graphic of cover in relevance to the token itself. If the token touches a side of a polygon, the inverse of of those sides are the flanking zone. (**Note:** So long as the center of the token is in open space, the faces the edges of the token touch are valid. However, a piece of

cover smaller than the token itself has a chance of only incurring half, or sometimes no cover by GM discretion. Keep in mind concealment is different than cover.)

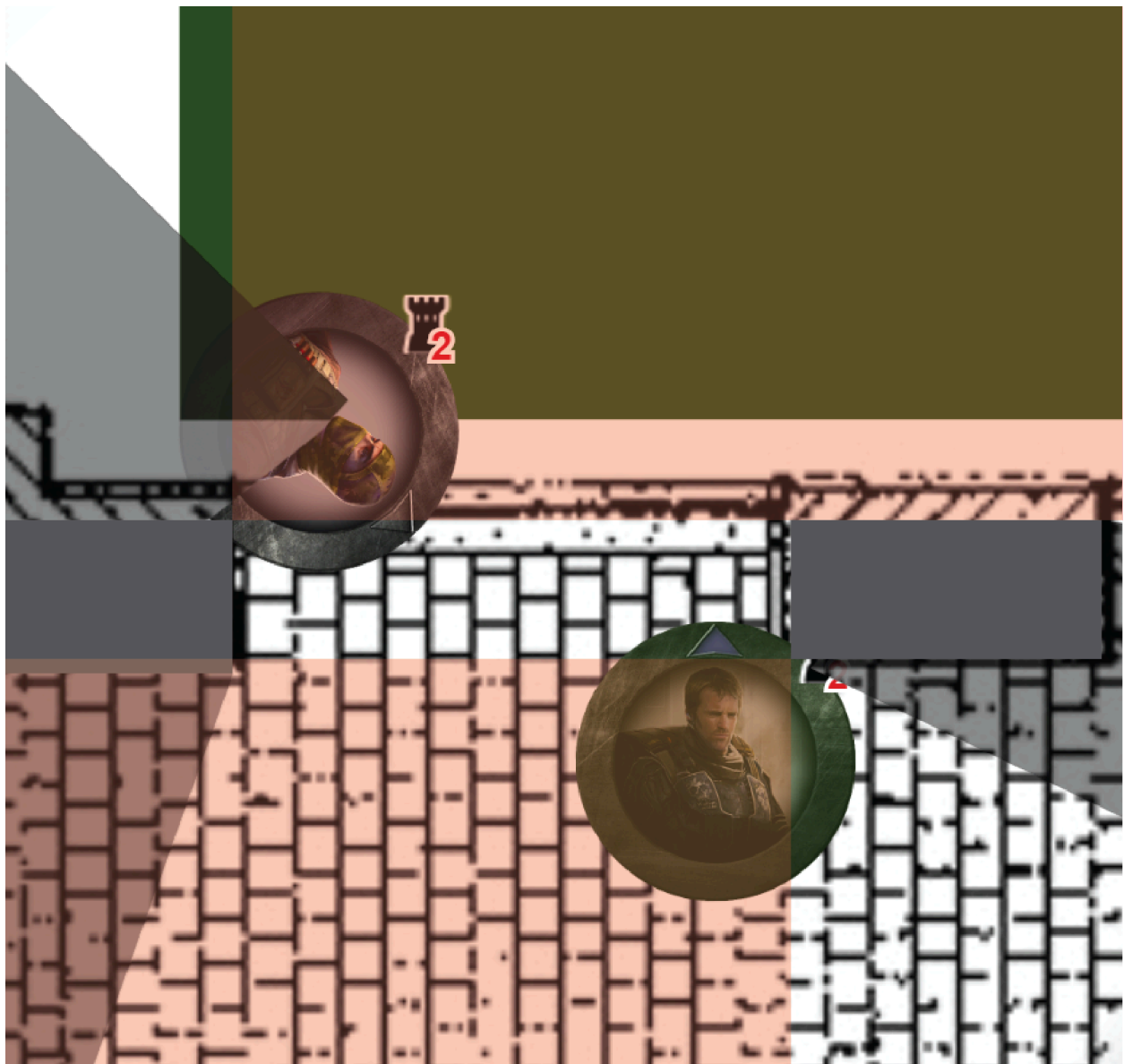


Figure 3.

In figure 3, neither character is flanking the other even though they are very close. This is usually represented by the fact that either person is right next to a wall they can duck behind if being shot at. If someone was in the flanking zone, they are too far away from a surface or object that allows them to quickly duck behind cover, thus incurring **a flanking attack**.

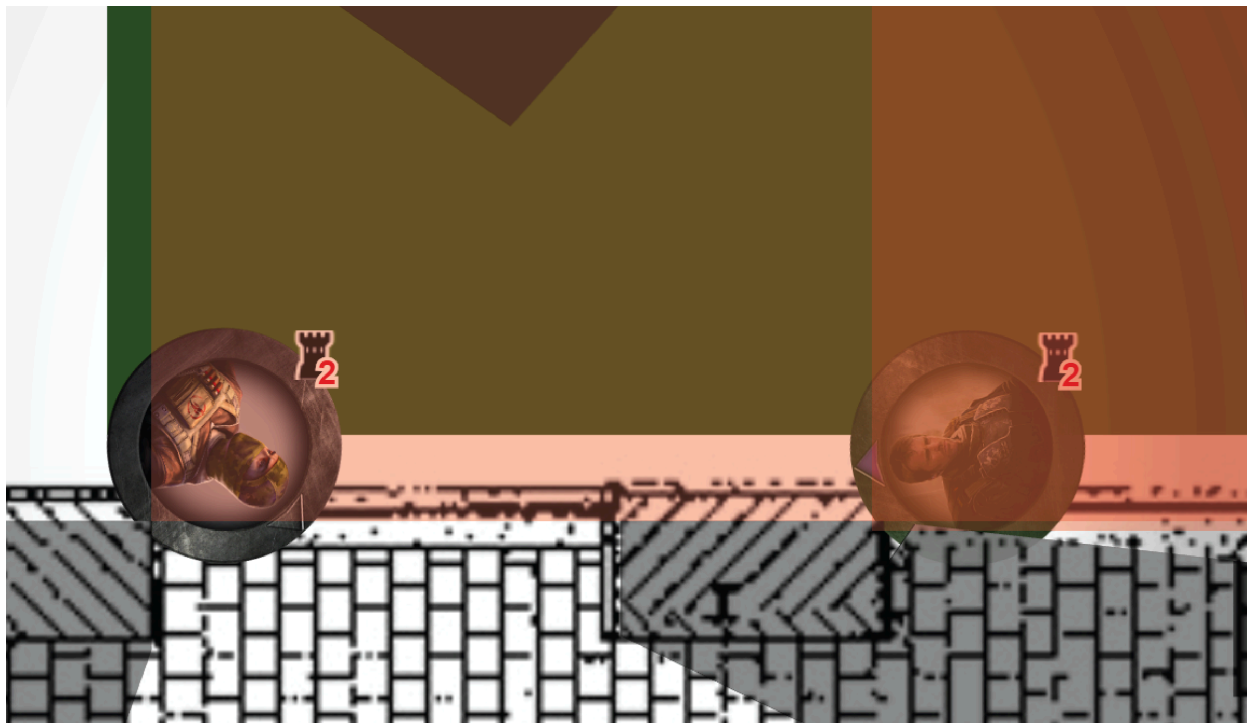


Figure 4.

In figure 4 you can see that only one character is being flanked. The man on the right is flanking the man on the left because the defender is not adjacent to cover.

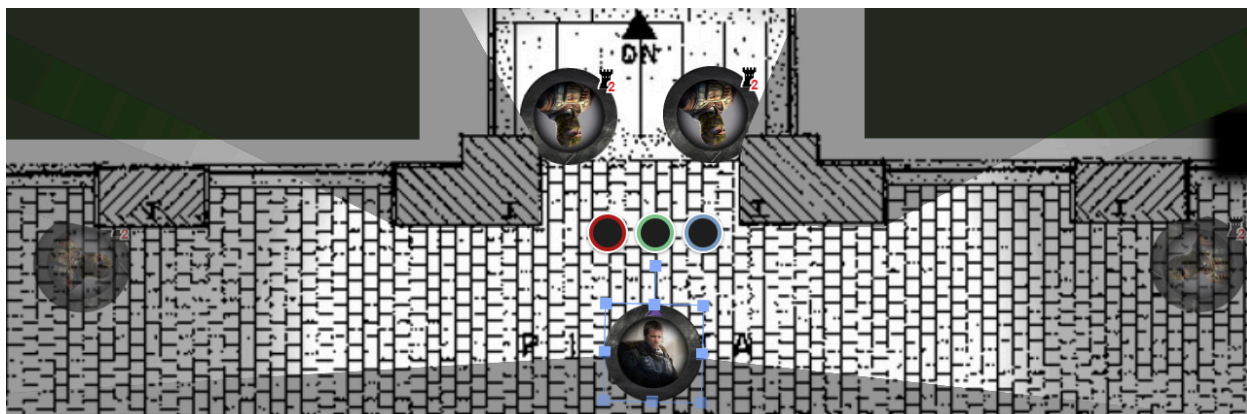


Figure 5.

Lastly, figure 5 demonstrates that if you are in the open, you can be flanked from any angle. If you end your turn not against cover, and anyone is within range to shoot you, you are being flanked because you are not adjacent to any cover.

Unaware Enemies

Similar to flanking, unaware enemies means that if you see an enemy that doesn't know you are there, you can effectively flank them even if they are adjacent to cover. A sneak attack, essentially, only requires to be **outside their field of vision**, and to **pass a stealth check** to get

within range. If you shoot at an enemy they are immediately aware of your position unless you have a suppressor. With a suppressor they have to pass a perception or investigation check.

Prone

Being prone, as mentioned in the *cover* section, **adds half-cover** bonus to your character. If you are in half cover, and go prone, you are in full cover. The effects of being prone are as follows:

- + half-cover(4) to your defense, unless already in full cover
- You have disadvantage on any melee attacks, or throwing objects
- Crawl speed is $\frac{1}{3}$ your normal speed (floored)
- Getting up from prone halves your movement speed.
- If an enemy is within 5 feet they get advantage on their attack
- If an enemy is 'a floor height' above you, you're considered flanked

Verticality

In some instances height may be a factor into someone's defense. If one 'floor' or more than 5 feet above an attacker, you have half cover automatically. If you also have half cover on something like an elevated roof edge, you get full cover against enemies beneath your height 5 feet or more. If more than 12 feet above an enemy you get full cover. If you are in more than full cover neither you or the enemy can see you. If you are standing on a ledge, repelling on the outside of a building, or otherwise purposefully exposing yourself, you do not gain any cover advantage from verticality. The inverse of additional cover is also true, if you are below an enemy your cover is reduced.

Attacking

Weapon Options



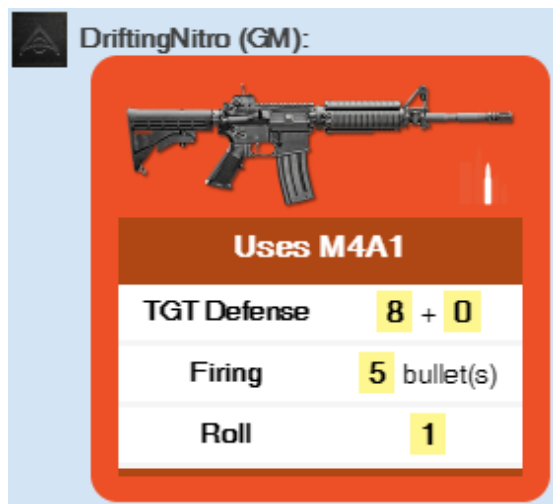
When choosing to attack an enemy the first thing you need to do is select your token, and select the *wep_primary* macro on the upper left. This brings up an image similar to the one on the left.

If you select *target* a ui will come up to select the enemy token you intend on shooting. You will then be prompted if you are flanking or not, you can ask your GM if you're not sure.

If you select *No Target* you will be asked what the penalty for the shot is, the GM will answer this question. This is for if you are shooting irregular targets like hanging objects or something else not

represented by a token. You will then be asked to click on the item that you are shooting, or in the direction of. If you have depleted your ammo or don't have enough to do an attack, you press the reload button which draws ammo from your ammo pool, and puts it into the magazine, this costs an action.

The Roll



The first number in TGT Defense is the Cover, the second is the armor. The sum of those numbers is subtracted from the roll. It also tells you the number of bullets expended, and the result of the roll. If the roll is below 10, it will not hit the target. Excluding some extenuating circumstance where you may be firing at someone point blank. The caliber indicator on the weapon determines its armor piercing capabilities as well as the ammo type of the weapon being used. The macro is color coordinated to the designated color for that character. The color coordination is designated to a player at the beginning of the campaign to quickly correlate rolls to a character.

Damage

When you roll a 10 or higher you have a chance of incurring damage on an enemy. Greater than 20 often incurs a major wound, and higher than 30 is usually mortal.

The ratings of damage are Minor, Major, and Mortal. There's 6 different locations to be hit in

- Minor - A wound too small to cause any permanent detriment except scars and marks
- Major - A wound large enough to cause lasting or permanent detriment if not treated enough major wounds can cause death by bleeding out or organ failure.
- Mortal - A wound severe enough to cause death. Extremely time sensitive and must be stabilized as soon as possible.

Wounds are targeted to several locations on a characters body. The following locations that damage is tracked is:

- Torso
- Head
- Left Arm
- Right Arm
- Left Leg
- Right Leg

The GM rolls a 1d20 to determine the location of where the hit lands.

Overwatch

Setting yourself up for overwatch essentially allows you to make an attack at any time during the enemy's turn. If you have not used your action on your turn yet, you can instead announce you go into overwatch. This is similar to readying an action, except this specifically correlates readying an attack on any target you want during the enemies turn. One example of doing this may work as, if a player is unsure as to what target they want to shoot, they can go into overwatch and shoot an enemy that moves, or shoots one of their friends. They can also go on overwatch and interrupt other actions such as an enemy opening a door, or running to an alarm. Overwatch is also useful if you want to prepare an ambush, if you want to be able to shoot an enemy the moment they notice you or your friends.

Sneak Attack & Ambush

Sneak attacks and ambushes are caused by attacking unalerted targets. An ambush is an attack where the targets are unaware of *any* threat. An **Ambush** is when a character or characters attack a target that is not alerted to any threat. A **Sneak Attack** is when you're attacking a target unaware of your position or whereabouts. An ambush requires the element of surprise and for the target to be relaxed, while a sneak attack only requires the former.

Ambush

Ambush is typically described as a coordinated attack on unsuspecting targets. An ambush can be conducted by a single person as well but is best done as a group. Whether it's drawing a concealed weapon, or shooting an unsuspecting patrol, both are considered ambushes.

An ambush is conducted by announcing to the DM you'd like to prepare an ambush. At this point the in-game time stops, all players taking part in the ambush announce their targets and do their rolls. When ambushing you roll with advantage and critical damage. After the ambushers conduct their attack, the victims get a reaction that allows them to move half their movement speed. Then both sides roll their team initiative.

Sneak Attack

A sneak attack occurs when an enemy who may be alert or in combat but unaware of your personal position. Someone who is eligible for a sneak attack has to be unaware of your position and being flanked.

Movement

Movement is dependent on your base movement speed. Normally in combat you can move up to your base speed. When prone you move a $\frac{1}{3}$ of your speed. In rough terrain you move half your speed. When dashing you are unable to perform a normal action on your turn, a dash

allows you to move twice your base speed, however you can only perform a bonus action and a free action on your turn.

Blind and Deaf

When blind you cannot aim at a target, melee attacks are at disadvantage

When deaf you cannot hear callouts, radios, enemies, or gunfire. You really can't hear any, because you're deaf.

Initiative

When engaging an enemy, both team leaders roll a 1d6. Teams do their turns together, allowing for joint actions and teamwork.

Joint Actions

A joint action is when multiple characters decide to do something at the same time on their teams turn. An example of this may be assisting another character in climbing something, or attempting to create a distraction or diversion for another player.

Hiding

Rewrite that shit

Melee Attacks

Melee attacks are countered with dex saves or strength saves depending on whether you're dodging or blocking. When moving within 5 feet of another person in combat, the defender gets a free unarmed melee attack.

Grenades

When using a grenade, if tossing it you do a throwing weapons check. Frag grenades have a dexterity save DC of 6, if failed incur massive damage.

Healing

Healing in combat is primarily done by the medic who can roll a medicine check to heal specific wounds on a player.

Vehicles (IN DEVELOPMENT)

Movement

Shooting From Vehicle

Shooting while a vehicle is moving rolls an attack at disadvantage.

Vehicle Damage