

COMBAT

ESTABLISH ORDER OF ATTACK (CORE RULEBOOK PAGE 102)

- heros act in DEX order (highest to lowest)
- heros with readied firearms act at DEX+50.

FIREARMS RANGE AND DIFFICULTY (CORE RULEBOOK PAGE 112)

- Attack is within base range: Regular difficulty.
- Attack is within long range (up to twice base range): Hard difficulty level.
- Attack is very long range (up to four times range): Extreme difficulty level.
- A bipod, tripod or braced weapon doubles base range.
- Using a scope doubles base range.

FIREARMS ATTACK MODIFIERS (CORE RULEBOOK PAGE 113)

Diving for cover*	1 Penalty Die
Partial cover and concealment	1 Penalty Die
Point blank range (within 1/5 DEX feet)	1 Bonus Die
Aiming for 1 round	1 Bonus Die
Fast targets (MOV 8 or more)	1 Penalty Die
Target is small (Build -2 or smaller)	1 Penalty Die
Target is large (Build 4 or larger)	1 Bonus Die
Multiple shots from a semi-auto (up to 3)	1 Penalty Die**
Firing into melee (Fumble hits ally with lowest Luck)	1 Penalty Die
Shooting while running (Move x5)	1 Penalty Die
Shooting at a prone target (Point Blank ignores)	1 Penalty Die

*Diving for cover requires a Dodge roll. On success, attacks against the hero are made at 1 Penalty die. People diving for cover forfeit next attack.

**When firing two or three shots in one round, roll for each shot individually, with all shots receiving one penalty die.

RELOADING FIREARMS (CORE RULEBOOK PAGE 113)

- It takes one round to load two shells into any handgun, rifle or shotgun.
 - It is possible to load one round and get off a shot with one Penalty die.
- It takes one round to load a clip into a firearm.
- It takes two rounds to change a machine gun belt.

AUTOMATIC FIRE (CORE RULEBOOK PAGE 114)

- Player declares the number of rounds being fired (up to the capacity of the weapon). Divide into volleys equal to the firers SMG or Machine Gun skill divided by 10. A volley is never fewer than three bullets.
 - For a burst fire weapon, firer chooses a number of 3 round volleys.
- The attacker makes an attack roll for each volley
 - First attack roll: apply the usual rules for a firearms attack roll.
 - Second and further attack rolls: add one penalty die (or remove a bonus die) for each additional attack roll. If this would incur three penalty dice, stick with two penalty dice and raise the difficulty level by one step (from Normal to Hard, Hard to Extreme, Extreme to Critical, or Critical to impossible).
- Resolve each attack roll. If the attack roll is successful: half of the shots fired hit the target (roll damage for half of the shots, round down, minimum of one). Subtract any armor from each shot.

Shots can be directed at multiple targets within a reasonable firing arc.

MALFUNCTIONS (CORE RULEBOOK PAGE 118)

With any attack roll result equal to or higher than the firing weapon's malfunction number, weapon jams. Fixing a jam takes 1d6 rounds, plus successful Mechanical Repair or Firearms skill roll.

DUAL WIELDING (PULP CTHULHU PAGE 71)

- An hero can use two firearms or two melee weapons
- A penalty die is applied to all attacks, including the first.
- Chance of a Fumble is increased:
 - If the dice roll required for success is 50 or over, a fumble occurs on a dice result of 96–100 (up from the usual 100).
 - If the dice roll required for success is below 50, a fumble occurs on a dice result of 90–100 (up from the usual 96–100).
- Dual-wielding makes no change to a character's ability to fight back (using one weapon of their choice) when targeted with an attack.
- Unarmed attacks, such as fists, count as melee weapons for the purpose of the dual-wielding rules.

FIGHTING MANEUVERS (CORE RULEBOOK PAGE 105)

First, compare the Builds of the two combatants:

- If the character performing the maneuver has a smaller Build, they take a penalty die for each point of difference (max 2 dice).
- If the character performing the maneuver has a Build that is three or more points lower than their opponent's, the maneuver is impossible.
- If the character performing the maneuver has the same (or higher) Build as their opponent, no additional modifiers are applied.

Next, make an Attack roll.

- If the target is dodging: the attacker's Fighting skill is opposed by the target's Dodge skill.
- If the target is fighting back: the attacker's Fighting skill is opposed by the target's Fighting skill.
- The target of an attack may use a maneuver of their own: Resolve as for fighting back, but instead of inflicting damage, apply the effect of their maneuver.

Some examples of outcomes include:

Make an opponent drop a weapon/item.

Put an opponent at a disadvantage (Penalty Die to opponent or Bonus Die to allies).

Escape physical restraint.

Push an opponent.

Knock an opponent down.

SURPRISE ATTACKS (CORE RULEBOOK PAGE 107)

Check to see if surprised eg. Listen, Spot Hidden, Psychology vs Stealth.

- If an attack is anticipated, the target may choose to Dodge or Fight Back.
- If an attack is not anticipated, the target does not get to react. Attack may be with Bonus die (Keepers discretion).

EXTREME SUCCESS (CORE RULEBOOK PAGE 10)

- If an attack is an Extreme Success with a non-impaling weapon, the attack causes maximum damage.
- If an attack is an Extreme Success with an penetrating weapon, the attack causes an Impale. The attack causes max damage, plus an additional damage roll.

IMPORTANT THINGS TO REMEMBER

- Combat rolls cannot be Pushed.
- If attack roll vs. Dodge ties, defender wins.
- If attack roll vs Fighting back, attacker wins.
- Armor reduces damage by Armor rating.
- Once an hero has Dodged or Fought Back in a round, all subsequent attacks against them receive 1 Bonus die.

SANITY

TEMPORARY INSANITY (CORE RULEBOOK PAGE 155)

If an hero loses 5 or more points of Sanity, they must make an INT roll.

- If they fail, they repress the event and do not suffer temporary insanity.
- If they succeed, they become temporarily insane immediately, lasting 1d10 hours.

Indefinite Insanity - On losing a fifth or more of their current Sanity points in one game 'day', the hero becomes indefinitely insane.

Permanent Insanity - When Sanity points are reduced to zero the hero is permanently and incurably insane.

BOUTS OF MADNESS (CORE RULEBOOK PAGE 155, PULP CTHULHU PAGE 74)

Whether temporarily or indefinitely insane, the hero:

- First suffers a *Bout of Madness*, where the player's control of the character is compromised.
- Secondly, they suffer a period of underlying insanity where the player returns full control of the hero.
- Finally, they recover.

There are two types of *Bouts of Madness*:

- **Real Time.** When others are present the *Bout of Madness* lasts 1d10 rounds. The player rolls on the *Real Time* table below.
- **Summary.** If the hero is alone, the *Bout of Madness* lasts 1d10 hours. The player rolls on the *Summary* table below.

1d0	Real Time (page 75*)	Real Time (page 76*)
1	Amnesia	Amnesia
2	Crazy Plan	Robbed
3	Rage	Battered
4	Gloat	Violence
5	Relax	Ideology/Beliefs
6	Flee	Significant People
7	Show Off	Institutionalized
8	Alter Ego	Flee
9	Phobia	Phobia
10	Mania	Mania

*of the Pulp Cthulhu rulebook.

REALITY CHECKS (CORE RULEBOOK PAGE 162)

To see through hallucinations, delusions and illusions etc, a player must make a Sanity roll:

- **Failure:** Lose 1 Sanity. This will immediately induce a bout of madness if the hero is suffering underlying insanity. Any delusions are not dispelled.
- **Success:** the hero sees through any delusions, and the Keeper must describe what the hero genuinely perceives.

RECOVERY (CORE RULEBOOK PAGE 164-165)

- **Private Care:** After 1 month care, roll 1d100. If 01-95, gain 1d3 Sanity points. If 96-100, lose 1d6 Sanity points. A new roll can be made each month
- **Institutionalization:** After 1 month of care, roll 1d100. If 01-50, gain 1d3 Sanity points. If 51-95, no progress is made. If 95-100, lose 1d6 Sanity points. A new roll can be made each month.

Sanity can also be gained as follows:

- Awarded by Keeper.
- Upon Increasing a skill to 90%, a hero gains 2d6 Sanity.
- Upon 1 month of Psychotherapy and a successful Psychoanalysis roll an hero gains 1d3 Sanity (a fumble costs 1d6 Sanity).
- Spending time with one entry listed in backstory. If a successful Sanity roll is made, an hero gains 1d6 Sanity and Indefinite insanity ends. A failure costs 1 Sanity.

LUCK

SPENDING LUCK (PULP CTHULHU 60-62)

Luck can be spent in the following ways:

Luck Point Cost

Adjust a Skill or Characteristic Roll	1 for 1
Adjust Weapon Fumble or Firearm Malfunction Outcomes	10
Halving Sanity Loss	Double the amount of Sanity lost.
Avoid Unconsciousness	1 (doubles each round thereafter)
Recover 1d6 hit points	20
Avoid Certain Death	All (at least 30)

Luck cannot be spent on:

- Luck rolls.
- Adjusting damage rolls.
- Altering the result and outcome of a pushed roll.
- Sanity rolls (Luck may be used to adjust Sanity losses, but not the Sanity roll itself).
- Skill experience checks (as per the Hero Development Phase).

LUCK RECOVERY (PULP CTHULHU PAGE 62)

At the start of each session, each player rolls 1d100.

- If the result is higher than their current Luck score, they add 2d10+20 points of Luck.
- If the result is equal to or less than their current Luck score, they add 1d10+5 points of Luck.

INJURY AND DEATH

PULP WOUNDS AND HEALING (PULP CTHULHU PAGE 65)

- Characters heal 2 hit points per day. A successful First Aid or Medicine Roll increases daily healing to 1d4 hit points.
- Heroes die if they take an amount of damage equal to or greater than their maximum hit point total in one in one go.
- A character losing half or more of their maximum hit point total in a single attack (but who is still above zero hit points) must make a CON roll to remain conscious.
- At zero hit points, a hero automatically falls unconscious.
- There are no 'Major Wounds' in Pulp Cthulhu.

DYING AND DEATH (PULP CTHULHU PAGE 66)

- A dying hero makes a CON roll at the end of the next round and each round thereafter. If any of the CON rolls are failed, the character dies immediately. First Aid can be used to stabilize a dying character and so prevent death.
- If stabilized with a successful First Aid roll, the hero gains 1D4 hit points (an Extreme success automatically grants the maximum 4 hit points recovery)
- If initially stabilized with a successful First Aid roll, a follow-up Medicine roll may be made; with success granting an additional 1D4 hit points (an Extreme success granting 4 hit points recovery).
- A failed First Aid roll may be pushed, but the consequence of failing this roll will be death for the injured party—note that a fumbled First Aid roll also means that, despite best efforts, the dying hero cannot be saved.
- On surviving a near-death experience, a Sanity roll should be made, with 0/1 Sanity loss depending on the outcome of the roll.

BLAZE OF GLORY (PULP CTHULHU PAGE 69)

Going out in a blaze of glory does not cost Luck points, it is a "free" option allowing the hero to attempt one thing before they die. If the final action involves a skill roll, then a free bonus die is awarded to the roll. Once the action has been attempted the hero is dead and cannot be revived.