

Homebrew Rules

Combat Rules

BS and CC attacks use burst of the weapon.

For example, a Combi Rifle is Burst 3. So it would be 3 dice, beat the ballistic skill = hit.

ARO, Acrobatics (dodge) or BS. FTF roll. This will cost a Momentum or add a Heat.

Momentum can buy one extra die on BS or CC **WHEN YOU HAVE THAT SPECIFIC TALENT**

Focus is now your crit number. Crits will be more common.

Gain Momentum in combat for Crits or dropping an enemy.

Enemies can use Heat to ARO.

To hit, Range Band modifiers apply. Cover applies.

When goons and mooks get hit, they may need to roll Willpower or run. (Guts roll). GM discretion.

Damage

Breaches, Metanoia, and Wounds are gone. Now it's just Firewall, Resolve, and Vigor. That's how many you've got. Go over that and you're incapacitated.

When hit, ARM roll. Arm + cover, beat the DMG. When you fail, take a wound. (or worse, depending on ammo type).

Weapon damage is the DMG value of the weapon, plus any player DMG bonus.

CC damage is Brawn plus any player DMG bonus, plus any weapon DMG bonus.

Hacking burst and DMG is based on the program. For generic hacking attempts on various things, two D20 burst, plus momentum can be spent normally, but that's not doing damage.

Psychological attacks damage Resolve (fear, intimidation, seduction, etc.). This would be Persuade or Psychology on the attack (2d20) FTF response is a Discipline roll. This works like a fear save. Run out of Resolve and they flee. (it's like making a Guts roll).

Ballistics and Close Combat Skills Redo

Ballistics

1 Marksman – Can now make a shooting ARO, costs 1 momentum.

2a Quick Draw – Same, weapon readied as a free action

2b Speed Loader – Can swap ammo types/reload as a free action

2c Double Tap – Can use momentum to add +1 burst

3a Through and Through –

4a Clear Shot - -6 range band goes to -3. -3 goes to 0.

4b Precise Shot - Same, called shots cost 1 momentum instead of 2

Close Combat

Martial Artist – Can now make a CC ARO, costs 1 momentum

2a Quick Draw – Same, weapon draw as free action

2b Reflexive Block – Same, may substitute CC for Acrobatics on Dodge/Guard

3a Deflection - Dodge ARO is now free, does not cost a momentum

3b Riposte – Reroll 1D20 on CC roll.

3c Master Deflection - CC ARO is now automatic, does not cost a momentum.

4a Combat Specialist – Can spend Momentum to gain CC burst +1

4b Weapon Master – Can spend Momentum to gain +1 CC DMG

Hacking

Hacker – Can spend Momentum to gain +1 Firewall DMG to any hacking program