

General rules.

Any total modifier can't be higher than +30, or lower than -30, if used modifiers does not state otherwise directly.

Movement:

Every round, if character wasn't engaged in melee combat during that round he gains the ability to use half movement action as a free action as a first action of his turn.

Run action: Instead of giving -20 to ballistic skill, run action negates any positive range bonus the shooter would get to hit. During the round run action was used the person who used it can be hit by ranged attacks at ANY point on his running trajectory as if he stands there.

According to that:

- 1.) Cover that person run into will apply only after his next turn.
- 2.) If he engaged in melee with that action, shooting at him is not considered shooting into melee before his next round.

Half move, full move and charge actions are considered instant movement, without any changes.

Run action still provides +20 bonus to melee attacks against character.

Chase: if both characters with the same agility modifier use run action from the same point to catch up to each other, or if any character chasing the other in narrative time, or beside the defined map, they must perform opposing agility checks (sprinter ability provides +20 to this checks).

If the target of the chase wins the check it gains range point. If it gains 3 (or more on gm discretion) range points, it's gone and chase is over. If it fails the check, one range point is subtracted. Target starts the chase with range points number equal to the (distance\pursuer run action distance)

If pursuer wins the check, and target reaches zero range points, he catches up to the target engaging it in melee. If he succeeds with 5+ degree of success, he may perform charge attack action immediately.

Special actions during the chase (like setting obstacles on pursuer path) can modify distance points count by other means than agility checks on GM discretion.

Attacks:

Attack of opportunity and charge attacks: can take form of any special attack on the player decision, including stun, takedown, and grapple actions. (to perform grapple action

character must be unarmed, or drop weapons to the ground as a free action). Same applies for charge attack, with the addition that for the most of special attacks listed above - charge attack bonus modifier is lost.

Weapon qualities.

Full auto mode (-20 to hit) - half action

Semi auto mode (-10 to hit) - half action

Single shot mode (0 to hit) - half action

Accurate weapons: Additional damage rules work only in conjunction with full aim action that was implemented on the previous turn. If used this way, accurate weapons gain 1d10 damage for every 3 degree of success.

+10 bonus, from accurate quality can go over the +30 limit, up to +40 total when used with full aim action.

Flame quality: when burning, on his turn character can immediately take agility test to extinguish the flame taking corresponding action (fall and roll on the ground as most common, if such measure is used, character will be considered prone for the duration). Successful willpower test previously will provide +20 bonus on agility check or will allow character to act normally while still burning.

If agility test is successful, character extinguish himself, and does not suffer any damage or fatigue levels.

If agility test failed, character is still on fire, takes damage and fatigue level, and able to attempt the same test on his next turn, up to the maximum of (@total recieved damage without toughness and armour reduction) \ 5 rounds, after that character is considered automatically extinguished, and able to act normally.

Any character can spend a half action that will end his turn immediately, to aid burning character, providing stackable +30 bonus for up to +50 total.

Primitive: Works as per rules of DH2 with assigned beforehand primitive(X) quality.

In the hands of experienced native users (GM discretion), weapons lose primitive quality, but does not gain proven(3) quality.

Finesse: melee weapon quality. If attack with this weapon scores more degrees of success then target armour class, it's armour is ignored, and weapon penetration considered a normal damage. Character wielding this weapon is using the highest of his Strength\Agility bonuses to determine combat modifier.

(Most knives, daggers, and some exotic melee weapon types have this modifier)

Short: If weapon with this modifier is parried, attacker takes opponent weapon damage to the wielding hand, without his strength modifier. You can not parry with this weapon.

(unarmed combat, knuckles, knives, and other contact weapons)

Character damage

Fatigue: Any number of fatigue gives -10

Special situations

Cover:

Low cover:(crates,sandbags, chest high walls, etc) - generally provides cover for both legs and torso up to 45 mark. If you are using one handed weapon, you can cover the second arm.

Hight cover:(trees, columns, corners, etc) - generally provide cover to left leg and torso for even rolls, if you are using one handed weapon, you can cover the second arm.

Melee sneak attack: to perform melee sneak attack you must succeed in opposed shadowing (and optionally silent move depending on the terrain) tests vs target. Tests are repeated before one of the sides won't get 5 cumulative degrees of success. If the target get 5 degrees first, then it's fully aware of the character, if character does this first, he is in close proximity of unaware target.

Sneak attack receives +20 stackable bonus to hit, (up to +50), and doubles the damage inflicted as well as penetration that converts to the normal damage, but the armour of the target (not toughness) is considered x2 for the purpose of counting the damage. Critical damage suffered as part of sneak attack is considered +5 points higher.

Alternatively:

Non lethal sneak attack: with blunt weapon receives +20 stackable bonus to hit, (up to +50), and inflicts (degree of success+str bonus-enemy armour class) level of fatigue along with normal weapon damage without penetration and strength modifier. Fatigue damage (before being reduced by armour) can't exceed damage inflicted with this attack before armour and toughness reduction.

Example: (for unarmed combat the damage is considered 1d5-2+strbonus, so with str bonus of 3 you can inflict up to 6 points of fatigue with one attack, if your enemy wears leather hat with AC 2, he will receive 4 levels of fatigue from the best possible hit)

Items

Telescopic sight: removes distance penalty only when using full aim action.

Laser sight: provides +5 bonus to hit when weapon used without aim action.