

LARRY CORREIA'S

HOME COMBAT RULES

WHAT YOU'LL FIND IN THIS DOCUMENT

After five test games on their system, we found the combat to be really clunky, with rolling a fist full of D6s for damage (and then rerolling half of them), and a giant list of various weapon traits with special conditions. This was a bummer since it's coming from a war game with fast to use and intuitive basic combat. The goal here was to make it faster, and more like the war game.

So here is what I tweaked for our current campaign. We've only run this once so far in a session with a couple of combats, so these might still get tweaked. .

1. It is no longer 2d20 + ammo to buy more burst dice. BS Attacks use the same burst as the war game.

For example, a Combi Rifle is Burst 3. So it would be 3 dice, beat your ballistic skill = hit. None of that X number of successes to hit.

2. AROs work like the war game, Acrobatics is your skill to (dodge) or a BS FTF roll. Each of these costs one momentum. We got rid of the escalating heat thing in the Modiphuis system because it was too much of a pain to track with six players and multiple bad guys acting in one round.

However, you have to take the ballistics talent that lets you shoot back in ARO. For the full list of changed talents, see below.

2. Momentum can be used to buy one extra die on BS or CC **WHEN YOU HAVE THAT SPECIFIC TALENT (2c Double Tap).**
3. Focus is now your crit number. So if you have ballistics focus 2, you'd crit on a 1 or 2. This makes crits more common, but that's made up by having more wounds on RPG characters than in the war game.
4. Rather than gain momentum for extra successes, since that doesn't apply to BS/CC anymore, now you can gain momentum in combat for Crits or dropping an enemy.
5. Enemies can spend Heat to ARO, just like the players.
6. We got rid of the "zones" thing. To hit, Range Band modifiers apply. Cover +3 applies. We use the same exact range band stats as the war game for each gun. (why did Modiphuis have to try and reinvent the wheel?) .
7. When goons and mooks get hit, they may need to roll Willpower or run. (Guts roll). GM discretion.

Damage changes a lot.

8. 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. (The two wound tracks, five at a time thing was annoying and counter intuitive)
9. When hit, you do an ARM roll. Just like the game you can get a +3 for cover. When you fail, lose one Vigor.
10. Weapon damage is the DMG value of the weapon, same stats as the war game.
11. CC damage is Brawn (in place of physique) plus any

weapon DMG bonus.

12. 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.
13. 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).
14. I had to do a Ballistics and Close Combat talents Redo because a bunch of them were related to rerolls using the 2d20 system.

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

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

1 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