

OPTIONAL COMBAT RULES



001

Alright, chummers, here comes a set of optional rules to spice up combat. From tweaking shotguns and flamethrowers to autofire and double tap to melee combat bonuses, these rules aren't here to streamline or simplify. They're all about changing the flavor and adding a fresh approach.

Use all of them or just some—they're all independent and autonomous.

I made these changes because I didn't like the flow of combat in my sessions. So yes, they are based on real play.

When my players started metagaming the rules, it became more abstract and less realistic. I wanted combat to feel gritty, intense, and a bit of old school.

Let me know what you think. So, gear up, dive in, and welcome to the chaos.



Double tap, Autofire and Bursts

Weapons with high ROF or Autofire alternate firing mode can execute the following actions:

Double Tap: If you use a firearm with ROF 2 and both attacks are against the same target, instead of rolling attack/damage twice, add +1d6 to the damage. Weapons with ROF greater than 2 are treated like firing a Burst.

Burst: Fire a short, controlled burst using 5 bullets (can't use if your weapon has less than 5 bullets). Use the Autofire range chart and DV values. If you hit, the target takes +2d6 additional damage.

Autofire: Unleash 10 bullets to make an autofire attack (needs all 10 bullets to work). If you hit, the target takes +3d6 additional damage.

Example: *Firing an autofire attack with a heavy SMG would deal 5d6 damage.*

Sweeping: When making an Autofire attack, you can opt for a sweeping line (about 5 meters/yards long) to hit multiple opponents. Make an Autofire attack at -2 for each target in the line. Successes deal base weapon damage.

Mortality Rate

You can customize the game's mortality by adjusting the amount of hit points characters have. It's not something I'd recommend changing unless you've already played a few games and know what you really need.

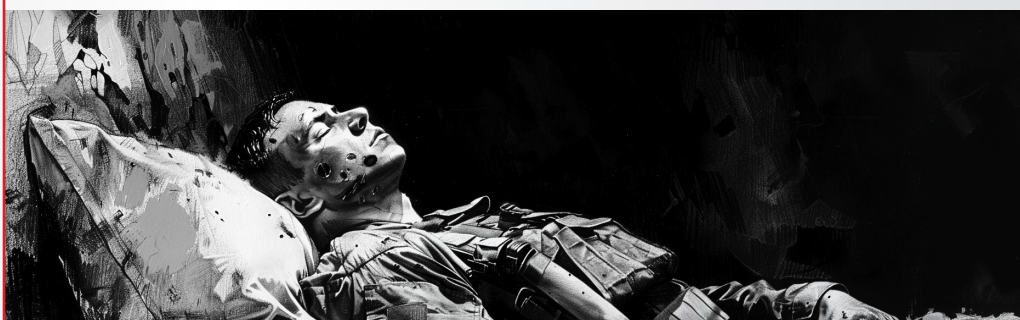
The concept is simple: alter the way you calculate hit points. Standard rules calculate hit points as $10 + ((\text{BOD} + \text{WILL} / 2) \times 5)$. To change the game's mortality rate, we'll adjust that x5 multiplier according to the following table:

Difficulty	Multiplier	TTK
Easy	x6	5
Normal	x5	4
Hard	x4	3
Deadly	x2	2

The TTK column shows the approximate number of hits you need to take (unarmored) to reach a death state from a common 3d6 attack, assuming an average BOD and WILL of 6 (40hp for vanilla rules).

Remember, critical tables exist for a reason. Hit point damage might not drop you dead, but if someone blows off your arm, you're not going to be doing much more in combat. This isn't necessarily a bad thing—you can cripple your players without killing them outright, allowing them to continue the campaign.

That's why I recommend playing a few games first to see if you really want to increase the mortality rate for your players.



Shotgun Shells

This rule changes up how shotgun shells work. Instead of doing close area attacks, shells are treated like normal bullets but with these tweaks: Each time you shoot and hit a target, roll 2d6 damage three times (2d6x3r). Some shells do less damage and roll fewer hits, like 2d6x2r.

If you roll multiple 6s on damage dice, you only crit once. Armor reduces each roll separately, making shotgun shells perfect for shredding unarmored targets or tearing up cover, but nearly useless against armored enemies.

Light Shotguns

We are introducing a new category of shotguns—basically exotic variants. These shotgun shells are for the weird stuff like implants, boom gloves, or revolvers that shoot shotgun ammo.

They might not pack the same punch as their big brothers, but they can still carve a decent hole in unarmored targets.

Slugs deal 3d6 damage, while shells do 2d6x2r.

Autofire and Shotgun Shells

Firing a Burst with shotgun shells adds another roll of damage dice.

So, a 2d6x3r becomes 2d6x4r, and a 2d6x2r becomes 2d6x3r. Firing in Autofire adds two rolls (e.g., 2d6x5r).



Flamethrowers

Flamethrowers come with a few unique twists. First, you can make a ranged attack (as long as there's no cover in between) against any area within 10 meters/yards of you.

The attack covers a 3x3 square area, which stays ablaze until someone puts it out or 1d6 minutes pass. Anyone entering this area takes 4 points of fire damage but doesn't catch fire.

The second difference is the fuel. It's not easily removable, and if you get splashed with it, you'll need to roll a DV 15 Evade check to stop the continuous fire damage.

The downside? Anyone can aim for your fuel tank. If they hit and deal more than 7 damage, it explodes. You take the weapon's damage, catch on fire, and have to roll to extinguish the flames.

Oh, and don't forget to roll a DV 15 Resist Torture/Drugs check to avoid screaming like a wimp.

Strength and Melee Weapons

When dealing damage with a melee weapon, you'll add your brawling BODY (BOD) damage minus two dice. So, a character with BODY 6 (2d6) will do no extra damage, but a BOD 8 (3d6) will add +1d6 to melee damage.

BODY	Damage
4<	-1d6
5 to 6	+0
7 to 10	+1d6
10+	+2d6

What happens if a low BOD character uses a melee weapon that reduces their damage to 0 dice or less (like a BOD 4 using a knife)? You will always deal a minimum of 1d6 damage, but your attack won't halve armor values as normal for melee attacks.

Because it's not the same when that Maelstrom giant hits you with a maul as when a K-Pop Rockergirl does.

Cover

To keep combat from dragging on with endless cover-switching, we're expanding the cover rules. The cover mechanics are now divided into two types:

Partial Cover: When you're behind something (or someone) that provides cover but still have some parts of your body visible—maybe it's too small or you're peeking to shoot—opponents have a -2 penalty to attacks.

Full Cover: This works like the standard rules with one tweak. If you go into full cover, you lose your perception of the battleground. So, going into full cover and then popping out to shoot (and probably hiding again) imposes a -4 penalty to your attacks.



Hearing or Locating Gunshots

Guns are noisy, and sometimes you need to keep things quiet. Like when you're taking out the gang boss in his bed while his minions patrol the street.

To hear and identify a gunshot, people must roll a Perception check at DV 9. The referee can add extra modifiers based on the environment. For example, a noisy place (like under a rail train) would impose a -2 penalty to the check.

Characters can also try to silence the shot using classic tricks, like a pillow. Use the following recommendations:

Condition	Example	Mod.
Light	Medium range, busy streets	-1
Moderate	Long range, machine factory	-2
Heavy	Extreme range, fireworks	-4

Hearing a shot is one thing, but locating its origin is another. The base DV for pinpointing the direction or possible location of the shot is DV 15, with the aforementioned modifiers.

