

With respect to female and male gamers, both he and she, will be used in these rules.

MECHANICS

This system uses only six-sided dice - d6. When the text says 1d6 or 2d6, it means one or two, correspondingly, six-sided dice must be used.

Dice form a dice pool, with different modifiers adding or subtracting dice. When the total amount of dice in the pool is calculated, these dice are rolled.

When you see a number with a plus after, like 5+, it means that the rolled dice must show 5 or more, to gain success. All dice that show lower numbers, are discarded.

Sometimes, after calculating all the modifiers, your dice pool will contain 0 or less dice - in this case, the roll cannot be made and you can choose to make others action.

Rerolls

When you have an ability to reroll, you can take one dice, from the dice pool, that you have just rolled, and re-roll. This result is final and a re-roll, for one dice, can be made only once.

CHARACTER CREATION

To create a character, you are given 5 attribute points, 1 perk and 20 skill points.

ATTRIBUTES

Character has four attributes:

<i>Body</i>	Health Points, ability to carry big weapons, physical toughness and strength
<i>Agility</i>	Defence, initiative, skills, reactions
<i>Intellect</i>	Skills
<i>Charisma</i>	Skills, luck points

These attributes start at Level 0.

Attribute level

Level	Roll needed	Description
0	6+	bad
1	5+	ordinary
2	4+	good
3	3+	extraordinary

Character starts with five attribute points - they are spent, to buy new levels.

Additional attribute points can be bought - one attribute point costs five skill points. Levels are bought, coherently.

Buying levels

Level	Point cost
1	1
2	2
3	3

For example, third level in Body, would cost 6 attribute points.

In the rules, you will see an Attribute followed by a number - for example, Charisma 1. It means

that to use this weapon, equipment or to buy this perk, you must need an Attribute level at least as the number written. Special circumstances can ignore this rule.

PRIMARY STATS

These stats are derived from Attribute levels.

Health Points (or HP) equal $10 + 5$ for each Body level.

Initiative equals $1d6 + 1d6$ for each Agility level.

Luck points (or Luck) equal $= 1 + 1$ for each Charisma level.

Defence is calculated using the character's Agility level.

Defence

Agility level	Defence
0	3+
1	4+
2	5+
3	6+

Luck

The Luck stat shows how many luck points a character has per day. Spending one point gives you an ability to re-roll one dice. Spent luck points are restored at the start of each day, after a sleep or rest.

Movement

Standard movement is 4 squares. 1 square equals 5 feet or 1.5 meters. Movement can't drop lower than 1.

PERKS

Perk is a special trait, that distinguishes the character and gives him additional abilities. Character starts with 1 perk, chosen from the list. Each additional perk costs 5 skill points.

ACTOR - Re-roll one dice in Charisma checks, Charisma 1

AMBIDEXTERITY - no penalty for fighting with second weapon, Agility 1

BRUTE - ignore penalty from Wounded condition, BODY 2

CQB - Re-roll one dice in Melee and Unarmed checks

FAVORITE - Choose one weapon. Character has + 1d6 to-hit, when making an attack with it. Attacking with all other weapons has - 1d6 to-hit, including using the chosen weapon as improvised. Replacing a chosen weapon is very hard.

GENIUS - Re-roll one dice in Intellect checks, Intellect 1

IMPROVISED - character has no to-hit penalty, when using improvised weapons.

LUCKY - Character gains 3 additional Luck Points.

QUICK - Draw free one or more weapons once per turn, Agility 2

REFLEXES - Re-roll one dice in Agility checks, Agility 1

SPEED - Movement +1, +1d6 to Initiative, Agility 1

TOUGH - + 5 HP, BODY 1

SKILLS

Skill checks are made only in combat, haste or when something really hard is done. Ordinary actions, that a normal person can do without a problem, succeed automatically.

If these actions take a lot of time, like climbing a very high wall, character can be asked to make another check. Also checks can be made to try to speed up the results.

Normally, another attempt on a failed check, cannot be made or a lot of time must pass.

Skills are divided into groups, corresponding to attributes(Body, Agility, Intellect, Charisma) or to a defence stat in the case of Combat skills group.

By default, when trying to use a skill, you have one dice + 1d6 per level of skill.

This skill dice pool is rolled and the dice are checked to a relevant attribute. If at least one dice succeeds, the skill check is successful

Characters start with 0 levels in all skills.

Levels in skills are bought, using the same coherent system as buying attribute levels, but they cost skill points.

Character starts with twenty skill points.

Body

ATHLETICS

INTIMIDATE (BODY or CHARISMA)

Agility

ACROBATICS

DRIVING

LOCKPICKING

PILOT

SLEIGHT OF HAND

STEALTH

Intellect

DEMOLITIONS

ELECTRONICS

FORGERY

GAMBLING

HACKING

KNOWLEDGE - choose which one

MECHANICS

MEDICINE

SECURITY

SCIENCE- choose which one

Charisma

BLUFF

DISGUISE

INTIMIDATE (BODY or CHARISMA)

Combat

AUTOFIRE WEAPONS

EXOTIC WEAPONS

FIREARMS

HEAVY WEAPONS

MELEE WEAPONS

PERCEPTION

UNARMED

Languages

Character starts with one language. Additional spoken language costs 1 skill point and 1 skill point for literacy in that language.

SKILL USE

Using skill without tools

If a character uses skill without proper tools / instruments / devices , she must subtract 1d6 from skill dice pool.

Helping others

If a character wants to help another character with a skill check, she must have at least skill level 2 or more. If he has, the character who is being helped can add 1d6 to his skill dice pool. On a failed check, characters, both who made the check and those who helped, can suffer consequences.

Perception

Perception does not correspond to any attribute and no checks are made with this skill. It is used to give penalty to enemy's Stealth checks, in the following way - enemy subtract you perception level from his Stealth level and makes a check.

Specialized skills, like Security, can be made to find well-hidden objects quickly. In other cases, it is only a matter of time until you find such things.

COMBAT

Starting combat

- 1. Surprise round**
- 2. Initiative**
- 3. Start combat**

Surprise round

Before combat starts, each character, who declared to ready an action, can make one action.

Initiative, turns and rounds

All characters roll dice equal to their initiative stat. The sum of each player's roll is recorded and characters are sorted, from highest to lowest.

In case of a tie, characters with the same numbers roll their Initiative again to determine who has a higher sum number. That player is placed higher in the initiative list.

In the round, starting from the character at the top of the list, each character takes a turn.

When the last character in the list finishes his turn, the round ends and a new round starts, and so on, until combat is finished.

1 round equals about 6 seconds.

10 rounds equal 1 minute.

Movement and Actions in combat

In combat, each character can move and then use an action. This order is strict: first movement, then action.

Movement

Move

Character can move up to Movement stat value in squares.

Change stance

Lie down, stand up or crouch. Movement stat is halved, up to a minimum of 1.

Draw weapon

Take weapon in hand, if it is in holster or easy-access place.

Sprint

At the beginning of character's turn, you can use sprint. Character's movement stat is doubled and he has -1d6 to-hit and checks until the start of his next turn.

Action

Attack

Aim

Aim at one enemy, that the character can see. Until the character moves or makes any action other than aim or attack, you gain +1d6 to-hit to the next attack.

Dodge

Until the start of your next turn, enemies have -1d6 to-hit against you.

Move

Character can move again using Movement stat value.

Ready

Character can ready an action, that she will make next, if declared conditions are met.

Reload

Reload a weapon, that has run out of ammunition. If a weapon has a Reload quality, it means it must reload after each shot. If a number follows this quality, like Reload 2, it means that number of actions equal to this number must be used to load ammunition.

Use skill / item

Character can use an item or a skill, appropriate to the conditions around. Some might take more than one action to accomplish.

Attack

Ranged attack

Normally, with ranged weapon, you can attack only one enemy on your turn.

When you want to attack an enemy with ranged weapon, you must roll your To-hit dice pool. To-hit dice pool equals 1d6 + 1d6 per skill with the appropriate weapon. Additional modifiers can add or subtract dice.

Compare dice with the enemy's defence. Take all successful dice and add dice equal to weapon's damage - this is the damage dice pool.

Roll the damage dice pool and calculate the sum - the number will be the damage points that you deal to the enemy.

Automatic fire

Automatic fire gives additional 2d6 to the to-hit pool and the ability to divide the dice from this pool between enemies that stand in a 10 meter long area. Additional modifiers can add or subtract dice, from each enemy.

Each enemy that has at least one dice on him after the dice pool is divided, is subject to the ranged attack by the normal rules.

Attack with automatic fire, spends all the weapon's loaded ammo.

Ranged attack with two weapons

Attacking with ranged weapons in both hands, If you attack only one enemy, you can re-roll one failed to-hit dice.

If you attack more than one enemy, you have to subtract 1d6 from to-hit dice pool and you have the ability to divide the dice from this pool between enemies.

Additional modifiers can add or subtract dice, from each enemy.

Each enemy that has at least one dice on him after the dice pool is divided, is subject to the ranged attack by the normal rules.

Automatic fire can be used with this kind of attacks.

Melee attack

To-hit dice pool equals 1d6 + 1d6 per skill with the appropriate weapon.

When using a melee attack, you can divide your dice pool between all enemies in contact.

Additional modifiers can add or subtract dice, from each enemy.

Each enemy that has at least one dice on him after the dice pool is divided, is subject to the melee attack.

Compare dice with the enemy's defence. Take all successful dice and add dice equal to the weapon's damage - this is the damage dice pool. Roll the damage dice pool and calculate the sum - the number will be the damage points that you deal to the enemy.

Instead of Agility level to determine Defence, character or enemy that holds a weapon, can use his Melee weapons skill level for Defence, if attacked with a melee weapon. He can use Unarmed skill level versus an unarmed attack.

Melee attack with two weapons

Attacking with both weapons of the same size, if you attack only one enemy, you can re-roll all failed to-hit dice. If you attack more than one enemy, you must subtract 1d6 from the to-hit dice pool and you can re-roll one failed to-hit dice on each enemy. Enemy hit is subject to normal attack. Unarmed attack (fists, legs) can not be used for fighting with two weapons.

Melee manoeuvres

Instead of making an ordinary melee attack, character can try to make a special attack against one enemy, that causes no damage:

Grapple

Use Athletics or Unarmed skill to attack and subtract 1d6 from to-hit dice pool. If the enemy is hit, he is grappled. A grappled character cannot move or perform any actions, other than try to escape on his turn with an Athletics or Acrobatics check (chosen by the enemy), subtracting one dice per each level of enemy's Athletics or Unarmed skill, over 1 level. Character who is grappling, can only make one Unarmed attack on his turn, subtracting 1d6 from to-hit dice pool.

Disarm

Use Melee weapons or Unarmed skill to attack and subtract 1d6 from to-hit dice pool. If the enemy is hit, he drops his weapon. If Unarmed skill is used, you can subtract additional 1d6 from to-hit dice pool, to take the enemy's weapon, if the enemy is hit.

Push

Use Athletics or Unarmed skill to attack and subtract 1d6 from to-hit dice pool. If the enemy is hit, he is pushed away up to 1 + 1 per Body level, in squares.

Special combat rules

Called shot

Character can make a called shot to bypass obstacles or personal protection. For each armour or cover, that you want to bypass, subtract one dice from the to-hit pool. If you hit the enemy, he cannot roll saves for the armour or cover, that you wanted to bypass.

Two handed weapons

If an item has a Two Handed trait, it means that both hands must be used to operate with it. If a character, uses such weapon with one hand, she must subtract 2d6 from her to-hit dice pool.

Body level for carrying weapons

Some weapons or equipment may say, that you need a minimum Body level to operate with it. If you do not have the needed BODY level as listed in the weapon qualities, then subtract 1d6 per level of difference.

For example, Heavy pistol has a minimum Body 2 quality. So if you have Body level 0 and you use Heavy pistol, then you must subtract 2d6 from the to-hit dice pool. Additionally, some weapons may say that to carry that weapon in one hand, you need a minimum Body level. If you do not meet this requirement, then you cannot use it with only one hand.

Body level in melee damage

If a character has Body level 0, subtract 1d6 from his melee damage dice pool.

If a character has Body level 3, add 1d6 to his melee damage dice pool.

Melee zone and reactions

Distance in one square in your front, that you can see is your melee zone.

If an enemy in contact, leaves your melee zone in his turn, you can make a standard melee attack against him or try to grapple him.

You can make one reaction per your Agility level in one round.

Thrown weapons

If a weapon is thrown at the enemy as standard attack, use Exotic weapons or Athletics skill for to-hit dice pool. Objects, not suited for throwing, count as Improvised weapons, with an appropriate rules for size.

The maximum distance for the attack in squares, is $4 + 1$ for each Body level.

A weapon can be thrown at the spot - in that case, instead of enemy's Defence stat, use your Body check number. Additional modifiers can add or subtract dice.

Deviation of thrown objects

If you do not score a hit with a thrown weapon. Roll 1d6 for direction:

Result	Direction
1,2	the projectile moves forward in the direction you threw the weapon.
3	the projectile moves right from the direction you threw the weapon
4,5	the projectile moves back, against the direction you threw the weapon
6	the projectile moves left from the direction you threw the weapon

Then roll 1d6 for distance - the number on the dice is the number of squares, that the projectile moves in the newly designated direction. In that new spot, use any special rules, that the weapon has.

Area attacks

When a weapon or projectile with an Area quality hits the enemy, target spot or ends its movement after deviation roll - the weapon's original damage is applied to all, who are located in that square. Then subtract one dice from the damage and apply the damage to all, who are in the squares, that surround the original square. After that, subtract another dice from the damage and apply the damage to all, who are in the squares, that surround the second square zone. Continue to expand radial zones, in this way, until no damage dice are left.

Multiple attackers

If character is in melee zone of four or more enemies, he must subtract one dice from to-hit dice pool, if he attacks these enemies.

Sneak attack

If the character attacks the enemy from behind or the enemy does not know her location, the enemy's Defence stat number is lowered for this attack

For example, if the enemy has Defence 3+, a sneak attack will lower it to 2+.

Shoot blindly

If the character wants to shoot without looking, for example around the corner or blindly from cover, he subtracts 3d6 from to hit dice pool and the enemy's Defence stat number is heightened for this attack.

For example, if the enemy has Defence 4+, shooting blindly will heighten it to 5+.

If Defence is heightened to 7+, the attack is made, but fails.

Shooting into melee

If you make a ranged attack at enemy, who is in melee with a friendly character you must subtract one dice from to-hit dice pool. If you miss, you must make an attack with the same dice pool against the friendly character. If there are more than one friendly characters in melee - equally divide the pool between them.

Shooting into a melee between enemies follows the usual rules.

Non-lethal attacks

A character can declare to make a non-lethal attack in melee. If he attacks with a melee weapon, he must subtract one dice from the to-hit dice pool. If enemy's HP is reduced due to a non-lethal attack, he is knocked unconscious.

Ranges

Longe range starts after the weapons Range stat and subtracts one dice from to-hit dice pool. Maximum range equals twice the weapon's Range stat. Attacks after maximum range - fail.

Type	Range in metres
Pistol, bow	25

Smg, Shotgun, crossbow	50
Shotgun	50
Assault rifle	100
Rifle, machine gun, RPG	200

To-hit modifiers

automatic fire	+ 2d6
Bad visibility	- 1d6
Called shot	- 1d6
Disadvantage	- 1d6
Exhausted / poisoned	- 1d6
Improvised weapon	- 1d6
Long range	- 1d6
Multiple attackers	- 1d6
Shoot enemy in your melee zone	- 1d6
Shoot into friendly melee	- 1d6
Shoot blindly	- 3d6
Two handed attack	- 1d6
Two handed weapon in one hand	- 2d6
Wounded condition	- 1d6

SPECIAL RULES

Suspicious activity

When a character tries to carry concealed weapons or other forbidden item, past an enemy, the enemy rolls dice, equal to characters Alarm stat. If any dice shows a six, then the enemy becomes suspicious.

The same goes for any suspicious activity, with one dice for each modifier.

For example, when a car tries to leave a robbed bank, police passing by rolls one dice for a car, seen at the robbery scene and one dice for being in the area of a robbery. If any dice shows a six, then the police can try stop the car for further investigation.

Another modifiers, like bullet holes in the car, may add dice.

Silenced weapons

A weapon with a Silencer makes noise only in a 10 meter radius. If an enemy is in this area, he rolls alarm dice equal to weapon's original damage, subtracting one dice. . If any dice shows 6, then the enemy becomes suspicious.

Gaining skill points

At the end of a mission, a character gains one skill point. Two skills points for long missions. For overcoming hard obstacles - another skill point.

NPC and enemy stats

Type	HP	Attribute level	Skill level
Civilians	10	1	0
Gang-members, guards, police	10	1	1
SWAT, FBI, Bodyguards	15	2	2
Hitmen, special agents	20	2	3
Bosses, weapon-masters	25	3	3

NPC's equipment, weapons and additional skills depend on her career and environment.
Boss characters can have Luck points, Perks, ability to gain Wounded Condition and more.

HEALTH

Damage

When a character takes damage, subtract the sum of damage dice rolled, from the number of character's Hit Points. If Hit Points drop to 0 or lower, the character gains Wounded condition, her Hit Points are restored to their maximum and she must make an Athletics check. If she passes the check, nothing happens and she can continue her actions. If she fails the check, she is knocked down and ends her turn - she is in Shocked condition now.

When a character in a Wounded condition, drops to 0 Health Points or lower, she dies.

Conditions

Wounded

Character subtracts one dice from all to-hit and skill check dice pools. The condition ends, when character heals Hit Points over their maximum.

Shocked

Character lies prone and on her turn, cannot move or perform any actions, other than make an Athletics check, without any modifiers. If she succeeds, this condition ends and she can act normally on this turn. If the check is unsuccessful, her turn ends.

Poisoned

If character is subject to contact with poison, he must pass an Athletics check or gain Wounded condition. After 1 minute (10 rounds), he must make another Athletics check or gain Shocked condition. If character is in Shocked condition for half a minute (5 rounds), he falls Unconscious.

Special damage

Falling

Character takes 1d6 damage per 3 metres of fall. This damage ignores armour.

Fire

Character takes 2d6 damage, if he comes in contact with big open flames. This damage ignores armour.

Electricity

Character takes 3d6 damage, if struck by high voltage. This damage ignores armour.

Massive damage

If character takes damage that is equal or more than his maximum Hit Points multiplied by three, then he must make an Athletics check or die.

Damage to vehicles and objects

When trying to damage vehicles or objects, the successes on to-hit roll do not add dice to damage roll. If the damage exceeds the hardness, the object or vehicle is damaged.

This does not apply to damage reduction that gives cover.

Armour

Personal protection

When a character that wears armour is hit, she rolls one dice for a save, corresponding to that armour. If the roll is successful, she subtracts Damage Reduction stat from the damage, that she must take.

For each time the damage exceeds the Damage Reduction and removes character's Hit Points, mark a hit on armour.

After the mission, roll one dice for each hit on armour. If any dice shows a six, the armour is ruined and is useless now.

Cover

If a character behind cover is hit, he rolls a dice for a cover save. If the dice shows three or more, the roll is successful. Subtract Damage Reduction stat, corresponding to that cover, from the damage the character must take.

Hardness

Cover	Damage Reduction
Wood	10
Dead Body	10
Reinforced glass	15
Metal	15
Thin concrete	20

Healing damage

A character who lost his Hit Points, can restore them. For a day of rest, a character can roll $1d6 + 1d6$ for each level of character's Body. The sum of this roll is the number of restored Hit Points.

In addition, a character with a Medicine skill can try to heal himself or other person. For a day of treatment, character can heal $1d6$ Hit Points per level of doctor's Medicine skill.

If a character with a Wounded condition restores his Hit Points to their maximum and has excess healing points left, his Wounded condition is canceled. The excess healing points are marked as the character's current Hit Points.

EQUIPMENT

Firearms

Type	Damage	Traits	alarm	Cost
Light pistol	1d6		1	500
Medium pistol	2d6	2 handed or BODY 2	2	500
Heavy pistol	3d6	2 handed or BODY 3, min BODY 2	3	500
Shotgun	2d6	2 handed, min BODY 1, + 1d6 to hit if short range(1 -3)	3	1000
Double-barrel shot	3d6	2 handed, BODY 1, + 2d6 to hit if short range(1 -3), reload	3	1000
Rifle	2d6	2 handed, min BODY 1, aim +1, long range	4	2000

Autofire weapons

Type	Damage	Traits	alarm	Cost
Smg	1d6	auto, 2 handed or BODY 2	2	1000
Assault rifle	2d6	auto, 2 handed, min BODY 1	3	2000
Machine gun	3d6	auto, 2 handed, min BODY 2, -1d6 to hit if not braced, ignore first reload,	4	4000

Heavy weapons

Type	Damage	Traits	alarm	Cost
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RPG	6d6	2 handed, reload 2, min. BODY 2, area, -1d6 to-hit	4	2000
Disposable RPG	5d6	2 handed, min. BODY 1, area, one use, -1d6 to-hit	3	1000

Explosives

Type	Damage	Traits	alarm	Cost
Explosives	5d6		1	500
Grenade	3d6	throw, area, one use	1	200
Under-barrel	3d6	area, reload, min BODY 1	2	1000

Exotic

Type	Damage	Traits	alarm	Cost
Bow	1d6	2 handed	2	500
Crossbow	2d6	2 handed, reload	2	500
Taser	-	short range, athletics check to save or become Shocked	1	500

Melee weapons

Type	Damage	Traits	alarm	Cost
Unarmed	0d6			
Improvised		-1 to-hit, other stats as weapon size		
Small weapon	1d6		1	
Hand weapon	2d6	2 handed or BODY 2	2	
Big weapon	3d6	2 handed or BODY 3	3	

Armour

Type	Save	DR	Traits	alarm	Cost
Concealed vest	5+	6		1	1000
Ballistic vest	4+	9	Body 2 or - 1 to all Agility checks and movement	2	1500

Weapon upgrades

Type	Traits	alarm	Cost
Compact		- 1	+ 1/2 cost
Extended magazine	ignore first reload, reload 2		200
Holster	use movement to draw		100
Light-weight	Minimum body level -1		500
Optical sight	Aim +2 at long range	1	500
Red dot sight	Aim +1	1	500
Sawed-off	-1 to hit	- 1	-
Silencer		1	500

Services

Type	Cost
Car / Specialized car	1000 / 2000
Cleaning service (per body / room)	2000
Fake documents	1000
Hacking: Shutdown / Personal info	500
Hacking: Remote access	1000
Spotter / Driver	1000 / 2000

Special equipment

Type	alarm	Cost
Drugs (one use)	-	200
ECM Jammer (20 metres)	1	1000
EMP Generator (10 metres)	1	1000
Explosives / Shaped charge	1	500
Night Vision Device	1	1000
Radio set / radio detonator	1	100
Small tools	1	50
Tools	2	100
Big tools	4	200
Small specialized tools	1	100
Specialized tools	2	200
Big specialized tools	4	500
Small illegal tools	1	200
Illegal tools	2	500
Big Illegal tools	4	1000

NAME

LUCK ____ / ____

DEFENCE ____

HP ____ / ____

WOUNDED ____

INITIATIVE ____

MOVEMENT ____

ALARM ____

PERKS

BODY ____

☆☆☆

INTELLECT ____

☆☆☆

CHARISMA ____

☆☆☆

AGILITY ____

☆☆☆

COMBAT ____

ARMOUR

QUALITIES

SAVES ____

DR ____

ALARM ____

HITS ____

WEAPON

QUALITIES

TOHIT ____

DAMAGE ____

ALARM ____

WEAPON

QUALITIES

TOHIT ____

DAMAGE ____

ALARM ____