

Reference – Game Play Examples

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Example Stat Block

For these examples, all characters will have the same statistics as the Scum Profile.

Scum Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	20	30	30	30	25	30	25	30

Wounds: 9

Movement: 3 / 6 / 9 / 18

Skills: Awareness (Per), Carouse (T), Chem-Use (Int), Common Lore (Imperium) (Int), Deceive (Fel), Drive (Ground Vehicle) (Ag), Gamble (Int), Silent Move (Ag), Speak Language (Low Gothic) (Int), Trade (Shipwright) (Int)

Talents: Basic Weapon Training (SP), Jaded, Melee Weapon Training (Primitive), Pistol Weapon Training (Universal)

Weapons:

- ◆ Knife (**Range** 5m | **Damage** 1d5 R | **Penetration** 0 | **Special** Primitive [AP twice as effective])
- ◆ Stub Revolver (**Range** 30m | **ROF** S/—/— | **Damage** 1d10+3 I | **Penetration** 0 | **Clip** 6 | **Reload** 2 Full | **Special** Reliable [on a Jam, roll 1d10, only Jams on a 10])

Gear: Poor quality clothing, spare reload.

Combat Example – 001

This example uses two characters, Bron and Quinn, both with the Scum Profile. The characters are in an alley 9 meters apart. In this example, neither side is surprised and both roll 1d10 + Agility Bonus (1d10+3). Bron has Initiative 6 and Quinn has 9.

Round 1

- ◆ **Quinn** - Uses a Half Action to move 3 meters closer to Bron and another Half Action to ready his knife.
- ◆ **Bron** – Uses a Half Action to ready his stub revolver and another Half Action to fire a single shot at Quinn. This requires an **Ordinary (+10) Ballistic Skill Test** because Quinn is 6 meters away (short range is half or less of the weapon's Range value). Bron rolls his Test (1d100 trying for 30 or less) and gets a 28, a hit.
- ◆ **Quinn** – Uses his Reaction for this turn to Dodge. Since Quinn is untrained in Dodge, and it is a basic skill, he only gets half his Agility to make the check. Quinn rolls his Test (1d100 trying for 15 or less). He rolls a 43, a failure. Since the Dodge Test failed, Quinn is hit by Bron's attack.
- ◆ **Bron** – Bron had rolled a 28 on the attack and Quinn failed to Dodge. Bron now has to determine where he shot Quinn. He reverses the numbers of his attack roll and has an 82. An 82 is a hit to the right leg. Bron now rolls damage for his stub revolver (1d10+3 I) for 10.
- ◆ **Quinn** – Quinn has 10 points of impact damage to apply to his right leg. Quinn is not wearing any armour that covers his right leg (or any armour at all, for that matter), so he cannot reduce the damage from armour. He does get to subtract his Toughness Bonus from the damage (10 – 3) for a total of 7. He has 9 Wounds and has suffered 7 damage, leaving him with 2 Wounds. It has been a bad round for Quinn.

Round 2

- ◆ **Quinn** – Uses a Full Action to charge at least 4 meters (and up to 9), easily covering the 6 meters between them. He makes an **Ordinary (+10) Weapon Skill Test** (because charging adds +10) (1d100 trying for 40 or less) and rolls a 07. Since he needed 40 or less and rolled a 7, this is considered three degrees of success (determine by adding 10 until you meet or exceed the target number; 17 is one degree, 27 is two degrees, 37 is three degrees, and 47 exceeds the target of 40).
- ◆ **Bron** – Uses his Reaction for this turn to try and Dodge untrained (1d100 trying for 15 or less) and gets a 10, a success. Bron Dodged Quinn's attack. Since Quinn is Engaged in melee with Bron, shooting him is much more difficult. So, Bron uses a Half Action to ready his knife into his off hand. He uses his second Half Action to make a **Hard (-20) Weapon Skill Test** (because off hand imposes -20) (1d100 trying for 10 or less) and gets a 56, a miss.

Round 3

- ◆ **Quinn** – Uses a Half Action to make a **Challenging (+0) Weapon Skill Test** with his knife (1d100 trying for 30 or less) and rolls a 27, a hit.
- ◆ **Bron** – Bron uses his Reaction to try and Parry with his knife. He could have tried a Dodge, but he is better at Parry. He rolls a **Challenging (+0) Weapon Skill Test** with his knife (1d100 trying for 30 or less) and rolls a 31, just failed!
- ◆ **Quinn** – Quinn had rolled a 27 on the attack and Bron failed to Parry. Quinn reverses his attack numbers to 72, which is a hit to the right leg. He rolls for damage, adding his Strength Bonus (1d5+3 R) and gets a total of 7.
- ◆ **Bron** – Bron is not wearing armour, so he can only reduce the damage by his Toughness Bonus. He suffers 4 damage, which he compares to his 9 Wounds. He still has 5 Wounds remaining.
- ◆ **Quinn** – Quinn had only used a Half Action so still has a Half Action remaining. He makes another **Challenging (+0) Weapon Skill Test** with his knife (1d100 trying for 30 or less) and rolls an 18, a hit.
- ◆ **Bron** – Having already used his Reaction, Bron is hit.
- ◆ **Quinn** – Quinn reverses his attack roll to 81, the right leg and rolls damage (1d5+3 R) and gets a total of 6.
- ◆ **Bron** – Bron reduces the 6 damage by his Toughness Bonus and suffers 3 damage. He now only has 2 Wounds remaining. Bron is still using his knife in his off hand so takes a Half Action to make a **Hard (-20) Weapon Skill Test** (because off hand imposes -20) (1d100 trying for 10 or less) and gets a 03, a hit.
- ◆ **Quinn** – Having his Reaction remaining, he tries to Parry with a **Challenging (+0) Weapon Skill Test** with his knife (1d100 trying for 30 or less) and rolls a 87, a failure.
- ◆ **Bron** – Bron reverses his attack roll to 30, a left arm hit. He rolls for damage, adding his Strength Bonus (1d5+3 R) and gets a total of 7.
- ◆ **Quinn** – Quinn is not wearing armour, so he can only reduce the damage of 7 by his Toughness Bonus, making it 4 damage. He only has 2 Wounds currently, so 4 pushes him into Critical Wounds! The knife is a rending (R) weapon and he was hit for 2 Critical Wounds. Consulting the Critical Effects charts, this means he drops anything in his left hand (nothing, he is right-handed) and also suffers 1 level of Fatigue. He only has 2 levels of Fatigue remaining (his Toughness Bonus – 1).
- ◆ **Bron** – Bron uses his remaining Half Action to make a **Hard (-20) Weapon Skill Test** (because off hand imposes -20) (1d100 trying for 10 or less) and gets a 79, a miss.

Round 4

- ◆ **Quinn** - Uses a Half Action to make a **Difficult (-10) Weapon Skill Test** (since being fatigued is a -10 penalty) with his knife (1d100 trying for 20 or less) and rolls a 94, a miss. Uses a Half Action to make a **Difficult (-10) Weapon Skill Test** with his knife (1d100 trying for 20 or less) and rolls a 62, a miss.
- ◆ **Bron** – Bron is still using his knife in his off hand so takes a Half Action to make a **Hard (-20) Weapon Skill Test** (because off hand imposes -20) (1d100 trying for 10 or less) and gets a 09, a hit.
- ◆ **Quinn** – Having his Reaction remaining, he tries to Parry with a **Difficult (-10) Weapon Skill Test** with his knife (1d100 trying for 20 or less) and rolls a 71, a failure.
- ◆ **Bron** - Bron reverses his attack roll to 90, a left leg hit. He rolls for damage, adding his Strength Bonus (1d5+3 R) and gets a total of 6.
- ◆ **Quinn** – Reduces the 6 damage by his Toughness Bonus to 3. He is now at 5 Critical Wounds with a rending weapon to the left leg. Consulting the Critical Effects chart, this means a spray of blood spews forth as his leg rips open exposing sinew, bone, and muscle. Quinn is reduced to half movement for 5 hours and suffers 4 levels of Fatigue. This exceeds his maximum Fatigue (equal to his Toughness Bonus), so he falls unconscious for 7 minutes (10 minus his Toughness Bonus).

This effectively ends the fight, with Bron the victor. Quinn is unconscious and at Bron's mercy. Bron has suffered 7 damage to his normal 9 Wounds. He is considered Heavily Damaged and can heal 1 damage per week. If he devotes an entire week to resting, he can heal 3 (his Toughness Bonus) damage in a week. After this week, he would have 4 damage remaining, which is Light Damage. He can heal 1 damage per day, or he can devote a full day to rest and heal 3 (his Toughness Bonus) in that day, which would leave him with 1 damage. This would heal after another day. Best case scenario, Bron spends the next 8 days recovering in bed and on the 10th day, he would be fully recovered. Medical or psychic aid, or healing drugs, could speed up the process.