Spot Rules on Tests

Tests

The column "Book" gives the rule book values for any category and the column "Mine" gives the value we are using in the campaign, ie: house rules.

Basic Tests

Compares a stat (ie: Attribute, Skill level, etc) against a Difficulty factor (Df). The following table gives the basic Target Number. Once the Target Number (t) has been determined, roll two six-sided dice. If the total is equal or less than the Target Number, the test succeeds. Otherwise, the test fails.

(Stat-Df)	Type	Book	Mine
+2	Dead Easy?	auto	12
+1	Easy Test	12	10
0	Normal	7	7
-1	Hard Test	4	4
-2	Impossible	1	1

Variable Tests

The Target Number is calculated by the following formula. Once the Target Number is determined, the test is resolved in the same way of the Basic Test.

$$t = 7 + (Stat) - 1D$$

Attribute Modifiers

If a test is specified as Skill (Attribute), the character's attribute value modifies the Target Number as shown in the following table. The modifier is added to the Target Number after the Df stage and any other Target Number modifiers have been applied. For example, a character with Agility-4 making a Normal Rifle (Agility) test has a target number of 8 (Normal test =7, +1t for Agility).

Attribute	Modifier
1	-2t
2	-1t
3	0
4	+1t
5	+2t

Rushing It or Taking It Slow

A task can be performed in half the usual time with +1Df modifier applied. Taking twice the usual time to perform a task gives a –1Df modifier.

Multiple Actions

A character may perform more than one action at one time. For each extra action, the Difficulty Factor for all actions being performed in increased by +1Df. For example, both actions are tested at +1Df when performing two actions at once, or three actions may be performed simultaneously at +2Df to each action.

Team Work

Characters can cooperate to perform an action. The character with the highest Stat is designated the task leader. If any other characters have the Stat at a level equal to the leader, apply a modifier of –1Df. This is only applied once and is not cumulative. If any other characters have a Stat at a level one less that the leader, apply a modifier of –1t. This is cumulative. However, the maximum number of characters that can participate in the cooperative action is equal to the leader's Stat. For example, if the leader has a Stat of 2, the leader and one other character can combine their skills.

Learning From Experience

Any time a character attempts a Hard or Impossible skill test (ie: Df is one or more greater than the character's Stat) and rolls doubles, the character may receive 1 Character Point (CP) towards improving that skill. If the numbers, not the total, on the dice is equal to or less than the character's Intelligence Attribute, the character point is earned.

Luck

To test a character's luck, roll two six-sided dice. If the score is equal to or greater than the character's Good Luck attribute, Fortune favours him or her. If the score is equal to or less than the characters Bad Luck attribute, Fortune has turned away. For any other score, Fortune simply does not listen. The Aegis handbook reverses the Good Luck/Bad Luck scale, with Good Luck now on the lower end of the scale. A character may not test his or her luck to perform an action he or she has no skill in. For example, Luck wont help a character fly a plane through a storm if the character has no Pilot skill but it may help a novice pilot (ie: Pilot-1).

Research Projects

A character can conduct research projects by themselves in to area in which they have a skill. For example, a character with Electronics skill may research obscure fundamental principles in this field or invent electronic devices. Research skill itself is used for library study, trolling through newspapers for clues, etc.

A character with Research skill may collect a team of people to help him or her. Research skill determines the number of other characters who can assist in the research project as with teamwork, and is also a modifier to the Target Numbers needed to achieve a breakthrough, as explained below.

A project requires a number of breakthroughs to be successful. For example, a research project to determine the use of an alien artefact may require two breakthroughs in Engineering: Electrical skill, Eng: Electrical (x2). Characters assisting in the project reduce the difficulty factor of the project by –1Df if they have the required meta-skill or specific skill as the project.

Long-term projects have a base duration of one week. Short-term projects have a base duration of one day. At the end of this period, the project leader rolls to determine if a breakthrough has been made. If no breakthrough is made, the project leader can decide to either keep going or to abandon the project.

At the outset of the program, the project leader assigns a Project Value (PV) to describe the aggressiveness of the research plan, where a PV of 1 is very cautious and a PV of 6 is a risky, win-big/lose-big approach.

At the end of each research period, make a test of the appropriate skill (eg: Engineering: Electrical) against a Df equal to the PV. The project leader's Research skill level is added as a modifier to the base Target Number. If the skill test is successful, roll one die and if the result is equal to or less than the PV of the project, a breakthrough has been made. If the single die roll is unsuccessful, progress has been made but nothing significant learned. This gives the project leader a +1t modifier for the skill test at the end of the next period. These bonuses are cumulative until a breakthrough is made, then the bonus are lost. If he skill test is unsuccessful, no progress has been made.

Spot Rules on Combat

General Rules

Surprise

Succeeding in a test of Stealth versus the opponents' highest Perception attribute gives the character one free round to perform any action before normal combat begins.

Time

One combat round is approximately five seconds, but this is flexible, where the emphasis is on speed. Characters who are overly talkative, for example, will be cut off mid sentence.

Combat Sequence

Combat proceeds in order of highest Reflexes attribute to lowest. Where there is a tie, use the following order: close combat, ranged combat, movement, other. If there is still a tie, roll for which character goes first.

Deferred Actions

Actions can be deferred. The character deferring his or her action may act at any time later in the round but may not interrupt or pre-empt the actions of another combatant.

Opportunity Actions

A character may elect to take a specific action only when a specific trigger occurs. For example, "I shoot the next person who walks through that door." The action may be aborted at any point before the trigger occurs. When the trigger event happens, the action happens. For example, it does not matter that the next person through the door is a friend, the character will shoot him or her.

Evading

When a character is aware of any type of attack directed against him or her in a combat round in which he or she has not yet acted, the character may use his or her action to evade the attack. The character makes a Reflexes attribute test with the Df equal to the attacker's Reflexes attribute. If successful, the character dodges, side steps, ducks, etc away from the attack. The attacker cannot change his or her action in response to this, even if the evasion means that the attack will automatically fail. If the evasion test fails, the attack proceeds as normal.

Ranged Combat

Range

Range determines the basic Difficulty Factor for the shot as described in the following table.

Range	Difficulty
Point-blank	1
Close	2
Effective	3
Long	4
Extreme	5

Aiming

A character may spend a round aiming for a –1Df bonus. Firearms must have a stock to be aimed. Automatic fire cannot be aimed.

Called Shots

A called shot may achieve up to three things: avoid armour, increase (or decrease) damage done, or produce a special effect like shooting a gun from someone's hand. Firing into close combat requires a called shot. Each effect the character is trying to achieve adds +1Df to the skill test.

Cover

Cover forces the attacker to make called shots to hit the target hidden by the covering item.

Snap Shots

A snap shot is a hasty, unaimed shot. The character making a snap shot acts as if his or her Reflexes attribute is one higher than it actually is and the Df of the shot is increased by one. Weapons with stocks may not be used to make snap shots. Scopes are ineffective when making snap shots.

Automatic Fire

A short burst fires 1D6 bullets at a single target. The attack has +1t to hit and the Damage Level is increased by one. A long burst fires 3D6 bullets at several targets. The total number of bullets that have a chance of hitting a target is equal to the character's Autofire skill plus his or her Strength modifier. Each bullet with a chance of hitting must be rolled for separately. All targets must be within 10m of each other. Others in the area must make a Willpower test at Df3 or evade (ie: innocent bystanders must be mentally tough or automatically dive for cover).

Close Combat

Using Moves

To hit a target with a Brawling or Martial Arts attack, the character must test his or her skill against the Df of the move being attempted. See the following table for a brief list. To actively defend (eg: dodging, blocking, parrying, etc) against an attack, the defender makes a skill test using the attacker's skill as the Df. If the defender succeeds, the attack is neutralised and does not damage. A defender may always use a defensive move against an attack. There is no limit to the number of attacks that may be countered in a round. A character knocked prone may only attempt Flip, Sweep, Dodge, Block, Grab, Choke, Smash, Head-butt, Dirty Blow and Break (to counter a hold only). Alternatively, character may use his or her action to get to his or her feet.

Brawling Moves	Difficulty
Block (Str)	Attacker's skill
Break (Str)	4
Choke (Str)*	1
Dirty Blow (Str)	4
Dodge (Ref)	Attacker's skill
Feint (Ref)	Defender's skill
Grab (Str)*	2
Knee (Str)	2
Haymaker (Str)	3
Head-butt (Str)*	2
Head Smash (Str)	3
Improvised Weapon Block (Str)	Attacker's skill
Improvised Weapon Strike (Str)	2
Punch (Str)	1
Smash (Str)	3
Tackle (Siz)	Defender's Size

Combinations

A combo is a series of moves executed in one round as a single move. Each individual move is attempted in order and must be successful for the character to progress to the next move in the series. If a defensive combo interrupts an offensive combo, the defensive combo must be completed before the offensive combo can be resumed. The moves comprising a combo need not be aimed at the same target. The first move in a combo may be used as a single move but the character must declare this beforehand and subsequent moves in the combo cannot be used.

Special Attacks

Shotguns

Shotgun may fire shot or slugs. Slugs cause Wn4 damage. When firing shot, the attacker receives +2t at effective or further range and the damage level inflicted is modified as follows: at point-blank and close range +1DL, at effective range +2DL, at long and extreme range –1DL.

Grenades

Grenades explode at the end of the round after everyone has had an action. Thrown and indirect fire grenades may scatter if the attack test fails.

Explosives

The damage level is determined by the Blast Rating, which varies depending on the amount of explosive used. The wound level varies with proximity to the charge: Splatter for anything contacting the charge, and Wound for anything else. The damage level is dropped by one for every ten metres (five metres for a tamped charge) away from the explosive.

Martial Arts Moves	Difficulty
Disarm (Agl)	2
Flip (Agl)	Attacker's skill
Jump Kick (Agl)*	3
Kick (Agl)	2
Nerve Punch (Agl)	4
Sweep (Agl)	3
Throw (Agl)	3
Touch of Death (Agl)	5
Weapon Block (Agl)	Attacker's skill
Weapon Strike (Agl)	2
Gun-Fu Moves	**Difficulty**
Draw Pistol (Agl)	1
Pistol Whip (Agl)	2
Shoot (Agl)	2

Damage

The Wound Level ranges from Bruise, Thwack and Break for non-lethal damage and Flesh, Wound and Splatter for lethal damage. The Damage Level is a rating from 1 to 6.

Armour

All armour has a rating. A successful test of t

Medical Attention

Medical tests take precedence over First Aid tests. A successful First Aid or Medical test against the Damage Level of the wound gives the character –1Df and –2Df respectively on any subsequent stabilisation and healing tests, and the usage penalties imposed on a character with stabilised wounds is reduced to those of the next lower Wound Level. First Aid tests are made at –1Df. A caregiver may make a First Aid or Medical test at an additional –1Df to prevent an unstabilised wound from becoming any worse. All test assume a first aid or medical kit is available.

Death

This is a house rule because the official rules make no sense.

Once a character's wounds progress beyond Splatter 6, the character dies. A successful First Aid or Medical test made with a difficulty factor equal to the number of minutes the character has been dead allows the character one last stabilisation test.

Spot Rules on Down Time

These rules are culled from the Main Rulebook and the Aegis Handbook. There are also some house rules thrown in for good measure.

Convalescence

Healing to full strength. No special rules here.

Extending Influence

This is resolved as a long-term Influence project where the number of breakthroughs required is equal to the character's current Influence attribute. The character loses –1t for each intervening week of non-Downtime.

Instruction and Training

The character must have access to a training facility or may find a teacher by making an Influence test against a Difficulty Factor equal to the skill level the character wishes to advance to. For example, to learn Small Arms: Pistol-2 without access to a training facility, the character must make an Influence test at DF2 to find a teacher. Each week the character is in training, he or she receives 2CP towards advancement in that skill. A Good Luck roll earns the character an additional CP. Bad Luck means the character only receives 1CP that week. Once enough CPs have been earned, the character receives the new level.

Martial Arts Study

Used to learn a new move or add, replace or delete a move from a combo. Each change is a single breakthrough short-term research project.

Research and Development

These investigations are long-term research projects limited only by the characters' imagination.

Resource Accumulation

Each week nets the character RP equal to his or her Influence attribute.

Therapy

This is a long-term Psychology research project where the number of breakthroughs required is equal to the character's Willpower attribute and the aim is to remove or reduce negative traits.