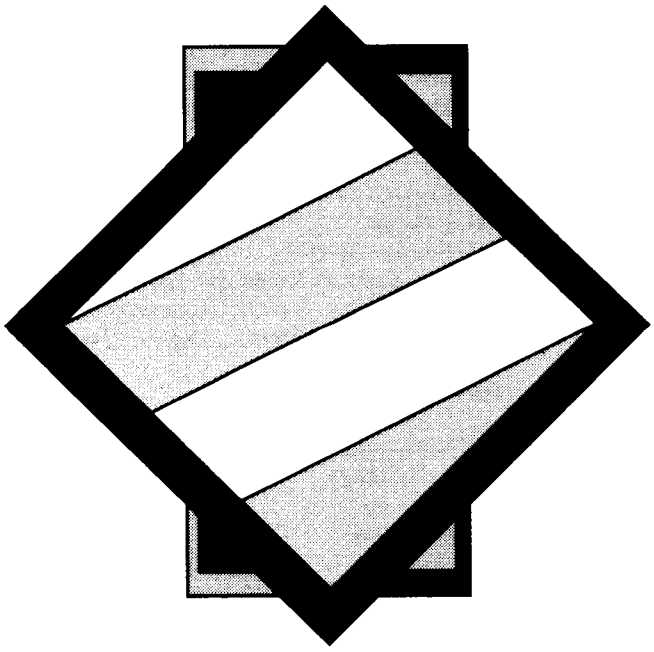

DMZ

DOWNTOWN MILITARIZED ZONE

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GAME STUFF

"Chummer, there's only one rule that you need to remember on the street: kill or be killed. Forget that and you've lost the game."

—Sympatico Jones, Dwarf Mercenary

DMZ is a game of urban combat in the near future. It is a future that may resemble your darkest nightmares or your deepest dreams. In the year 2050, the integration of technology and the Human form has changed global society profoundly. It is a time of ultimate luxury for the rich and bottomless despair for the poor. Multinational corporations rule, their needs and desires overshadowing the wills of nations. In the streets, violence holds sway, with cybernetically enhanced warriors battling for control of buildings, blocks, and even cities. The police forces, now operated by corporate subcontractors, seek to maintain control. The slide toward anarchy seems irrevocable.

At the same time, the very nature of the planet has changed, too. Magic has returned to the world in force, and with it, the rebirth of the ancient races of Elves, Dwarfs, Orks, and Trolls. But this is not one of the great civilizations of old; this is one of power and greed, of evil in the board room and anarchy in the streets. The animals of mythology have also returned to roam the Earth: Vampires, Ghouls, Gargoyles, Hell Hounds, and Dragons. With the return of magic, mankind once more remembers its ways and its uses. Magicians flourish, exerting their influence equally in the corporate board rooms and on the streets.

This is the world of **Shadowrun**, the roleplaying universe in which **DMZ** is set. Knowledge of the **Shadowrun** game is not required to play **DMZ**, but its flavor will definitely add spice.

For players not familiar with the concepts and terms used in this game, this section provides simplified definitions of common **DMZ** terms, with more complete explanations and examples given in later rules sections. The first time a term appears here, it is written in **BOLD** type.

HOW IT WORKS

Characters are the players' alter egos in the game-world. The rules define a character's abilities and limitations, but it is the player who decides what his character will do during the three to five seconds that each **Game Turn** represents. The character attempts to perform the actions, and the game rules resolve what actually happens.

Every character has some game statistics that determine what he or she can do. These statistics are listed on a **Character Record Sheet**, or **CRS**, for short. Though the CRS contains many pieces of information, an especially important section is the **Condition Monitor**. This is where the player keeps track of injury to his character. (Trust us, he's gonna get hurt!)

Many types of characters are appropriate to playing **DMZ,** and a separate booklet contains **Archetypes,** or typical examples, of those characters. A player can customize an Archetype to make a character more purely his own, or he can use the Archetype exactly as given.

Among these pre-generated characters is, for example, the **Street Samural**, an ultra-fast, cybernetically enhanced predator of the urban jungle. If a player wants a character with a little more firepower, there's always the **Mercenary**. Other characters specializing in direct action and reaction are **Bodyguards**, **Riggers**, and **Company Men**. If none of those strike a player's fancy, there's always magic...

Magicians are characters with the ability to cast **Magical Spells** and to use magic. They come in two types. **Hermetic** magicians believe that magic is a natural force to be understood and controlled like any other force of nature. **Shamanic** magicians, on the other hand, believe in **Spirits** that are part of all things, and their magic involves interacting and making deals with these Spirits. In **DMZ,** a player can use magic-wielding characters such as the **Street Mage**, **Wage Mage**, **Combat Mage**, **Shaman**, or **Street Shaman.** The **Archetypes** booklet includes these and many, many more.

MAKING SUCCESS TESTS

To resolve events in **DMZ,** players will use two six-sided dice (**2D6**) in what is called a **Success Test**. The game rules tell the player how to figure out a character's chance of succeeding at such things as firing a gun, throwing a magic spell, or spinning his motorcycle through a 270-degree turn. That chance will be a number, with easier tasks having high numbers and harder tasks having low numbers.

Generally speaking, a character's chances of success are determined by comparing two other numbers: the **Success Value** and the **Target Value.** In the case of firing a gun, the Success Value is the character's ability to fire the gun, and the Target Value is the target's ability to avoid the damage, either by absorbing it with his armor or by diving clear, modified for any conditions such as intervening terrain. For magic, the Success Value is the character's ability to cast a particular spell, and the

Target Value is the target's ability to resist the spell effects. To find the **Success Chance**, subtract the Target Value from the Success Value. That's it.

To resolve a Success Test, roll 2D6, then total up the results of both dice. If the total is less than or equal to a character's success chance, he or she is successful. If the total is higher, the character fails.

Automatic Success Or Failure

What if the Target Value is greater than the Success Value? If, for example, a player needs a number that is less than 2, there's no way he can succeed, right? Wrong! In this game, a result of 2 is an **Automatic Success.** No matter what the character's actual success chance, a roll of a 2 means he automatically succeeds. It doesn't matter if the difference between the Success Value and the Target Value is negative. Roll that 2, and he succeeds. If the difference drops below –10, however, the character has *no* chance at all of success, so don't even bother to roll the dice.

The inverse is also true. No matter how high a character's chance becomes, a die roll of 12 means failure. In other words, 12 is an **Automatic Failure**. Even if the success chance is as high as 25, a die roll of 12 *always* results in failure. There are no sure things, chummer.

Almost everything in **DMZ** is based on this formula of subtracting the Target Value from the Success Value. The actual numbers will change depending on what a player wants to do, but the procedure is the same.

Situational Modifiers

Situational Modifiers reflect the fact that the world isn't a perfect place. These modifiers are numbers that the player applies to his chances of success when the environment or other distractions hamper a character's ability to do things. Some examples would be pain (kinda tough to shoot a gun when you've had the drek beaten out of you), cover (the bum's hiding behind a garbage dumpster), and other similar things that might generally screw up the day. Situational Modifiers generally *add* to the Target Value, making it harder for a character to do something. Only rarely does a Situational Modifier make it easier by reducing the Target Value. Ain't life sweet?

COMPONENTS

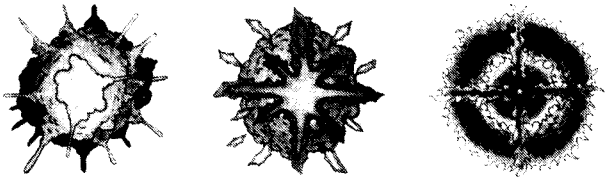
DMZ includes everything needed to play the game. There are a number of stand-up and flat counters to represent Characters, Vehicles, Grenades, Reaction Arcs, and so on. There are also mapsheets for pavement and buildings. Each component is discussed separately below. Before beginning to play, check the contents of the box to make sure everything is here:

One rulebook
One Archetype booklet
Seven Building Mapsheets
One Renraku Arcology Mall Map Mapsheet
Two white-on-black Pavement Mapsheet
Four counter sheets
16 figure stands
Two 6-sided dice

COUNTERS

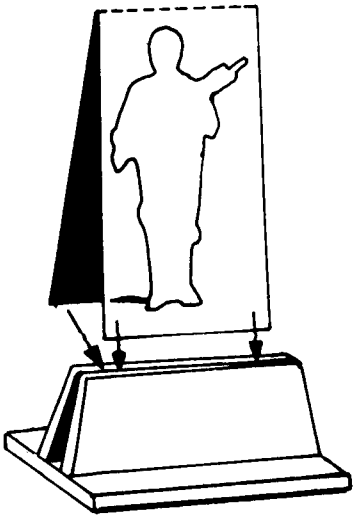
Blast Counters

Certain magic spells affect an area. A Blast counter indicates the center of that area.



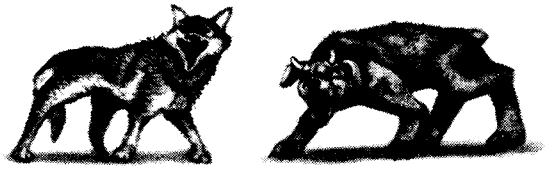
Character Counters

We've included numerous stand-up counters, each representing a different character used in the game. To assemble these figures, fold the counter as shown in the diagram below.



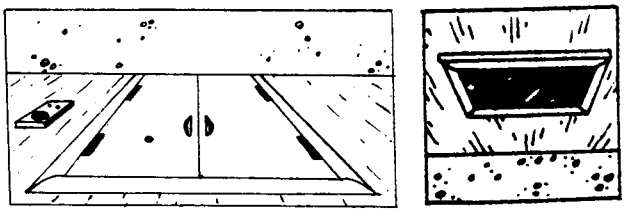
Critter Counters

Not all dangerous beings walk on only two legs, chummer.



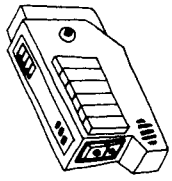
Door/Window Closed Counters

These counters are used with the Advanced Rules to indicate if a particular door or window is closed.



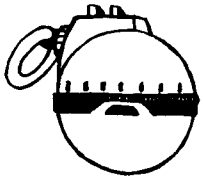
Flash-Pak Counters

These counters are used to indicate the location of Flash-Paks.



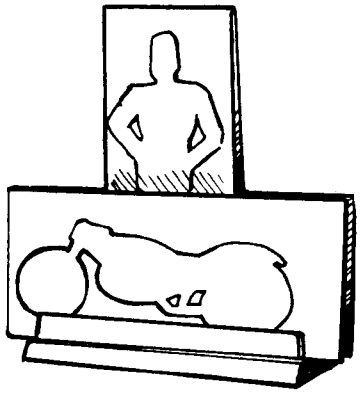
Grenade Counters

A Grenade counter indicates a grenade's location after it has been thrown or fired from a grenade launcher. A grenade counter also shows the center point of the blast effect.



Motorcycle Counters

These counters represent motorcycles. A character riding a motorcycle should be positioned as shown in the illustration below.



Prone Counters

A Prone counter indicates that a character is lying flat on the ground.

Reaction Arc Counters

Reaction Arc counters clarify the area a character has under observation. Any opposing character who enters the area covered by a Reaction Arc may be attacked.

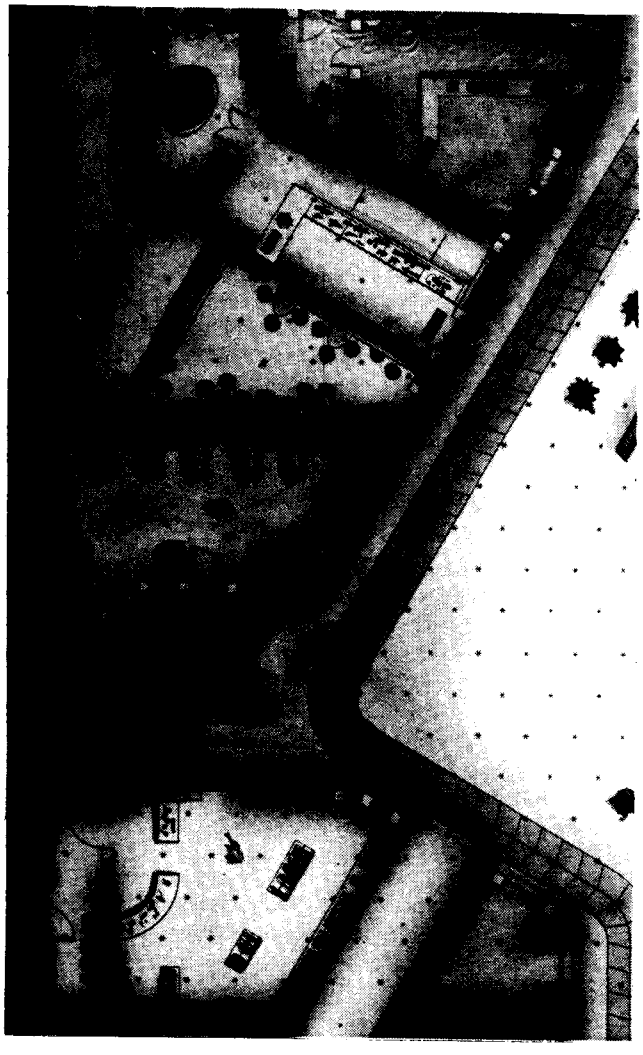
Smoke Counters

If a character pops a smoke grenade, this counter marks the center of the smoke cloud.

MAPSHEETS

This game includes seven color mapsheets depicting buildings typical of those found in the **DMZ** universe. An eighth map depicts the mall area of the Renraku Arcology, a self-contained habitat that is one of the largest buildings in the world. The large white-on-black map represents large areas of pavement. The buildings on the color mapboards are to be cut out along the building or property line and placed on the pavement sheet. By positioning the buildings in different relationships to one another, it is possible to create different streets and neighborhoods.

A dot pattern has been overprinted on the maps to regulate movement and combat. The distance between dots represents two meters on the ground. Characters move from dot to dot, except where blocked by solid black areas such as walls and tree trunks. What characters can see is affected by both solid black and shaded areas. Many of the maps show furniture or debris littered around the buildings. The players will ignore smaller pieces of junk for the purposes of movement and combat, but larger pieces such as furniture will affect both.



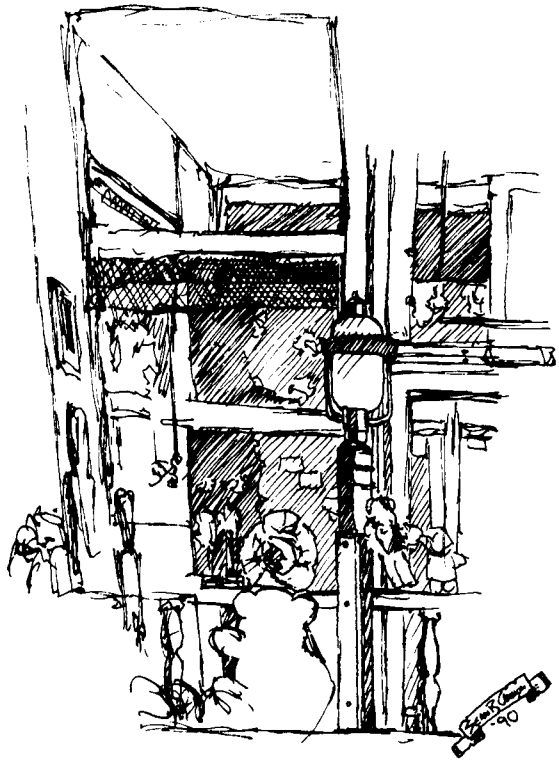
PREPARING TO PLAY

"On the street, paranoia is a way of life. Without it, you're pizza."
—Wedge Harkwood,* Street Fighting Man, *June 2050

Before the game can begin, the players must make some preparations and several decisions. It doesn't much matter in what order, but as Wedge is fond of saying,"you gotta do it if you wanna play, chummer."

CHOOSING A SCENARIO AND CHARACTERS

If the players decide to use a published scenario (like those later in this book), many of these pre-game decisions are automatically made for them. For example, each scenario suggests which characters to use. When using an original scenario, on the other hand, the players will have to decide what characters to use in the fight.



CHOOSING SIDES

Because **DMZ** is a game of urban combat, the players must choose sides. If using one of the scenarios from this book, that's easy. Simply do what the scenario says!

When using original scenarios, try to balance the sides so that neither has a big advantage over the other. Remember that it is often more risky to attack a prepared position than to defend. Players will want to take account of this difference when choosing characters to do the fighting.

LAYING OUT THE MAPSHEETS

The players next lay out the maps to represent where the fight will take place. Set up the pavement mapsheets and position the buildings in a manner agreeable to all the players. Be careful to place the buildings so that the grain of their dot pattern matches the grain of the pattern on the pavement sheet. If the scenario calls for the placement of vehicles or other terrain features, set these down on the maps as well.

FILLING OUT THE CRS

Players must fill out a Character Record Sheet for each character to be used. If using pre-generated characters, simply use the numbers given in the Archetype descriptions. If using an original scenario, players can still use pre-generated characters to avoid doing any math. Simply copy the numbers from the Archetype description into the appropriate spaces on the CRS.

Note that **DMZ** uses two versions of the CRS. One is for magician-characters and has space for magic spells. The other doesn't. Otherwise, the forms are identical.

At the top of the basic CRS is space for the Archetype name, which identifies the type of character, such as Mercenary, Rigger, or Combat Mage. Just below this is the Condition Monitor, a boxed area where players record damage their characters take during a fight. This area remains blank until the character takes damage for the first time.

The next group of boxes record information on how the character moves, attacks, and defends. First come the Move Ratio and the Fire Ratio, followed by Success Values and Defense Values.

The character's Move Ratio controls how far he moves on the mapboard in one game turn. The number is written to the left of the slash. His Fire Ratio determines how often he can attack opposing characters who stray into his Reaction Arc. The number is written to the right of the slash.

The Success Values indicate how well the character performs offensively in five areas: Armed Combat, Unarmed Combat, Firearms, Throwing, and Sorcery. Not all characters will have values in all areas. Below the Success Values are the Defense Values. These numbers indicate how well a character performs defensively, whether dodging an attack or absorbing the damage from one. The four defensive areas are: Impact, Ballistic, Physical Spell, and Mana Spell.

Weapons come next for characters who are not magicians. For mages, Spells will precede weapons on the CRS.

Firearms have five significant characteristics:

- Type (heavy pistol, SMG, assault rifle, and so on.)
- Number of Clips of ammunition carried
- Number of Shots in each each clip
- How much Damage the weapon does
- The weapon's Success Values at each Range step (Short, Medium, Long, and Extreme). Below the Range steps is space to record the actual distance in dots for each range step.

On the magician's CRS, spell listings precede weapons. The first entry for each spell is its Name. Then comes a space for its Type. For a Physical Spell, write in a capital letter P; for a Mana Spell, write in a capital letter M. If it's an Area Effect spell, write a small-letter "a" after the capital P or M. The next box is for Force. This box, like the next three (skipping Target) is divided by a slash. Each box will have two entries; one for its rating at Maximum Force and one for Minimum Force. Under Force, write the Maximum and Minimum Force values, with Maximum on top and Minimum on bottom. Do the same for Damage, Success, and Drain. The Target box will show only one number. Most spells use either Mana Spell Defense or Physical Spell Defense as their Target Value, in which case, list either an M or P as appropriate. Some spells use a completely different number, as noted in the spell's description. If that is the case, record that number here.

Melee weapons and Unarmed Combat statistics are at the bottom of the CRS. There are spaces for several kinds of attack here, such as Hand-To-Hand (HTH), knife, and so on. For each type, the only information that concerns players are the Damage and Success Values.

That's it, chummers. You've chosen the scenario, picked sides, placed the buildings, and filled in the Character Record Sheets. Now the fun begins.

SEQUENCE OF PLAY

"Sure, there's an order to the universe, but this time I think the Big Guy forgot the pepperoni."
—Liam Bough, Former Company Man

Combat in **DMZ** is a fast and furious blend of powerful weapons and magic. A turn sequence, representing three to five seconds, is used to keep it all straight. All actions are declared and resolved within that sequence.

Each Combat Turn is composed of several Phases. The whole sequence is summarized below, with a full description of each phase given in the next two chapters.

Variations to this sequence are given in the **Shadowrunning** section later in this book.

INITIATIVE PHASE

The Initiative Phase usually occurs only at the start of the very first turn of combat. One player from each side rolls 2D6. Whichever side makes the highest die roll is designated Team A, and its team members move first. The losing side is Team B, and its team members move only after Team A has finished.

If more than two teams are involved in the conflict, representatives from each team make die rolls for Initiative. The team that rolls the highest number moves first, then comes the next highest, and so on until all teams have moved.

MOVEMENT PHASE

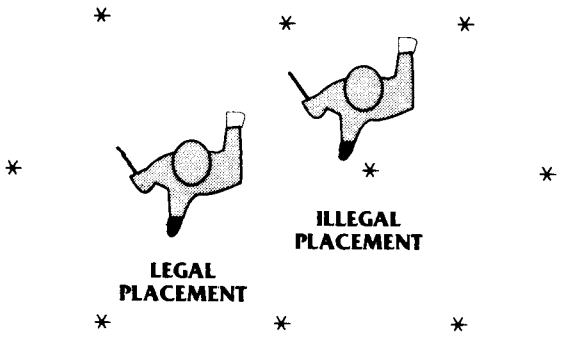
The following sequence assumes that only two teams are involved in the fight. If more than two teams are involved, add additional team movement sequences as needed.

1. Team A moves.
Remove all Reaction Arcs laid down by Team A during the previous turn.
A. Move one Team A member. If the character starts, enters, or continues to move through the Reaction Arc of an opposing team member, he may be fired upon or become the target of a magic spell. The moving team member may engage in Movement Fire.
B. Upon completing his movement, the Team A character may set up a Reaction Arc if he still has enough MP to do so.
Repeat Steps B and C until all Team A members have moved.
2. Resolve the effects of grenades.
3. Team B moves.
A. Remove all Reaction Arcs laid down by Team B during the previous turn.
B. Move one Team B member. If the character starts, enters, or continues to move through the Reaction Arc of an opposing team member, he may be fired upon. A moving team member may engage in Movement Fire.
C. Upon completion of his movement, the Team B character may set up a Reaction Arc if he still has enough MP to do so.
D. Repeat Steps B and C until all Team B members have moved.
4. Resolve the effects of grenades.
5. Repeat Steps 1 through 4 until the combat is resolved.

MOVEMENT AND ACTIONS

"I ain' never seen nothin' move like that. It's like we forgot how."
—Crimson Crush gang member after taking on a Street Samurai

Maps in **DMZ** are overlaid with a pattern of dots that control movement and measure the range to a target. The ground distance between one dot and the closest adjoining dot is two meters. During play, the counter representing a team member is placed directly on top of a dot. Until a Reaction Arc is set up, the facing of the counter does not matter.



MOVEMENT POINTS

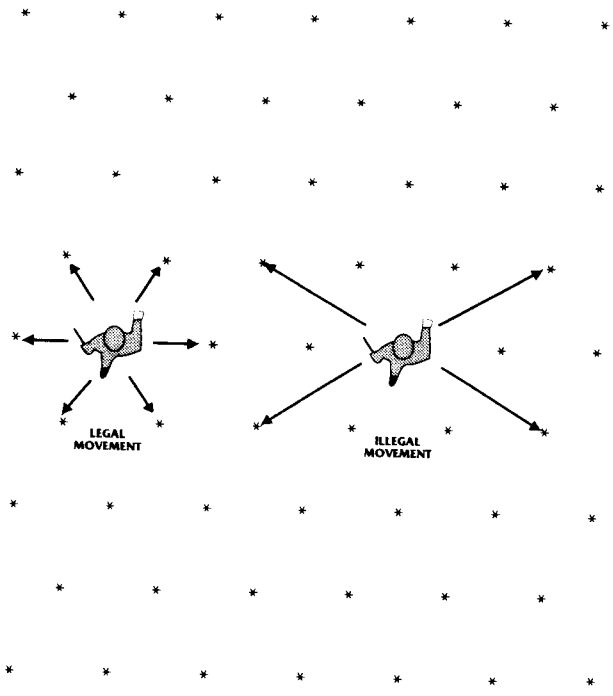
Movement Points (MP) determine how many actions a character can carry out in a single game turn. It costs Movement Points (MP) to move a character from one dot to another, to set up a Reaction Arc, to throw a grenade, to cast a magic spell, or to perform any other special actions during a turn. The following rules indicate how many MP it costs to execute the various actions. If a character lacks sufficient MP, he may never be able to perform some actions. Note that he may not carry MP left over from one turn into the next.

An uninjured character has 12 MP. This number may drop during the game if he becomes injured or impaired. See **Damage**, p. 27, for a complete explanation.

Not all characters have the same Move Ratio. The Move Ratio tells how many MP a character must spend to move from one dot to the next. The Move Ratio will range from 4 MP per dot (for slower-than-average characters) to 1 MP per dot (for incredibly fast, cybernetically or magically enhanced characters). For more information on how the Move Ratio is calculated, see the **Shadowrunning** section, p. 53.

MOVEMENT COSTS

Regardless of a character's facing, he can move from one dot to any adjacent dot except when terrain blocks his path or if he has insufficient MP to complete the move.



To determine how many MP it costs to move from one place to another, count the number of dots to be crossed, including the destination dot. Remember, characters can only move from one dot to an adjacent dot. To get the MP cost for movement, multiply the number of dots by the Move Ratio (assuming that the terrain along the way is level and unobstructed).

To determine whether terrain will hinder movement, trace the most direct line from the starting dot to the destination dot. If that line crosses any intervening or obstructing terrain, consult the Movement Cost Table below to determine whether any additional MP cost applies.

It's a killing ground, but for Gilliam and Sabre, it's their only escape. The far side of the street is ten meters away. Ten meters to safety. If the two can make it across, they'll be free, safe. Alive.

Sabre, a Street Samurai, makes the run first. He has a Move Ratio of 2 MP per dot, the distance between each dot representing two meters. With a clear run, no intervening terrain, and 12 MP, Sabre can run 6 dots per turn, or twelve meters. More than enough to clear the street, which is only 5 dots wide.

Gilliam, on the other hand, is a Mercenary. She has a Move Ratio of 3 MP per dot. With her 12 MP per turn, she can run only 4 dots, or eight meters. She's got a problem.

In addition to intervening terrain costs, the Movement Cost Table shows the MP costs for special movements such as climbing, dropping, falling, and movement on stairways. Following the table is a fuller explanation of terms.

Add all such penalties to the base MP cost for clear terrain. The penalties apply at the point where they are incurred. To see whether a character can complete the move in a given turn, the extra cost is added to the MP cost of moving into a new dot.

MOVEMENT COST TABLE

Movement	MP Cost
Traverse Clear Terrain	Base
Traverse Undergrowth or Rubble	+1 MP
Negotiate Obstacle	+1 MP
Cross One Contour Line on Hill	+2 MP
Incline or Rise	+1 MP
Move Through Open Door	+1 MP
Move Through Open Window	+2 MP
Open Closed Door	+2 MP
Open Closed Window	+4 MP
Climb One Flight of Stairs	+3 MP
Climb Up Unassisted	+6 MP
Climb Up With Assistance	+4 MP
Climb Down Unassisted	+4 MP
Climb Down With Assistance	+2 MP
Drop From One Story	+2 MP
Fall Without Control	+0 MP

Traverse Clear Terrain

Moving between any two dots that occur on flat, unobstructed terrain costs only the character's normal Move Ratio. If the mapsheet shows obstructions, rubble, or undergrowth, the player must spend additional MP.

Traverse Undergrowth or Rubble

Undergrowth consists of knee-high bushes or weeds; rubble is garbage or debris scattered across the ground or floor. Both cost additional MP to traverse.

Negotiate Obstacle

Add MP for any large piece of furniture (e.g., chair, couch) or other similar-size obstruction such as a pile of garbage, a rock, or a bench that comes between dots. For movement purposes, smaller obstacles and junk shown on the mapsheets may be ignored. A character must declare whether he is *On* or *Under* a large obstacle such as a piano, large table, dumpster, or car that is found *on* a dot. *Under* qualifies him for a Cover modification, but he must first go Prone to get under, and then Stand when and if he decides to exit. Use a Prone marker to indicate that a character is under a large obstacle. Characters who choose to be *On* the obstacle receive no special modifications.

Cross One Contour Line on Hill

The MP cost for ascending or descending a hill is paid as each contour line is crossed. The more closely spaced the contour lines, the steeper the hill. For terrain such as Underbrush, it may be necessary to pay additional MP.

Traverse Incline or Step

A rise that is lower than a hill (a short ramp or step-up, for example) adds a smaller penalty than does a contour line.

Move Through Door or Window

When a moving character passes through an open door or window, he must pay additional MP. If the door or window is closed, the character must open it before he or she can move through it. In **DMZ,** all doors are assumed to be unlocked and open unless otherwise noted. See the **Shadowrunning** section.

Open Door or Window

To open a door or window, the character must pay additional MP. This is in addition to the MP cost for moving through the door.

Climb One Flight of Stairs

Ascending or descending a stairway to a new floor costs extra MP. A stairway always falls on a dot, and a character may pass through that dot while moving to another dot on the same floor at no penalty. The MP cost only applies if the character actually uses the stairway to move from one floor to the next.

Climb Up or Down

When a character attempts movement that requires any kind of climbing, he must pay additional MP. Assistance consists of either another character helping the moving character or of proper tools such as climbing rope.

Drop From One Story

When making a controlled drop, such as off the edge of a low building or high wall, the character must pay MP. A Drop is considered to be one story or less in height.

Fall Without Control

Hey, free movement! When a character experiences an uncontrolled fall from elevations of one story or more, it costs no MP. The character may be injured in the fall, though. Even if he is lucky enough to escape damage, he will end up Prone. See the **Damage** section for the **Damage From Falling** rules, p. 28. After the fall, the character may Stand and continue moving if he has sufficient MP. These guys are tough!

Wedge is in a bind. It turns out that the place where he is to meet his Fixer is already claimed by a bunch of smelly, gibbering ghouls. Having left his trusty light machine gun in the car, Wedge decides he doesn't want to become someone's lunch. The nearest exit is a window, but a couch is blocking his way. He's gonna go for it anyway and makes a dash.

Starting from his current position, Wedge must cross the couch to reach the dot next to the window. Lucky for him, his Move Ratio is 2. Getting to the window costs him 2 MP for the dot plus 1 MP for having to cross the couch. Thus far, he has spent 3 of his 12 MP.

Once he reaches the closed window, he must spend 2 MP for the dot on the other side of the window. But first it costs 4 MP to open the window and then 2 more MP to actually move through the window he's just opened. Wedge makes it through the window, but he has spent 11 MP to do it.

If Wedge's Move Ratio had been 3 instead of 2, he could have opened the window this turn, but he would have lacked the MP to get through the window until next turn.

Certain types of terrain are normally impassable. This terrain includes walls, floors, and tree trunks, which are situated on a dot and appear as solid black circles. If a character has a special reason or is being particularly brainless, he may Climb Up the tree and then Climb Down again on the other side, assuming he has sufficient MP.

STACKING

Except when more than one character occupies an elevator, no character may end his movement on the same dot as another character, but a character may pass through a dot occupied by another character. If nothing impedes the moving character's progress, it costs him nothing to move through the dot occupied by someone else; in this case, the second character is considered "friendly." An "unfriendly" character is one who wishes to slow down or stop the moving character. See the **Block** and **Move By** rules in the **Combat** section for more on moving into or past an "unfriendly" character.

ELEVATORS

Up to four friendly characters may occupy an elevator on a single dot. If they attempt any combat activity while in the elevator, they suffer a combat modifier equal to the number of people in the elevator.

SPECIAL ACTIONS

Certain special actions may be accomplished by paying Movement Points. The character must pay the MP for each of these actions all at once at the time the action occurs. The cost is included in the tally of MP spent to reach a dot. It may not be spread out over a number of dots. The Special Actions Table indicates the MP cost for various actions, followed by a fuller definition of terms.

SPECIAL ACTIONS TABLE

Special Action	MP Cost
Set Reaction Arc	2, 4, or 6 MP
Movement Fire	3 MP
Blind Fire	3, 5, or 7 MP
Drop Prone	1 MP
Stand	2 MP
Crawl	2 x Terrain MP Cost
Ready or Reload Weapon	3 MP
Throw Non-Aerodynamic Weapon	1 MP per dot thrown
Throw Aerodynamic Weapon	1 MP per 2 dots thrown
Melee Attack	4 MP

Set Reaction Arc

By paying the required MP, a character may set up a Reaction Arc. The greater the area of effect, the greater the MP cost. See **Reaction Arcs**, p. 19. These MP are *always* spent *last* during the character's Movement Phase.

Movement Fire

A character in motion may decide to fire a weapon or cast a magical spell while moving. See **Movement Fire**, p.18.

Blind Fire

A character attempting to hit a target that is obscured by complete darkness or smoke may use Blind Fire. See **Blind Fire**, p. 21.

Drop Prone

A character may drop flat to the ground by expending an additional MP to do so. From this position, he may Crawl, Stand, set up a single 2-MP Reaction Arc, or engage in Movement Fire.

Stand

A Prone character must first Stand before resuming normal movement.

Crawl

If a character wishes to move while remaining in the Prone position, he must Crawl. The MP cost for Crawling is twice that for a normal move while standing.

Ready or Reload Weapon

A weapon must be readied prior to use. Readying includes drawing, picking up, or changing weapons. This MP cost must also be paid to reload weapons using expendable ammo.

A character cannot have a readied weapon and simultaneously cast magic. It costs no MP to "unready" the weapon so that he may cast magic, but to use the weapon again, he must spend the MP to ready it.

Throw Weapon

Thrown weapons, including grenades, require an MP cost based on the type of weapon and the number of dots it is being thrown. See **Thrown Weapons** in the **Combat** section.

Melee Attack

Any melee attack, including Hand-To-Hand, Armed, and Block attacks, costs 4 MP.

Rigley wants to change his small sub-machine gun for his Colt Manhunter while running from one dot to another across clear terrain. His Move Ratio is 3 and the MP cost for changing weapons is 3. He must spend 6 MP to move into the new dot.

BASIC COMBAT

"Now remember, don't shoot until you see the whites of their...of their...Aw hell, what is it those things got anyway?"
—Jacob "Hellraiser" Irvington, Ork Mercenary

COMBAT PROCEDURE

All combat in **DMZ** follows the same basic procedure. Every type of attack has a Success Value listed on the CRS. For Ranged weapons, the Success Value is listed in the appropriate Range column. For Melee and Magical combat, the Success Value is listed adjacent to the name of the attack.

The Defense Values for the various types of attack are given in the table below. This Defense Value is modified for Cover and other situations to create the Target Value. The Success Value is compared against the Target Value in the Success Test, as explained previously.

DEFENSE VALUE TABLE

Type Of Attack	Defense Type
Firearms	Ballistic Defense
Other Ranged Weapons	Impact Defense
Melee Weapons	Impact Defense
Unarmed Combat	Impact Defense
Grenades, Explosives	Impact Defense
Physical Spell	Physical Defense
Mana Spell	Mana Defense
Manipulation Spell	Impact Defense

To determine the Target Value, consult the above table for the Defense Type appropriate to the attack being made. Then find the Defense Value on the target's CRS. Apply any Cover modifiers or situational modifiers. In most cases, these are positive (+1 or +2, for example), and will make the Target Value higher than the Defense Value. Sometimes, however, the Target Value is less than the Defense Value, as in the case of an attacker firing at targets that are Prone and only one dot away.

Subtract the Target Value from the Success Value to determine the success chance. The attacker then makes a Success Test, rolling 2D6. For a successful attack, he must roll a number equal to or less than the success chance. Remember that 12 is an automatic failure, and a 2 is an automatic success. See **How It Works,** p. 4, for the original explanation of this special rule.

Sometimes attacks are carried out against armored vehicles or barriers. In such cases, the Defense Value is given in the **Motorcycle** rules governing such combat, p. 42–3.

TARGET VALUE MODIFIERS

For simplicity, modifiers for Cover, Movement, Reaction, Visibility, Personal Injury, and other special situations are always added to or subtracted from the Target Value, even if the modifiers only affect the attacker, as in personal damage. The table below summarizes these modifiers for ease of reference, but each is explained further in its own rules section.

TARGET VALUE MODIFIERS

Situation	Modifier
Cover	+1 per Level of Cover
Different Elevation	+1 per full 4 stories
Movement Fire	+2
Blind Reaction Fire	Reaction Arc MP Cost
Blind Movement Fire	2 x Reaction Arc MP Cost
Visibility	Dependent on Type of Vision
Attacker Injured	+0 to +4, as shown on Condition Monitor

Cover

Each dot of effective Cover crossed during the line-of-sight (LOS) trace adds a level of cover. Each interruption of the LOS adds a level of Cover. See the **Line-of-Sight** and **Cover** sections, below.

Different Elevation

If the attacker and target are at different elevations respective to one another, a +1 modifier is added to the Target Value for every 4 full stories of difference.

Movement Fire

Because the attacker is moving while firing, add a +2 modifier to the Target Value. See **Movement Fire**.

Blind Fire

Blind Reaction Fire receives a modifier of +2, +4, or +6, based on the Reaction Arc in use. Blind Movement Fire gets a +4, +8, or +12 modifier, again depending on the Arc. See **Blind Fire**.

Visibility

The modifier depends on the type of vision and what is causing the visibility problem. See **Visibility: Darkness and Smoke**, p. 18.

Attacker Injured

If the attacker has taken damage, add the condition modifier from the attacker's Condition Monitor to the Target Value. See **Damage**, below.

RANGED COMBAT

In Ranged combat, no physical contact occurs between characters. The rules for Melee Combat, involving physical combat, begin on p. 22. Ranged combat is more difficult to resolve than Melee Combat because the space between the combatants creates complications. The distance from the attacker to his target (the Range) is, of course, important. Many attacks, including all magical attacks, also require a clear view of the target; the straight line between an attacker and his target is called the Line-of-Sight, or LOS. These concepts are explained below, along with the problems of elevation difference and visibility.

In **DMZ**, there are two instances when a character may attack an opposing character with Ranged fire, be it from a mundane weapon or a magical spell. The first is during his own Movement Phase and is known as Movement Fire. The second is during an *opposing* character's Movement Phase and is called Reaction Fire. Both Movement Fire and Reaction Fire are described below. Some Ranged weapons can be fired at targets that are not visible. This is known as Blind Fire and is also covered below.

RANGE

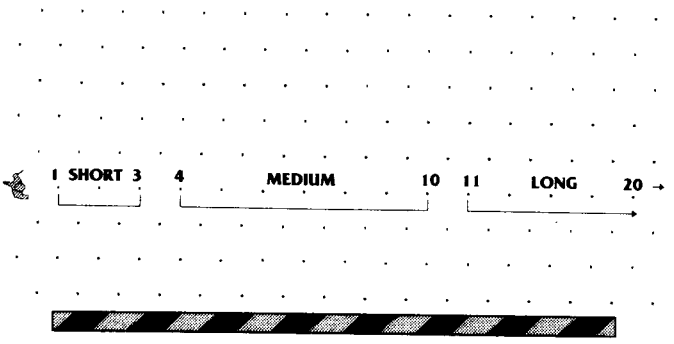
To determine the Range, or distance to an intended target, simply count the number of dots lying between the attacker and his target in as direct a path as possible. When counting dots, *don't* count the dot where the attacker is located, but *do* count the dot where the target is located. Range is divided into steps, from short, through medium and long, to extreme.

Range has an obvious effect on a weapon's accuracy. In general, the greater the Range, the less accurate the shot. The Success Values at various Ranges are listed on the CRS, as are the number of dots that comprise each Range step.

After determining the Range, find the Success Value by cross-referencing the weapon type with the Range. This will also tell the Range step and if the target is out of Range completely for that particular weapon.

WEAPON RANGES (In Dots)

Type	Short	Medium	Long	Extreme
Firearms				
Hold-Out Pistol	1 – 3	4 – 8	9 – 15	16 – 25
Light Pistol (MP)	1 – 3	4 – 8	9 – 15	16 – 25
Heavy Pistol	1 – 3	4 – 10	11 – 20	21 – 30
Shotgun	1 – 5	6 – 10	11 – 25	26 – 50
Sporting Rifle	1 – 15	16 – 30	31 – 75	76 – 150
Sniper Rifle	1 – 20	21 – 40	41 – 100	101 – 200
Assault Rifle	1 – 8	9 – 20	21 – 50	51 – 125
Submachine Gun (SMG)	1 – 5	6 – 20	21 – 40	41 – 75
Light Machine Gun (LMG)	1 – 10	11 – 20	21 – 40	41 – 75
Heavy Weapons				
Medium Machine Gun (MMG)	1 – 20	21 – 75	76 – 150	151 – 250
Heavy Machine Gun (HMG)	1 – 20	21 – 75	76 – 200	201 – 400
Assault Cannon	1 – 25	26 – 75	76 – 225	226 – 650
Grenade Launcher	10 – 25	26 – 50	51 – 75	76 – 150
Missile Launcher	10 – 35	36 – 75	76 – 225	226 – 750
Impact Projectiles				
Bow	1 – 3	4 – 25	26 – 75	76 – 150
Light Crossbow	1 – 5	6 – 20	21 – 50	51 – 100
Medium Crossbow	1 – 10	11 – 30	31 – 75	76 – 125
Heavy Crossbow	1 – 15	16 – 40	41 – 100	101 – 150



The illustration shows a listing for a heavy pistol. For this attacker, it has a Success Value of 22 at Short Range (0 – 7 dots), 20 at Medium Range (8 – 20 dots), 18 at Long Range (21 – 50), and 16 at Extreme Range (51 – 125).

LINE-OF-SIGHT (LOS)

If you can't see it, you can't hit it. That axiom is true for most weapons and even more so for magic. Whenever a player decides his character is going to riddle an opposing character with machine gun bullets or to melt him with a magic spell, he must first determine if a clear line-of-sight (LOS) exists to his target.

A glance at the mapsheet is usually enough to discover whether terrain intervenes between the attacker and his target. If a more precise determination is necessary, a long straight-edge ruler or piece of string held taut will serve.

Intervening terrain either blocks or interrupts the LOS. If the LOS is blocked, the target is effectively hidden from view and cannot be fired upon by either Ranged weapons or magic. If the LOS is interrupted, the attack is possible but more difficult, with the Target Value modified to reflect the problem. See **Cover** below.

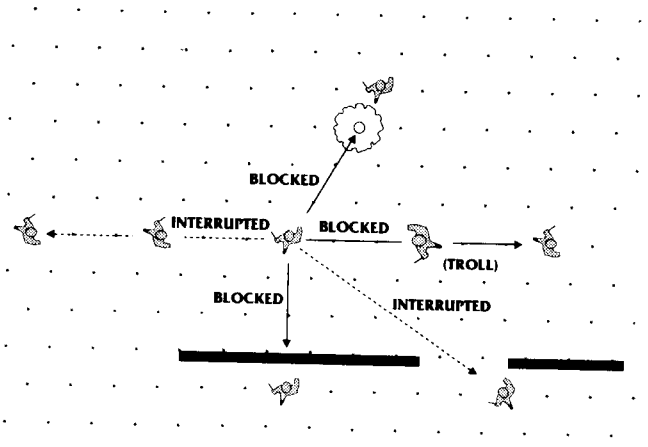
BLOCKED LOS

Line-of-sight can be blocked by such obvious things as buildings or structures taller than the character, by large vehicles, by tree trunks, and by Trolls (trust us on this one). If the character can devise some way to eliminate the blockage, the LOS can be cleared. Blowing up the building or large vehicle will eliminate the obstacle, but it will also produce lots of smoke that will continue to block the LOS. Machine-gunning the Troll will only tick him off, though he just might move—which could clear the LOS. You never know, chummer.

Windows will interrupt LOS if the target and attack characters are both standing. If one Drops Prone, however, the LOS is blocked. Open doors always interrupt LOS, and closed doors always block LOS.

Characters within one floor of each other on a stairway have interrupted LOS. If they are more than one floor apart, LOS is blocked.

If the LOS is traced directly through the trunk of a tree, which is always situated on a dot, it is blocked. The branches of a tree do not affect ground-level LOS, but if a LOS can be traced to or from an elevation higher than ground level, the branches will interrupt the LOS.



In certain cases, a character who cannot attack a target due to blocked LOS can attack with an area-effect weapon, such as a hand grenade. Area-effect magic can *never* affect a target who cannot be seen, with the exception of the physical area effects of certain Manipulation spells. See **Manipulation Spells** in the **Magic** section for more information.

INTERRUPTED LOS: COVER

Whenever the LOS to a target is interrupted but not blocked, the target has Cover. Cover affects attacks by both conventional weapons and magic, making a successful attack more difficult by increasing the Target Value. For each of the circumstances given below, the Target Value is increased by +1, with the effects being cumulative.

- The target is Prone in clear terrain and more than 1 dot from the attacker. If, however, the attacker is within 1 dot of the Prone target, the target is easier to hit, and the Target Value is modified by −2!
- The LOS is interrupted by a Human, Elf, or Ork character in the same posture (i.e., both are standing or both are prone). A Troll always blocks (not interrupts) the LOS, and a Dwarf only interrupts the LOS if another Dwarf is the target.
- The LOS is traced through a window, door, or hole.
- The target is on a stairway, within one level of his attacker. If the characters are more than one level apart, the LOS is blocked.
- The LOS is partly or wholly above ground level and passes through the branches of a tree. If both the attacker and the defender are on ground level, the branches have no effect.

Sabre is being shot at by some drekhead who thinks he's Neil the Ork Barbarian. Why Neil would be using an Ares General Purpose HMG, however, is unclear at this time. Neil is on the roof of a three-story building, and Sabre is in a window across the courtyard.

Tracing the LOS, we see that the branches of a tree are interrupting but not blocking it. This gives Sabre a Cover modifier of +1, which is added to his Defense Value to determine the drekhead's Target Value. The fact that the LOS passes through a window gives Sabre another Cover modifier of +1, for a total of +2.

Now, the question is: Does Neil know how to shoot that thing?

PROBLEMS OF ELEVATION

Because **DMZ** is a game of urban combat, attacks from varying elevations are inevitable. Height is measured in stories, with one building story being about 4 meters high.

Elevation differences between attackers and targets on roofs, windows above ground level, monorail platforms, and other similar structures create two kinds of cover: partial cover from attacks from below, and total cover from attacks immediately above.

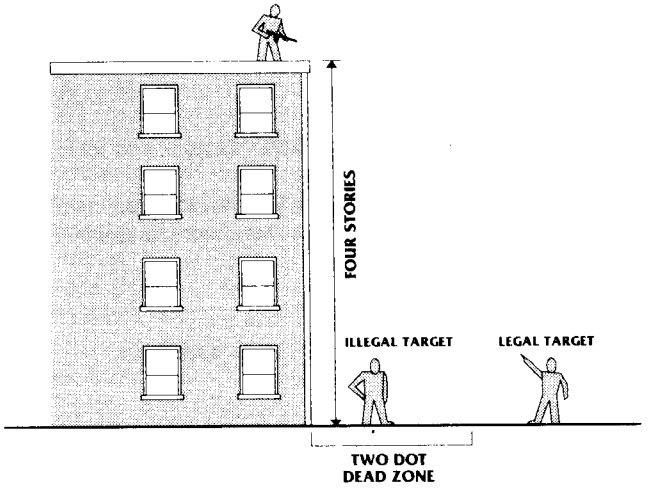
Whenever the target is situated on a different elevation than the attacker, he receives a bonus for the increased range. This modifier is +1 for each full 4-story difference between the attacker and the target. This modifier only applies in non-magical combat. For an advanced form of this rule, see **Elevated Combat**, below.

Whenever the target is immediately below the attacker, he may be in a Dead Zone and thus be blocked from all Ranged direct weapons and magic. An elevated area, such as a building, creates a Dead Zone around its base extending outward a number of dots equal to half the elevation in stories, rounded down. An elevated attacker cannot see into this Dead Zone immediately below him, and so his LOS is blocked.

Nobody scratches slogans onto Wedge's 'vette and gets away with it. Wedge has heard that the Neon Vikings jander down this street every day, and he's determined to make this evening's stroll one they'll never forget. He and his favorite LMG are all set up in a comfortable position on the fifth story of an abandoned building.

Because Wedge is on the roof, there is a 2-dot Dead Zone (5 ÷ 2 = 2.5, rounded down to 2) extending outward from the base of the building. If any of the Neon Vikings stroll through the area just below Wedge, he will not be able to hit them because his LOS will be blocked. But Wedge has situated himself on the side *opposite* the Vikings' normal route...

Just for the record, if any of the Neon Vikings were to shoot back at Wedge, they would receive a +1 to their Target Value for Wedge being at a higher elevation (5 ÷ 4 = 1.25, round down to +1).



A target who is Prone on a dot adjacent to an obstacle and who is being fired on by an attacker at least one level above him does not receive the benefits of Cover. If the target were behind a tree trunk, the attacking character would have to be at least two levels above him to nullify the tree's blockage of the LOS, though the Cover benefits of the branches would still be in effect.

ELIMINATING DEAD ZONES (ADVANCED RULE)

This optional rule allows a character in an elevated position to eliminate the effects of a Dead Zone around him. He does this by leaning out from his position to get a clearer angle into the Dead Zone.

Though this will eliminate the Dead Zone around him, it also eliminates any Cover benefits he receives for being elevated and/or in a window. It also increases the Target Value by 1 for any attacks into the former Dead Zone.

ELEVATED COMBAT (ADVANCED RULE)

The above rule concerning attackers and targets at different elevations fudges a bit to split the difference between the severely limited range of pistols and the incredible range of heavier weapons. This was done for the purposes of simplicity and to take account of the fact that most **DMZ** combat will be at similar elevations.

Players looking for greater realism may wish to use the following table. The left-hand column lists the weapon type while the right-hand column indicates the number of full stories of elevation difference required for a +1 Target Value modifier.

ELEVATION TABLE

Weapon Type	Story Difference
Pistol*	3
Rifle/Grenade Launcher/Bow/Crossbow	10
SMG/LMG	6
Machine Gun**	25
Assault Cannon/Missile Launcher	60
Thrown Weapon***	1

***Pistol:** Includes Hold-Out, Light, Heavy, and Machine-Pistol

****Machine Gun:** Includes Medium and Heavy Machine Guns

*****Thrown Weapon:** Includes all aerodynamic and non-aerodynamic thrown weapons such as knives, shuriken, and grenades.

VISIBILITY: DARKNESS AND SMOKE

Both darkness and smoke will restrict vision and, thus, the attacker's ability to target. In **DMZ**, players must consider three types of vision: normal, low-light, and thermographic. A character with normal vision is fully affected by darkness and smoke. A character with low-light vision is only partially affected by darkness, but is fully affected by smoke. A character with thermographic vision is unaffected by darkness and partially affected by smoke. Consult the Visibility Table for the modifier to the Target Value.

VISIBILITY TABLE

Condition	Normal	Low-Light	Thermographic
Full Darkness	Blocked	Interrupted	Clear
Partial Darkness	Interrupted	Clear	Clear
Smoke	Blocked	Blocked	Interrupted

Blocked: LOS is blocked. Only Blind Fire is possible.
Interrupted: LOS is interrupted. The target has one layer of Cover in addition to any he normally receives.
Clear: No modifiers apply.

RANGED FIRE PROCEDURE

The steps for determining the success of Ranged attacks are listed below.

1. Determine the Range from attacker to target by counting dots along the most direct path possible.
2. Determine if the LOS is blocked or interrupted.
   a. If the LOS is blocked, no hit is possible.
   b. If the LOS is interrupted, a Cover modifier will apply.
3. From the attacker's CRS, determine the Success Value for the weapon he is using and the Range from the attacker to the target. This is the Success Value used for the Success Test.
4. From his CRS, determine the target's Ballistic Defense Value.
5. Determine how many Cover modifiers apply, based on how many times the LOS is interrupted.
6. Determine what other modifiers might apply because of the situation (Movement Fire, Blind Fire, injury, and so on).
7. Total the target's Ballistic Defense Value, the Cover modifiers, and the situational modifiers. This is the Target Value used in the Success Test.
8. Subtract the Target Value from the Success Value. This gives the success chance for the Success Test.
9. The attacking player rolls 2D6.
10. Total up the numbers rolled, resulting in a number between 2 and 12. Compare this number to the success chance. If the number is less than or equal to the success chance, the target is hit. If the number is greater than the success chance, the shot misses. If the number is a 2, it's an Automatic Success, and the target is hit. If the number is a 12, an Automatic Failure occurs, and the shot misses.

MOVEMENT FIRE

Movement Fire simulates a character's ability to attack while moving. Movement Fire occurs during the attacker's own Movement Phase. Because the character is firing while moving, it is harder for him to hit his target. Increase the Target Value by a +2 modifier to represent this additional difficulty.

To conduct Movement Fire, a character must spend 3 MP for every attack, whether he uses mundane weapons or magic spells. This attack is against a single target, though a grenade or missile attack may ultimately involve multiple targets. The moving character may attack as often as desired during his Movement Phase as long as he still has enough MP to do so. Furthermore, he may take as many shots as he wishes, up to the weapon's maximum per turn, as long as he has the ammunition. In all instances, when a character using Movement Fire engages an opposing character with an existing Reaction Arc, the reacting character attacks first.

If the attacker alternates between a mundane weapon and magic during Movement Fire, the character must pay MP to Ready the mundane weapon every time he wishes to use it. There is no Readying cost for switching to magic.

REACTION FIRE

Reaction Fire occurs whenever a character moves into the area covered by an opposing team member. He may be fired upon by the reacting character as long as a valid LOS can be traced. Either mundane weapons fire or magic may be used, depending on the reacting character's ability and preference.

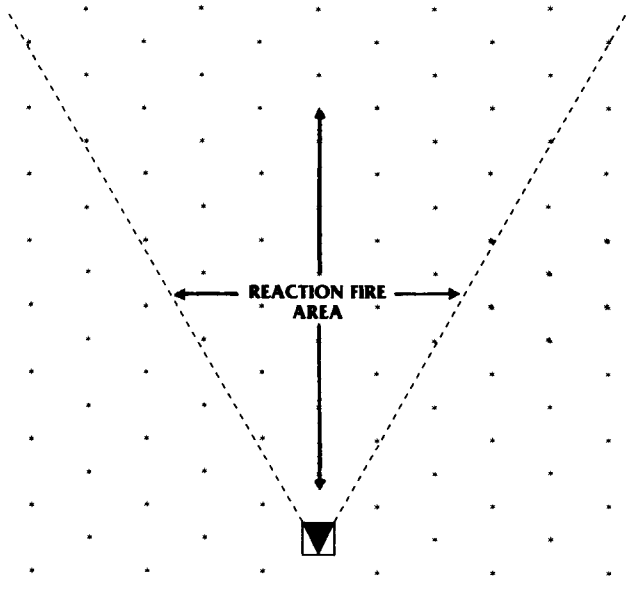
The area covered by a reacting opponent is called a Reaction Arc. It may be of various widths, and counters are used to indicate the Arc's direction.

REACTION ARCS

Characters may spend Movement Points to set up Reaction Arcs that represent areas or zones that the character is covering as he watches for a target. The three types of Reaction Arcs are: a 2-MP narrow arc, a 4-MP intermediate arc, and a 6-MP wide arc. The wider the arc, the more area the character is covering.

The Reaction Arc defines the area upon which the character may act if he observes a potential target. The opposing characters who unwittingly stray into a character's Reaction Arc are valid targets. Regardless of how close a potential target comes to entering the angle of a Reaction Arc, he can only be attacked if he *enters* the arc.

Place the appropriate counter for the Reaction Arc on the game map as soon as the player pays the MP for the Reaction Arc. As shown in the illustration below, the Reaction Arc counter is placed on the dot occupied by the character who has erected the Reaction Arc. The center white line of the counter should point at another dot somewhere on the playing map. By tracing the two edges of the arc outward, the limits of the area it controls can be determined easily.



Reaction Arcs are set up as the very last action of a character's Movement Phase. He may not set up the Reaction Arc unless he still has sufficient MP to pay for it. The Reaction Arc remains for the duration of any opposing team's Movement Phases. During that time, the character may fire upon or cast magic at any opposing character who enters his Reaction Arc, within the Range of his weapon. When the reacting character's team moves again at the beginning of their Movement Phase, his Reaction Arc and all others set up by his team members are removed. A character's Reaction Arc is also removed if he is knocked Prone from damage or successfully engages in Melee combat. See both **Damage** and **Melee Combat** for more information.

Reaction Arcs must be set up for a specific ready weapon, and the character can only have one weapon ready at any one time. A Mage may have a ready weapon and an arc set up for that weapon, and then decide to use magic instead of the weapon. He may use the same arc, but he cannot change back to the weapon until his next Movement Phase.

Though most characters may only set up a single Reaction Arc, characters with very low Move Ratios may set up additional Reaction Arcs, as shown in the table below. Characters setting up multiple Reaction Arcs must have the MP available to pay for them.

REACTION ARC TABLE

Move Ratio	# of Reaction Arcs Allowed
4	1
3	1
2	2
1	3

Reaction Arcs are also used to determine the area a character is attacking with Blind Fire. See **Blind Fire** for more details.

RESOLVING REACTION FIRE

The number of shots, bursts, or spells that can be fired or thrown against a target who enters a Reaction Arc is based on the number of MP the target character spends in the arc and the Fire Ratio of the reacting character. The reacting character may not use magic if he has a ready weapon unless he "unreadies" the weapon.

Total up the amount of MP a character has expended as he reaches a dot. Add any additional MP costs assessed during his travel from the previous dot to this one, be they Movement or Special Action costs. The target's MP total is compared to the reacting character's Fire Ratio.

The Fire Ratio is used for all forms of attack except Melee Combat. The Ratio helps determine the number of attacks against the reacting character, regardless of whether he is using a throwing weapon, firearms, or magic. Subtract the Fire Ratio from the MP total expended to reach the first dot. If that MP total is greater than or equal to the Fire Ratio, the reacting character may make at least one attack. If the total is twice as great, the reacting character may make two attacks, and so on. Any MP left over are "saved" and added to the MP total used when the target moves to the next dot, as long as that occurs in this turn.

In any encounter, a reacting character with an existing Reaction Arc gets the first shot as long as the target has spent sufficient MP.

The effects of Reaction Fire are determined just as for any other combat.

It's big-trouble time for Angela. While evading a Lone Star patrol, she darts into a nearby derelict building, only to find it occupied by a group of squatters who do not take kindly to having their home invaded. One of the squatters has an old SMG that still works quite well despite its coating of rust. Too bad, Angela.

The squatter heard her coming and had time to set up an arc wide enough to cover all of the room she'll have to run across. Realizing that she's gonna have to face either the squatter or the Loonie Stars following her, Angela decides to risk the SMG.

A Bodyguard, Angela has a Move Ratio of 2 and is uninjured so she still has her 12 Movement Points. The squatter is, well, a Squatter, and has a Fire Ratio of 3.

Angela darts into the room, spending 2 MP to reach the first dot. The squatter cannot attack yet, because his Fire Ratio is 3 and Angela has so far spent only 2 MP. The squatter must wait till she spends another 2 MP moving to the next dot.

Angela moves forward one dot, which places her behind a couch. (It does not actually fall along the path of her movement, so she has no additional movement cost.) At this point, she has spent 4 MP in the squatter's Reaction Arc. This gives the squatter one Reaction Fire attack (4 MP expended by Angela minus the 3 MP of the squatter's Fire Ratio = 1 attack plus 1 MP unresolved).

We'll ignore the effect of the squatter's fire (he probably would have missed anyway, at least that's what Angela is hoping). Next, Angela decides to use the couch as cover (smart girl), so she Drops Prone, which costs 1 MP. Added to the 1 MP unresolved, this is a total of 2 MP expended, which is less than the squatter's Fire Ratio of 3. At this point, Angela has spent 5 of her 12 MP, 2 points of which are still unresolved.

Because she is Prone, Angela must Crawl to the next dot, at double her MP cost. Adding the 4 MP for Crawling, there are a total of 6 MP unresolved. This gives the squatter two more attacks. (6 MP unresolved minus 3 MP Fire Ratio gives 1 attack, with 3 MP remaining unresolved. This 3 MP unresolved minus the 3 MP Fire Ratio gives a second attack, with 0 MP unresolved.) It's lucky that Angela is Prone behind the couch and within 1 dot of it because this blocks the squatter's LOS to her.

Angela has now expended 9 of her 12 MP, and cannot Crawl any farther. If she does anything to show herself, the squatter will get his attacks, but if she remains behind the couch, he cannot hit her, no matter how many MP she spends.

Because the Fire Ratio is used for all types of attacks except Melee combat, if the squatter had been a Mage, he would have been able to throw one magic spell for every 3 MP Angela expended in his arc, just like the squatter was able to fire his SMG. If, however, the squatter had been a Street Samurai in disguise, with a Fire Ratio of 2, he would have been able to attack her once when she got to the first dot, and again when she got to the second dot before she Dropped Prone. Lucky he wasn't, eh, Angie?

The total number of MP expended is always compared to the reacting character's Fire Ratio when the moving character reaches his destination dot. If his movement takes him clear of the Reaction Arc before an attack can be made, then so be it. If a character *begins* his movement in a Reaction Arc, however, and is able to exit without being attacked at all, he is still subject to one attack.

Needle, in the open, is caught in the Reaction Arc set up by an opposing team member. Fortunately, he is only one dot away from the safety of an alley. His Move Ratio is 2, and his opponent's Fire Ratio is 3.

Needle darts for the alley, and makes it after spending only 2 MP, less than the 3 MP of the reacting character's Fire Ratio. Because Needle began his Movement Phase already in the Arc, however, his opponent gets at least one shot at him regardless of what he does. If Needle does something else while making his dash, expending a total of 4 MP, his opponent still gets only one shot. Needle's expenditure of the extra MP, giving the attacker a shot by virtue of normal MP/Fire Ratio comparison, overrides the "free" shot he would have gotten if Needle had just rabbited.

The moving character spends MP as a group: 2 MP for a small Arc, 3 MP to cast a spell, and so on. Whenever MP are expended in this manner, consider the associated action to be interrupted by the effects of any Reaction Fire against the character. Thus, if a moving character spends 3 MP to cast a spell as part of Movement Fire, but is cut down as a result of Reaction Fire directed against him for those MP, the spell is not cast. Remember, a Reaction Fire attack is always resolved first and its effects override all others.

PERCEPTION (Advanced Rule)

A Perception Success Test is required whenever it is necessary to determine if one character is aware of another character even though his LOS to that character is blocked. Success indicates only that the perceiving character is aware of the presence of a target; he gains no information about its identity.

The Success Value for the Perception Test is always 20, but the Target Value will vary greatly. The base Target Value is the distance in dots to the hidden character. This base number is modified for various circumstances, as shown in the table below.

PERCEPTION MODIFIER TABLE

Circumstance	Modifier
Target Invisible	+10
Target Concealed*	+5
LOS Interrupted	+1 per Level of Cover
LOS Blocked by Wall	+10
Perceiver has Enhanced Hearing	-5
Perceiver has Enhanced Smell	-5
Perceiver has Sonar	-10

*As per Critter Power.

BLIND FIRE (Advanced Rule)

There are two instances where Blind Fire may occur. Each involves the effects of smoke or darkness, but they are handled slightly differently because they occur at different times. In each instance, the attacker's LOS is blocked and he is attacking a target he cannot see. Blind Fire can never be used through any form of Cover other than smoke or darkness, and Blind Fire can *never* involve magic.

During his Movement Phase, a character may use Blind Fire in a manner similar to Movement Fire; during his opponent's Movement Phase, he may use Blind Fire in a manner similar to Reaction Fire. In either case, Reaction Arcs determine the boundaries of the arc the character is blindly attacking. The player announces that he is using Blind Fire, chooses the appropriate Reaction Arc counter, and places it on the mapsheet.

To represent the difficulty of Blind Fire, the Target Value is increased proportionately to the width of the arc. This penalty applies to all Blind Fire attacks in that arc. To determine the modifier for Blind Reaction Fire, use the MP cost for the size of the Reaction Arc, either +2, +4, or +6. For Blind Movement Fire, double the MP cost for the size of the Reaction Arc. Thus, a 2-MP Arc gets a +4 modifier to the Target Value.

Use common sense to determine if a particular character has reason to use Blind Fire. **DMZ** does not use a hidden movement system, and so the positions of all characters are visible. A player may be able to see the position of an opposing character, but his *character* might not be able to do so. Refer to the **Perception** rules in those circumstances.

A character firing blind into a group cannot choose his targets. They should be determined randomly prior to each shot. It is possible for the same target to be attacked more than once.

If the condition blocking LOS is darkness, not smoke, Blind Fire with a mundane firearm will reveal the position of the firing character for the purposes of immediate Reaction Fire or possible Movement Fire by characters who can trace a LOS to the firing character at the time he fires.

FIREARMS

A firearm attack is defined as an individual burst from an autofire weapon or a single shot from a semi-automatic or single-shot weapon. The procedure for determining the success of such an attack is fairly straightforward. Success Values for each character's weapons at each Range are recorded on his CRS, as is the Ballistic Defense Value of the target. Resolving firearm combat is easy. Simply make a Success Test, comparing the attacker's Success Value to a Target Value based on the target's Ballistic Defense Value, with appropriate Cover and situational modifiers.

For the record, a particular weapon's Success Value takes into account the skill of the character, the characteristics of the weapon, the Range at which it is being fired, and modifiers for such accessories as Smartgun Links and laser sights that the character may have. The Ballistic Defense Value for the target factors in the type of armor he is wearing, his physical condition, and his quickness to determine how easily he can get out of the way of that incoming hail of bullets. The **Shadowrunning** section explains the procedure for calculating Success Values and Defense Values.

RATES OF FIRE

All firearms have a maximum number of attacks possible in a given time period. This is the weapon's Rate of Fire. In **DMZ**, this is the maximum number of attacks possible in one game turn, from the start of a team's Movement Phase to the start of its next Movement Phase, including the Movement Phases of any opposing Team.

Autofire weapons can only fire in bursts, with a maximum of 15 bursts per turn. Though each burst contains three individual bullets, the burst is resolved as a single attack. Ammo loads for autofire weapons show the number of bursts that a particular clip holds. For an actual count of the rounds, multiply that number by 3. Miniguns are special because of their astoundingly high rate of fire. A minigun fires 15 bursts per turn just like a normal autofire weapon, but each burst contains 6 rounds instead of the usual 3. This means that 100-round ammo belts of machine-gun ammunition are capable of firing 16 minigun bursts instead of 33 HMG bursts.

Semi-automatic weapons and single-shot weapons fire individual rounds, not bursts. Semi-automatic weapons fire a maximum of 15 shots per turn, and single-shot weapons fire a maximum of 5 shots per turn. Each shot is resolved separately. Ammo loads are in individual rounds.

All rates of fire listed above assume that the weapon has sufficient ammo. No matter how hard you pull the trigger, if there ain't no ammo there, you're outta luck, chummer. Ammunition may be swapped between weapons of the same type

(SMG, Heavy Pistol, and so on) but never across types. Thus, SMG ammo cannot be used in Heavy Pistols, and so on. It costs 3 MP to reload a weapon during a character's Movement Phase. It may not be reloaded during Reaction Fire.

RATE OF FIRE CLASSIFICATIONS

Autofire (15 bursts/turn)	Semi-Automatic (15 shots/turn)	Single-Shot (5 shots/turn)
Machine Pistol	Light Pistol	Sniper Rifle
SMG	Heavy Pistol	Assault Cannon
Assault Rifles	Shotgun	Missile Launcher
LMG	Sporting Rifle	Grenade Launcher
MMG		
HMG		
Minigun*		

MELEE COMBAT

Melee combat in **DMZ** does not replicate the effects of a single swing or blow, but instead views the combat as a series of moves and countermoves as the attacker and defender attempt to gain the upper hand and injure one another. Thus, the instigator of the attack could very well end up on the short end of the stick, especially if his opponent is a superior fighter.

Melee combat, be it unarmed hand-to-hand or some form of armed combat, can only occur between opponents occupying adjoining dots. Regardless of whether or not the characters are using bare fists, swinging swords, or wielding deadly monofilament whips, the procedure for resolving the combat is the same.

When Melee combat is initiated during a character's Movement Phase, that character is assumed to be the Attacker. His target is assumed to be the Defender, though technically each may be attacking the other. The Attacker initiates Melee combat, and his appropriate Success Value is used for the Success Test. The Defender has the option of either Defending or Counterattacking. If he elects to Defend only, his Impact Defense Value becomes the base for the Target Value in the Success Test. If the Defender chooses to Counterattack, then both fighters resolve attacks against one another as though they were attackers, with the Success Value of one pitted against the Impact Defense Value of the other.

Each attack is resolved by determining the Target Value for the character under attack. Add the modifiers for injury, terrain, and so on to the Impact Defense Value to obtain the Target Value. Subtract the Target Value from the Success Value for the attack mode being used to get the success chance. The dice are rolled, the rolls totalled, and the result compared with the success chance. If the roll is less than or equal to the success chance, the attack is successful. If it is greater, the attack fails. As always, a roll of 2 is an Automatic Success and a roll of 12 an Automatic Failure. This procedure was originally explained in **How It Works**, p. 4. The outcome of successful attacks may differ, depending on what the Defender has decided to do.

If the Defender has chosen to Defend only and the Attacker is successful, the Defender's current Reaction Arcs are removed. If the Attacker is not successful, those Reaction Arcs remain. Reaction Fire is also possible against the Attacker, but only if the attack was unsuccessful; the results of Melee Combat are always resolved before Reaction Fire, and the MP expended for a Melee attack count when resolving the number of reaction attacks possible.

If the Defender chooses to Counterattack, on the other hand, then damage is taken by one character or the other only if one attack succeeds and the other fails. Assign the damage to the character whose attack failed. If both fail or succeed, then neither Attacker nor Defender take damage. Furthermore, when the Defender chooses Counterattack, two more things happen. The Defender's current Reaction Arcs are removed, regardless of the outcome of the fight. Additionally, he is no longer considered to have a Ready firearm, assuming he had one in the first place.

The Defender usually cannot Counterattack unless the Attacker spends MP to attack. If, however, the Attacker attempts to move through a dot adjacent to the Defender without engaging him in Melee combat, he is subject to a free, unopposed attack by the Defender. Only the Defender resolves an attack. The Attacker may not Counterattack.

Snik-Snak the Troll has closed the distance to Goodman's position. Goodman, even with an SMG and an erect Reaction Arc, is probably in deep doo-doo.

Snak will be engaging Goodman in fisticuffs. Goodman must now decide whether he wishes to defend or counterattack. If he defends, he stands there and takes Snak's blow, hoping the attack fails and that he will get to shoot the Troll with the SMG. If Snak does hit, Goodman's Reaction Arc and his ability to fire the SMG automatically vanish, regardless of the damage the Troll does.

If Goodman counterattacks, the Arc is automatically removed, but he does gain the chance of hitting the Troll. Tough choice, eh, chummer?

BLOCKING

A Block is an Unarmed Melee Combat attack intended not to do damage, but to displace the defender from his current dot by knocking him back.

The normal combat procedure is followed, except that no damage is given. If the Attacker is successful, the Defender must "step back" one adjacent dot to the rear and the attacker occupies his original space.

If the Attacker fails, he is stopped one dot short of the Defender and subject to possible Reaction Fire for the 4 extra MP he spent for his Blocking action.

The Target Value of the Blocking action is reduced by 1 for each dot the Attacker moved before the Block. Maximum reduction is –3. Additionally, the body mass difference between the involved parties will modify the Target Value. Compare the Attacker's body mass to the Defender's on the table below; the result is the modifier.

BODY MASS MODIFIERS

	Defender				
Attacker	**Dwarf**	**Elf**	**Human**	**Ork**	**Troll**
Dwarf	—	+1	+1	+2	+4
Elf	–1	—	—	+1	+3
Human	–1	—	—	+1	+3
Ork	–2	–1	–1	—	+2
Troll	–4	–3	–3	–2	—

THROWN WEAPONS

Weapons are thrown either during a character's Movement Phase or as Reaction Fire. Weapons may only be thrown as part of Reaction Fire if the character has a throwing weapon ready.

The throwing character must pay a number of MP based on the weapon type and the distance the weapon will be thrown. The player simply picks the number of dots his character will be throwing the weapon, based on the distance to the target. A non-aerodynamic weapon costs 1 MP per 2 thrown, but an aerodynamic weapon costs only half this amount, or 1 MP for every 3 dots thrown.

To determine the character's accuracy with the weapon, check the CRS for the Success Value for Throwing attacks. The Target Value is based on the Impact Defense Value from the target's CRS. This is modified to account for Range and Cover. The Range modifier is equal to the number of MP expended in the attack. Standard Cover modifiers apply. The success chance is, as always, the difference between the Success Value and the Target Value. Damage is assessed normally.

THROWN WEAPON COST

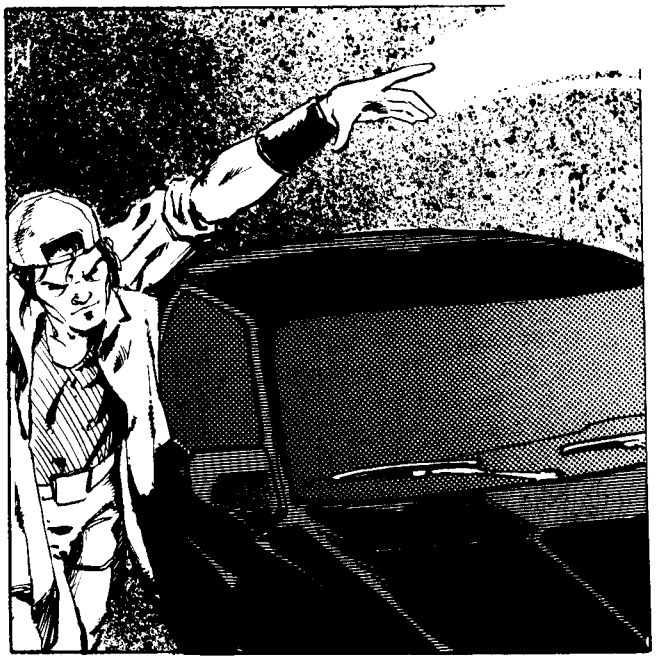
Grenade Type	**MP Cost**
Non-Aerodynamic	1 per 2 dots thrown
Aerodynamic	1 per 3 dots thrown

GRENADES

Grenades are area-effect weapons, meaning they will affect an entire area rather than just a single target. Everything within the grenade's blast radius is a valid target, be it friend or foe.

Grenades may be thrown by hand, much like thrown weapons, or they may be fired from a grenade launcher attached to a firearm, usually an assault rifle. Though the effects of hand grenades are identical to those of the mini-grenades delivered from a grenade launcher, the two types are not interchangeable.

There are several kinds of grenade, based on the purpose (offensive, defensive, concussion, smoke) and style (normal or new-style IPE). Offensive grenades have the biggest bang over the largest area. Defensive grenades have the same bang, but their blast radius is much smaller, so they are used when the blast must be confined (for example, when friendly forces are in the area). Concussion grenades stun, incapacitating rather than killing those in their blast radius. Smoke grenades produce dense smoke that restricts visibility during combat. Normal, standard-issue grenades are the most common, but many security forces and freelancers are beginning to use the newer Improved Personal Explosives.



The biggest drawback to the use of grenades is scatter. Once a grenade has been delivered, whether it is thrown or fired, the grenade will explode, regardless of where it eventually ends up. Thus, the grenade may do damage not intended by the person delivering it. If you're gonna use a grenade, chummer, you'd best take scatter into account. Better safe than sorry!

Resolving grenade blasts is a two-step procedure. The first Success Test for a thrown or fired grenade merely tells whether the grenade is on target, because a grenade will explode regardless of where it eventually ends up. Thus, a failed Accuracy Success Test means only that the grenade did not land where the attacker intended, but in some other random area, as determined by the **Scatter** rules below. A successful Accuracy Success Test means that the grenade lands where the attacker aimed it.

After the grenade's ground zero has been determined, make a second Success Test to see whether those in the blast radius are actually damaged. In this Blast Success Test, success means that the target takes damage, and failure means that no damage is taken.

Thrown Grenades

In determining the Accuracy Success Value for a thrown grenade, use the Success Value for Throwing on the attacker's CRS. In determining the Accuracy Target Value for the grenade toss, only Range and Cover modifiers apply. Determine Cover modifiers as usual and Range modifiers based on the number of dots the grenade is thrown, as for thrown weapons. Total these modifiers to get the Accuracy Target Value. Resolve the Accuracy Success Test as usual to determine where the grenade actually lands.

Whether on target or not, the grenade will explode, giving damage to anything within its burst radius. The damage effects of hand grenades are not resolved until the end of a team's Movement Phase, at which time the effects of all hand grenades thrown by that team are determined. See **Grenade Damage** below.

Grenade Launchers

Grenade launchers are fired like regular firearms, with a rate of fire of five mini-grenades per turn. Grenades are launched using Movement Fire only.

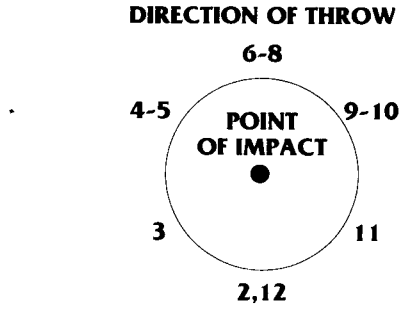
The Accuracy Success Value for a grenade launch is based only on the Range to the target, and not on the type of weapon to which it is attached or the type of grenade being launched. As with thrown grenades, this Accuracy Success Value is used to determine the accuracy of the shot and not the effect of the blast. Accuracy Success Values are 20 at Short Range, 18 at Medium Range, 16 at Long Range, and 14 at Extreme Range. The Accuracy Target Value is 10. Normal Cover modifiers apply.

Mini-grenades fired from grenade launchers are also subject to normal **Scatter** rules, and damage is resolved at the end of the team's Movement Phase, as with thrown grenades.

Grenade Launchers, due to the velocity at which they propel the fired mini-grenade, have what is viewed as a minimum effective range. The Range Table above shows Short Range for Grenade Launchers as 10 to 25 dots. Any target fired at a range of 0 to 9 dots is considered within that minimum effective range. The Target Value for the Accuracy Success Test for that attack will be increased by +5.

Scatter

Whenever the Accuracy Success Test for a thrown or fired grenade fails, scatter will occur. The grenade will bounce, slide, or skip in a random direction. To determine the scatter direction, roll 2D6, total the result, and consult the diagram below, a duplicate of which can be found in the corner of the white-on-black **DMZ** map. The grenade will scatter in the direction determined for half the original distance thrown or fired (round down), or one-quarter the distance if a Rangefinder and Rangefinder Grenade Link are used. Resolve the damage effects of the grenade's blast from this point of impact.



Grenade Damage

To determine the damage done by a grenade, first use the Grenade Blast Success Value Table to find the Blast Success Value of the grenade type used. This table also gives a Target Value modifier for the distance the target is from the ground zero of the explosion. The Grenade Blast Defense Value Table gives the various blast Defense Values used as base numbers for calculating the Target Value for the Blast Success Test. Any normal Cover modifications, except for smoke or darkness, are added to the Defense Value to determine the Target Value. Once the Blast Success and Target Values are determined, make a Success Test to determine if the target actually takes damage. If the Blast Success Test succeeds, damage occurs.

The table below is used to determine the blast Success Value for the various grenades, based on Range from ground zero to the target. IPE grenades have a higher Success Value than standard-issue, and Offensive/Defensive grenades have a higher Success Value than Concussion grenades. Looking at the Range Modifiers, one can see that Offensive grenades spread the damage twice as far as Defensive or Concussion grenades.

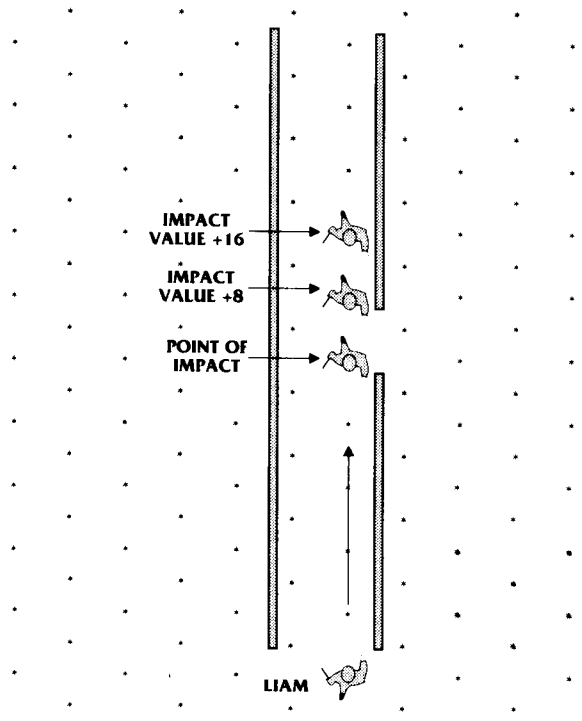
GRENADE BLAST SUCCESS VALUES

Classification	Standard Issue Success Value	IPE Success Value	Blast to Target Range Modifier	Blast Damage
Offensive	20	24	+4 per dot	4 boxes
Defensive	20	24	+8 per dot	4 boxes
Concussion (Stun)	16	20	+8 per dot	4 boxes
Smoke	16	20	None	None

Success Value: The blast Success Value for blast of the grenade is found in these columns.
Blast to Target Range Modifier: The farther away from the center of the blast a character is, the less the blast affects him. For every dot away from the point of impact, add the amount listed in this column to the Target Value.

GRENADE BLAST DEFENSE VALUE TABLE

Target Type	Defense Value
Character	Character's Impact Value
Barrier	Barrier Value
Vehicle	Vehicle's Defense Value, Physical



Three guards are checking doors about ten meters away when Liam takes a quick glance into the hall. He gets a bearing on his target, then spins, steps into the hall, and throws the airfoil grenade with one motion. It sails straight for the doorjamb by the nearest guard. With a smirk, Liam waits until the grenade is halfway there before yelling, "Hey, Junior!"

All the guards turn toward the sound, surprised, and the idiot nearby-guard reflexively reaches out for the grenade. It explodes. Liam grabs Honey and runs the other way, not letting her look back.

Liam's 5-dot throw is right on target, no scatter. Guard 1 is at the point of impact, Guard 2 is one dot away, and Guard 3 is two dots away. Liam's grenade is an airfoil IPE Defensive, with a Blast Success Value of 24. The guards all have an Impact Defense Value of 8. Since Guard 1 is at ground zero, he has a blast Target Value of 8, due to his Impact Defense Value alone. The blast Target Value for Guard 2 is at +8 because of his 1-dot distance, for a total of 16. The Blast Target Value for Guard 3 is at +16 because of his 2-dot distance, for a total of 24. Thus, only a roll of 12 will save Guard 1, a roll of 9 or higher will save Guard 2, and only a roll of 2 will damage Guard 3.

If the grenade had scattered, it would have landed two dots away from where it was aimed (5 dots ÷ 2 = 2.5-dot, rounded down to a 2-dot scatter distance). Assuming that Liam had rolled a 6, 7, or 8 when determining the direction of scatter, the grenade would have traveled two dots farther in the direction of the throw. In this case, Guard 3 would have found himself at ground zero, Guard 2 at the same +8 modifier, and Guard 1 with the +16 modifier. Them's the breaks, chummer.

SMOKE GRENADES

Upon detonation following the team's Movement Phase, smoke grenades will produce dense smoke on the dot of the grenade's landing and each adjoining dot. This area is three-dimensional and extends upward one story. The smoke will persist for the duration of the combat. See **Cover, Smoke, and Darkness** for the visibility effects.

FLASH GRENADES AND FLASH-PAKS

Upon detonation, these weapons emit a powerful, searing burst of light as well as a mild explosive effect. If a character's eyes are unprotected while viewing a flash-grenade detonation, he will be partially blinded for a few moments. Flash grenades have an effective flash radius of ten dots.

A flash grenade affects all characters equally, regardless of team orientation. Assume that the character throwing the grenade and any team members with a clear LOS to that character can avert their eyes in time.

If a flash grenade detonates within the Reaction Arc of a character and a clear LOS can be traced, that character will be partially blinded until the beginning of his next Movement Phase. This is represented by a Target Value modifier, as shown in the Flash Blindness Modifier Table below.

If the flash grenade detonates within the LOS of a character, but not within an Arc, the character is still partially affected by the flash. In this case, the character's Target Value modifier is 1 point less than for a flash that occurs in his Reaction Arc.

Flash-Paks are small, one-piece flash units that do not emit a single flash like a flash grenade, but instead emit a series of high-frequency, random flashes for an extended period of time. The flash is visible only within the area equivalent to a 6-MP Reaction Arc. When a Flash-Pak is set off, use a 6-MP Reaction Arc Counter to mark its position and the area in which it is visible.

The effect of a Flash-Pak is similar to that of a flash grenade, but at a reduced power level, as shown by the Flash Blindness Modifier Table.

FLASH BLINDNESS MODIFIER TABLE

Viewer's Vision Characteristics	Grenade Flash In Reaction Arc	Grenade Flash Only In LOS	Pak Flash In Reaction Arc	Pak Flash Only In LOS
Normal Vision	+2	+1	+1	None
Low-Light Vision	+3	+2	+2	+1
w/ Flare Compensation	+1	None	None	None
Thermographic Vision	+2	+1	+1	None

MISSILES

There are three kinds of expendable missiles fired from a launcher that is essentially a larger brother to a grenade launcher. Each missile has a different purpose, but all may be mixed in the four-tube launch rack.

Anti-Vehicle Missiles (AVMs) are "brilliant" missiles designed especially for use against vehicles. These missiles are normally fired only if a lock-on has been achieved with the missile; AVMs will never lock onto anything that is not a vehicle. AVMs have reduced blast effect because of their warhead design. An AVM with a lock-on that misses its target *will not* explode, and it cannot be re-used once fired.

Anti-Personnel Missiles (APMs) are "smart" missiles carrying a high-explosive and fragmentation warhead. High-Explosive Missiles (HEMs) are "dumb" missiles similar to APMs but intended for more general destruction. No lock-on is expected with either of these babies, and, like grenades, they will scatter and explode if they miss.

MISSILE RESOLUTION

As with grenade resolution, the resolution of missile fire is a two-step process. The first is the Accuracy Success Test to determine how accurately the missile has been fired and whether or not it will hit its intended target. The second is the Blast Success Test to determine the effect the missile has on its target and those within its blast radius. As with grenades, it is quite possible for a missile to hit its target and not affect it.

All missiles have the same accuracy Success Values for each of the Range Steps. These values are 20 at Short Range, 18 at Medium Range, 16 at Long Range, and 14 at Extreme Range. The Accuracy Target Value is 10, with only a –5 modifier possible for AVMs that have achieved lock-on. If the Accuracy Success Test fails, the missile will **Scatter** as do grenades, with the scatter distance half the distance fired, rounded down.

If the missile is an APM or HEM, it will explode on impact regardless of where it hits, but an AVM that has achieved lock-on will not explode if it has missed its target. When a missile detonates, a second Success Test is conducted against the target at the point of impact and against any targets within the blast radius. The Blast Success Value for this attack is found in the Missile Type Success Table. The Blast Defense Value can be determined by consulting the Missile Blast Defense Table. This is modified for Range from the point of impact, using the modifiers given in the Missile Type Success Table, which also tells the appropriate damage.

MISSILE BLAST DEFENSE TABLE

Missile Target	Defense Value
Vehicle	Vehicle's Defense Value, Physical
Barrier	Barrier Value
Character	Character's Impact Defense Value

AVM MISSILES

To achieve a lock-on, the character firing the missile must acquire his target's signature. The player must pass a Success Test. For this test, the Success Value is twice the signature of the target vehicle (rounded down), and the Target Value is 0. A 2 always succeeds and a 12 always fails. If this test is successful, the missile will launch locked onto its target, and a modifier of –5 is applied to the accuracy Target Value. If the Test is not successful, the missile can still be launched, but no accuracy modifier applies.

AVMs are designed to penetrate the armor of the vehicles they hit. Thus, when assigning damage, ignore 4 points of vehicle armor for a direct hit only. See **Motorcycles.**

Characters who are riding on a motorcycle struck by an AVM are subject to the same blast effects as the cycle itself; the full blast Success Value should be used.

MISSILE TYPE SUCCESS TABLE

Missile Type	Base Accuracy Success Value	Damage Success Value	Target to Blast Range Modifier	Blast Damage	Anti-Armor Value
AVM	20	30	+10 per dot	8 boxes	–4 boxes
APM	20	20	+5 per dot	6 boxes	None
HEM	20	20	+2 per dot	4 boxes	None

The go-gang leader, a real chiphead named Skinner, is riding a Honda Viking and roaring down on Wedge. Fortunately, Wedge has planned for this contingency by packing his missile launcher and a few missiles. Skinner is now 30 dots away.

Wedge uses the AVM against Skinner, and so he first needs to achieve lock-on. The Honda, with a signature of 3.3, isn't the easiest thing in the world to lock onto, so he needs to roll a 6 or less (3 x 2 = 6). The lock-on is successful, and so the Target Number for his Accuracy Success Test will drop by 5. Skinner is 30 dots away, which is Short Range for the missile, giving Wedge an Accuracy Success Value of 20. Wedge will need to roll a 15 or less, which means an 11 or less because 12 is always a failure.

The missile is on target, and a Blast Success Test is necessary. An AVM has a Blast Success Value of 30, according to the Missile Type Success Table. The Physical Defense Value of the Honda is 20, and so a roll of 10 or less is needed to affect the cycle. Regardless of whether the blast is successful against the cycle or not, Skinner himself will be subject to a full-strength attack. Skinner only has an Impact Value of 8, which means that a roll of 11 or less will roast his butt.

Missile launchers, due to the velocity at which the missile travels, have a minimum effective range. The Range Table above shows Short Range for Missile Launchers as 10 to 35 dots. Any target within a range of 0 to 9 dots is considered to be within that minimum effective range. The Target Value for the Accuracy Success Test for that attack will be increased by +5.

PICKING THINGS UP

A character in **DMZ** is allowed to pick up things "dropped" by other characters, especially weaponry. To do so, he must be on an adjoining dot and spend MP to Ready Weapon. He may then use the weapon, assuming it has sufficient ammunition, has already reached its maximum Shots Per Turn, and so on.

Relevant information for each type of weapon can be found on the **Weapons Table** in the back of this book. Armor can never be swapped.

DAMAGE

As a character is injured, record the damage at the top of the CRS in the series of boxes called the Condition Monitor. Every weapon gives damage that corresponds to the number of boxes that must be marked off on the Condition Monitor. For example, an assault rifle does four boxes of damage, a grenade does four boxes of damage, and an APM gives six boxes of damage. Magic spells may also give damage in the same way or even heal damage already taken.

There are two kinds of damage: physical, which represents actual trauma (wounds and broken bones) to the character's body, and stun, which represents shock to the body (bruises, minor cuts, contusions, overwhelming fatigue, concussion, and so on). Stun damage may become physical if the character suffers additional stun damage. Both types may lessen a character's combat abilities. As a character takes an increasing amount of damage, his ability to make a successful attack decreases, as does his Movement Rate. Through damage, a character may be knocked prone, knocked unconscious, or killed.

MARKING THE CONDITION MONITOR

The Condition Monitor has boxes labeled 12 through 0 from left to right. When a character is hit, the attacking player rolls 2D6 to determine where the damage is given. The number rolled determines the box where the damage starts, and the boxes on the Condition Monitor are crossed out, starting at this box and continuing to the right. Use an X to indicate physical damage and a single slash to indicate stun damage.

12	11	10	9	8	7	6	5	4	3	2	1	0	
12	12	12	12	+1 12	X 12	X 12	X 11	X 9	+3 7	+3 5	+4 3	UNC	DEAD

Wedge is hit by an assault rifle doing four boxes of damage. The attacker's 2D6 damage location roll is a 7. Condition Monitor boxes 7, 6, 5, and 4 are marked with an X on Wedge's CRS.

If the damage location roll indicates that a character is hit in an area that has previously received damage, the damage is shifted right to the first available box. This box and any boxes to the right are marked until all damage has been recorded, skipping over any boxes previously marked. After multiple hits, a character's Condition Monitor could have clusters of marked and unmarked boxes.

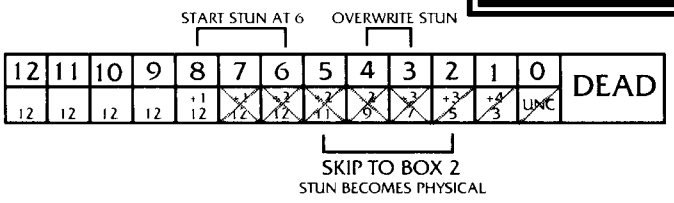
12	11	10	9	8	7	6	5	4	3	2	1	0	
12	12	12	12	+1 12	X 12	X 12	X 11	X 9	X 7	+3 5	+4 3	UNC	DEAD

SKIP TO BOX 3

Poor Wedge, already injured from the example above, is shot again. This time he takes two boxes. The damage location roll is a 5. Because boxes 5 and 4 have already been marked off, skip to boxes 3 and 2 and mark them instead. Boxes 7, 6, 5, 4, 3, and 2 are now marked with an X on Wedge's Condition Monitor.

If fate had been kinder and the damage location roll had been a 12, boxes 12 and 11 would have been marked with an X. In this case, boxes 12, 11, and 7, 6, 5, 4 would be marked on Wedge's Condition Monitor.

Stun damage turns into physical damage if subsequent stun damage falls in the same block. Simply cross the single slash that has been marked in that box as the additional stun damage is received. Stun damage that falls in a box already marked with an X to indicate physical damage is transferred to the right. Physical damage that falls in a box previously marked with a slash to show stun damage is taken in that box. In this case, that space becomes filled with an X as the stun damage turns physical.



Hatchetman finds himself caught between his angry, gun-toting landlord (demanding last month's rent) and his club-wielding ex-girlfriend (demanding who-knows-what). He's in trouble, believe me!

The landlord, a surprisingly good shot, gives Hatchet a two-box wound. The damage location roll is an 8, and so boxes 8 and 7 are marked with Xs to show the physical damage Hatchet took.

Hatchet's ex swings her club and clobbers him. She gives him four boxes of stun damage (Yikes!). The damage location roll is an 8 again. Because 8 and 7 are already filled in, the four boxes of stun damage are filled in, starting at box 6. At this point, boxes 8 and 7 are marked with an X, and 6, 5, 4, and 3 are marked with a slash. Hatchet is knocked flat.

The landlord hits again for another two-box wound. The damage location roll is a 4, so box 4 is marked with an X, overwriting the previous slash, and box 3 is marked with an X.

This is not Hatchet's day, because his ex whacks him again for four more boxes of stun damage. The damage location roll is a 5, which is already marked with a slash from her previous stun damage. Box 5 becomes physical damage, and boxes 4 and 3 are skipped because they are marked with an X. Boxes 2, 1, and 0 get slashes to take care of the remaining stun damage, and Hatchet falls unconscious.

Hatchetman is in a bad way. To top it off, his girlfriend is about to decide that *she* wants to be the one to finish him off.

DAMAGE EFFECTS

The effects of varying levels of damage are listed on the Condition Monitor below the numbered boxes. These effects deal with movement and accuracy of attack. Whenever a specific box is marked, either with an X or a slash, the condition modifiers in that box take effect immediately. The Target Number injury modifier is shown as a number from +1 to +4. The Movement Points, shown at the bottom of the Condition Monitor, decrease from 12 to 7, from left to right.

Thus, a character who marks box 5 has his Movement Points reduced to 11 and has a +2 penalty to the Target Values for all attacks he makes. If he marks off box 3 after the next damage he takes, his Movement Points become 7 and his Target Value injury modifier becomes +3. Damage effects are not cumulative, and so only the lowest box filled in with either physical or stun damage applies.

All condition modifiers take effect as soon as the damage is recorded. If the reduction in available MP means that the character is unable to complete an action he had intended, so be it. If the reduction takes him below the number of MP he has already spent, his movement is ended.

KNOCKED PRONE

Whenever box 4 or lower is filled in, the character is automatically knocked Prone. If he has MP remaining, he may Stand and continue movement.

BOX 0

When damage marks off box 0, the character is unconscious and can neither move nor make an attack. He will not resume consciousness for the duration of the combat unless some form of healing magic is used to reduce his damage.

If box 0 is marked off with stun damage and more damage remains, the damage becomes physical and begins filling in the Condition Monitor from box 12 to the right. Any additional damage done after this point is applied normally.

If box 0 gets marked off with physical damage and more damage remains, the Dead box is filled in and the character is exactly that.

Meister, dogging a hail of submachine-gun fire, continues his movement. With a Move Ratio of 3, it costs him 3 MP to reach the next dot, bringing his total to 9 MP spent this turn. His opponent has a Fire Ratio of 3 and gets a shot.

The shot hits Meister hard for four boxes of damage, starting at Box 6. The lowest box that must be marked off is box 3, which reduces Meister's available MP to 8. Since Meister has already expended 9 MP, his movement is over. Besides, box 4 was also marked off, and so Meister is also knocked Prone.

MAGICAL HEALING

Though Magic is covered in detail in the next section, it is important to note here that there are four magical spells able to reduce or even completely heal a character's injuries. These spells, all of which restore damage permanently, are Heal Light, Moderate, Serious, and Deadly Wounds. Heal Light Wounds will restore one box of damage, Heal Moderate Wounds two boxes, Heal Serious Wounds four boxes, and Heal Deadly Wounds six boxes. If the spell is cast successfully, boxes are restored from right to left, starting with the lowest-numbered box marked with an X. Any boxes not already marked off are ignored, so that only boxes with a mark are affected. The mage casting the spell must be able to touch the character who will be healed, and he must follow the rules governing **Health Magic**, which gives more details.

DAMAGE FROM FALLING (Advanced Rule)

To resolve the damage effects of an uncontrolled fall, a Success Test must be made. The Success Value for the test is found on the CRS, using the character's Impact Success Value. The Target Value is four times the number of stories fallen. If the test is successful, the character will take no damage. If it fails, he will take an amount of damage equal to the number of stories fallen.

ARMOR

Some vehicles and barriers resist damage, either because of their construction and bulk or because they are armored. This is reflected in an Armor Rating. The stats for the various **Motorcycles** tell the Armor Rating of the vehicles, and the section below on **Breaking Through** gives the Armor Ratings for representative barriers.

When anything with an armor rating takes damage, whether it be a barrier or an armored vehicle, damage is reduced by the Armor Rating. So, when an Average Wall is hit by a burst of assault rifle fire, it would resist one box of the four boxes of damage done by the rifle because its Armor Rating is 1. In the same way, a Scorpion cycle with an Armor Rating of 2 will resist two boxes of damage from any attack done to it. To determine the amount of damage that gets through, simply subtract the Armor Rating from the damage given.

BREAKING THROUGH (Advanced Rule)

Occasionally, characters will want to break through something other than opposing characters. Walls and windows are normally fairly solid, but the proper application of force can bring just about anything down.

All barriers have a Barrier Value that acts as the Defense Value against attacks. A standard Success Test is made, using the Success Value for the attack being conducted. Range, Cover, and Situational modifiers apply in determining the Target Value. The Barrier Table below lists barrier types, their associated Barrier Values, and their Armor Ratings. Unless otherwise noted, all walls and doors in **DMZ** are assumed to be Average Walls and all windows are considered to be Standard Windows.

Barriers are only able to take six boxes of damage before a hole is opened. The damage done to a barrier can be marked on the mapsheet by placing a Hole counter and a 6-sided die adjacent to it to indicate the current amount of damage done at that location. A Hole will be opened once six boxes of damage have been done, but no hole of any size will exist until all six boxes of damage have been sustained. The hole so opened is the equivalent of a door for all Movement and Cover purposes.

BARRIER TABLE

Barrier Type	Barrier Value	Armor Rating
Thin Wall/Door	8	0
Average Wall/Door	12	1
Thick Wall/Door	18	3
Standard Window	6	0
Reinforced Window	14	2

MAGIC

"Any samurai who thinks to overpower me by sheer firepower has sorely underestimated me. He is, after all, only meat. I am power."
—John Firebrand, Street Mage

Magic in **DMZ** is potent indeed! The spells a Mage (magician) can cast range from powerful Combat Magic like Manaball and Sleep, to valuable healing magic like Heal Deadly Wounds, to more subtle magic like Invisibility. Spells fall into two categories: Combat Magic, which has a damage-causing effect, and Non-Combat Magic, which causes no damage.

The following sections deal with the general characteristics of magic, with how to use Combat and Non-Combat Magic, and with Resolving Magic. Also included is a Spell List that specifies the characteristics and effects of all spells used in **DMZ**.

CHARACTERISTICS OF MAGIC

The most important characteristic of a spell, other than its effects, is its Force. The Force of a spell is literally its power; the greater the Force, the more powerful the spell. Doing magic can be exhausting, and the more powerful the spell, the greater the chance that the Mage will be Drained after casting the spell. Spell effects range from the Physical or Stun Damage of Combat Magic to the information-gathering, healing, manipulating or controlling of matter and energy, or the altering of sensory input of Non-Combat Magic. Other characteristics include the spell Type, Range, Duration, and Area of Effect.

FORCE

Magicians can cast the spells they know at two levels: Minimum Force and Maximum Force. Minimum Force represents the lowest amount of power and effort a magician needs to channel into a spell to produce an effect. Maximum Force, exactly the opposite, is the greatest potency he can get from his spell. A spell cast with Minimum Force will, potentially, tire a Mage less than one cast at Maximum Force, but it will also be less effective.

The caster must balance his desire for a maximum effect against the target versus the potential repercussion. This repercussion is known as Drain.

DRAIN

Whenever a magician casts a spell, he runs this risk of tiring out. The greater the Force of the spell, the higher the chance that the magician will become Drained. Part of the task in resolving magic is to determine if the Mage is able to resist the Drain. If he cannot, he becomes exhausted, which has the same effect as Stun Damage for most mages. This is recorded on the character's Condition Monitor as Stun Damage.

SPELL TYPES

The two types of magic spells are Mana Spells and Physical Spells. Mana Spells affect only living targets, but Physical Spells affect targets of all kinds. Both types may give Physical Damage. The type also determines which of the two Magic Defensive Values is used in any magic-related Success Test.

RANGE

Combat Magic has no range limitation. Some Non-Combat Magic has severe Range restrictions, sometimes requiring that the mage be touching the target and other times requiring that he be within a few meters. The Spell List tells the required Range.

Generally speaking, if a mage can see it, he can affect it with a Combat spell. If he cannot see it, his magic will have no effect. No ifs, ands, or buts. Thus, if a magician's LOS to a target is blocked, he cannot affect it, and if it is interrupted, targeting will be more difficult. In this respect, Combat Magic is like Ranged weapon fire, and all LOS, Cover, and Visibility rules apply.

Telescopes or binoculars, thermographic or low-light goggle systems, or cybereyes will help the mage extend his Range, because they enhance his own vision. Other kinds of remote-viewing systems, such as video or magic spells, will not extend the mage's Range because the target's image is translated through another medium.

DURATION

All spells, regardless of what they do, come in one of three durations: Instant, Sustained, or Permanent.

Instant spells take effect and vanish at the moment cast. Combat Spells are Instant spells.

Sustained Spells can be maintained over time. As long as the magician who cast the spell Sustains it, the effect remains. A mage can cast other spells or make attacks while Sustaining a spell, but he will be less accurate because of the attention he must give to keeping the spell going. A magician can drop a Sustained spell at any time at no penalty, but the effect of the spell is immediately lost.

Permanent spells, such as Healing Spells, must be Sustained for a period of time before the effect becomes truly permanent. If the magician stops Sustaining such a spell before it becomes permanent, the effect is lost entirely.

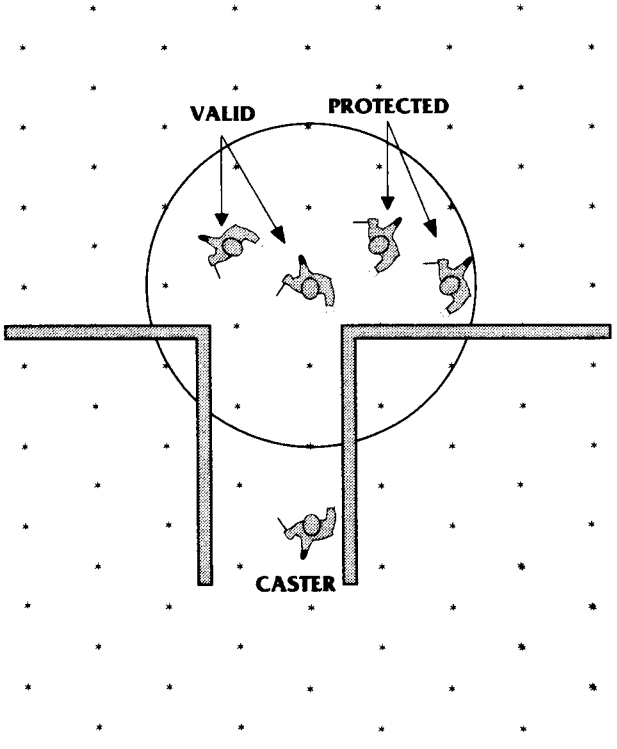
AREA OF EFFECT

Many spells will affect a single target, such as a character, a vehicle, or a building. Some spells, however, most notably Combat spells and some defensive Non-Combat spells, are area-effect spells, and take effect over an area rather than affecting only a single target. The Spell List tells the spell's Area of Effect.

When casting a single-target spell, the Mage selects his target, presumably based solely on his LOS. That target must occupy a dot on the **DMZ** mapsheet. When casting an area-effect spell, though, the magician designates a target that is a point in space, represented by a dot on the mapsheet. There need not be anything occupying that dot, for it is only the center point for the spell effect.

Area Effect Spells have power in a three-dot radius from the target, affecting everything within the area that is a valid target. The normal LOS rules for magic apply. If it is not possible to trace a clear or interrupted LOS to a target, a player cannot affect the target, even if it falls within the area of effect.

Though an area-effect spell will, technically, affect everything present, for game simplicity only those targets of any real value are considered. For instance, an area-effect Combat spell is cast at a specific person who is standing in the sporting goods section of a department store. The only target of real concern is the person, not the racks of urban-brawl combat gear around him.



USING MAGIC

Using a Combat Magic spell is just like using a mundane firearm, and using Non-Combat Magic is similar to conducting any other movement. The game mechanics for magic are similar to movement and basic combat, and it is resolved in much the same way, with a few differences because it is, after all, magic...

COMBAT MAGIC

The casting of a Combat Spell may take place during a character's movement, as with other Movement Fire, or it may take place during an opponent's movement, as with other Reaction Fire. LOS, Cover, and Visibility rules apply, and the success of the attack is resolved like Ranged Fire. See **Resolving Magic** for a complete explanation. The only limit on the number of spells a Mage can cast in a turn is how often he wishes to risk Stun Damage, because every time a spell is cast, the casting magician must check to see if he has suffered Drain.

Casting Combat Magic as Movement Fire costs the same 3 MP as firing a weapon does. During Movement Fire, a Mage can swap between magic and a conventional firearm as often as he wishes, with no cost for switching from the weapon to magic. He must, however, pay the MP cost for Readying the weapon every time he swaps back to it.

To cast a Combat Spell as Reaction Fire, a magician must have an established Firing Arc into which he may cast a spell just as though firing a conventional weapon. Every time a potential target within the Arc expends the requisite number of MP, the magician can toss a spell if he chooses. Normally, a Reaction Arc must be established for a particular weapon and can only be used with that weapon. Magicians have an advantage because they can set up an Arc for a normal weapon and then, if desired, they can swap over to magic during Reaction Fire at no cost or penalty. This does mean, however, that the weapon "dropped" must be Readied again by expending 3 MP, which can only be done during the character's next Movement Phase.

Damage From Spells

Combat spells and some Physical Manipulation spells have a Damage Rating like the damage given by mundane weapons. As with mundane weapon damage, a target that is affected by one of these spells marks off boxes on his Condition Monitor. The Damage Rating is based on the Force of the spell and some other factors taken from the spell description in the original **Shadowrun** rules. The exact formula for determining the Damage Rating of a particular spell can be found in the **Shadowrunning** section.

NON-COMBAT MAGIC

Non-Combat spells can only be cast during a character's Movement Phase and require the expenditure of 3 MP per spell. By increasing the MP cost for casting the spell, the magician can increase his chance of success. For every additional 3 MP he expends in excess of the original 3 MP, the Target Value is modified by –1.

It's really important that Sid heal the Troll's massive wounds: his life is on the line. If he expends only the base 3 MP to cast the spell, he will have the normal Target Value of 7. He decides that's not good enough. If Sid expends 3 more MP for a total of 6, his Target Value will drop to 6, and if he expends 6 more MP for a total of 9, it would become 5. And if he expends all of his 12 MP, it would become a 4. With a wounded Troll holding *you* by the throat, what would *you* do?

RESOLVING MAGIC

The same combat resolution procedure is used for Combat Magic as for firearms. First determine if a clear or interrupted LOS exists. From his CRS, determine the target's Defense Value for the appropriate type of spell, Mana or Physical. Then determine any Cover, Visibility, or situation modifiers and add them to the Defense Value to determine the Target Value. Subtract the Target Value from the Success Value appropriate to the Force being used, as listed with the spell on the CRS. Make a Success Test as usual. If the spell is cast successfully, apply its damage (listed with the spell on the CRS for the Force applied) to the target's Condition Monitor. Finally, check for Drain, as described below.

If the spell requires that the caster Touch an unwilling target, the caster must first make an Unarmed Combat Success Test against the potential victim. The Target Number for this test is reduced by 3. If this test is not successful, the spell may not be cast. Spells requiring Touch can only be cast by characters within one dot of their target. If the spell requires a voluntary subject, no Unarmed Combat Test is necessary.

Non-Combat magic is resolved in a manner similar to Combat Magic, except that the Target Value is not always based on the target's Physical or Mana Defense Values. If it is not, the spell's description will indicate what number should be used. Unless otherwise indicated, the effects of a Non-Combat spell are resolved immediately.

Note that even though certain Manipulation spells have a physical, damage-causing "combat" effect, they are considered Non-Combat spells and cannot be cast as Reaction Fire.

CHECKING FOR DRAIN

Once the spell has been cast, regardless of its success or damage, the casting mage must check for Drain. For each spell the mage is able to cast, Drain Values for Maximum and Minimum Force have been recorded on the CRS. The Drain Value of a spell cast at Minimum Force is less than for the spell cast at Maximum Force. Use this value as the Target Value for a Drain Resistance Success Test. The Success Value is the Mage's Mana Defense Value.

If the Drain Resistance Success Test fails, the magician will take an amount of Stun Damage equal to 1/2 the Damage Rating of the spell, rounded off, if it is a Combat Spell, and 1/2 the Force, rounded off, if it is a Non-Combat Spell. The exception to this is the Burned-Out Mage, whose nervous system has become so damaged through the introduction of cyberware that Drain from Maximum Force spells give him Physical Damage. Only if he casts a spell at Minimum Force will he receive Stun Damage.

Neddy tosses a truly frightening Hellblast that serves his purpose well. It better have, because he cast it at Maximum Force! That over, he must now deal with the Drain. His spell's Drain Value at Maximum Force is 8 (the Target Value) and his Mana Defense Value is 12 (the Success Value). The chance for avoiding Drain is the difference of 4. If Neddy can roll 4 or less on 2D6, he'll be fine. If not, he takes Drain as Stun Damage equal in value to 1/2 the Damage Rating at Full Force. Nasty!

SUSTAINING SPELLS

Every spell that a magician Sustains adds 1 to the Target Value for any Success Tests he attempts while the spell is Sustained. This penalty is cumulative, so if the magician has 3 Sustained spells in effect at once, all his Target Values are modified by a +3.

SPELL LIST

Type: P is for Physical and M for Mana

Duration: I is for Instant, S for Sustain, and P for Permanent

Range: LOS stands for Line-of-Sight, Touch refers to the necessity for physical contact (adjoining dots), and a number refers to the Range in dots if the Range is limited.

Area of Effect: S stands for Single Target and AE for true Area-Effect

Drain: This is the Target Number of the Drain Success Test. Drain Damage for Combat Spells is equal to 1/2 the Damage of the spell, rounded off. For Non-Combat Spells, it is equal to 1/2 the Force of the spell, rounded off, minimum 1.

COMBAT SPELLS

The following combat spells are listed alphabetically. Note, however, that where a spell has both a Mana and a Power version, the two are presented together.

Death Touch
Type: M **Duration:** I **Range:** Touch **Area of Effect:** S
Damage: Force ÷ 2 (round down) + 1 **Drain:** Damage
Special Effect: Touch is most certainly required for this spell.

Mana Bolt
Type: M **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) + 1 **Drain:** Damage
Special Effect: This spell creates a large bolt of magical energy.

Power Bolt
Type: P **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) + 1 **Drain:** Damage

Mana Dart
Type: M **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down)–1 **Drain:** Damage
Special Effect: This spell creates a small dart of magical power.

Power Dart
Type: P **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) –1 **Drain:** Damage

Mana Missile
Type: M **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) **Drain:** Damage
Special Effect: This spell creates a moderate-size bolt of magical power.

Power Missile
Type: P **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) **Drain:** Damage

Manaball
Type: M **Duration:** I **Range:** LOS **Area of Effect:** AE
Damage: Force ÷ 2 (round down) +1 **Drain:** Damage + 2
Special Effect: This spell creates a powerful area of magical energy.

Powerball
Type: P **Duration:** I **Range:** LOS **Area of Effect:** AE
Damage: Force ÷ 2 (round down) **Drain:** Damage + 2

Stun Bolt
Type: M **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) +1 **Drain:** Damage –1
Special Effect: This spell does Stun Damage.

Stun Cloud
Type: M **Duration:** I **Range:** LOS **Area of Effect:** AE
Damage: Force ÷ 2 (round down) –1 **Drain:** Damage +1
Special Effect: An Area-Effect spell, it does Stun Damage.

Stun Missile
Type: M **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) **Drain:** Damage –1
Special Effect: This spell does Stun Damage.

Stun Touch
Type: M **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) + 1 **Drain:** Damage –2
Special Effect: The Stun-causing spell requires the target to be touched.

Stunball
Type: M **Duration:** I **Range:** LOS **Area of Effect:** AE
Damage: Force ÷ 2 (round down) **Drain:** Damage + 1
Special Effect: This Area-Effect spell does Stun Damage.

Stunblast
Type: M **Duration:** I **Range:** LOS **Area of Effect:** AE
Damage: Force ÷ 2 (round down) + 1 **Drain:** Damage + 1
Special Effect: This Area-Effect spell does Stun Damage. Known as "Sleep" in the **Shadowrun** rules.

Urban Renewal
Type: P **Duration:** I **Range:** LOS **Area of Effect:** AE
Damage: Force ÷ 2 (round down) + 1 **Drain:** Damage + 2
Special Effect: Urban Renewal could, theoretically, lay waste to everything in the area. In practice, check its effects only against significant objects (the wall behind which the goons are hiding, the cycles the gangers are riding). Assume the spell does a showy amount of cosmetic damage to windows, innocent vehicles, and so on.

Wrecker
Type: P **Duration:** I **Range:** LOS **Area of Effect:** S
Damage: Force ÷ 2 (round down) + 1 **Drain:** Damage –2
Special Effect: This spell works only against vehicles and ignores 1/2 Vehicle Armor (round off).

NON-COMBAT SPELLS

There are a variety of Non-Combat spells performing a number of purposes. All are grouped below by that purpose. If a Non-Combat spell has a Target Value other than the Mana or Physical Rating of the target, it is indicated in the spell description.

DETECTION SPELLS

Clairvoyance
Type: M **Duration:** S **Range:** 6 dots **Area of Effect:** AE
Drain: Force -1
Special Effect: This spell allows the caster or voluntary subject to see distant scenes as though he were present, regardless of walls or other obstructions. He cannot use his normal vision while Sustaining this spell, nor can he cast a spell at a target seen by use of this spell. This spell has a maximum effective range of six dots. The Target Value is 5.

Combat Sense
Type: P **Duration:** S **Range:** Touch **Area of Effect:** S
Drain: Force

Personal Combat Sense
Type: P **Duration:** S **Range:** Touch **Area of Effect:** S
Drain: Force –1
Special Effect: This spell requires a voluntary subject. Successful casting will reduce the target's Fire Ratio by 1, to a minimum of 1. The Personal form of this spell affects only the magician himself. The Target Value is 5.

Detect Enemies*
Type: M **Duration:** S **Range:** 0 **Area of Effect:** AE
Drain: Force –1
Special Effect: This spell will indicate the presence and general direction of all enemies within the six-dot radius of the spell. An enemy is another character who deliberately wishes to harm the casting character. A terrorist spraying machine-gun fire into a crowded restaurant would not qualify as an enemy because the attack is not directed against the caster personally. Neither would this spell detect traps, as they are not alive. The Target Values for this spell are the Mana Defense Ratings of all enemies within the LOS of the caster, and Mana Defense +5 for those with a blocked LOS to the caster.
**This spell is recommended for use only during a gamemastered session where some form of hidden movement is used because the caster need not be looking at a potential enemy to detect him, nor does the caster need an unblocked LOS to a potential enemy to detect him.*

Detect Life
Type: M **Duration:** S **Range:** 0 **Area of Effect:** AE
Drain: Force –2
Special Effect: This spell will indicate the presence and location of living beings within a six-dot radius surrounding the caster, but it will not tell what the creature is. (Remember, we're not really checking for cockroaches here.) The life form detected need not be within the caster's LOS. The Target Value is 5.

Detect (Life Form)
Type: M **Duration:** S **Range:** 0 **Area of Effect:** AE
Drain: Force –2

Detect (Object)
Type: P **Duration:** S **Range:** 0 **Area of Effect:** AE
Drain: Force –1
Special Effect: Similar to Detect Life, this spell indicates the presence of specific types of targets: Detect Ork, Detect Dragon, Detect Guns, Detect Computers, and so forth. Each variation is a separate spell, with the Area of Effect a radius of six dots around the caster. The Target Value is 5.

HEALTH SPELLS
Unless otherwise specified, the magician must touch his target to use a Health spell. While certain Health spells can heal Physical damage, no known spell can restore Stun damage.

Decrease Reaction
Type: P **Duration:** S **Range:** LOS **Area of Effect:** S
Drain: Force

Increase Reaction
Type: P **Duration:** S **Range:** LOS **Area of Effect:** S
Drain: Force
Special Effect: Successfully cast, Increase Reaction will increase the target's Move and Fire Ratios by 1, acting to his detriment. Decrease Reaction acts beneficially by reducing the Move and Fire Ratios by 1. The Target Number of this spell is 5.

Heal Light Wound
Type: M **Duration:** P **Range:** Touch **Area of Effect:** S
Drain: Force –1

Heal Moderate Wound
Type: M **Duration:** P **Range:** Touch **Area of Effect:** S
Drain: Force

Heal Serious Wound
Type: M **Duration:** P **Range:** Touch **Area of Effect:** S
Drain: Force +1

Heal Deadly Wound
Type: M **Duration:** P **Range:** Touch **Area of Effect:** S
Drain: Force +2
Special Effect: These spells restore damage permanently: Heal Light Wounds (1 box), Heal Moderate Wounds (2 boxes), Heal Serious Wounds (4 boxes), and Heal Deadly Wounds (6 boxes). If cast successfully, the spell restores boxes from right to left, starting with the lowest-numbered box marked with an X. Any boxes not already marked off are ignored, so that only boxes with a mark are affected. Each spell must be Sustained for a number of Turns equal to the number of boxes being restored, and if the spell is dropped before that time has elapsed, the spell's effect is lost. The Target Value for these spells is the number of boxes on the Condition Monitor the character has currently filled in . This spell only heals physical damage.

ILLUSION SPELLS
No Illusion spell can permanently harm another character. It can cause distractions, even effects of a physical nature, but these effects are lost as soon as the magician drops the illusion.

Chaos
Type: P **Duration:** S **Range:** LOS **Area of Effect:** S
Drain: Force +1

Chaotic World
Type: P **Duration:** S **Range:** LOS **Area of Effect:** AE
Drain: Force +2
Special Effect: Any target of these spells is subject to massive distractions, giving a +2 bonus to the Target Value of any Success Tests he attempts while affected by the spell. The Target Value of these spells is the target's Physical Defense Rating.

Invisibility
Type: P **Duration:** S **Range:** Touch **Area of Effect:** S
Drain: Force –1

Special Effect: The subject of the spell becomes invisible under normal light. Thermographic vision can still detect his body heat, and the subject is completely tangible and detectable by the other senses. The spell does affect cameras that use visible light and characters with non-thermographic vision. See **Perception** for the effects of invisibility. The Target Value is 5.

MANIPULATION SPELLS

These spells can transform or control matter and energy. Telekinetic spells are various forms of mind-over-matter, from wild poltergeist phenomena to subtle, work-controlling machinery. Transformation spells affect the material structure of a target.

Levitate Item
Type: P **Duration:** S **Range:** Special **Area of Effect:** S
Drain: Force –1

Levitate Person
Type: P **Duration:** S **Range:** Special **Area of Effect:** S
Drain: Force

Special Effect: Levitation allows a magician to lift an item or person from the ground and move it around. He may move the load up to 12 MP per turn, expended at 3 MP per dot, except that ground debris and obstacles are ignored. It costs him 4 MP to change the target's elevation 1 story. The casting magician must always expend his own MP to move the target.

If the spell is cast on a target other than the casting magician, the Range is limited to LOS. If that LOS is broken, the target will gently float to the ground at a rate of 2 stories per turn as the magical energy leaks away.

The casting magician may choose to "drop" that character at any time during his or a Levitated character's Movement Phase. Regardless of when this occurs, any Falls are still resolved during the falling character's Movement Phase, as indicated in the **Damage From Falling** section, p. 28.

An object that is connected to a living being cannot be Levitated. Something with a mass of a light motorcycle is the largest person or object that can be Levitated.

The Target Value is 5 for willing characters, 7 for objects, and 9 for unwilling or neutral objects or characters.

Poltergeist
Type: P **Duration:** S **Range:** LOS **Area of Effect:** AE
Drain: Force +1

Special Effect: Within the area of this spell, small objects and debris whirl around in random patterns. This not only effectively interrupts LOS through the area, but affects any characters who happen to be in the area of the spell. First, it adds +1 to their Target Values for any Success Tests. Second, they are subjected to a one-box Stun attack, with a Success Value equal to the Force of the spell x 5. The Target Value of this spell is 5.

Transformation Manipulations

Armor
Type: P **Duration:** S **Range:** Touch **Area of Effect:** S
Drain: Force

Special Effect: A voluntary subject is required. This spell gives the subject an increase in Impact, Ballistic, and Physical Spell Defense equal to half the Force of the spell, rounded down, minimum of 1. This benefit exists for as long as the spell is maintained. The Target Value of this spell is 5 for other characters, and 8 for objects. Only objects up to about motorcycle mass may be Armored in this manner.

Mana Barrier
Type: M **Duration:** S **Range:** Special **Area of Effect:** AE
Drain: Force

Physical Barrier
Type: P **Duration:** S **Range:** Special **Area of Effect:** AE
Drain: Force +1

Special Effect: This spell appears as a force-field of crackling energy. The magician may form the barrier as a dome of energy around himself, or he may create a wall in front of him. The dome's radius is three dots, and it forms about the Mage. The wall's height is one story, its length is six dots, and it may be cast at a distance of three dots in front of the Mage. Only something the size of a molecule (or less) can pass through a Physical Barrier, but this includes air or other gases.

Targets of Physical attacks on the other side of a Physical Barrier receive a bonus to their Impact and Ballistic Ratings equal to the Force of the spell. Mana Barriers do not stop physical weapons, but they do still block the movement of living beings. Nonliving things, like bullets, pass right through. Passengers inside a closed vehicle are not affected by a Mana Barrier, but it would knock the rider off a motorcycle. Mana Barriers also act as defense against spells. Add the Force of the spell to the Mana and Physical Spell Ratings of any targets being attacked across a Barrier. The Target Value of this spell is 5.

Petrify
Type: P **Duration:** S **Range:** LOS **Area of Effect:** S
Drain: Force +1

Special Effect: This spell turns any living target into a stone-like substance, the flesh becoming a calcium carbonate of marble-like consistency. Clothing, equipment, and cyberware are unaffected. The victim is not conscious while calcified. This is a difficult spell to cast. The base Target Value is the target's Physical Defense Value.

"Petrified" characters now have a Defensive Value against all kinds of attacks equal to 25. They are immune to Stun Damage. Damage may be assessed against them normally.

ADVANCED MAGIC

The rules in this section add an extra degree of complexity to **DMZ**. Some of them you may like, others you may not. Players should agree on whether or not to use them before a game begins.

Some of these rules work best when the game has a neutral arbiter, such as a gamemaster. See the **Shadowrunning** section for more on this.

SHAMANS

A shaman's magic comes from the stones, herbs, shells, and the animals known to his people. In the past, some "civilized" scholars seemed to disparage shamanism, calling it "primitive" nature worship. With the Awakening, these "backward" primitives knew how to use their new power to pay back the governments and corporations that had oppressed their people for so long. Indeed, shamanism had developed even among some city-dwellers during the boom of occultism in the late 20th century. When the magic came back, these "urban shamans" found that the old ways worked well in cities, too.

Shamans get their magic from the world of nature and the power of their emotions. They form a link with nature through an animal figure called a totem.

Totems

A totem is an archetypal spirit of nature with which the shaman aligns himself. The totem he chooses to follow sets his path for life. The shaman-totem relationship is more complex than **DMZ** requires, so it is not necessary to describe it in detail. Interested players may wish to consult the **Shadowrun** roleplaying rules for more on that.

Following is a list of possible totems:

Wilderness	**Urban**
Bear	Coyote
Coyote	Dog
Eagle	Raccoon
Raccoon	Snake
Raven	
Snake	
Wolf	

CONJURING

Conjuring is the ability to summon, control, and banish different kinds of Spirits. Two that can be summoned with relative ease are Nature Spirits and Elementals. Nature Spirits personify the forces of the environment. Only a shaman can summon or control a Nature Spirit. Elementals arise from the four hermetic elements: Fire, Water, Air, or Earth. Only a mage can summon or control an Elemental.

Summoning Nature Spirits

A shaman can summon a Nature Spirit only in its home environment. The shaman first declares the Force of the Spirit he wishes to call. This is his Target Value for a Sorcery Success Test.

If the test is successful, the Spirit comes. Roll 2D6 and subtract the Spirit's Force. The result is the number of turns that the Spirit will remain before vanishing. If successfully summoned, the Spirit will always remain for at least two turns.

If the test is not successful, the Spirit will not come. Regardless of the test's success or failure, the summoning shaman must then check for Drain.

Check for Drain in the same manner as when casting spells, but use the Spirit's Force as the Target Number. If the Drain test fails, the damage taken is equal to one-half the Spirit's Force, rounded up.

A shaman can only summon a Nature Spirit during his Movement Phase at a cost of 10 MP. If successfully summoned, the Spirit will appear immediately and may be commanded if the shaman still has the necessary MP.

A shaman may only summon one Spirit at any one time.

Nature Spirit Types

As **DMZ** is a game of urban combat, it deals only with City Spirits and Hearth Spirits. Both are considered to be Spirits of Man, that is, their habitat and their power are in areas where masses of humanity gather. Though both may be summoned within the confines of a "city," each has its own particular Domain where it holds sway. The Spirit can only exist within this Domain. It cannot be summoned anywhere else, nor will it obey orders that send it from its Domain.

City Spirit

Powers: Accident, Alienation, Concealment, Fear, Guard.

Domain: The streets and open spaces of a city. Abandoned buildings, but not those inhabited by squatters.

Appearance: Varies widely. City Spirits usually appear as litter or amorphous bits of garbage. There is, however, a documented case of a Spirit in San Francisco that appeared in the form of a cable car, and a Seattle shaman recently claimed that he conjured a Spirit that took the form of a 1947 Hudson automobile.

Move Ratio: 1 **MP:** 12
Defensive: **Armor:** —
Physical (Ranged): Force + 20 **Mana:** Force +10
Physical (Melee): Force + 15

Hearth Spirit

Powers: Accident, Alienation, Concealment, Guard.

Domain: The interior of inhabited buildings or any other place that man calls home.

Appearance: Hearth Spirits often resemble small, bearded humanoids wearing antique clothing. The ancient legends of "brownies" may be memories of these Spirits' manifestations.

Move Ratio: 1 **MP** 12
Defensive: **Armor:** —
Physical (Ranged): Force +22 **Mana:** Force + 10
Physical (Melee): Force + 18

Using Elementals

Elementals, unlike nature spirits, *cannot* be summoned within the scope of the **DMZ** game. Unlike Nature Spirits, which take only moments to conjure, summoning an Elemental requires hours of ritual. To use an Elemental, a hermetic magician character must already have conjured it at the start of the game.

None of the Archetypes described in this book are provided with summoned, on-call Elementals. Elementals are, therefore, to be used only when integrated with the roleplaying elements discussed in the **Shadowrunning** section, or if a particular scenario requires it.

A magician in **DMZ** may have up to three Elementals at his call at any one time.

Elementals can perform only a limited number of services before vanishing. The scenario will list the number of services remaining. If a player is using a converted **Shadowrun** character who has command of Elementals, the services those Spirits owe the character simply carry over to the **DMZ** game world. See **Shadowrunning.**

In any case, every use of an Elemental's power or ability within a turn will constitute one service. That one particular power or ability can be used any number of times within the turn, but each use of a different power or ability counts as a service. This is also true of **Elemental Aid** (see p. 38), but if the Aid is carried directly from one turn to the next, no additional service is expended.

Elemental Spirit Types

Elemental Spirits are embodiments of the classical elements. Each one's appearance is peculiar to its element, with its size almost always indicative of its power.

Each Elemental type has special powers and weaknesses. Each is subject to annihilation by contact with an opposing Elemental of equal or greater Force, during which the stronger Elemental is also weakened by the other's Force. Subtract the weaker Elemental's Force from the stronger's to determine the new Force of the stronger Elemental. Fire opposes Water, and Air opposes Earth.

Air Spirit

Appearance: An Air Elemental appears as a swirling, smoky shape of vaguely humanoid form.

Powers: Flight, Movement, Noxious Breath

Weaknesses: Annihilated by Earth Elementals

Attack Forms: Noxious Breath; Range = Force, Target Value = Physical Value, Success Value = Force x 4, Damage = Force.

Move Ratio: 1/(1/2) **MP:** 12
Offensive:
Noxious Breath: Force + 10 **Damage:** Force
Defensive: **Armor:** —
Physical (Ranged): Force + 20 **Mana:** Force + 10
Physical (Melee): Force + 10

Notes: The Noxious Breath also carries the bonus effect of a **Block**, per the **Melee Combat** rules, if the damage done is to box 4 or lower.

Earth Spirit

Appearance: An Earth Elemental appears as a chunky, humanoid shape of earth and/or rock.

Powers: Attack, Movement

Weaknesses: Annihilated by Air Elementals

Attack Forms: Attack; Target Value = Impact Value, Success Value = Force + 15, Damage = Force.

Move Ratio: 2 **MP:** 12
Offensive:
Attack: Force +15 **Damage:** Force
Defensive: **Armor:** —
Physical (Ranged): Force + 25 **Mana:** Force +10
Physical (Melee): Force + 25

Notes: Earth Elementals ignore terrain modifications for movement. Their Attack also carries the bonus effect of a **Block**, per the **Melee Combat** rules, if the damage done is to box 4 or lower.

Fire Spirit

Appearance: A Fire Elemental appears as a reddish-orange, lizard-like creature sheathed in an aura of flame.

Powers: Flame Projection, Guard

Weaknesses: Annihilated by Water Elementals

Attack Forms: Flame Projection; Range = Force, Target Value = Impact Value, Success Value = Force +15, Damage = Force.

Move Ratio: 1 **MP:** 12
Offensive:
Flame Projection: Force + 15 **Damage:** Force
Defensive **Armor:** —
Physical (Ranged): Force+20 **Mana:** Force + 10
Physical (Melee): Force +15

Notes: The instigator of a Melee Combat attack against the Fire Elemental is automatically subject to a Flame Projection attack, but receives a +5 to his Impact Value.

Water Spirit

Appearance: A Water Elemental appears as a mass of murky water of indefinite, ever-shifting shape.

Powers: Attack, Movement (in water only), Guard (in water only)

Weaknesses: Annihilated by Fire Elementals

Attack Forms: Attack; Target Value = Impact Value, Success Value = Force +15, Damage = Force.

Move Ratio: 2 **MP:** 12

Offensive:

Attack: Force +15 **Damage:** Force

Defensive **Armor:** —

Physical (Ranged): Force + 20 **Mana:** Force + 10

Physical (Melee): Force + 20

Notes: The Attack carries the bonus effect of a **Block**, per the **Melee Combat** rules, if the damage done is to block 4 or lower.

ELEMENTAL AID (Optional Rule)

Instead of instructing an Elemental to take action on its own, a magician may hold the spirit in reserve and draw on its power to aid his own magic. When an Elemental is on such aid duty, it may not perform any other functions and effectively disappears from the mapboard.

In return, the magician may reduce the Target Values of any magical Success Tests by one-half the Force of the Elemental, rounded down.

Each use of the Elemental in this way permanently reduces its Force by 1. Once the Force reaches 0, the Elemental vanishes.

Spirits And Reaction Fire

Elementals that have some form of Ranged attack may set up Reaction Arcs according to the normal rules. Nature Spirits may only act during their Movement Phase, though the effects of their power are felt continuously.

SPIRIT POWERS

Nature Spirits can use only one power during a turn, but they may sometimes use that Power against more than one target. Consult the description of the appropriate power for more details.

Nature Spirits ignore terrain modifications when moving.

Spirits may be commanded during the summoning magician's Movement Phase. That magician must expend 2 MP to command the Spirit. It will move and act immediately.

Following are descriptions of the various Powers of Spirits.

Accident

Accident gives the Spirit the power to cause apparently normal accidents. The nature of the accident and its result will vary according to the terrain the being controls.

The Accident power is an area-effect power covering an area 20 dots in radius from the location of the Spirit. The power is only effective within the Spirit's Domain, even if the area of effect would carry it into another Domain. It costs 6 MP to use this power.

At the beginning of the Movement Phase of a character subject to the Accident power (he is within the area of effect), the player should make a Success Test. Use the character's Impact Value for the Success Value and twice the Spirit's Force as the Target Value. If the die roll is successful, the character suffers no ill effects. If he fails, he will suffer the effects outlined below.

If subject to the Accident Power, a character suffers the following effects:

- His Move Ratio is raised by 1.
- He receives a +1 to all Target Values.
- All Special Action costs are raised by 1.

Note that the character is subject to the Accident effects only as long as he remains within 20 dots of the Spirit. The moment he leaves that area, he no longer suffers the effect.

Accident is neutralized by Guard.

Attack

The Spirit conducts an Unarmed Melee attack against the victim, with a Success Value equal to the Spirit's Force +15. The Target Value is the victim's Impact Value. The damage done is equal to the Spirit's Force in Stun damage.

It costs 4 MP to utilize this power.

Alienation

The Alienation power is not intended as a beneficial power of invisibility. Victims of this power are invisible, intangible, and inaudible to those around them. It is as though they do not exist at all. Drivers don't stop for them, no one talks to them, their friends shoot through them to hit their targets. It costs 6 MP to use this power.

At the beginning of the Movement Phase of a character subject to the Alienation power, the player should make a Success Test. Use the character's Mana Defense for the Success Value and the Spirit's Force as the Target Value. If the die roll is successful, the character suffers no ill effects. If the roll fails, he will suffer the effects of Alienation.

The character's friends cannot perceive him in any way, shape, or form. If he is within the blast area of a grenade, oh well. No one will cover his back or lay down covering fire for him. He is on his own.

A Spirit can only Alienate one character at a time. When first invoking the power, the Spirit must have a LOS to the character, but need not maintain it to sustain the power.

Concealment

Concealment allows the creature to conceal others by hiding them within the terrain. By expending 6 MP, the creature can conceal others in ambush, gaining them a +5 to the Target Value of a Perception Success Test. The subjects must remain stationary once Concealed and cannot be in a clear area. Any degree of rubble will do.

Fear

Affecting all within 10 dots of the Spirit, Fear has a Success Value equal to the Force of the Spirit +10, and its Target Value is the potential victim's Mana Defense. Resolve using the normal Success Test procedure. Success indicates that the victim must move to block LOS with the creature or move away at the greatest possible speed.

It costs the Spirit 3 MP to invoke this power.

Flame Projection

The spirit has the ability to project flame. The Target Value for all Flame Projection attacks is the Impact Value of the target, while the Success Value is equal to the Spirit's Force plus 15. It has a Range equal to the Spirit's Force in dots.

It costs the Spirit 3 MP to use this power during Movement Fire. It may be used eight times per turn.

Flight

Spirits with Flight power are able to fly, in addition to their normal ground movement. To climb one story in altitude costs

their Flight Move Ratio (the number following Move Ratio in the listing above). Descent costs nothing and gains the creature one dot of forward momentum per story dropped.

Spirits capable of Flight are able to make turns as though moving on the ground. The Spirit's current height in stories can be indicated by placing a die adjacent to the Spirit's counter. The number showing on the die should correspond to the height in stories. (Use more than one if needed.)

Guard

Guard gives the Spirit the power to prevent any accidents—both natural and those caused by Accident power, within terrain that the Spirit controls. It costs 6 MP to use this power.

When directly opposing Accident, a Success Test should be made in a manner similar to Melee Combat. Each Spirit involved must resolve a Success Test against the other. In each case, the Success Value is equal to the Spirit's Force multiplied by 3, and the Target Value equal to the opposing Spirit's Force multiplied by 2. If both Spirits succeed or fail, there is no result and all remains as it was. If the Spirit using Accident wins, Accident remains in effect. If the spirit using Guard wins, Guard remains in effect.

Note that this contest occurs only when a character falls within the area-effect of both powers. If he remains fully within one or the other, there is no contest.

Like Accident, Guard radiates outward 20 dots from the Spirit, but is only effective within that Spirit's natural Domain.

Movement

By expending 8 MP, the Spirit can increase or reduce a victim's Move Ratio by 1 for its next Movement Phase. The Spirit will remain with the victim during the victim's movement. No Success Test is necessary.

The expenditure for Movement must be the last MP the Spirit expends in the turn, and the being must be within one dot of the victim.

Noxious Breath

With Noxious Breath, the nauseating effects of the Spirit's "breath" incapacitate the victim. Resolve using the normal Success Test procedure, with a Success Value equal to the Spirit's Force plus 10. The Target Value is always the target's Physical Value. Damage is the Spirit's Force in boxes in Stun.

Spirits have a Range equal to their Force in dots.

MOTORCYCLES

"I'm telling ya, chummer, there ain't nothing like the wind in your hair and the steady hammer of an Ingram smartgun in your hand."

—Wylde Chylde, Elven Street Samurai

Many argue that the motorcycle is the vehicle of choice on the streets. Its speed and maneuverability make it the ideal companion for the street fighter, as does its ability to mount weapons. Hence, this book deals only with motorcycles, leaving larger and less maneuverable vehicles to a later expansion.

VEHICLE MOVEMENT

Like characters, motorcycles use Movement Points to control their rate of movement. To move the cycle, the driver must expend *his own* MP as though it were him moving. Cycles, however, have a Speed Multiple that allows them to travel at speeds more appropriate to a motorcycle than a normal person. A cycle with a Speed Multiple of 6 could travel a maximum of six dots per MP expended by its driver.

SPEED MULTIPLE

For simplicity, it is assumed that a cycle can operate at three speeds: Minimum (1 MP), Cruise (5 MP), and Maximum (10 MP). The speed at which the character will drive the cycle must be announced at the beginning of the Movement Phase.

In the turn that it begins to move again after having been stopped, a cycle can move at Minimum Speed only, but after that, the driver may change from turn to turn as he wishes. Except for stopping, drivers can shift speeds only at the very beginning of a turn. A driver may stop the cycle at any time, but the faster he is going, the farther he will skid. If the cycle is moving at Minimum Speed, it simply stops with no penalty. If the cycle is traveling at either its Maximum or Cruising Speeds, it will skid. See **Skidding** for more details. A cycle that has stopped cannot move again that turn, but the driver can still use any MP still available.

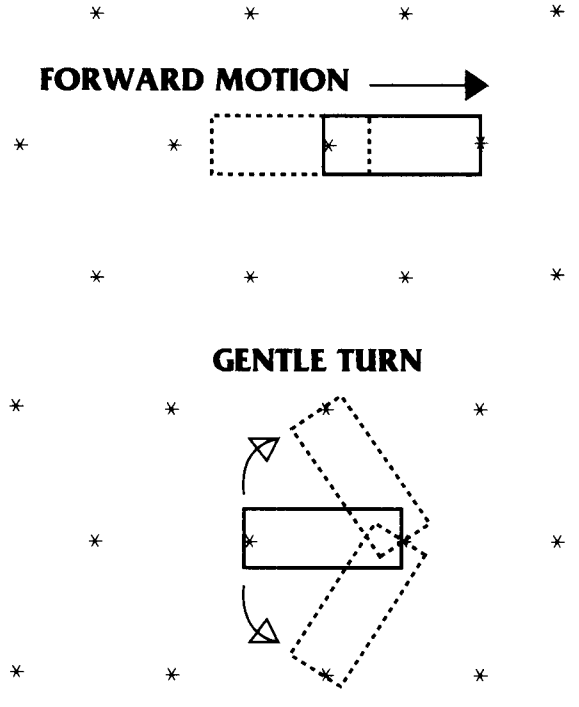
All movement that a cycle *can* make in a turn must take place in the Movement Phase. If, for example, the cycle is moving at Maximum Speed, and the Speed Multiple is 3, giving it 30 dots of movement, the cycle *must* move all 30 dots in that turn, unless the driver stops the cycle.

The amount of MP the driver can expend is limited not only by the amount he has available, but by the condition of the cycle. See **Damage To Cycles** below.

MOVING THE CYCLE COUNTER

Motorcycle counters occupy more than one dot, which makes their movement on the mapsheet a little more complex than moving a character. Also, any mounted weapon is equivalent to a permanent Reaction Arc, so the facing of the cycle is important.

To move the motorcycle counter, simply advance the nose of the counter to one of the closest forward dots, as shown in the first frame of the accompanying illustration. The tail of the cycle can either remain where it is or swing out to one of the adjacent rear dots in a gentle turn, as shown in the second frame of the illustration. Making a tighter turn by swinging the cycle's tail more than one adjacent dot will require a **Maneuver**, as described later.

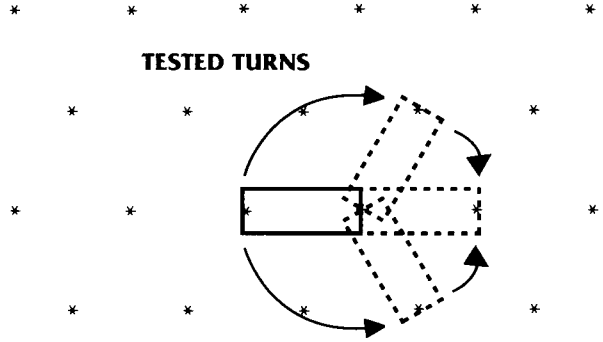


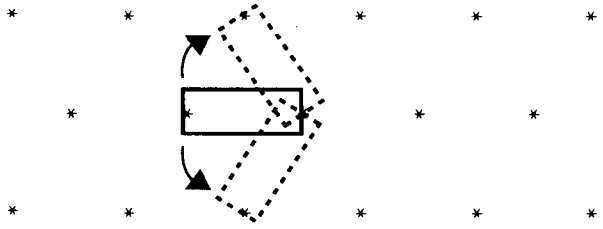
Cycles must move at least one dot before they can execute a turn. Hey, we told you these were maneuverable suckers! As long as that turn is gentle, a one-dot tail-swing turn is no problem. If you go for something a little more wiz, however...

MANEUVERS AND HANDLING TESTS

At some point, the driver of a motorcycle will want to turn *hard*. The difficulty of the turn is based on the motorcycle in question, how fast it's going, and how tight a turn its driver wants to make.

Gentle turns, in which the tail of the cycle is swung into an adjacent rear dot only, may be made at any time, at any speed, with any vehicle. (In fact, they are required because of the dot placement on the mapsheets, but we're not going to make a big thing about that.) Tighter turns, however, that swing the tail of the cycle more than one adjacent dot, require a Success Test to see if the driver is up to the challenge. Failure is a **Wipe Out**. The illustration shows both free and tested turns.





The Handling Success Test is made just like all other Success Tests. In this case, the Success Value is the Handling Value of the cycle, which may be found on the Cycle Record Sheet, also known as CRS. Consult the Handling Target Value Table below to determine the Target Value for the specific turn being attempted. Resolve the Handling Success Test as usual. If the die roll is successful, the cycle continues movement. If it fails, the cycle will **Wipe Out.**

Gentle turns (one-dot tail swings) are free, but more radical turns will cost the driver additional MP. A two-dot tail swing will cost him 1 additional MP and a three-dot tail swing 2 MP.

These and all other MP spent in controlling and moving the cycle count normally toward an opposing character's Fire Ratio.

Skidding

Stopping a cycle moving at Minimum Speed is no prob, chummer. All you gotta do is jam on the brakes, and these babies stop on a dime! Of course, it's a little more complicated when you're moving at Maximum or Cruising speed. At these speeds, you will skid to a stop, and you gotta control your cycle.

A skid will move the cycle farther along after the driver hits the brakes. The faster he is moving, the farther he will skid, and so the skid distance depends on the speed of the cycle and the maximum number of MP that the driver-cycle combination can move in one turn.

All skid distances are determined from the cycle's Minimum Speed. For Cruising Speed, it is the Minimum Speed distance. For Maximum, it is twice that. This will give the number of dots that the cycle will skid before coming to a halt.

'Geist, realizing that the chummer she wants to dismember just stepped into the building she's just blown past, decides to stop. Her cycle has a Speed Multiple of 3 and she's been moving at Maximum Speed. At Maximum Speed, she'll skid six dots (3 x 2). If she'd been moving at Cruising Speed, she'd have only skid three dots. As this is a straight skid, she'll have to make a Handling Success Test with a Target Value of 15.

The driver may execute normal, one-dot tail-swings while skidding. Any tight skid-turns, however, require a Modified Handling Success Test. Controlling the skid costs the driver MP and a Handling Success Test. See the Handling Target Value Table for the appropriate Target Value. If the die roll fails, the driver will **Wipe Out**, but if it succeeds, the cycle will stop movement at the end of its skid.

If the driver passes the Handling Success Test for a skid-turn, the cycle makes the turn and continues to skid in the new direction. If a second or third skid-turn is required, make additional Handling Success Tests, using the same Target Values as the first.

HANDLING TARGET VALUE TABLE

Speed	1-Dot	2-Dot	3-Dot	Straight	1-Dot	2-Dot	3-Dot
Turn	Turn	Turn	Turn	Skid	Skid-Turn	Skid-Turn	Skid-Turn
Minimum	—	5	10	—	5	10	15
Cruise	—	10	15	10	10	15	20
Maximum	—	15	20	15	15	20	25

'Geist wants this guy *bad*. (Which has always been her problem, but try telling her that!) So bad, in fact, that she's going to go for a tight skid-turn. As before, her skidding distance is six dots. If she wanted to make a two-dot skid-turn, she'd have to make a Handling Success Test against a Target Value of 20. If she blows it, it's Wipe Out Time!

Wipe Out

Don't kid yourself, it'll happen.

A bike that wipes out during a tight turn or a skid continues in its current direction of movement for the skid distance. Then it will come to a halt. If it strikes something before coming to a halt, it will ram that object at its previous speed.

Count out the skid distance on the mapsheet. Use straight-line movement to determine the skid path, in the direction the cycle was traveling initially. If the driver loses control during a turn or a skid-turn, assume that no change in direction occurred before the cycle wiped out.

Odds are that wiping out will damage both the rider and the bike, even if the bike does not ram anything. The chance of damage and the amount are based on how fast the cycle was traveling at the time of the wipe out. Think of the wipe out as an attack by the hand of fate against the cycle and its rider; success will damage the bike and rider, failure will not. The Success Value for Wipe Out Damage is the speed in dots per turn the cycle was traveling. As the Target Value, use the Normal Defense Value for the cycle and the Impact Defense Value for the rider.

The damage done to both cycle and rider is equal to the Success Value divided by 5, rounding up. The cycle's Armor Rating will reduce the damage. See **Damage To Cycles**.

Visiting 'Geist again, we find that if she wipes out at Maximum Speed (OUCH!), the Success Value will be 30 (Maximum Speed) and the damage she takes will be 6 (30 ÷ 5 = 6).

If she'd been traveling at Cruising Speed, the success chance would only have been 15 and the damage 3. At Minimum Speed, it would have been 3 (snicker) and 1 point of damage.

Uncontrolled Cycles

A character that takes damage while aboard a cycle may be knocked off, in which case the cycle will wipe out. It will continue its forward movement until it hits something or halts at the end of the Movement Phase. As with other wipe outs, the cycle may take damage.

A character who takes damage to box 4 or lower while on the cycle will be knocked off and subject to wipe out damage for that speed.

ACTIONS FOR CYCLE DRIVERS

Cycle drivers may carry out a number of movement actions and special actions, each one costing the driver some MP. When he is aboard the bike and moving, think of his Move Ratio as being that of the cycle, with all actions determined by his MP. Otherwise, the only limitation is on his actions.

It costs MP to mount, dismount, wheel, lift, start, or turn off the bike. It also costs MP to make a tight turn, to control a skid, and to make a skid-turn. These costs are shown in the table below.

DRIVER MP COSTS
For Maneuvering A Moving Bike

Making Tight Turn (over 1 dot tail-swing)	1 MP per dot swung
Controlling A Skid	1 MP
Controlling A Skid-Turn	+1 MP per dot swung
Climbing Stairs	1 MP per dot
Negotiating Rubble, Ramp, Or Similar	1 MP per dot
Coming To Full Stop	2 MP
Accelerating From Dead Stop	1 MP
For Terrain	As with characters
For Driver's Actions While Stopped	
Mounting/Dismounting Bike	2 MP
Starting Bike	2 MP
Turning Bike Off	1 MP
Crawling Out From Under Wiped Out Bike	3 MP
Lifting Bike	3 MP

CYCLE COMBAT

Heavy cycles like the Scorpion and the Viking can mount weapons. The driver controls these weapons. Characters riding on cycles can also make personal attacks.

Cycles are able to carry two characters, as long as one of them isn't a Troll. One character is, of course, the driver who spends his MP to control the cycle. He also controls any mounted weaponry. A second character may be seated behind the first. This second character has no control over the cycle and may only expend MP for personal actions, which will in no way control the cycle's movement or weaponry.

RANGED FIRE AND MAGIC ATTACKS

Characters on moving cycles may fire personal weapons or cast magic spells. The attack must be conducted as Movement Fire during the Movement Phase. If the cycle is in motion, no Reaction Arc can be erected. Drivers may use only one-handed weapons and may use no rifles, LMGs, or Heavy Weapons. Passengers must use weapons smaller than an LMG. Use of a two-handed weapon will add a +1 to the Target Value of any attacks the passenger conducts.

MELEE COMBAT

Melee Combat attacks, following the standard procedure, are allowed to and from a moving cycle. Offensive and defensive modifiers cancel out, so the conflict is resolved normally. Damage, however, is increased because the cycle's speed causes greater impact.

MELEE DAMAGE TO/FROM CYCLE

Speed	Damage Add
Minimum	—
Cruising	+1
Maximum	+2

REACTION FIRE

If the cycle is Stopped, characters may erect normal Reaction Arcs by expending the required MP. A cycle's mounted weapons have erect Reaction Arcs at all times if the weapon is functional. The driver does not need to expend any MP to erect these arcs.

Firing at a moving cycle is no mean feat. At top speed, even the slowest is the equal of a Street Samurai when it comes to movement. This means that Reaction Fire against cycles could be quite difficult. In fact, if the cycle passes directly through a very narrow arc, no shot is likely. Only if the cycle remains in an Arc long enough (either because the Arc is wide enough or the cycle is moving slowly enough) is there a likelihood of a shot.

For the purposes of Reaction Fire, assume that all MP are expended at the end of a cycle's movement across a given number of dots. This means that a cycle with a Speed Multiple 3 will cross three dots for every MP expended. If this three-dot movement takes the bike completely through an Arc, there will be no shot, even if the reacting character has a Fire Rate of 2. In order for a character to get a shot at a moving cycle or its rider, the cycle must be *wholly* in his Reaction Arc for the same number of MP as his Fire Rate. If he has a Fire Rate of 4, the cycle-driver must spend all 4 MP in the Reaction Arc for the attacking character to be able to give Reaction Fire. Of course, any cycle that begins its movement in an existing Reaction Arc will be a target for at least one shot.

COMBAT DAMAGE TO RIDER

Damage to characters hit by ranged mundane weapons and magical attacks is the same as for such attacks made to characters on foot. Damage is resolved in the normal way.

A character who takes damage to box 4 or lower on his Condition Monitor is knocked off the cycle. He will then be subject to potential wipe out damage in addition to the damage given him by the attack.

CYCLE WEAPONS

Heavy cycles, such as the Harley Scorpion and the Honda Viking, have the ability to carry weapons. Each may carry either two standard weapons or one Heavy Weapon. Cycle weapons may be mounted on the front or rear of the vehicle. Standard weapons can be mounted on either the right or left sides of the cycle, with a maximum of one weapon per side. Heavy weapons are mounted amidships.

The mounted weapons can be fired as part of Movement Fire or Reaction Fire, regardless of whether the cycle is in motion. A character must expend 2 MP to fire a mounted weapon as Movement Fire. Weapons that are linked fire together and require only a single expenditure of 2 MP. Resolve mounted weapon fire using the normal Firearms procedure. Fire from linked weapons should, however, be resolved individually for each weapon.

The presence of mounted weaponry creates a permanent Reaction Arc. It costs no MP to create this arc. As long as the weapon works, the Arc is present. Single weapons have permanent 2-MP Arcs. Two linked weapons firing in the same direction (such as left-right mounted assault rifles) give a permanent 4-MP Arc.

RAMMING

A character can also cause damage by ramming his cycle into an opposing character or another cycle. Resolve the attempt as a Handling Success Test using the cycle's Handling Value as the Success Value. The Target Value is the Normal Defense Value for a cycle, or the Impact Defense Value for a character. Damage is inflicted according to the **Wipe Out** rules.

Controlling the cycle after ramming requires an immediate Handling Success Test. The Success Value is the Handling Value of the Cycle. The Target Value for the Test is the Speed of the cycle. Failure means the cycle will **Wipe Out.**

DAMAGE TO CYCLES

The Cycle Record Sheet differs somewhat from the Character Record Sheet. The Condition Monitor has the same Condition Modifiers, but the row underneath is different. As cycles become damaged, the Maximum Speed they can travel is reduced. In that row, MX (Maximum Speed) indicates that the cycle can move normally. CR indicates that the cycle can move no faster than Cruise Speed. MN indicates that the cycle is so damaged that it can sustain only Minimum Speed. None means the cycle is permanently stopped for the duration of the game.

The Condition Modifiers apply to any and all Target Values for the cycle, such as Handling Tests.

Cycles take damage using the normal procedure. Some heavy cycles have an Armor Rating, which is subtracted directly from the damage done against these bikes. Thus, if a Scorpion with an Armor Rating of 2 takes two boxes of damage, whether from combat or wipe out, the cycle will take no damage.

RIGGERS

Rigger use a special piece of cyberware known as a Vehicle Control Rig. This piece of cybernetic gear allows them to interface completely with their vehicle giving them finer and faster control over it. Riggers receive a reduction to the Target Numbers of all Handling related Success Tests while controlling a Rigged cycle equal to the Rating of their Vehicle Control Rig. So, a Rigger with a Rating 2 Vehicle Control Rig would receive a -2 to his Target Numbers.

CYCLE TYPES

Five of the most popular motorcycles in the **DMZ** universe are included in this section, though some might argue against the inclusion of the Dodge Scoot. The game terms are defined first, then the statistics for the five vehicles, from the lightest to the most powerful.

Speed Multiple

Multiply this number by the number of MP expended by the driver: 1 MP for Minimum Speed, 5 MP for Cruising Speed, and 10 MP for Maximum Speed.

Handling

This number is the Success Value for any maneuvers the driver might attempt with the vehicle. See **Maneuvers And Handling**.

Defensive, Normal

This number is the Target Value of the vehicle against all attacks, except Combat Magic Spells. Transformation spells use this number as well.

Defensive, Magic

Use this value for Combat Magic spells.

Armor

Vehicles with an Armor Rating ignore this number of boxes of damage from an attack that hits.

DODGE SCOOT

Speed Multiple: 1 **Handling:** 12
Defensive, Normal: 8 **Armor:** 0 **Signature:** 5
Magic: 12

Notes: A small, electric, intracity scooter. In a pinch, it'll get you where you want to go. It can carry no mounted weaponry.

YAMAHA RAPIER

Speed Multiple: 6 **Handling:** 22
Defensive, Normal: 12 **Armor:** 1 **Signature:** 4
Magic: 18

Notes: A fast street machine whose slick styling makes it a favorite with go-gangs. It can carry no mounted weaponry.

SUZUKI AURORA

Speed Multiple: 6 **Handling:** 22
Defensive, Normal: 8 **Armor:** 1 **Signature:** 4
Magic: 12

Notes: Low and sleek, this racing bike is the primary street contender against the Rapier. It can carry no mounted weaponry.

HARLEY SCORPION

Speed Multiple: 5 **Handling:** 18
Defensive, Normal: 18 **Armor:** 2 **Signature:** 3
Magic: 27

Notes: A classic, heavy-bodied road hog, the Scorpion features folding aerodynamic panels that double as armor. Many consider it a combat bike. It can mount weapons.

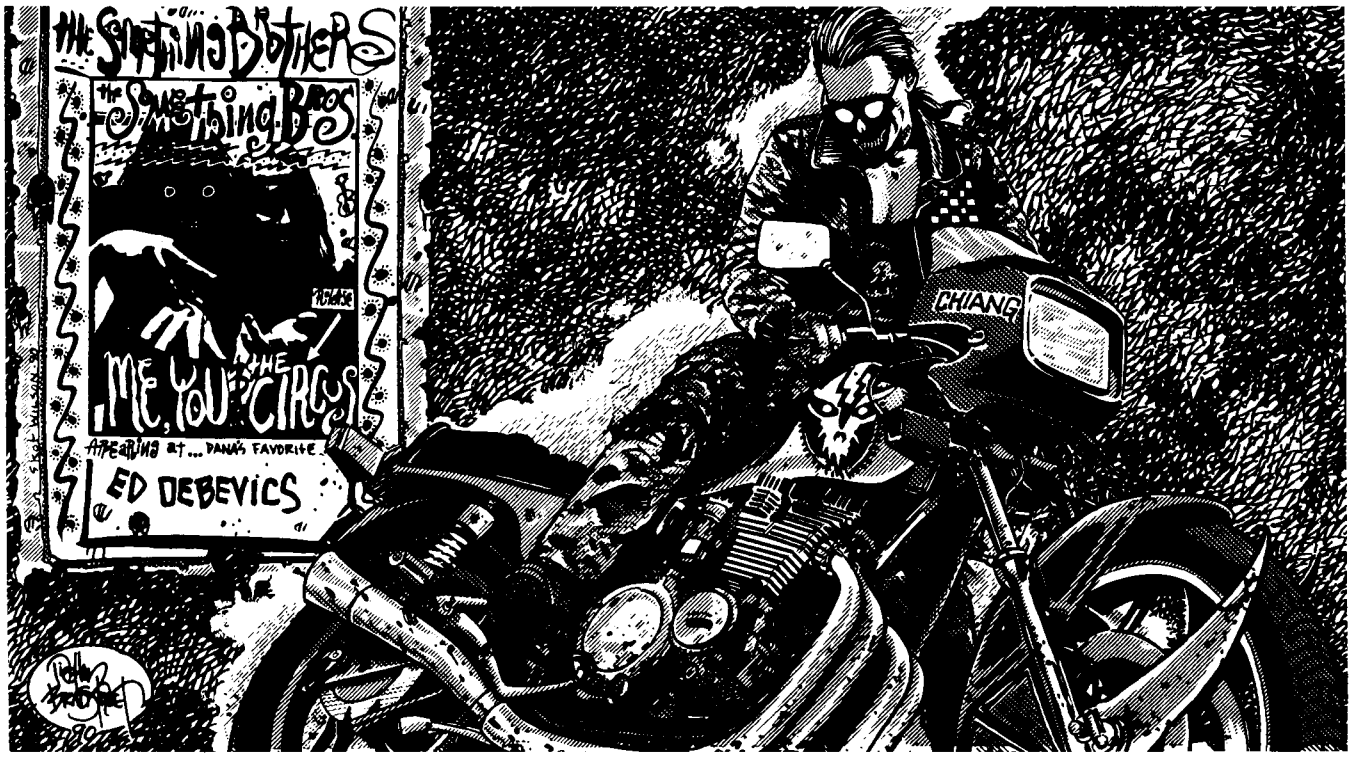
Weaponry: Two LMGs (Success Value 22), mounted forward right and left. Linked.

HONDA VIKING

Speed Multiple: 5 **Handling:** 18
Defensive, Normal: 20 **Armor:** 2 **Signature:** 3
Magic: 30

Notes: Another heavy road machine, this bike is preferred in some circles because of its greater structural bracing. It can mount weapons.

Weaponry: Two LMGs (Success Value 22), mounted forward right and left. Linked.



CRITTERS

"Dumb animal is a misnomer for Awakened critters. Lordy, sometimes I think they're smarter than I is."
—Duncan Reese, Street Mage

Anyone who says that man is the most dangerous animal obviously hasn't lived in the **Shadowrun** universe. Since the Awakening, when the long-dormant magic-linked genes flared to life again, the term urban predator has been redefined to include some of the most fearsome beasts likely to haunt your character's waking nightmares.

POWERS AND WEAKNESSES

This section provides a general discussion of the special abilities and weaknesses that these Awakened critters may have.

ALLERGIES

Many beings react negatively to one or more substances or conditions. The effect usually lasts only as long as the being is in contact with that substance. The intensity of the negative reaction may be Nuisance, Mild, or Severe. A Nuisance allergy annoys the critter, but has no significant game effect outside of roleplaying flavor. A Mild allergy, which causes the critter some discomfort and distracts it, adds +1 to all Target Values. A Severe allergy not only causes discomfort and distraction, but also pain when the critter is touched by the allergen. For Severe allergies, add +1 to all Target Values for the critter's attacks. For attacks from weapons made from the allergen, subtract 1 from the Target Values and increase their damage by 1 box.

COMPULSION (IMMOBILITY)

Use of this power prevents the target from expending any MP or taking any actions for the duration of the turn. If the empowered creature has LOS to the target when the target's Movement Phase arrives, it may "attack" again to maintain the Compulsion. The Target Value for this power is the target's Mana Defense Value.

Compulsion costs the creature 3 MP during the Movement Phase it is first used. If the attack is successful, it costs the critter no further MP to renew it.

CONCEALMENT (SELF ONLY)

Concealment allows the creature to conceal itself by hiding within the terrain, using any rubble or ground cover to good effect. By expending 6 MP, the creature can conceal itself in ambush, gaining a +5 to the Target Value of a Perception Success Test made against it. The creature must remain stationary once Concealed and cannot be in a clear area.

ENHANCED SENSES

A critter with Enhanced Senses has better-than-normal perception. These Enhanced Senses are always active. All Enhanced Senses decrease the Target Value for any of the critter's Perception Success Tests. They include:

Hearing: As hearing amplification.
Low-Light Vision: As low-light vision systems.
Smell: Increased olfactory sensitivity.
Sonar: Active ultrasonic hearing.
Thermographic Vision: As thermographic vision systems.

FEAR

The critter has the ability to cause characters great fear. Always active and affecting anyone within a valid LOS to the creature. Fear has a Success Value of 12 and its Target Value is the potential victim's Mana Defense Value. Success indicates that the victim must move to block LOS from the creature or move away at the greatest possible speed. Only one Success Test is made at the normal value even if several critters with this power are present in a pack. The victim receives a +1 bonus to his Mana Defense Value for every friendly character with a clear LOS to him and within four dots of him, regardless of whether they are affected by the Fear.

Once the LOS has been broken, the affected character may act normally.

FLAME PROJECTION

The being has the ability to project flame, often in the form of a fiery breath. It costs the creature 3 MP to use this power during Movement Fire. The Target Value for all Flame Projection attacks is the Impact Value of the target. Dragons using Flame Projection create a 4-MP Arc, affecting all within the Arc even during Movement Fire. Resolve attacks against each affected character separately.

Creatures with this ability can set up 2-MP Reaction Arcs, as per the normal rules. Dragons may erect any size Reaction Arc (their choice), according to the normal rules for use with Flame Projection.

See individual creature descriptions for additional information.

Creatures with Flame Projection power are considered to have a Fire Ratio of 2 for the purposes of Reaction Fire.

FLIGHT

In addition to their normal ground movement, creatures with Flight ability can fly. Creatures capable of flight have two Move Ratios; one for ground movement and one for flight; these are divided by a slash in the Critter List and on the CRS. If a fractional Move Ratio is indicated for Flight, say, 1/2, it would cost the creature 1/2 MP to move 1 dot, and so on.

Smaller creatures capable of Flight can make turns as though they were moving on the ground. Larger creatures whose counters occupy two or more dots turn like motorcycles but need not make a Handling Success Test. They are required, however, to expend the necessary additional MP to execute tight turns.

Note the creature's current height in stories by placing one or more dice adjacent to the creature's counter. The number showing on the dice should correspond to the critter's height in stories.

To climb one story in altitude costs the equivalent of two dots of flight movement based on the creature's Move Ratio. Descent, on the other hand, costs nothing and gains the creature one additional dot of forward movement per story dropped.

Flying creatures who take damage to box 2 or lower on their Condition Monitor will **Fall**.

IMMUNITY TO FIRE

The creature has a base resistance to fire damage. Add +5 to its Defense Value against attacks involving fire. This power is considered to be always active.

MIST FORM

Critters with this power can become a mist able to pass through any crack or crevice that is not air-tight. While in Mist Form, the creature may use none of its powers, but it may move normally, ignoring terrain modifiers. If the creature is exposed to a substance to which it is allergic, it is forced to return to its corporeal form. It is also more difficult to damage creatures in Mist Form with mundane attacks. Their Defense Values against mundane attacks are doubled, though magical attacks against them are resolved normally.

It costs the creature 12 MP to shift to Mist Form. Return is instantaneous.

NOXIOUS BREATH

With Noxious Breath, the nauseating effects of the creature's breath incapacitate the victim. Resolve using the Success Value, as indicated in the creature listing. The Target Value of the attack is always based on the Physical Defense Value.

When using Noxious Breath, Dragons create a 4-MP Arc, affecting all within the Arc. Resolve attacks against each character involved.

Creatures with this ability can set up 2-MP Reaction Arcs, as per the normal rules. Dragons may erect any size Reaction Arc (their choice), per the normal rules. Creatures with Noxious Breath power are considered to have a Fire Ratio of 2 for the purposes of Reaction Fire.

PARALYZING HOWL

This hideous wail, which a critter may use once per turn, affects *all* on the mapboard. Its Success Chance is 12 and the Target Value is the target's Mana Defense Value. Success reduces the victim's available MP by 2.

REDUCED SENSES

Reduced Senses make a creature deficient in one of the primary senses. If it is Sight or Hearing, add +3 to the Target Values of any Success Tests involving Perception. If that being also has some form of Enhanced Senses, the Reduced Sense is ignored.

REGENERATION

A creature with Regeneration can only be killed by wounds that damage the brain, spine, or other vital apparatus. Wounds still hurt the being, with the normal penalties to actions, but the wounds do not kill it. Instead, they vanish at the beginning of its next Movement Phase.

Check for this damage whenever injury to the creature "kills" it. Roll 1D6. A result of 1 indicates that the creature is, indeed, dead.

VENOM

Creatures with venomous attacks must first cause damage with their normal attack. After this, at the beginning of the victim's next Movement Phase, it makes a Success Test with a Success Value of 18 against the victim's Physical Defense Value. Success gives the victim 1 box of damage from the Venom. Failure indicates no damage. Repeat this test at the start of every Movement Phase until either no damage is caused or the character dies.

VULNERABILITY

The metabolism of some beings is disrupted drastically by weapons made of particular substances. That is, the creature is vulnerable. Such weapons increase their Success Value by 5 and add +1 to their damage.

CRITTER LIST

Following are brief descriptions of Awakened critters that may turn up in **DMZ**, with their game statistics. Use a normal Character Record Sheet for critters. They take damage to their Condition Monitor according to the rules in the **Damage** section, p. 27–8.

Move Ratio: Operates identically to the Move Ratio of regular characters. If a slash is present, the second number is used for Flight.

Offense: The Success Value for an attack.

Damage: The amount of damage, in boxes, done by a successful attack. Resolve normally.

Defense: The Target Values for the critter against different types of attacks. Use the Physical Defense Value for all attacks except Mana Magic. The Mana Defense Value should be used for Mana Magic attacks.

Armor: Subtract this number from the damage done in boxes by a successful non-magical attack.

BARGEST

The barghest's head and body reach 1.5 meters, but its height at the shoulder is only .9 meter. Its tail measures .7 meter, and its typical weight is 80 kilograms. The barghest resembles an oversized mastiff of pure white or pure black. Its fur is very short and lies flat on its body, which sometimes gives the impression of a naked hide. Its eyes and teeth glow faintly in the dark.

A nocturnal beast, the barghest hunts alone during breeding season, but may travel in packs of twelve or more during the rest of the year. It feeds on anything available.

The barghest's howl induces a fear reaction in Humans and other animals.

Powers: Enhanced Senses (Sonar), Fear, Paralyzing Howl,
Weaknesses: Allergy (Sunlight, Severe)
Attack Forms:

Unarmed Melee: Target Value = Impact Defense Value, Success Value = 25, Damage = 4.

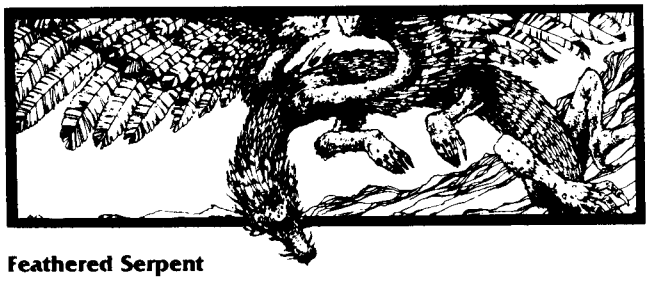
Statistics:

Move Ratio: 2 **MP:** 12
Offense, Unarmed: 25 **Damage:** 4
Defense, Physical: 13 **Mana:** 6 **Armor:** —

DRACOFORMS

Within the dracoform group of Awakened creatures are several related types. Though these types display major physical differences, all are large, saurian, and sapient. These creatures match ancient descriptions of Dragons and great serpents from areas where Dragons have now been sighted since the Awakening.

Dragons are most active at dawn and dusk, but they also operate in broad daylight and in the dead of night. They feed on live prey of substantial size, with cattle their favorite food. They prefer to strike from the sky, swooping rapidly on a victim to carry it off before consuming it. They often lair in unpopulated areas inaccessible except from the air.



Feathered Serpent

Most Feathered Serpents are 20 meters long from head to tail, have a wingspan of 15 meters, and weigh 6,000 kilograms. A Feathered Serpent is a long-bodied dracoform with one pair of wings and one pair of limbs. Its contour feathers and prominent ruff are often a dazzling rainbow of colors. Behind the wings are a pair of limbs that end in paws for ground locomotion.

Powers: Enhanced Senses (Hearing, Low-Light Eyes, and Thermographic Vision), Fear, Flight, Venom
Attack Forms:

Unarmed: Target Value = Impact Defense Value, Success Value = 28, Damage = 6 + Venom.

Statistics:

Move Ratio: 2/(1/3) **MP:** 12
Offense, Unarmed: 28 **Damage:** 6 + Venom
Defense, Physical: 18 **Mana:** 8 **Armor:** 3

Eastern Dragon

The Eastern Dragon's head and body measure 15 meters. Its height at the shoulder is 2 meters, its tail is 15 meters long, and it weighs 7,500 kilograms. It has a serpentine or lizard-shape, with a broad, low head and a fringe of whiskers on the chin and along the rear portions of the skull. Paired horns rise from behind the eyes, and a pair of barbules descend from the pronounced nasal region. Scaly armor covers the body, neck, and tail, which display a ridge of membrane-connected spines. The most common Eastern Dragon coloration is iridescent green with golden whiskers and belly scales, but other color patterns are known.

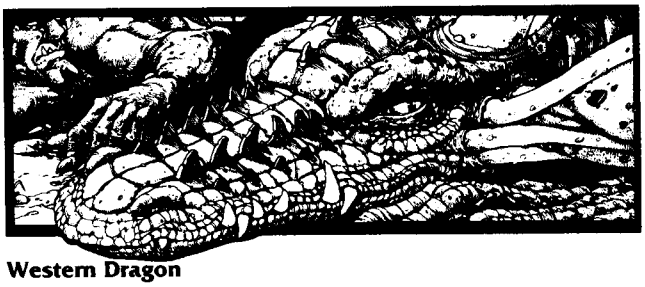
Powers: Enhanced Senses (Hearing, Low-Light Eyes, and Thermographic Vision), Fear, Flight, Noxious Breath
Attack Forms:

Unarmed Melee: Target Value = Impact Defense Value, Success Value = 30, Damage = 6

Noxious Breath: Range = 4 dots, Target Value = Physical Defense Value, Success Value = 24, Damage = 5 Stun

Statistics:

Move Ratio: 1/(1/2) **MP:** 12
Offense, Unarmed: 30 **Damage:** 6
Noxious Breath: 24 **Damage:** 5 Stun
Defense, Physical: 22 **Mana:** 8 **Armor:** 3



Western Dragon

The Western Dragon's head and body are 20 meters long total. It is 3 meters at shoulder height, its tail is 17 meters long, and its wingspan is 30 meters broad. An adult weighs about 2,000 kilograms. The Western Dragon has four limbs and a pair of wings. Its horned head is set on a long neck. The Western Dragon is usually a single color, though darker along the spine, with a pale belly.


LAUBENSTEIN '98

Powers: Enhanced Senses (Hearing, Low-Light Eyes, and Thermographic Vision), Fear, Flame Projection, Flight
Attack Forms:
Unarmed: Target Value = Impact Value, Success Value = 32, Damage = 6
Flame Projection: Range = 5 dots, Target Value = Impact Value, Success Value = 20, Damage = 5
Statistics:

Move Ratio: 1/(1/2)	**MP:** 12	
Offense, Unarmed: 32	**Damage:** 6	
Flame Projection: 20	**Damage:** 5	
Defense, Physical: 22	**Mana:** 8	**Armor:** 3

GARGOYLE

The Gargoyle is a stocky and enormously powerful humanoid creature standing up to 2.0 meters and often weighing more than 150 kilograms. The creature is a dull gray color, and the texture and appearance of its rough skin give it a resemblance to stone. It has a single, short horn in the center of its brow, pronounced canine teeth, and wicked claws on its hands and feet.

Not all observers agree on the exact appearance of these creatures. According to some, the male of the species has wings sprouting from its shoulders instead of arms. The females are wingless, but have arms. To further muddy the waters, a six-limbed variation has recently been spotted. It has the same coloration as the four-limbed version, but is equipped with functional wings, arms, and legs.

Gargoyles are definitely carnivores. Hidden by their natural camouflage, they lie in some elevated area, waiting for prey to pass by. They prefer swooping attacks, similar to those of hawks, but can bring down prey while remaining on the ground.
Powers: Concealment (Self Only), Flight, Noxious Breath
Weaknesses: Vulnerability (Iron)
Attack Forms:
Unarmed: Target Value = Impact Defense Value, Success Value = 21, Damage = 2
Noxious Breath: Range = 2 dots, Target Value = Physical Defense Value, Success Value = 16, Damage = 4
Statistics:

Move Ratio: 2/1	**MP:** 12	
Offense, Unarmed: 21	**Damage:** 2	
Noxious Breath: 16	**Damage:** 4	
Defense, Physical: 14	**Mana:** 5	**Armor:** 2

GABRIEL HOUND

The Gabriel Hound is a large dog, standing approximately 1.0 meter at the shoulder. The animal is lean, fast, and vicious, with a short, bristly coat that shows the same range of color as normal canines. Its face has a vaguely Human appearance.

It is an efficient urban predator. It dwells in vacant lots, junk yards, and other uninhabited urban areas, or in wild regions that sometimes border cities. Nocturnal by nature, the Gabriel Hound is a stealthy animal with highly acute thermographic vision.
Powers: Compulsion (Immobility); Success Value 18, Concealment (Self Only); Perception Tests at +5 Target Value; Enhanced Senses (Thermographic).
Weaknesses: Allergy (Sunlight, Mild)
Attack Forms:
Unarmed: Target Value = Impact Defense Value, Success Value = 21, Damage = 2.
Statistics:

Move Ratio: 1	**MP:** 12	
Offense, Unarmed : 21	**Damage:** 2	
Defense, Physical: 21	**Mana:** 6	**Armor:** —

GHOUL

Ghouls commonly stand 1.7 meters tall and weigh 78 kilograms. They are an Awakened form of Human or Metahuman. The change results in a rough, scabrous hide and loss of all body hair. Skin coloration varies from dead-white to ash-gray, depending on the Ghoul's original ethnic group. The fingers of a Ghoul's hand elongate and its nails harden into claws. Its slightly enlarged jaws contain 28 jagged teeth.

A Ghoul feeds on dead animals, usually Humans. If no suitable building is available, the ghoul will often dig its own burrow. Though usually found in packs of six to twenty, some ghouls wander alone.

Many Ghouls may lose some of their precious mental capacity, but they remain thinking creatures able to use whatever technology they can acquire.
Powers: Enhanced Senses (Hearing, Smell)
Weaknesses: Allergy (Sunlight, Moderate), Reduced Sense (Blind, or nearly so)
Statistics:

Move/Fire Ratio: 3/3	**MP:** 12	
Offense, Unarmed: 21	**Damage:** 2	
Defense, Physical: 12	**Mana:** 5	**Armor:** —

Notes: Some Ghouls may equip themselves with conventional firearms.


LAUBENSTEIN '90

HELL HOUND

The Hell Hound is a coal-black dog with glaring, red-rimmed eyes. It stands 0.9 meters high at the shoulder and can weigh more than 80 kilograms. It is fast and powerful, with an impressive set of enlarged teeth.

The animal is an efficient predator, preferring to hunt in packs of up to a dozen individuals. Pack behavior is well-coordinated.

There are reports of this animal being trained for use in security.

Powers: Enhanced Senses (Hearing, Low-Light Vision, Smell), Flame Projection, Immunity To Fire

Attack Forms:

Flame Projection: Range = 3 dots, Target Value = Impact Defense Value,Success Chance = 20, Damage = 3

Unarmed: Target Value = Impact Defense Value, Success Chance = 22, Damage = 2

Statistics:

Move Ratio: 3 **MP:** 12
Offense, Flame : 20 **Damage:** 3
Unarmed: 23 **Damage:** 2
Defense, Physical : 18 (23*) **Mana:** 6
Armor: —

*Against Fire attacks

PIASMA

The Piasma is a well-adapted predator derived from the North American black bear. It has a stout body that favors strength over speed. A male adult Piasma reaches a height of 1.5 meters at the shoulder, is approximately 3.0 meters long, and can weigh more than 600 kilograms. Its ears are short and its large head is equipped with the thick, short tusks of a bear. It has typical bear feet with large, rending claws, and a bushy tail .2 meter long. It is a carnivore.

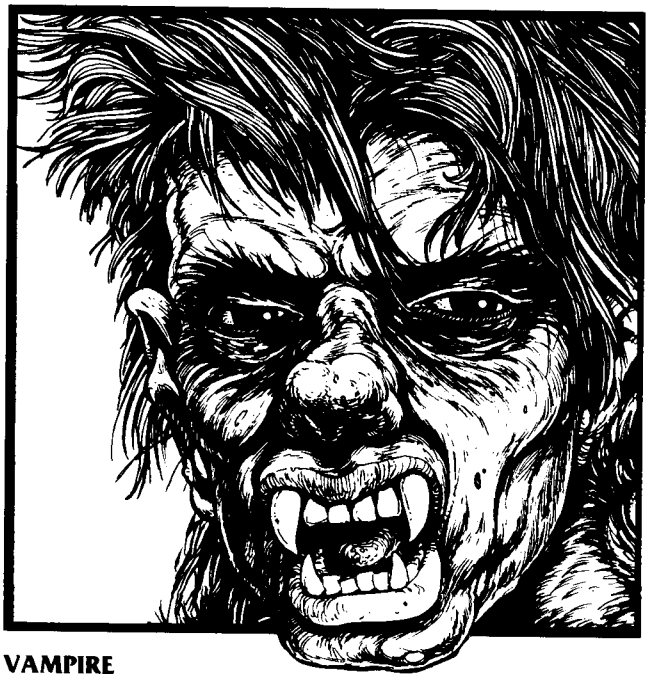
The Piasma may appear slow-moving, but it can display bursts of exceptional speed that permit it to run down even swiftly fleeing prey. It is nocturnal, preferring cave life.

Powers: Enhanced Senses (Hearing, Smell)
Weaknesses: Allergy (Sunlight, Nuisance)
Attack Forms:

Unarmed: Target Value = Impact Defense Value, Success Value = 27, Damage = 6

Statistics:

Move Ratio: 2 **MP:** 12
Offense, Unarmed: 27 **Damage:** 6
Defense, Physical: 15 **Mana:** 6 **Armor:** 1



VAMPIRE

Vampires are externally identical to Humans or Metahumans, though most display enlargement of the upper canine teeth. Vampires are detectable biochemically by the Harz-Greenbaum blood series, or virologically by testing for the presence of the Human-Metahuman Vampiric Virus (HMHVV).

Vampires often revel in their role as hunters and killers. Such individuals have a sadistic streak and seek out unwilling victims. These individuals may have been psychopaths before their transition to vampirism, or it may be the shock of death and rebirth as a "hunting creature" that pushes them over the edge. Though case histories are often vague, not all Vampires fit the stereotype of unrelenting bloodsucker. Many prefer willing partners and do not assault a subject more than once. Only when a partner freely accepts the transition to the vampiric life will such a Vampire "kill."

Powers: Enhanced Senses (Hearing, Smell, and Thermographic Vision), Mist Form, Regeneration
Weaknesses: Allergy (Sunlight), Severe Vulnerability (Wood)
Attack Forms:

Unarmed: Target Value = Impact Defense Value, Success Value = 25

Statistics:

Move/Fire Ratio: 2/2 **MP:** 12
Offense, Unarmed : 25 **Damage:** 2
Defense, Physical: 12 **Mana:** 9 **Armor:** —

Note: Vampires are intelligent and are able to use normal firearms if they choose.

SHADOWRUNNING

"Look here, Johnson, it's time we renegotiated. You never told me about none of this drek."
—Alyssa Corso, Combat Mage

Though **DMZ** stands alone as a board game, it is set in the **Shadowrun** universe, a complex and exciting place and time in the not-too-distant future. Many gamers who enjoy roleplaying in **Shadowrun** will surely want to transport their favorite characters into the **DMZ** game system. This section tells you how to convert a roleplaying character to this board game.

Though **DMZ** mimics much of the look and feel of **Shadowrun**, it is quicker, dirtier, and a lot bloodier. Keep that in mind when you bring that character you've been nurturing for months into **DMZ** and watch, mouth agape, as some worthless street drek geeks him. Don't say we didn't warn you, chummer.

CONVERTING A CHARACTER

The following sections allow players to convert a character from the **Shadowrun** game system into **DMZ**, but some numbers had to be fudged to generate the **DMZ** numbers, and certain aspects of the **Shadowrun** character had to be completely ignored. Having made that small disclaimer, we assure you that the following system should generate a **DMZ** character that's quite close to its previous incarnation.

By following this step-by-step procedure and filling out a **DMZ** CRS as you go along, you'll have the character converted in no time at all.

MOVE RATIO AND FIRE RATIO

Movement and fire combat work very differently in **DMZ** than in **Shadowrun.** The Move Ratio and Fire Ratios are still based on the character's Reaction Attribute and the presence of Wired or Boosted Reflexes, however. If the character uses magic to enhance his Reaction, calculate his **DMZ** stats as below and then apply the modifiers indicated in the **Magic** section under **Spell List.**

MOVE/FIRE RATIO CONVERSION TABLE

Reaction	Reflexes	Move Ratio	Fire Ratio
—	WR 3	1	1
—	BR3/WR2	1	2
9+	BR2/WR1	2	2
5 – 8	BR1	2	3
2 – 4	—	3	3
1	—	4	3

The Reaction Attribute Score is the basis for comparison, using the Reaction column in the above table, but the presence of cyberware is an overriding consideration. If a character has either Wired Reflexes (WR) or Boosted Reflexes (BR), use these as the comparison instead of the straight Reaction Attribute. Thus, a character with a Reaction 3 and no cyberware would have a Move Ratio of 3 and a Fire Ratio of 3 as well. A character with a Reaction 8 and no cyberware would have a Move Ratio of 2 and a Fire Ratio of 3. If that character also had Wired Reflexes, Level 1, he would have a Move Ratio 2 and a Fire Ratio 2 (the presence of the Wired Reflexes 1 overriding his Reaction Attribute).

List both the Move Ratio and Fire Ratios on the CRS.

BASE SUCCESS VALUES

Consult the following chart to calculate the Base Success Values and then list them on the CRS.

BASE SUCCESS VALUES TABLE

Success Value	Shadowrun Source
Armed	Armed Combat Skill + Strength + 7
Unarmed	Unarmed Combat Skill + Strength + 11
Firearms	Firearms + 6
Ranged	Average Throwing and Projectile Weapons (round off) + Quickness + 6
Sorcery	Average Sorcery and Conjuring* (round off) + 1/2 Magic Attribute (round down) + Resources

*Use Conjuring with Shamans only. If the character is not a Shaman, use Sorcery exclusively and do not average it with another Skill.

Always work from the General Skill. If Concentrations and/or Specializations exist, work backward, deriving the original General Skill score. Where an average is indicated and the character has only the first skill listed, use that skill's raw value. If, however, he has only the second skill and not the first listed, average that second skill with 0.

For Resources, total up the ratings of the general Power Focuses the character carries. **Do not** include Specific Spell or Spell Type Focuses. Add only those Focuses that can add their

rating to *any* spell. If the character is a shaman, add any general Totem modifiers, but not those that apply to a specific group of spells.

BASE DEFENSE VALUES

Consult the table below to determine the character's various Base Defense Values in **DMZ**. Record these on the CRS.

BASE DEFENSE VALUE TABLE

Defense Value	Shadowrun Source
Impact	Body + Quickness + Impact Armor Rating
Ballistic	Body + Quickness + Ballistic Armor Rating
Physical Spell	Body + 1/2 Magic Attribute (round up) +1/2 Sorcery Skill (round down) + 1/2 Resources (round up)
Mana Spell	Willpower + 1/2 Magic Attribute (round up) + 1/2 Sorcery Skill (round down) + 1/2 Resources (round up)

The Ballistic and Impact Armor Values of the different types of Armor are given in the Weapons Table at the back of this book. Use the values shown on that table rather than the ones given in **Shadowrun** itself.

Calculate Resources as indicated under Base Success Values.

WEAPONS

Firearms

Most of the information for a specific weapon will be straight off the Weapons Table in the back of this book. The Success Values, however, at each Range step, will have to be calculated.

To the Base Success Value from the Weapons Table, add the character's Base Firearms Value calculated above. Then, apply the following for each Range Step.

Short	—
Medium	–2
Long	–4
Extreme	–6

To this number add any of the appropriate modifiers:

Smartgun (w/cyberware Smartgun Link)	+2
Smartgun (w/Smart Goggles)	+1
Laser Sight	+1

DMZ ignores the effects of recoil, under the assumption that bursts are evenly spaced and that autofire-capable weapons come with sufficient recoil modification. If, however, a machine gun of LMG class or heavier is not using a Gyro-Mount, add 5 to its Target Value whenever used. If the Minigun is not used with a Gyro Mount, add 10 to its Target Value.

The capabilities of certain types of ammunition can also be calculated, but take care that the character will actually be using these rounds in quantity and not carrying a handful just to get the modifier.

Remember, the Success Values for Grenade Launchers and Missile Launchers are 20 at Short, 18 at Medium, 16 at Long, and 14 at Extreme.

Ammunition Modifications

Explosive Rounds

Add 1 to the Base Success Value.

Flechette Rounds

Reduce Base Success Value by 1. If target is unarmored, increase damage by 1 box.

Firepower™ Ammo

Add 2 to the Base Success Value of a Heavy Pistol only. It is already factored into the Ares Predator II.

APDS Ammo

Add 1 to the Base Success Value.

Gel Rounds

Stun rounds for any weapon other than a shotgun. They have a Base Success Value of 5 and do 1 box of Stun damage.

Stun Rounds

Stun rounds for shotguns. They have a Base Success Value of 10 and do 2 boxes of Stun damage.

Melee Weapons

To determine the Success Factor for a Melee weapon, add the Base Success Value from the Weapons Table at the back of this book to the Base Armed Attack Value calculated above.

Unarmed Combat

Use the straight Base Unarmed Combat Value calculated above. All Unarmed damage is 2, Stun.

Range Steps

Weapon Ranges in **DMZ** are based on **Shadowrun** weapon ranges. Divide the **Shadowrun** ranges by 2 and round down to find the **DMZ** range in dots.

SPELLS

The Force of a spell a character knows in **Shadowrun** is considered its Maximum Spell Force in **DMZ**. The Minimum Force is always 1. Some statistics must be determined for both Maximum and Minimum Force, as described below.

Not all spells from the **Shadowrun** game are available in **DMZ**. This is due to a variety of reasons, first and foremost being the designer's mental well-being. Choose the spell in **DMZ** that most closely replicates the **Shadowrun** spell in intent and form.

Force

Use the Spell Force from **Shadowrun.** Write the Maximum Force on the top of the slash, Minimum below it.

Damage

Combat Magic spells do damage equal to one-half the Force of the spell. Round fractions off. To this number add a damage modifier taken from the Staging of the original **Shadowrun** spell:

Staging 1	+1 Damage
Staging 2	No change
Staging 3	−1 Damage (minimum Damage 1)

Note that the Spell List in the **Magic** section of this book gives the formula for calculating the Damage of each Combat Spell.

Success Value

Add the Base Sorcery Success Value to the Spell Force. If the character has a Spell Focus applicable to this spell, add one-half its Rating (round up) to the Spell's Maximum Force for the purpose of determining the Success Value. The Minimum Force calculation is unaffected.

Target Value

If it is a Mana spell, the Target Value is the target's Mana Spell Defense. Write an M in the box. If it is a Physical spell, write a P for Physical Spell Defense. Some spells have different Target Values. Consult the **Spell List**, p. 32.

Drain

The Drain Target Value for a Combat Spell is equal to the Damage the spell does, +2 if it is an area-effect spell, and −1 if a Stun Damage Spell.

Non-Combat spells use Force plus the following modifiers based on the Drain Code of the spell in **Shadowrun**.

Thus, a Non-Combat Spell with a Drain Code of L2 would have a −1 modifier, M3 +1, S2 +1, and so on.

Minimum Drain is always 1.

The actual Drain Damage from a failed Drain Success Test is equal to one-half the Force of the spell, rounded off, minimum 1.

ELEMENTALS

Elementals converted to **DMZ** from **Shadowrun** have the same Force Rating and the same number of services remaining in each system.

EQUIPMENT

Players will definitely want to note the presence of any **Shadowrun** equipment that's usable in **DMZ**. Things like weapons, ammunition, grenades, flash paks, and the like all come in handy.

RUNNING THE SHADOWS

It's more than possible to use **DMZ** to resolve certain types of conflicts in **Shadowrun**. Some, however, may not resolve well because **DMZ** currently has no rules covering Astral Space and vehicles larger than motorcycles. With sufficient demand, a future expansion will cover those and other areas (let us know!). In the meantime, consider the following when using **DMZ** directly with **Shadowrun.**

INITIATIVE

The **DMZ** Initiative resolution system is very different from that of **Shadowrun.** Players who wish can, however, use the **Shadowrun** system directly (well, almost). Roll Initiative for the characters using the normal **Shadowrun** procedure, but don't worry about multiple actions. From this, an order of movement can be created: the character with the highest raw Initiative result goes first, followed by the next highest, and so on. Again, ignore multiple actions. If a character is fast, he goes first, but he doesn't get multiple Movement Phases. View each character as a separate "Team" as far as the Turn Sequence in **DMZ** is concerned.

GAMEMASTERED SESSIONS

If a gamemaster is moderating the session, a lot more is possible. With a neutral arbiter present, special circumstances are easier to handle than in basic **DMZ**. The **Shadowrun** skill system can also be used. You might even want to play around and devise a **DMZ**-style Success Value/Target Value version of **Shadowrun** for simpler play. (Good luck!)

A gamemaster can also oversee hidden movement. An easy way to do this is to lay out the **DMZ** building counters and then create smaller photocopy facsimiles using the reduced-scale maps in the back of this book. Have each player secretly note his characters' movement on the small map and then place them on the full-scale maps as they become visible to an opposing team member.

NON-COMBAT MODIFIERS

Code	Modifier	Code	Modifier	Code	Modifier	Code	Modifier
L1	−2	M1	−1	S1	—	D1	+1
L2	−1	M2	—	S2	+1	D2	+2
L3	—	M3	+1	S3	+2	D3	+3
L4	+1	M4	+2	S4	+3	D4	+4

PLAYING THE GAME

"Lose your focus, forget your purpose, and the moment is lost. Victory does not come to the warrior who must think. Action transcends thought."
—Blaze Mitchell, Street Samurai

O.K., now that you know the rules (and if you're not quite clear on all of them, don't sweat it; play a couple of times and it'll become second nature), it's time to learn how to play the game. Wait, you say, don't the rules tell you how to play the game? Hardly. Rules are intended to keep players from spending all their time in arguments and to create a standard of comparison: how well can I shoot my gun? how badly will the spell roast him? and so on. Playing the game actually has little to do with the rules: it's about having fun.

This section offers hints on how to play DMZ successfully. Some ideas for optional rules are also presented. It's important that all players agree in advance to use those special rules in a **DMZ** game session. Play **DMZ**, not game politics.

HITTING THE STREETS

DMZ, as a boardgame, replicates the hard-hitting, fast-moving action of a street fight or house-to-house urban combat. The Initiative system presented in the basic rules sets up an "us versus them" mentality by dividing the sides into two Teams. The **Shadowrunning** section presented a character-based Initiative system where the Movement Phases of different characters are staggered, based on their own personal initiative.

A third alternative is that of Sub-Teams. The sides are still divided up into Teams, but each Team is further divided into smaller units, or Sub-Teams. The use of Sub-Teams creates more variety in the Initiative sequence and cuts down on the first Turn, first Move advantage of the current system. Potentially, the Movement Phases of each Sub-Team become interlaced, staggering a full Team's move and cutting down on the possible devastation of a perfectly coordinated full-Team assault. Reducing a Team's ability to act as an unrealistically coordinated mass will increase the tactical complexity of the game.

Either the standard true-random or weighted Initiative resolution systems described in the basic rules could be used.

STREET STRESS

Life's pretty easy for a player of **DMZ** compared to the characters on the gameboard. You are nearly master of all you survey, able to see the patterns the buildings and the streets make around the characters. You are able to quickly spot the short-cuts and tactical advantages noticeable from on high. It's not that easy for the chummer on the street: his blind spots outnumber his clear lines-of-sight. Add to that the confusion of gunfire, explosions, smoke, and the fear of magic originating from almost anywhere and a completely different picture emerges. You've got the time and the state of mind to deliberate the tactical implications of a dash across the street, but your character doesn't.

To more accurately replicate the problems of thinking and acting under stress, we suggest a limit on the time the player has to move his characters. Fifteen to twenty seconds per character is a good start, and as you and your opponents become better at the game and more tactically cognizant, you can shorten the time even more. Drop it to maybe ten or eight seconds per character.

If the player is running a Team, it doesn't matter which character he moves when, as long as he moves one every fifteen seconds or so. To make life easier (especially for the guys with the wristwatch stopwatches), multiply the number of team members by the imposed time limit. So, if the agreed time limit is ten seconds per character and a Team has ten characters, its player has just under 2 minutes (100 seconds, to be precise) to move the whole team. Any characters who haven't expended MP by the end of that time don't; that Team's Turn is over.

This means that players must be thinking about what their Team is going to be doing during the next Turn while the opposition is resolving its Turn. Prepare ahead of time: grab any Firing Arc, Prone, or other counters you might need. Having to search for one while time ticks away could prove fatal.

TACTICS

Yeah sure, raw firepower is an important aspect of combat in **DMZ**, but the use of that firepower is even more important. It's a proven fact that superior tactics can defeat a superior force. Some discussed below are specific to **DMZ** and its game system, others are common tactical axioms. All are important.

Never underestimate the danger of a Reaction Arc. Blindly rushing an enemy is as stupid as it sounds. Keep track of where the borders of the Arcs fall and use them to your advantage. If you can conduct Movement Fire against an enemy from outside his Reaction area, you've gained the advantage.

Use Reaction Arcs to force the opposition to move in the direction of your choice. By limiting the areas into which he can

move without fear of coming under fire, you've effectively taken control of the situation. Make him move where you want him to move. Channel his forces in a specific direction. Set him up. If you can cut down his mobility, you've begun to bring him under control.

When you're on the receiving end of a Reaction Arc, there are a couple of options to consider. The first is that the Arc does cover only a limited area. As mentioned above, if you can get a shot at an enemy from outside his Arc, you've gained the advantage. Use teamwork to accomplish this. Have one character flank the enemy's position and take him out, freeing up the area previously covered by the Arc.

Never forget that weapon arcs are three-dimensional. If an attacker is on an elevated position, his Arc extends down to the ground and up into the air. It's not a cone that slowly expands outward from his position. With the exception of Dead Zones, you can't run "under" someone's Arc.

Remember that weapons have a limited number of shots. Each shot is valuable, and by forcing an opponent to expend them, you can eliminate the tactical advantage of his Reaction Arc. Decoy him by having other characters move through the Arc to draw his fire. Sure it's risky, but risks are sometimes necessary.

Don't forget the effects of flash and smoke grenades. Flash grenades make great distractions, especially against enemies with active Arcs. It'll take a bit of timing because you must drop the grenade the Turn before you move, but it'll be worth it. Smoke grenades serve the same purpose, but they block, or at the very least, seriously interrupt LOS, making a shot very difficult. Toss the grenade down the street, block your opponent's LOS, and then dash across the street. You've seen it in a hundred war films, so do it!

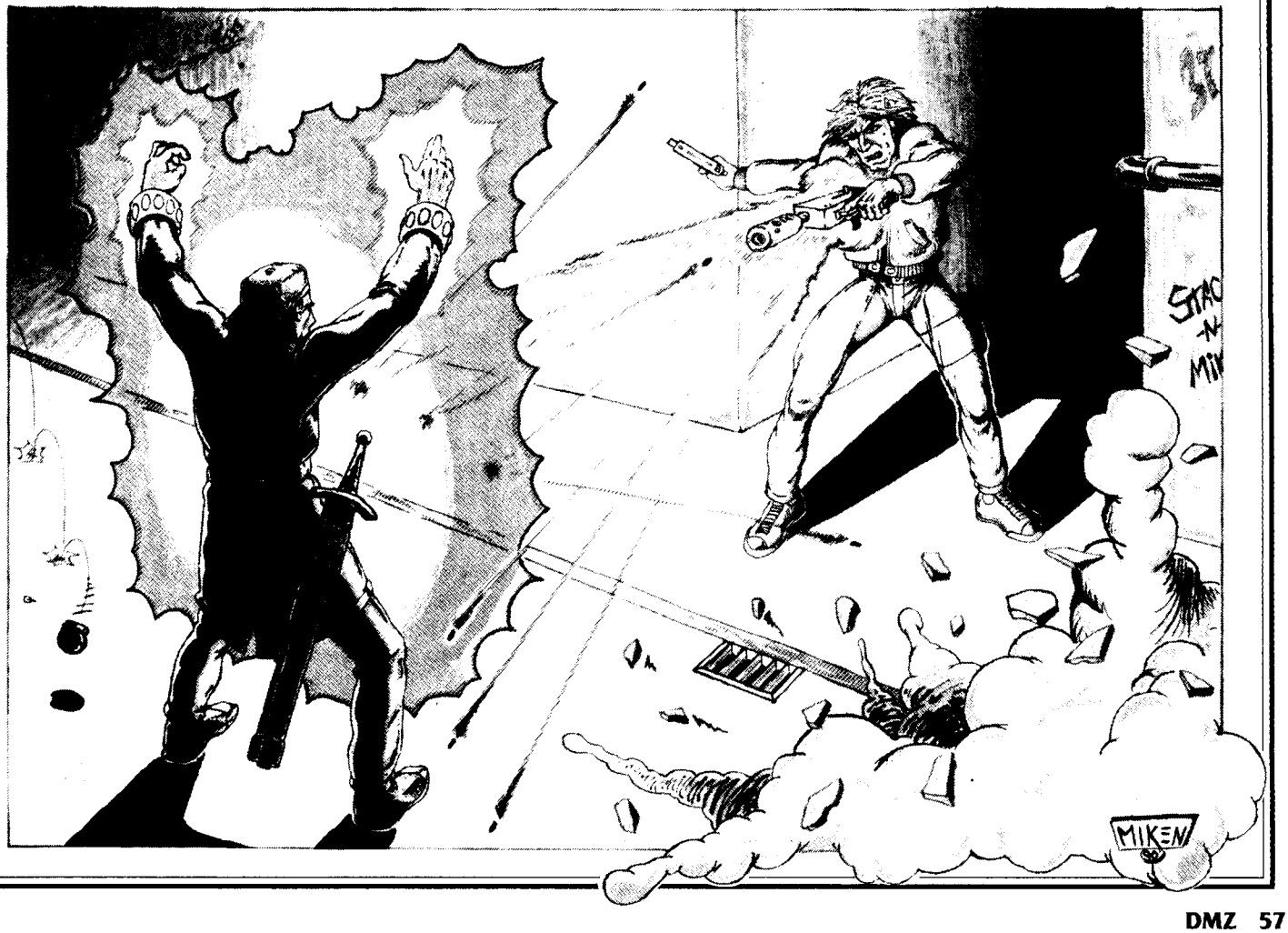
Smoke and flash grenades are even more valuable against magical opponents, as they don't have as serious an ammunition problem. Sure, mages have to worry about Drain, but they can still hurt you using Minimum Force magic. Visibility modifiers are applied against magic Success Tests, so anything you can do to block or hinder the magician's vision will be incredibly valuable.

Grenades themselves are valuable for all the normal reasons (BOOM!) and for some less obvious ones. Sure, they can take out a bunch of targets in a group, but don't forget that they can hit things you can't see. Let's say there are a bunch of Lone Star guards just around the corner up ahead. Roll that grenade so that it slips out past the edge of the building and suddenly they're all within its blast radius. Whoops.

Explosives and heavy conventional weapons can also be used to make great doorways. Never feel limited by the flow of traffic designed by the original architect. You want a new doorway somewhere, make it. The same goes for a window.

Never forget the tactical possibilities of magic, especially spells like Chaos, Physical Barrier, and Invisibility. As in real life, the unexpected can often win the day.

Finally, the scenarios you'll be playing will probably have an objective. Keep it in mind.



Following is a brief history of the events that have shaped the world of 2050+ and the Sprawl of Seattle, against which the game of **DMZ** is set. The Earth and her people have undergone awesome changes, the like of which no 20th-century forecaster could ever have imagined.

2002

New technology makes it possible to construct the first optical chip that is proof against electromagnetic pulse effects.

2002-2008

The Resource Rush. United Oil and other major corporations demand and get licenses to exploit oil, mineral, and land resources on U.S. federal lands, including designated Indian lands. Radical Amerindians respond by forming the Sovereign American Indian Movement (SAIM).

2004

Libya unleashes a chemical weapon against Israel. Israel responds with a nuclear strike that destroys half of Libya's cities.

2005

A major earthquake in New York City kills more than 200,000 people, with damage at 20 billion dollars. It will take 40 years to rebuild the city.

2006

Japan announces the creation of a new Japanese Imperial State. The Japanese deploy the first solar-powered collector satellites to beam microwave energy to receptors on the Earth's surface.

2009

Angry that the government has leased additional Indian lands to United Oil, SAIM commandoes capture the Shiloh missile facility. They launch a Long Eagle missile toward the Soviet Union, bringing the world to the brink of nuclear war. The crisis ends when the warheads mysteriously fail to detonate.

2010

In retaliation for the Shiloh affair, the U.S. government passes the Re-Education and Relocation Act, authorizing the detention of thousands of Native Americans in concentration camps (euphemistically known as "reeducation centers.")

First outbreak of Virally Induced Toxic Allergy Syndrome (VITAS), which kills 25 percent of the world's population before year's end.

2011

The Year of Chaos. Governments begin to topple, famine stalks the world, nuclear power plants suffer meltdown, with extensive radiation fallout.

The first mutant and changeling children are born, signaling the start of the UGE (Unexplained Genetic Expression) Syndrome. The news media dub these new beings as "Elves" and "Dwarfs".

On December 24, thousands of Japanese witness the first Dragon to reemerge from dormancy on Mount Fuji. The same day, Daniel Howling Coyote, Prophet of the Great Ghost Dance, leads his followers out of the Abilene Re-Education Center.

Beginning in this year, political chaos begins to engulf the planet. In 2011, the Federal government of Mexico dissolves in riots, while Tibet regains independence as magical defenses seal it off from invasion and render the region incommunicado.

2014

Ghost Dancers announce formation of the Native American Nations (NAN), with the Sovereign Tribal Council at its head. The Dancers claim responsibility for the eruption of Redondo Peak in New Mexico; Los Alamos is buried under 30 meters of ash. A federal force sent in to retaliate is destroyed by tornadoes called down by the Ghost Dancers.

The United Free Republic of Ireland is established, while the white-controlled government of South Africa collapses.

2016

In a period of three weeks, U.S. President John Garrety, USSR General Secretary Nikolai Chelenko, Prime Minister Lena Rodale, and Prime Minister Chaim Schon of Israel are assassinated. All but the Garrety assassin are killed in violent shootouts with local law officials.

2017

U.S. President William Jarman issues the infamous Resolution Act, sanctioning the extermination of all Native American tribes. In response, the Indians begin the Great Ghost Dance. Freak weather and other uncanny events destroy or disrupt U.S. military bases hosting troops slated for use in the Resolution Action. On August 17, Mount Hood, Mount Rainier, Mount St. Helens, and Mount Adams erupt simultaneously just as government troops are finally about to begin their attack.

2018

First-generation ASIST (Artificial Sensory Induction System) technology created by Dr. Hosato Hikita of ESP Systems in Chicago.

The Treaty of Denver is signed. With this agreement, the federal governments of the United States, Canada, and Mexico acknowledge the sovereignty of NAN over most of western North America. Seattle remains as an extraterritorial extension of the U.S. government in Indian lands.

The U.S. spaceplane *America*, with its secret military payload, disintegrates in orbit. The wreckage lands in Australia, killing 300 in the small town of Longreach.

2021

On April 30, 10 percent of the world's population suddenly begins to metamorphose into new racial types known today as Orks and Trolls. This transformation, popularly known as Goblinization, marks another threshold point in the reemergence of magic on Earth. Humans react violently to the presence of the Metahuman races in their midst.

In 2021, Quebec declares its independence, receiving immediate recognition from France.

2022

Severe rioting continues all over the world in response to the phenomenon of Goblinization. The U.S. government de-

clares martial law for several months, while reports trickling out of the Soviet Union indicate deaths on a mass scale. Many changed beings go into hiding or withdraw into separate communities.

Only another outbreak of VITAS quells the racial violence, leaving another 10 percent of the world's population dead in its wake.

The term "Awakened Beings" is coined to describe the Metahumans and other emerging lifeforms.

2024

First simsense entertainment unit (a kind of sensory VCR) becomes available.

President Jarman is reelected U.S. President in a landslide victory based on the first use of the remote-vote system. Opposition parties claim fraud.

2025

Several prestigious U.S. universities establish the first undergraduate programs in occult studies.

2026

The U.S. Constitution is amended to include all Metahumans.

The first cyberterminal (a room-sized isolation chamber for a single operator) is developed. Funded by various intelligence agencies, the goal of the research is to make it possible for strike teams of "cybercommandos" to raid data systems.

2027

First commercial fusion reactor power plant comes on-line.

2028

In the United States, the CIA, NSA, and IRS pool their resources to recruit and train Echo Mirage, the first team of "cybercommandos."

2029

Computer Crash of '29. A mystery virus attacks databases worldwide, resulting in total financial chaos. The governments and the megacorps attempt to fight the virus with their own cybercommandos, but eventually must recruit maverick hackers to fight the virus. In the course of fighting the virus and attempting to rebuild the world data system, the Matrix is born. The surviving hackers now have knowledge of cyberdecks and begin to cobble together their own units.

NAN declares that the emerging Elven folk are welcome in tribal lands.

2030

The remaining United States of America merges with Canada to form the United Canadian and American States (UCAS). A coalition of southern states opposes the idea.

2030-2042

Euro-Wars. In this twelve-year period, Europe and Asia are rocked by a series of wars that result in a complete political transformation.

The former Soviet Union fragments, while the Awakened come to dominate vast wilderness areas, including portions of Siberia, Mongolia, and the mountains of northeastern China. Switzerland remains, as always, neutral. The Germanies recombine, becoming one of the stronger states in the new Europe. In a return to city-state politics, Italy, southern France, and southeastern Europe fragment into hundreds of tiny sovereignties.

2034

The first "gray market" cyberdecks become available.

The government of Brazil topples in the aftermath of an invasion by Awakened forces, including three Dragons. The Awakened declare the new state of Amazonia.

The Confederated American States declare their independence from the UCAS.

2035

The Elves of the Pacific Northwest secede from NAN, declaring themselves the nation of Tir Tairngire (Land of Promise) and confiscating Indian land for themselves. Violent clashes between Indian and Elven tribes break out.

California declares independence from UCAS and is immediately recognized by Japan. Japanese land troops to protect their interests.

Texas secedes from the CAS and makes an unsuccessful attempt to seize portions of southwestern Texas ceded to the tribes of Aztlan by the Treaty of Denver.

In 2035, the Tsimshian tribal coalition withdraws from NAN.

2036

A small community of Awakened beings in rural Ohio is napalmed by members of Alamos 20,000, a terrorist group dedicated to destroying all Awakened beings. Over the next 15 years, Alamos 20,000 is linked to the the deaths of a thousand Metahumans and openly sympathetic Human supporters.

2037

First simsense entertainment unit introduced.

2039

Night of Rage. Racial violence breaks out in major urban centers of North America. Thousands die, most of them Metahumans and their supporters.

2041

EuroAir Flight 329, en route from London to New York, is destroyed over the Atlantic, killing all passengers and crew. Though garbled, the last transmission seems to indicate that a Dragon attacked the craft. Many believe the flight was sabotaged to retaliate for the Night of Rage.

Policlubs, youth-oriented associations devoted to spreading political or social philosophies, first appear in Europe. Each club hopes to recruit the masses to its own viewpoint and thus play a leading role in the European Restoration.

2044

Aztlan nationalizes all foreign-owned business. Semi-open war breaks out as some corporations fight to retain their holdings. Under cover of the fighting, Aztlan annexes most of what is left of Mexico except for the Yucatan, where Awakened forces halt all takeover attempts.

2046

The first simsense megahit, "Free Fall," starring Honey Brighton, eventually sells 50 million copies.

The policlub idea spreads to North America, but with violence in its wake. The Humanis Policlub, in particular, attracts a major following that cuts across economic, social, and political divisions. In a series of paid advertisements, Mothers of Metahumans (MOM) denounces Humanis as an arm of the shadowy Alamo 20,000.

2049

The Governor of Seattle signs an exclusive trade deal with representatives of Tir Tairngire. Seattle, already a major cultural and economic center for the UCAS, NAN, and large segments of the Awakened, now takes on new importance as the only access to Elven goods and services.

2050 and beyond

The current era. The seventh-generation cyberdeck is introduced, reduced down to keyboard-size.

WEAPONS TABLE

FIREARMS

	Type	Ammo	Base Success Value	Damage
Pistols				
Streetline Special	Hold-Out	6 shots	4	1
Tiffani Self-Defender	Hold-Out	4 shots	4	1
Walther Palm Pistol	Hold-Out	2 shots	4	2
Ares Light Fire 70	Light	16 shots	6	2
Beretta 200ST	Light	26 shots	6	2
Beretta Model 101T	Light	10/12 shots	6	2
Ceska vz/120	Light	18 shots	6	2
Colt American L36	Light	9/11 shots	6	2
Fichetti Security 500	Light	10/22 shots	6	2
Seco LD-120	Light	12/18 shots	6	2
Ares Crusader MP	Light (MP)	13 bursts	8	2
Ceska Black Scorpion MP	Light (MP)	8/11 bursts	8	2
Ares Predator	Heavy	10/15 shots	8	3
Ares Predator II	Heavy	15 shots	10	3
Ares Viper Slivergun	Heavy	30 shots	8	3
Browning Max-Power	Heavy	8/10 shots	8	3
Browning Ultra-Power	Heavy	10/12 shots	8	3
Colt Manhunter	Heavy	16 shots	8	3
Remington Roomsweeper	Heavy	6/8 shots	9	3
Ruger Super Warhawk	Heavy	6 shots	8	3
Rifles				
AK-97	Assault	7/13 bursts	10	4
AK-98	Assault	7/13 bursts	10	4
Colt M22a2	Assault	13 bursts	10	4
FN HAR	Assault	7/12 bursts	10	4
H & K G12A3z	Assault	11 bursts	10	4
Samopal vz88V	Assault	12 bursts	10	4
Steyr AUG-CSL	Assault	13 bursts	10	4
Remington 750	Sporting	5 shots	11	4
Remington 950	Sporting	5 shots	12	4
Ruger 100	Sporting	5 shots	12	4
Steyr AUG-CSL Carbine	Sporting	40 shots	12	3
Ranger SM-3	Sniper	6 shots	14	4
Walther WA 2100	Sniper	8 shots	14	4
Enfield AS7	Shotgun	10 shots	11	3
Defiance T-250	Shotgun	5 shots	10	3
Mossberg CMDT	Shotgun	8 shots	12	3
Submachine Guns				
AK-97 SMG/Carbine	SMG	7/10 bursts	8	4
Beretta Model 70	SMG	12 bursts	8	4
H & K HK227	SMG	7/9 bursts	10	4
H & K HK227—S	SMG	5/9 bursts	10	4
H &K MP-5TX	SMG	7/10bursts	8	4
Ingram Smartgun	SMG	11 bursts	10	4
Sandler TMP	SMG	7/9 bursts	8	4
SCK Model 100	SMG	10 bursts	10	4
Steyr AUG-CSL SMG	SMG	13 bursts	8	4
Uzi III	SMG	5/8 bursts	8	4
Light Machine Guns				
Ares MP-LMG	LMG	17 bursts or belt	14	4
GE Vindicator Minigun	LMG	belt**	16	4
Ingram Valiant	LMG	17 bursts or belt	14	4
Steyr AUG-CSL LMG	LMG	13 bursts	12	4
Heavy Weapons				
FN MAG-5	MMG	17 bursts or belt**	14	6
Heavy MG	HMG	13 bursts or belt**	16	6
Medium MG	MMG	13 bursts or belt**	14	6
Stoner-Ares M107 GPHMG	HMG	13 bursts or belt**	16	6
Assault Cannon	Cannon	20 shots	18	6
Panther Assault Cannon	Cannon	22 shots	18	6

**If not used with a Gyro-Mount of some kind, reduce the Base Succcess Value by 5 for standard autofire heavy weapons and 10 for the Minigun.

WEAPONS TABLE

BELTED AMMUNITION

	BELT SIZE			
	100	**200**	**500**	**1000**
# of Bursts	33	67	167	333

If used in a Minigun, halve the number of Bursts, round off. A single 200-round belt is the maximum that can be carried.

MELEE WEAPONS

	Base Success Value	Damage
Edged Weapons		
Ares Monosword	7	2
Centurion Laser Axe	7	4
Combat Axe	8	4
Thrusting Point	3	1
Katana	7	2
Knife	1	1
Survival Knife	3	1
Sword	5	2
Pole Arms/Staffs		
Pole Arm	11	4
Staff 6 Stun	2	
Clubs		
Club 5 Stun	2	
Sap 4 Stun	2	
Other		
Forearm Snap Blades	4	2
Hand Razor	2	1
Improved Hand Razor Blade	2	1
Spurs	4	2
Whips/Flails		
Monofilament Whip	20*	4

*If an attack misses, conduct an attack against the user, adding 4 to his Impact Value.

PROJECTILE WEAPONS

Bows		
Bow 4	2	
Arrows	as Bow	as Bow
Ranger X Compound Bow	5	2
Ranger X Precision Arrows	as Bow	as Bow
Crossbows		
Light	7	1
Medium	9	2
Heavy	12	4
Bolts	as Crossbow	as Crossbow

THROWING WEAPONS

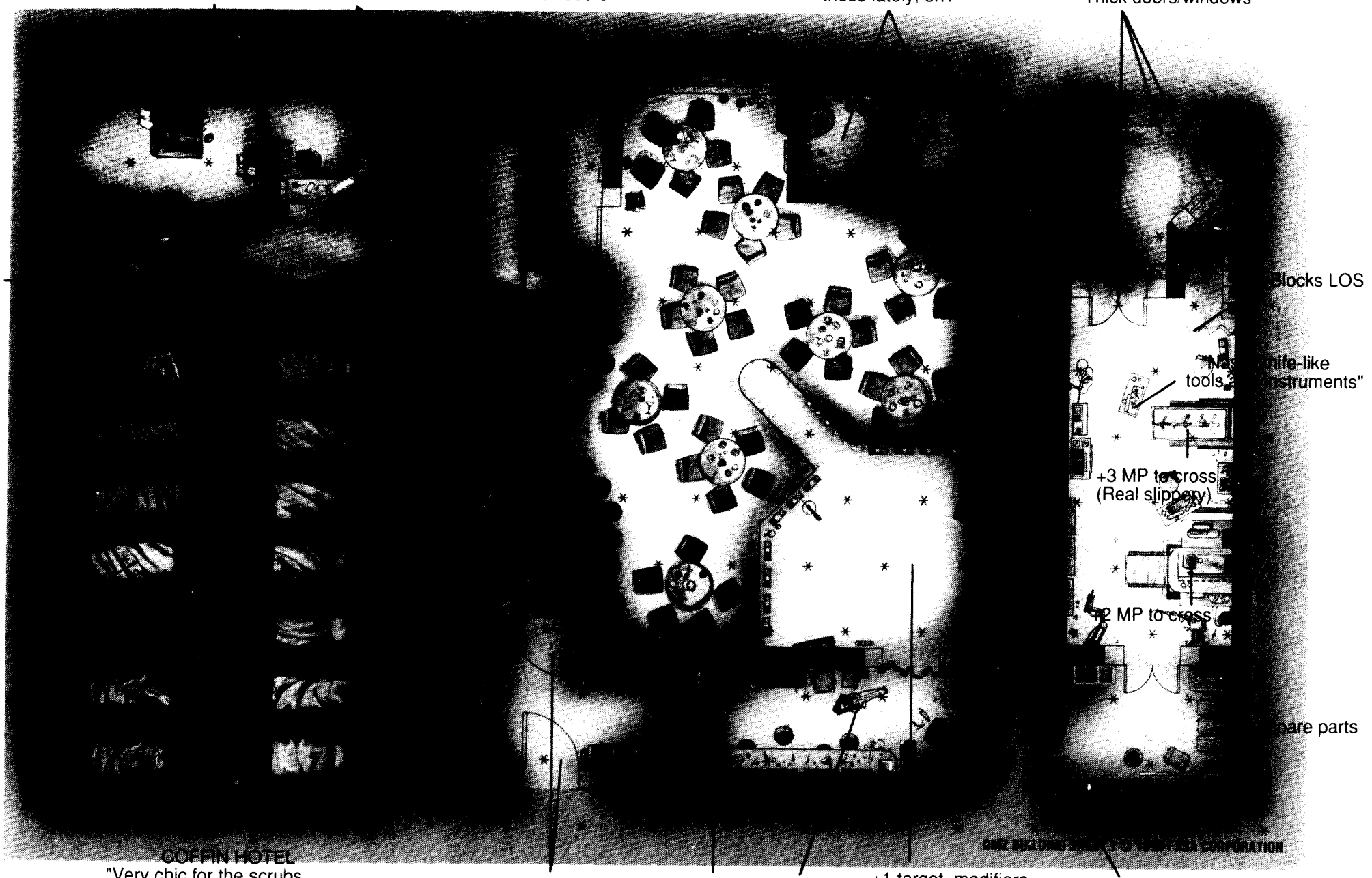
Non-Aerodynamic		
Throwing Knife	1	1
Aerodynamic		
Shuriken	1	1

CLOTHING AND ARMOR

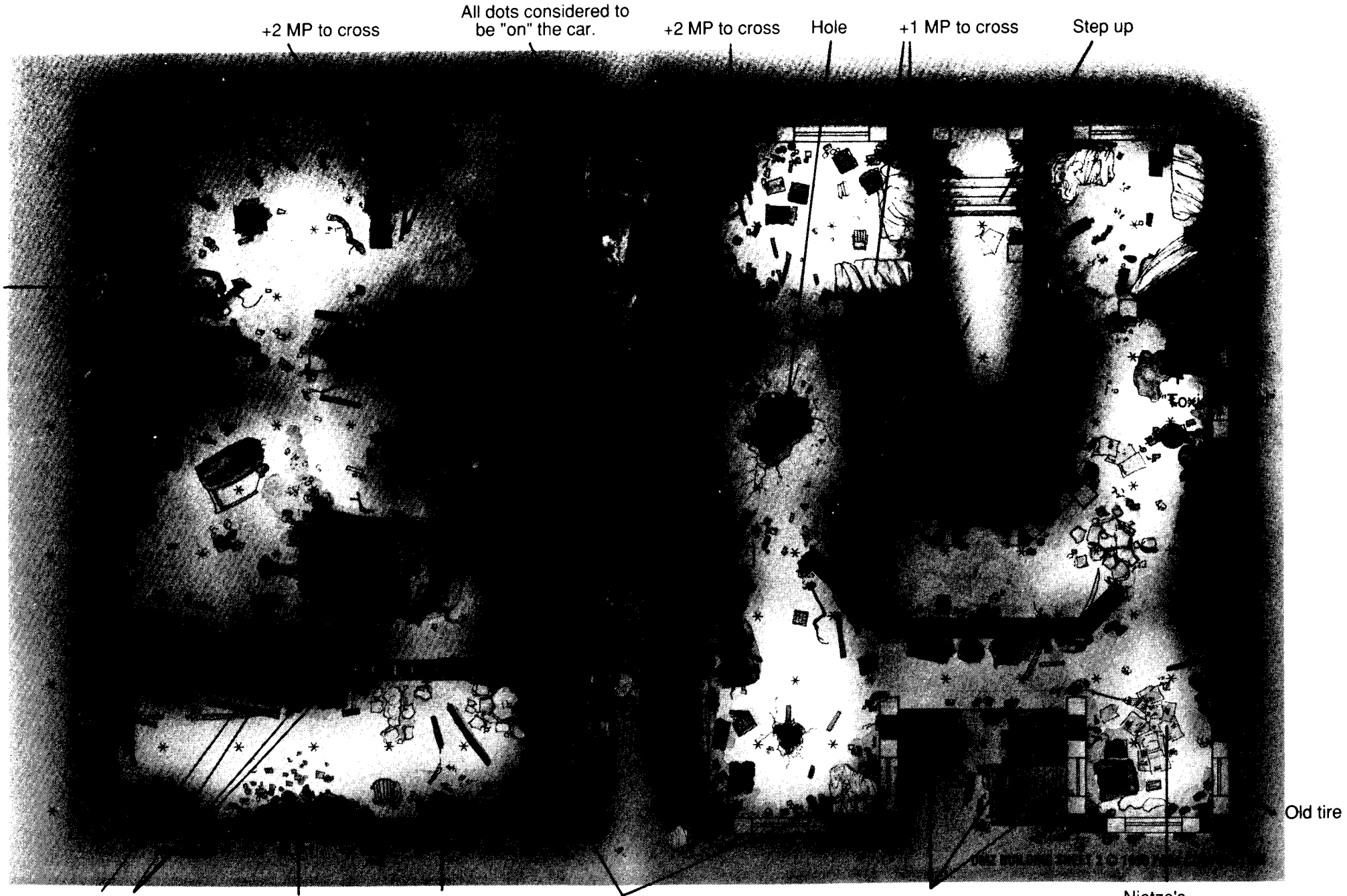
	Impact	Ballistic
Armor Clothing	0	1
Armor Jacket	1	2
Armor Vest	0	1
Armor Vest with Plates	1	2
Securetech Clothing	0	1
Securetech Jacket	1	2
Securetech Vest	0	1
Securetech Ultra-Vest	1	1
Securetech Long Coat	1	2
Lined Coat	1	2
Leather		
Real	1	0
Synthetic	0	0
Form-Fitting Body Armor		
Level 1	0	1
Level 2	0	1
Level 3	0	2
Heavy Armor		
Partial Suit	2	3
Full Suit	3	4
Light Security	2	3
Medium Security	2	3
Heavy Security	2	3
Security Helmet	1	0
Helmet	0	0
Small Riot Shield	0	0
Large Riot Shield	0	1

DMZ BUILDING SHEET #1

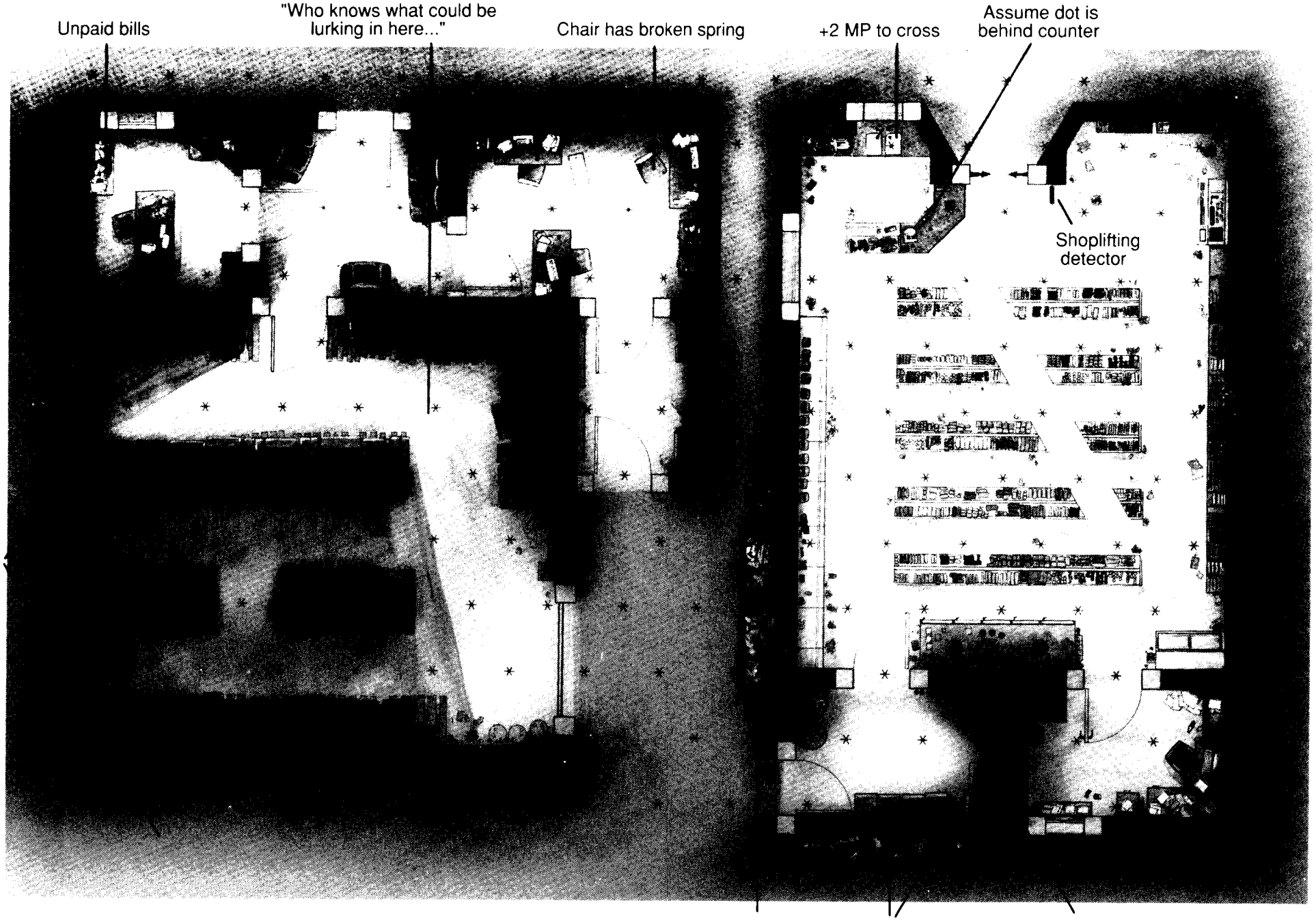
* All walls/doors/windows Average unless noted otherwise



DMZ BUILDING SHEET #2 *All doors/walls/windows are thin

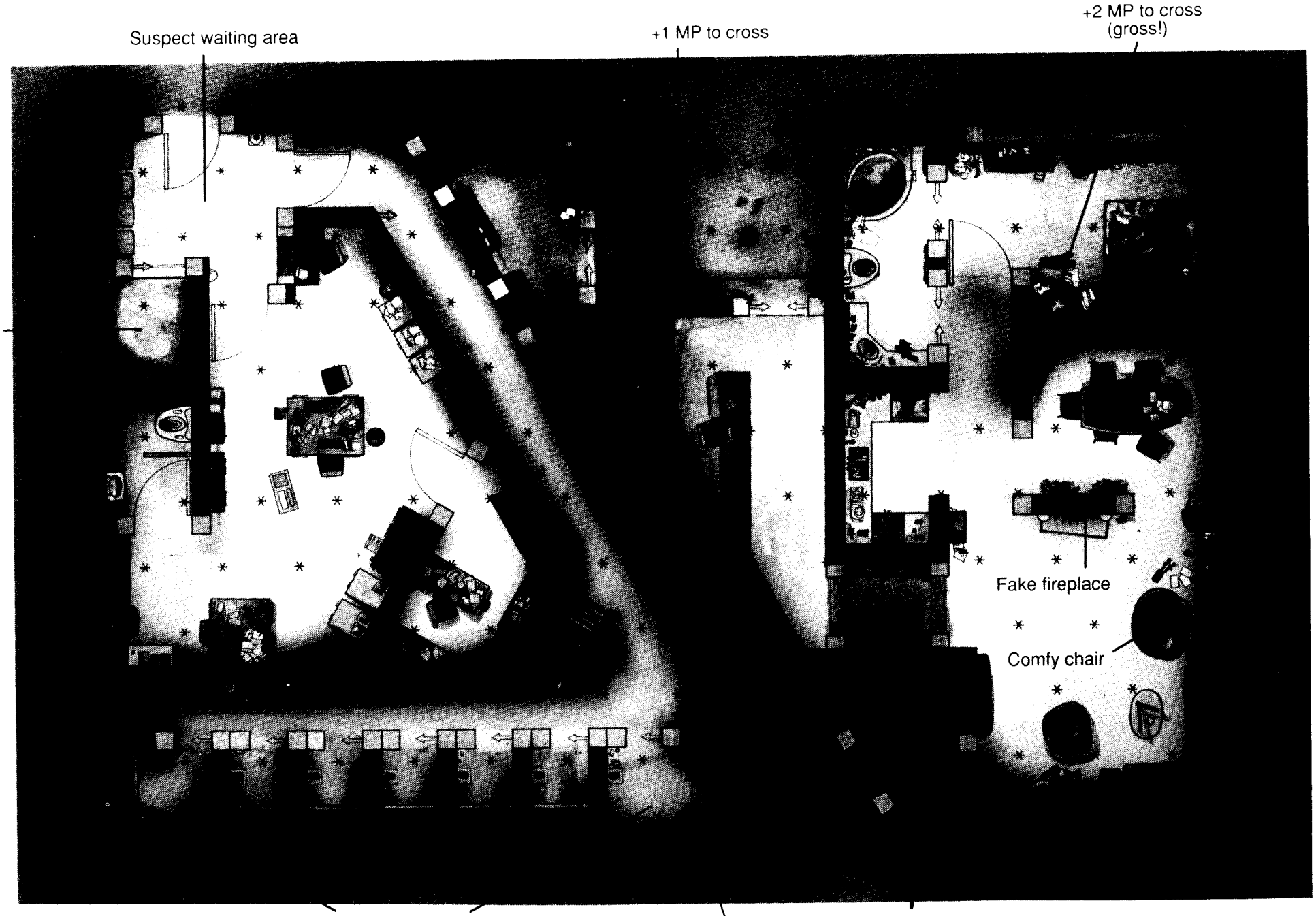


DMZ BUILDING SHEET #3 *All walls/doors/windows are average

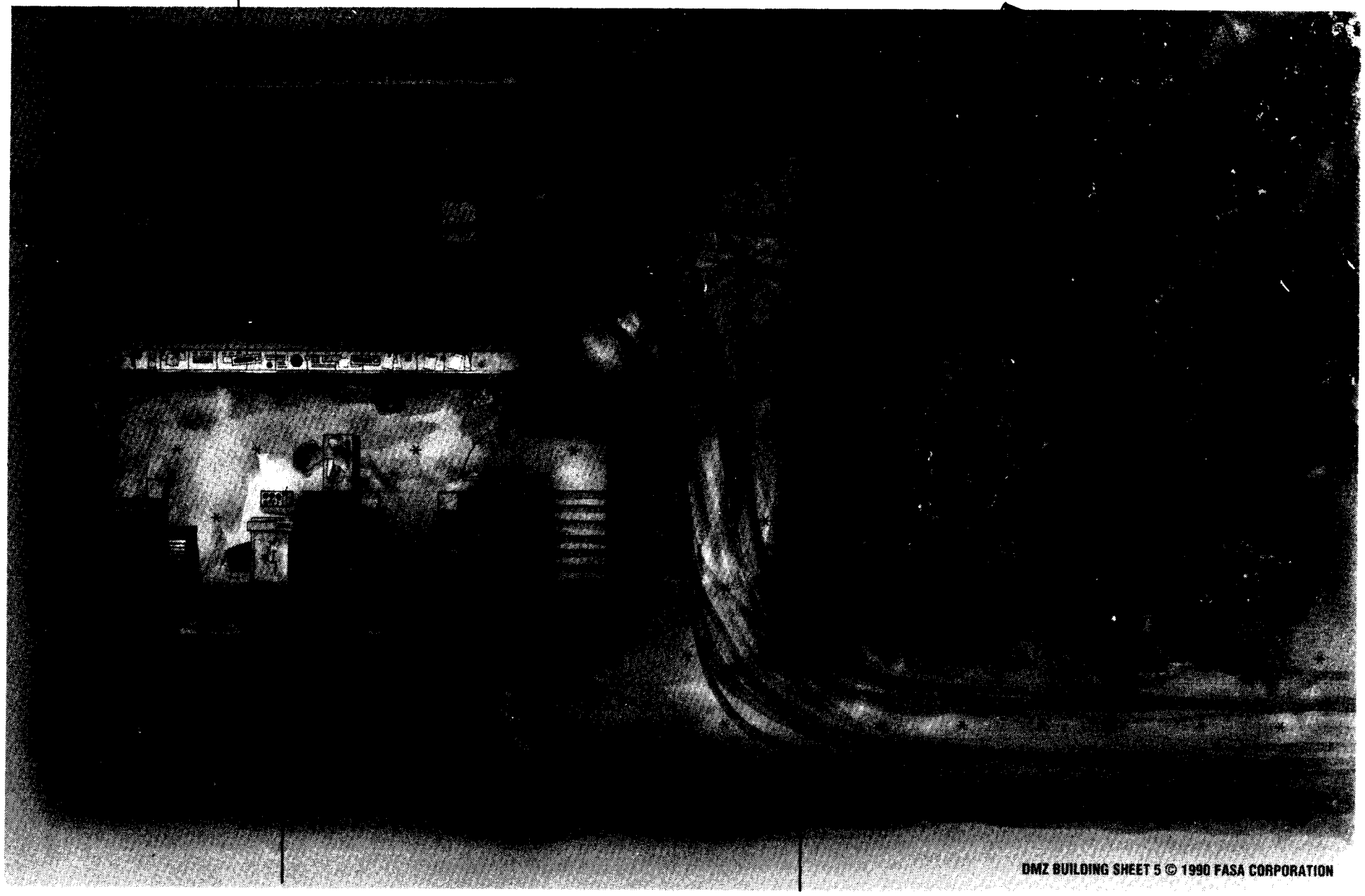


DMZ BUILDING SHEET #4

*Assume no dots are in walls
*All walls/doors/windows are thick

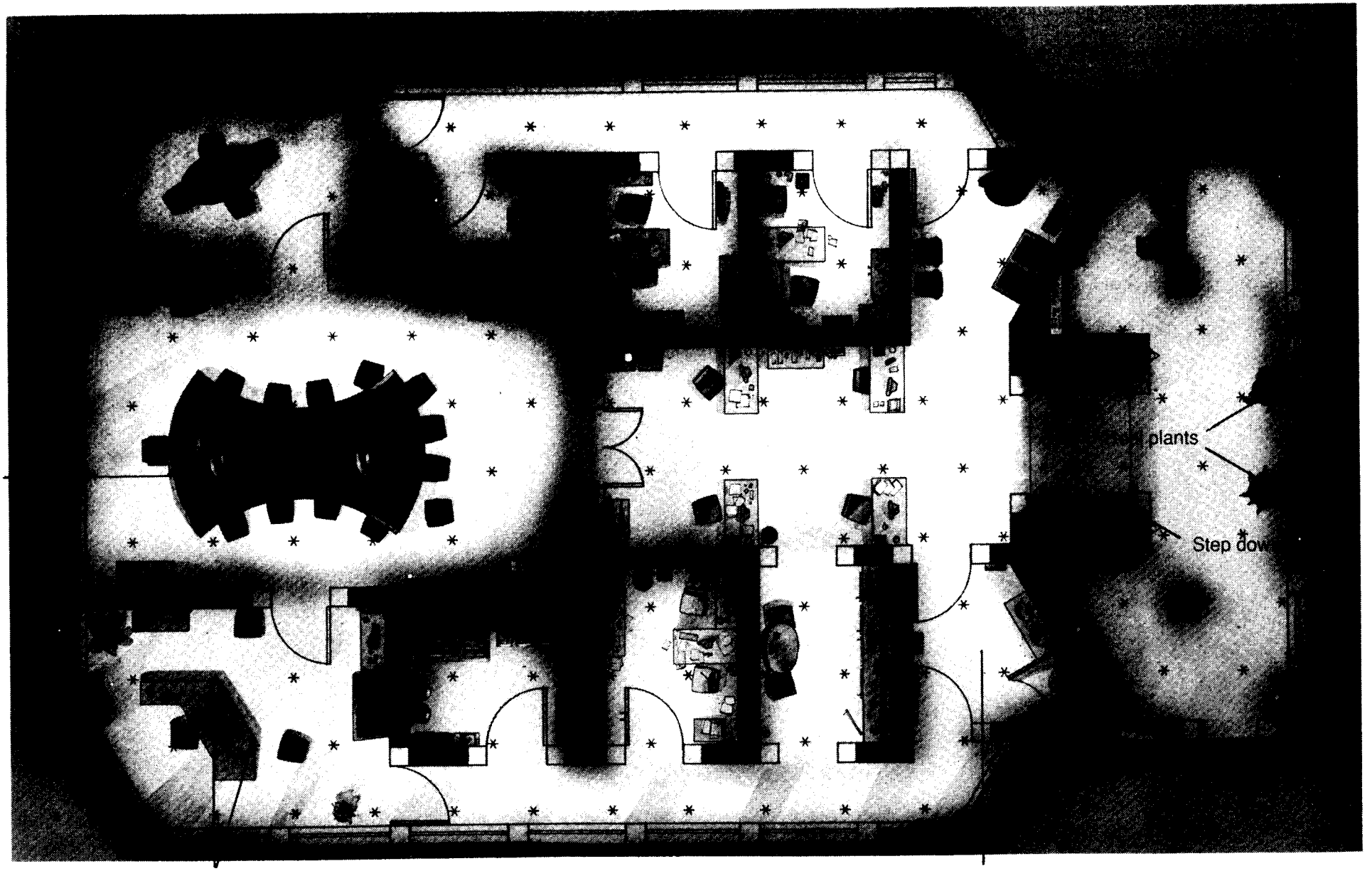


DMZ BUILDING SHEET #5 *All walls/doors /windows are average

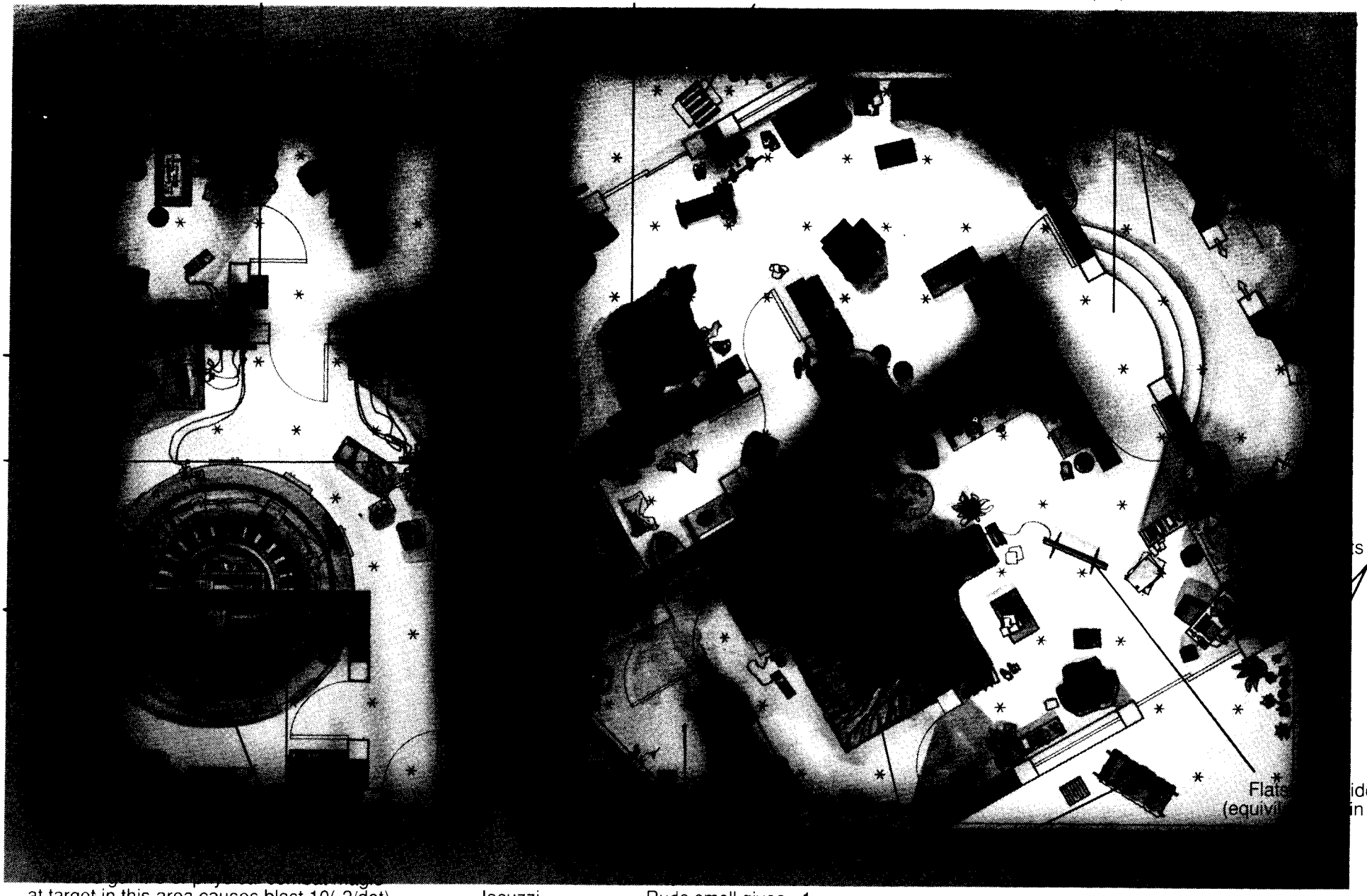


DMZ BUILDING SHEET #6

*All exterior doors/walls/windows are thick
*All interior doors/walls/windows are average



DMZ BUILDING SHEET #7 *All walls/doors/windows are thick



DMZ BUILDING SHEET #8

*All walls/doors are thin except where noted

DMZ BUILDING SHEET #9

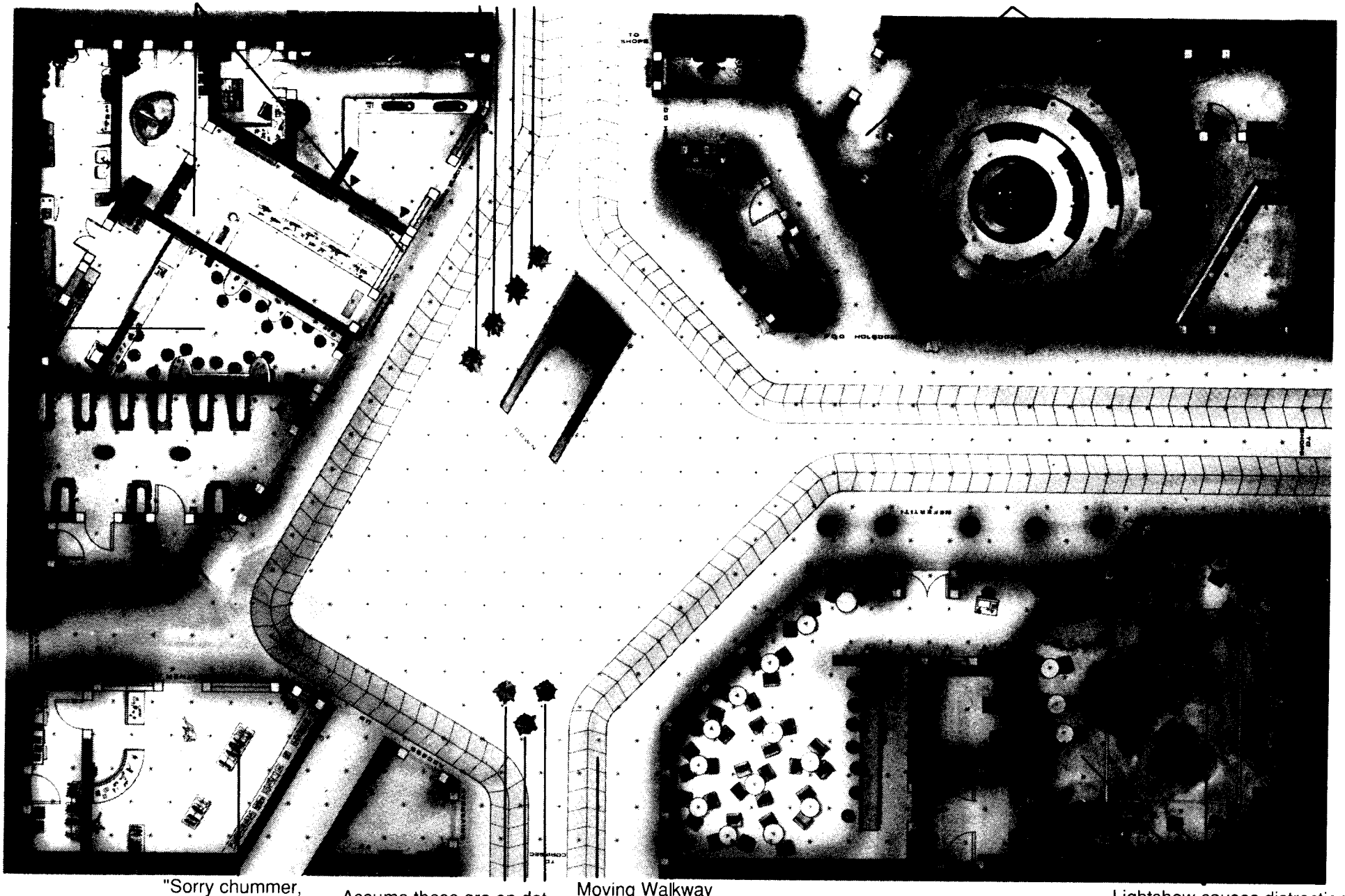
* All walls average thickness
* All doors average

"Sure there are guns here, and the staff knows how to use them!"

Assume these are on dot

Area is dark during show
(+2 target)

"If you eat here, +2 target modifier!"



"Sorry chummer, not real Dragon leather!"

Assume these are on dot

Moving Walkway
1 additional dot of movement per turn

Lightshow causes distraction
(+1 target)

VISIBILITY TABLE

Condition	Normal	Low-Light	Thermo-graphic
Full Darkness	Blocked	Interrupted	Clear
Partial Darkness	Interrupted	Clear	Clear
Smoke	Blocked	Blocked	Interrupted

MISSILE BLAST DEFENSE TABLE

Missile Target	Defense Value
Vehicle	Vehicle's Defense Value, Physical
Barrier	Barrier Value
Character	Character's Impact Defense Value

PERCEPTION MODIFIER TABLE

Circumstance	Modifier
Target Invisible	+10
Target Concealed*	+5
LOS Interrupted	+1 per Level of Cover
LOS Blocked by Wall	+10
Perceiver has Enhanced Hearing	-5
Perceiver has Enhanced Smell	-5
Perceiver has Sonar	-10

*As per Critter Power.

DRIVER MP COSTS

For Maneuvering A Moving Bike	
Making Tight Turn (over 1 dot tail-swing)	1 MP per dot swung
Controlling A Skid	1 MP
Controlling A Skid-Turn	+1 MP per dot swung
Climbing Stairs	1 MP per dot
Negotiating Rubble, Ramp, Or Similar	1 MP per dot
Coming To Full Stop	2 MP
Accelerating From Dead Stop	1 MP
For Terrain	As with characters
For Driver's Actions While Stopped	
Mounting/Dismounting Bike	2 MP
Starting Bike	2 MP
Turning Bike Off	1 MP
Crawling Out From Under Wiped Out Bike	3 MP
Lifting Bike	3 MP

DEFENSE VALUE TABLE

Type Of Attack	Defense Type
Firearms	Ballistic Defense
Other Ranged Weapons	Impact Defense
Melee Weapons	Impact Defense
Unarmed Combat	Impact Defense
Grenades, Explosives	Impact Defense
Physical Spell	Physical Defense
Mana Spell	Mana Defense
Manipulation Spell	Impact Defense

FLASH BLINDNESS MODIFIER TABLE

Viewer's Vision Characteristics	Grenade Flash In Reaction Arc	Grenade Flash Only In LOS	Pak Flash In Reaction Arc	Pak Flash Only In LOS
Normal Vision	+2	+1	+1	None
Low-Light Vision	+3	+2	+2	+1
w/ Flare Compensation	+1	None	None	None
Thermographic Vision	+2	+1	+1	None

MISSILE TYPE SUCCESS TABLE

Missile Type	Base Accuracy Success Value	Damage Success Value	Target to Blast Range Modifier	Blast Damage	Anti-Armor Value
AVM	20	30	+10 per dot	8 boxes	-4 boxes
APM	20	20	+5 per dot	6 boxes	None
HEM	20	20	+2 per dot	4 boxes	None

HANDLING TARGET VALUE TABLE

Speed	1-Dot Turn	2-Dot Turn	3-Dot Skid	Straight Skid-Turn	1-Dot Skid-Turn	2-Dot Skid-Turn	3-Dot Skid-Turn
Minimum	—	5	10	—	5	10	15
Cruise	—	10	15	10	10	15	20
Maximum	—	15	20	15	15	20	25

WEAPON RANGES (In Dots)

Type	Short	Medium	Long	Extreme
Firearms				
Hold-Out Pistol	1 – 3	4 – 8	9 – 15	16 – 25
Light Pistol (MP)	1 – 3	4 – 8	9 – 15	16 – 25
Heavy Pistol	1 – 3	4 – 10	11 – 20	21 – 30
Shotgun	1 – 5	6 – 10	11 – 25	26 – 50
Sporting Rifle	1 – 15	16 – 30	31 – 75	76 – 150
Sniper Rifle	1 – 20	21 – 40	41 – 100	101 – 200
Assault Rifle	1 – 8	9 – 20	21 – 50	51 – 125
Submachine Gun (SMG)	1 – 5	6 – 20	21 – 40	41 – 75
Light Machine Gun (LMG)	1 – 10	11 – 20	21 – 40	41 – 75
Heavy Weapons				
Medium Machine Gun (MMG)	1 – 20	21 – 75	76 – 150	151 – 250
Heavy Machine Gun (HMG)	1 – 20	21 – 75	76 – 200	201 – 400
Assault Cannon	1 – 25	26 – 75	76 – 225	226 – 650
Grenade Launcher	10 – 25	26 – 50	51 – 75	76 – 150
Missile Launcher	10 – 35	36 – 75	76 – 225	226 – 750
Impact Projectiles				
Bow	1 – 3	4 – 25	26 – 75	76 – 150
Light Crossbow	1 – 5	6 – 20	21 – 50	51 – 100
Medium Crossbow	1 – 10	11 – 30	31 – 75	76 – 125
Heavy Crossbow	1 – 15	16 – 40	41 – 100	101 – 150

BARRIER TABLE

Barrier Type	Barrier Value	Armor Rating
Thin Wall/Door	8	0
Average Wall/Door	12	1
Thick Wall/Door	18	3
Standard Window	6	0
Reinforced Window	14	2

MOVEMENT COST TABLE

Movement	MP Cost
Traverse Clear Terrain	Base
Traverse Undergrowth or Rubble	+1 MP
Negotiate Obstacle	+1 MP
Cross One Contour Line on Hill	+2 MP
Incline or Rise	+1 MP
Move Through Open Door	+1 MP
Move Through Open Window	+2 MP
Open Closed Door	+2 MP
Open Closed Window	+4 MP
Climb One Flight of Stairs	+3 MP
Climb Up Unassisted	+6 MP
Climb Up With Assistance	+4 MP
Climb Down Unassisted	+4 MP
Climb Down With Assistance	+2 MP
Drop From One Story	+2 MP
Fall Without Control	+0 MP

SPECIAL ACTIONS TABLE

Special Action	MP Cost
Set Reaction Arc	2, 4, or 6 MP
Movement Fire	3 MP
Blind Fire	3, 5, or 7 MP
Drop Prone	1 MP
Stand	2 MP
Crawl	2 x Terrain MP Cost
Ready or Reload Weapon	3 MP
Throw Non-Aerodynamic Weapon	1 MP per dot thrown
Throw Aerodynamic Weapon	1 MP per 2 dots thrown
Melee Attack	4 MP

TARGET VALUE MODIFIERS

Situation	Modifier
Cover	+1 per Level of Cover
Different Elevation	+1 per full 4 stories
Movement Fire	+2
Blind Reaction Fire	Reaction Arc MP Cost
Blind Movement Fire	2 x Reaction Arc MP Cost
Visibility	Dependent on Type of Vision
Attacker Injured	+0 to +4, as shown on Condition Monitor

GRENADE BLAST SUCCESS VALUES

Classification	Standard Issue Success Value	IPE Success Value	Blast to Target Range Modifier	Blast Damage
Offensive	20	24	+4 per dot	4 boxes
Defensive	20	24	+8 per dot	4 boxes
Concussion (Stun)	16	20	+8 per dot	4 boxes
Smoke	16	20	None	None

Success Value: The blast Success Value for blast of the grenade is found in these columns.
Blast to Target Range Modifier: The farther away from the center of the blast a character is, the less the blast affects him. For every dot away from the point of impact, add the amount listed in this column to the Target Value.

GRENADE BLAST DEFENSE VALUE TABLE

Target Type	Defense Value
Character	Character's Impact Value
Barrier	Barrier Value
Vehicle	Vehicle's Defense Value, Physical

DIRECTION OF THROW