

BLUE PLANET COMBAT CHEAT SHEET

Terms

Roll: an x roll means to roll d100, trying to roll less than or equal to a target number equal to attribute or skill x. If rolling a skill, skill's effective score may be modified by an attribute.

Challenge: an x challenge means two or more characters make an x roll. Whoever makes their roll by the most, or misses by the least wins. Ties are re-rolled only if non-sensical.

TL: Task level modifier. Each TL is ±10% to the target number.

Combat Round

A combat round is approximately one-half second.

1. **Check for initiative:** Any character not yet in combat makes Initiative roll (+1TL for each previous failed Initiative roll).

2. **Declare actions:** Any player without a declared action declares their next action. Characters with lowest Initiative attribute declare first. Ties resolved by Speed challenge. Action is not resolved until a number of rounds have passed based on the character's Speed (see Speed Table). Current round counts as first of these rounds. Action can be changed during waiting period, but count starts over.

3. **Resolve waiting actions:** Any characters who have waited the proper number of rounds have actions resolved. Order resolved by Speed challenge, ties go to character with highest Speed. Once action resolved, character must declare a new action on the very next round.

Ranged Attack

1. **Roll to hit:** Make a Longarms or Handguns roll. If firing in full-automatic mode, make Autofire roll instead. See Combat Modifiers Table.

2. **Determine hit location:** If target aimed for specific location (using modifiers in Combat Modifiers Table), that location is hit. Otherwise, roll d100 and compare result to the "Random location" column in the Movement modifiers in the Combat Modifiers Table.

3. **Check for damage:** See "Damage", below.

Melee Attack

1. **Allocate skill:** During action declaration, split Brawling, Martial Arts or Military Hand-to-Hand skill between offensive and defensive maneuvers. Defensive maneuvers do not require an action.

2. **Determine standing defense:** Base standing defense based on type and level of skill (see Standing Defense Table). Points allocated to defense from step one are added on until the characters next action. Character always has base defense, but allocated defense points go away once used.

3. **Determine maneuver outcome:** Outcome depends on maneuver (pg.311). For basic strikes, attacker chooses how many offensive points to apply to attack (plus bonus from Controlling Attribute for the maneuver). Defender chooses how many defense points to add to standing defense. Challenge roll is made using these point values. If attacker wins, maneuver succeeds, which may cause damage (see "Damage", below).

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Damage

1. **Adjust for armor:** Armor or hard cover reduces damage rank if covering hit location. If grade of weapon (or ammunition) is less than armor grade, all damage is absorbed. If attack not stopped, armor reduces damage roll (next step) by its Protection Value.

2. **Make base damage roll:** Roll d100. Reduce this roll by target's Constitution modifier (pg. 288) and armor. Add Strength bonus for melee attacks.

3. **Determine damage level:** Compare damage roll against weapon's (or melee maneuver) Damage Ranks table.

4. **Adjust for size:** Devide the damage level by the damage scale of the target, dropping fractions. (Human damage scale is 1.) Do not devide negative damage scales, instead increase level by one for each negative point.

5. **Apply damage:** Look up effects for damage level for hit location on the Damage Effects Table (pg. 321).

6. **Evaluate trauma:** If target injured, roll d100 against target of 100 - 1TL for each damage level suffered. Add Constitution modifier, genemods and cyber. If roll fails, character dies from shock and blood loss within a number of minutes equal to Constitution divided by cumulative damage levels suffered.

First Aid

Making a First Aid roll will prevent the death of those who have failed trauma rolls. This takes a number of minutes equal to twice the level of the wound. The roll is modified as follows:

<u>Situation</u>	<u>TL Mod</u>
Each level of wound	-1
Using less time than as above	-1
Improvised (without equipment)	-1
Using only basic supplies	+0
Using standard medical kit	+2
Done by field surgeon w/ field surgery supplies	+3
Done at hospital	+7

Attribute bonuses

<u>Score</u>	<u>Modifier</u>	<u>Damag mod</u>
1-10	-20	+20
11-15	-19	+19
16-20	-18	+18
21-25	-17	+17
26-30	-16	+16
31-35	-15	+15
36-40	-10	+10
41-45	-5	+5
46-55	no mod	no mod
56-60	+5	-5
61-65	+10	-10
66-70	+15	-15
71-75	+16	-16
76-80	+17	-17
81-85	+18	-18
86-90	+19	-19
91-100+	+20	-20

Speed Table

<u>Score</u>	<u>Rounds</u>	<u>Skill</u>	<u>Base defense</u>
1-10	5	Brawling	25% skill rating
11-35	4	Martail arts	50% skill rating
36-65	3	Military HTH	50% skill rating
66-90	2		
91-100+	1		

Standing Defense Table

<u>Skill</u>	<u>Base defense</u>
Brawling	25% skill rating
Martail arts	50% skill rating
Military HTH	50% skill rating

Combat Modifiers Table

<u>Range</u>	<u>TL Mod</u>	<i>(Range based on weapon)</i>
Point-blank	+2	
Short	+0	
Medium	-2	
Long	-4	
Size	<u>TL Mod</u>	
<10cm	-5	
<20cm	-4	
<30cm	-3	
<40cm	-2	
<50cm	-1	
<1m	+0	
<2m (human sized)	+2	
<3m	+3	
<4m	+4	
<5m	+5	

Movement TL (target motion) TL (attacker motion)

Average walk	-1	-2
Average scramble	-2	-5
Average sprint	-3	no chance

Aiming for location TL Mod Random location

Skull/melon	-3	1-3
Eyes	-5	4-5
Right ear	-5	6
Left ear	-5	7
Jaw/Mouth	-4	8-9
Throat/Nape/Blow hole	-4	10-13
Chest/Back	-1	14-31
Right shoulder/dorsal fin	-3	32-34
Left shoulder/dorsal fin	-3	35-37
Abdomen/Lower back	-1	38-47
Right hip	-2	48-50
Left hip	-2	51-53
Groin	-3	54-56
Right arm/right fin	-3	57-62
Left arm/left fin	-3	63-68
Right hand	-4	69-70
Left hand	-4	71-72
Right leg/tail stalk	-2	73-84
Left leg/tail stalk	-2	85-96
Right foot/right fluke	-4	97-98
Left foot/left fluke	-4	99-100

Other Modifiers TL Mod Notes

Aiming	+1 per action aiming	+3 max.
Recoil (all shots after 1st)	-2	not cumul., x2 for full-auto
Multiple targets in action	-2	mod applies to each shot
Poor visibility	-3	
Zero gravity	-3	
Underwater	-2	
Target prone	-2	
Unstable footing	-1	
Under heavy fire	-2	
Improvised weapon	-2	
Intimidated	-2	
Confident	+2	
Height advantage	+2	
Soft cover	-3	
Hard cover	no mod	counts as armor

Sample Weapon Ranges/Fire rates

<u>Weapons</u>	<u>ROF</u>	<u>PB</u>	<u>Short</u>	<u>Med</u>	<u>Long</u>
Assault Cannon	3 (8) / 5	20	75	150	300
Assault rifle	3 (5) / 3	15	75	150	500
Autocannon	(5) / 5	100	500	1500	3000
Concealable handgun	3	5	10	25	40
Grenade Launcher	1	10	50	100	500
Heavy Machinegun	3 (5)	25	100	300	700
Hunting rifle	3	10	100	200	600
Large caliber handgun	3	8	12	30	100
Light machinegun	3 (8) / 3	20	100	250	500
Rotary Cannon	(10) / 10	100	500	1000	2000
Shotgun, civilian	1	5	10	30	55
Shotgun, civilian	1 (1) / 3	5	10	30	55
Small caliber handgun	3	10	20	50	150
Spear gun (x2 above water)	1	2	5	10	15
Stun gun, handheld	3	3	6	10	15
Stun gun, mounted	3	6	12	18	25
Submachine gun	3 (5) / 3	10	20	50	150
Torpedo Cannon	1	10	30	60	120

Sample Damage Ranks

<u>Weapon</u>	<u>Grade</u>	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Assault rifle, burst		10	25	40	55	70	80	90	100			
Assault rifle, single shot		5	20	40	60	75	90	100				
Concealable handgun		20	50	80	95	100						
Diamond Knife	2	20	45	60	85	100						
Hunting rifle		5	15	25	50	65	75	85	100			
Large caliber handgun		15	35	55	75	90	100					
Shotgun, burst		10	25	45	70	85	95	100				
Shotgun, single shot		5	15	30	55	80	100					
Small caliber handgun		15	40	65	85	95	100					
Spear gun	1	20	45	60	85	100						
Submachine gun, single		15	40	65	85	95	100					
Submachine gun, burst		5	15	30	50	65	80	90	100			
Grenade, AP	8		30	25	40	55	70	90	100			
Grenade, Cncs.	2		10	20	40	60	80	90	100			
Grenade, Frag.	3		5	15	25	40	55	70	90	100		
Punch [Dex]		60	80	90	100							
Kick [Agi]		50	65	75	90	100						
Throw [Agi]		65	85	95	100							
Burn (+10 per action)		35	45	65	85	100						
Electrical (+10 per action)		40	60	80	95	100						
Falling 3m (+20 per 3m)	30	45	60	70	85	100						

Heavy Weapons 3 4 5 6 7 8 9 10 11 12 13 14 15

Assault Cannon	10	20	35	50	65	75	80	85	95	100	
Autocannon		10	20	35	50	60	70	80	90	95	100
Light machinegun	10	25	50	70	80	90	100				
Heavy Machinegun	10	20	30	40	55	70	80	90	100		
Rotary Cannon	10	25	40	55	70	80	90	100			
Torpedo Cannon	10	20	40	80	90	100					

Ammunition Grade (by weapon type)

<u>Ammo</u>	<u>Effect</u>	<u>Std</u>	<u>Conc.</u>	<u>LMG</u>	<u>HMG</u>	<u>Cannon</u>
Armor-piercing-25% prot. v.5		3	6	8	10	
Explosive x2 damage roll 4		-	4	6	8	
Flechette +15 dam, x2 armor, +1TL to hit		2	2	2	2	2
Standard		2	1	3	5	8
Suppression half rang		0	0	0	0	0