SHADOW GAMES
BASIC RULES SUMMARY

GAME SYSTEM

1) **Impairment Levels**: You get Impairment Levels through taking Trauma in combat. This is covered in the Combat Section, below. However, the note here is that Impairment due to Trauma are modifiers affecting the use of skills that require whatever limb, Arm or Brain or Leg, to accomplish the use of that skill.

Important Skill Descriptions

1) **Perception**: This is how well your character perceives their world, finds clues and is able to locate their target. For every two levels of Perception skill your character has, they get a +1 to the Perception sub-attribute, figured first at Character Generation.

2) **Armed Hand-to-Hand**: This is hand-to-hand with weapons, or melee combat. You do not use Armed Hand-to-Hand to make Unarmed or Firearms attacks.

3) **Athletics**: For every three levels attained in the Bodybuilding subskill, add one point to Strength, figured first at Character Generation, which allows the character to have a higher Damage Rating. For every three levels of skill in the Gymnastics subskill, add one point to Agility, figured first at Character Generation, which may allow the character to have a higher Base Speed. Appropriate Talent Bases are recalculated as needed. For every three levels attained in Run subskill, their Endurance Secondary Attribute is calculated as though their Constitution were raised by one point, though Constitution does not change.

4) **Kata**: *This is the long one---*
Kata skill rolls may be made **once** per turn along with regular combat skill rolls. A successful Kata roll allows the character to apply their Martial Arts skill to their action, whether defense or attack. Each Martial Art includes a listing of abilities you can roll your Martial Arts subskill to use; for abilities not listed with your Martial Art, you may still roll your Kata skill. The Kata and/or Martial Arts roll is made when the ability would be advantageous to the character, but only one ability may be used per turn.

See Pages 93 – 96 of the 2nd Ed Millennium's End rulebook…
Aikido – Combination Maneuvers, Break Hold, Disarm, and Pain Hold.
Jiu-Jitsu – Combination Maneuvers, Attack to Stun, Break Hold, and Negate Defense.
Karate – Combination Maneuvers, Increase Damage, Attack to Stun, and Negate Defense.
Tae Kwon Do – Negate Defense, Attack to Stun, Increase Damage, and Disarm.
Taijutsu – Negate Defense, Attack to Stun, Pain Hold, and Break Hold.

Negate Defense: A successful Kata test allows a player who has lost initiative to attack their assailant, anyway. Normally, a character with lower initiative may only defend against someone with a higher initiative. The lower initiative must choose whether to attack or defend, not both.

Combination Maneuvers: This technique allows the use of an Armed or Unarmed Hand-to-Hand defense which may be followed immediately by an Armed or Unarmed Hand-to-Hand attack, including a Grapple or Throw attack.

Increase Damage: The Martial Artist may increase their damage dice for their attack by 1d10 + 1 for every ten points by which their Kata roll succeeded. This may only be used with a punch or kick attack.

Attack to Stun: A successful punch or kick to the head or neck of a target means the Martial Artist has a better chance of stunning them. If the Kata roll is made, the may modify the victims stun roll with a penalty of -50, as defined by the damage chart.

Pain Hold: Victims successfully grappled may then have the Pain Hold put on them, meaning they cannot move without inflicting great pain on themselves. A successful Willpower roll is required to break a hold like this. The Martial Artist may, alternately, use this hold to inflict pain on the victim, equal to their normal Hand-to-Hand damage, but then the victim no longer has to make a Willpower roll to break free.

Break Hold: The Martial Artist may use this to break any hold. A Willpower roll is no longer needed to break free if this Kata ability is used to negate a Pain Hold.

Disarm: This is used to remove a weapon from an opponent's grasp. Unarmed/Grapple, Punch or Kick, or Armed/Block may be used to achieve this.

An additional benefit for having Kata skill is an increase of +1 to the character's Base Speed for each 10 percentage points of skill, figured first at Character Generation.

5) **Aim**: These are the firearms/guns skills, and it is important to note there are many subskills that may affect how your character uses a weapon.

Improving Skills

A Few Notes: In initial character generation, main skills may not be increased above 55, and subskills may not be increased above one-half of the main skill they fall under, or a maximum of 27. After initial character generation, during game play, main skills may be increased as high as the player wants them to go, though subskills may still never go above one-half of the main skill.

To figure out the Roll for main skills simply add the level of the main skill to the Talent Area it falls under, and for subskills add the level to the main skill Roll. For increasing skills, both main and sub, the following benchmarks are used:

For levels **1 – 25**:	**1** pt./level
For levels **26 – 40**:	**2** pts./level
For levels **41 – 55**:	**3** pts./level
For levels **56 – 70**:	**4** pts./level
For levels **70+**:	**5** pts./level

Players are awarded two sets of experience, one during the game for **individual skill**, and one for **game-play** at the end of the adventure or game session. All points are spent the same, though those recorded for specific skills may only be used on those skills.

Example: A character has Aim main skill at 55, though he desires to increase it to 56, or higher. Because levels 56 – 70 cost 4 points per level, to increase the skill to 56 will cost him 4 skill/experience points he's accrued. Likewise, to go to 57 will cost another 4 points; to 58 will cost another 4 points, and so on. Therefore, moving his character's Aim skill from 55 to 58 would cost him 12 skill/experience points.

Example: The same character also has Smallarm subskill at 27, and wishes to increase that subskill. The first rule is subskills may not be increased above one-half of the main/parent skill. When the player increased his character's Aim skill to 58, it opened Smallarm subskill to be increased to 29. To increase the skill from 27 to 28 costs 2 skill/experience points, and to 29 costs another 2.

COMBAT

The Combat Sequence (Combat Rounds are 2 – 6 seconds each)

1) **Intiative**: Roll the Base Speed for your character, minus the Speed Penalty of the Weapon and the Armor your character is currently wearing plus 1d10. The **TASP** block has been included on the back of your character sheet for ease of reference. The higher Initiative goes first, though Martial Artists may chance this.

2) **Attacks/Actions**: The currently acting character will declare their action (Firing a Weapon, Punching, Kicking, Hacking, Throwing...), who their target will be ("that guy, over there, with the raincoat"), and where they will hit, if it is a combat action, by placing the aiming template over the proper, or at least close, target silhouette template. The template may be placed over any body location on the target template, and rotated direction the player desires, though up is still up according to the GM.

3) **Hitting/Succeeding**: If the action is Hand-to-Hand, the target is allowed to roll defense before the attacker may roll an attack; if they succeed, the attacker does not roll to hit. Otherwise, the attacker rolls their skill number or less on percentile dice, modified by anything appropriate to modify it with. If they roll successfully, the difference between their target number and the actual dice roll determines where and how well they hit their target. Rolling for firearms works the same way, except the target is not allowed a defense.

4) **Damage**: Damage in Hand-to-Hand is based on your character's Damage Rating Secondary Attribute, and rolled as #d10 + #, where # is equal to that rating, then divide the roll total by 10 to determine base trauma level. Damage from a melee weapon is figured similarly, except the 1/10th roll total is then multiplied by the DF (Damage Factor) of the melee weapon. Finally, damage done with a firearm is based on the DD (Delivered Damage) of the weapon you're using, the location hit, armor modifications and the type of round used in the firearm; normally, this is all calculated by the GM and means your character takes some damage or is dead. Firearms in Millennium's End are, typically, deadly enough to kill a character outright with lead vs. exposed flesh.

The target hit subtracts their AV (Armor Value) from the DD. Normally, firearms do Hydrostatic Shock damage, though it may be converted to Impact damage if ½ the remaining DD is equal to or less than the CN (Conversion Number) of the armor hit.

Once DD is reduced by AV and, perhaps, converted for CN, the next step is to multiply the remaining DD by the Mass Factor of the target and for the hit location to determine the final Trauma Level. If the firearms DD was not converted to Impact damage, read the Hydrostatic Shock line, otherwise read the Impact, or other appropriate damage line. If the target takes an S condition on the Blood Loss chart or 20+ Trauma Levels of damage, they immediately go into shock. If a character takes 25+ Trauma Levels in one shot, they are dead!!!

Projectile Weapons Modifiers

Following are the basic charts from the Millennium's End GameMaster Screen so we can figure out target numbers together; you are welcome to assist me to keep my headaches in check. NOTE THAT ALL BONUSES AND PENALTIES ARE CUMULATIVE.

Aiming Factors

Extended Aiming: +10 to attack roll per turn spent aiming, max. +30(including laser sight bonus)

Laser sight: +20 to attack roll, counts toward aiming bonus; negates hip-firing penalty.

Optical sight: Range is divided by power of sight. One turn must be spent aiming, the next turn to fire a single round.

Hip-firing: -30 to attack roll; negated by laser sight.

Rapid-firing: -20 to attack roll; all shots except the first.

Auto-firing: -30 to attack roll (only -20 w/bipod, -10 w/tripod); all shots except the first.

Aiming Modifiers Table

- +20   Target Silhouetted
- 0   Target *walking* to/away from firer
- -5   Target *running* to/away from firer
- -10   Target *walking* perpendicular to firer
- -20   Target *running* perpendicular to firer
- -25   Target dodging
- -20   Firer *walking* (more than 4m; 13')
- -40   Firer *running* (more than 4m; 13')
- -10   Target in cover/camouflage
- -20   Bad light
- -40   Darkness
- -60   Firer firing blind (or surprised)

Ammunition Types and Effects

Shot: This is Shotgun ammo, 12, 20, 22, or 00 buckshot. You get a +10 to-hit with buckshot. One-half (1/2) of shot damage goes to the center location hit, and one-fourth (1/4) to each adjacent location, meaning someone wearing armor has a much higher chance of converting Hydrostatic Shock to Impact damage. A victim of buckshot protected by armor triples the AV of all locations hit, if AV exists there. Calculate the damage for each location as normal.

Anti-personnel (regular bullets): Flexible armor (should be annotated with an F on your armor diagram) doubles it's CN, while rigid armor (annotated with R) doubles both it's AV and CN vs. normal rounds.

Armor Piercing: AV and CN are both halved against these rounds.

AET (Accelerated Energy Transfer): Standard AV and CN are used against AET rounds.

Healing

The time (in hours) required to recover one Trauma Level (i.e.- 18 down to 17) is the Heal Rate listed on the GM screen minus the PCs Recovery sub attribute (i.e.- The PC has a Recovery of 5 and an 18 Trauma Level which normally requires 84 hours to heal from. In this case because of the Recovery of 5, it is only 79 hours before the PC must start recovering from Trauma Level 17, which will require 73 more hours). If the wound includes a broken bone, the healing time is quadrupled. Lost blood recovers at one game unit per day, with each character having 4 units. As Trauma Levels drop, so do the respective Impairment levels. Stun, blood loss, and shock, are all one-time effects that, once they're treated and stabilized, go away. Dropping a Trauma Level will not cause a character to go back into shock.