

CORE INJECTION

P E R S O N A L A C T I O N



VERSION 000.7

REQUIRES THE USE OF THE SILHOUETTE CORE RULES BY DREAM POD 9

Welcome to CORE Injection: Personal Action -- a fan-produced e-book supplement for the Silhouette CORE game engine, produced by Dream Pod 9. As the title implies, this book deals with chapters 2 and 3 in the SilCore rulebook, with optional and variant rules for all manner of character action.

This book is broken down into 3 sections, analagous to the breakdown of chapters in the SilCore book. The first section deals with Skills and Character attributes, the next with the Action! rules, and the last with special cases and special rules. For the most part, these rules can be used piecemeal at will; that is, one does not depend on the other in order to function correctly. What rules to include also greatly depends on what RDL level being used, and also the tone of the campaign. Gritty games may want to incorporate many of the rules, while more Cinematic games may find few of the rules desirable. Mix and match as desired (but do consider using them all, of course).

An appendix provides some “designer’s notes”, which describes the thrust and particulars behind some of the rules and additional equipment, as well as anything to watch out for.

I hope you enjoy and get good use out of the material in this e-book. Please feel free to stop by my website and/or email me any comments and feedback you may have.

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VERSION NOTES:

Added: Paragon Traits; Combat Traits; Continuing Damage

Fixed/Changed: Hit Location Damage

Back Cover absent.

Special thanks to James Laflamme and those on the SilCore Yahoogroups mailing lists (especially Nick Pilon, Esteban Oceana, Chris Upchurch, Sky and John Buckmaster) for ideas, comments and suggestions.

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ATTRIBUTES AND TRAITS

PARAGON TRAITS

In some genres, characters are expected to be shining examples of their race, able to apply themselves to any task when the need arises. While raising the number of starting Skill Points is one option, a GM may feel more comfortable instead switching the way the resolution is handled.

Under this system, the usual dice rolling method is reversed: a character's attribute determines how many dice they roll, while their skills add their rating to the roll. Even characters with no training may attempt a test on any skill (at their base attribute). High skill levels become far more powerful than the norm, and as such it is advised to change the target numbers as described below.

PARAGON TRAITS	
Attribute	Cost
0	0
1	1
2	3
3	6
4	10
5	15

PARAGON TASKS	
THRESHOLD	TYPE
1-2	Effortless
3-4	Routine
5-6	Easy
7-8	Moderate
9-10	Challenging
11	Difficult
12	Very Difficult
13	Extremely Difficult
14	Near Impossible
15	Divine Intervention

Secondary Attributes remain calculated as normal with the result being number of dice. AD and UD are the exception, remaining the same as per standard SilCore.

COMBAT ATTRIBUTES

Combat is an art that tests the body in extraordinary ways, calling upon all aspects of a person's talents, and skills, in order to survive. For this reason, sometimes a combination of Attributes best represents their governance over certain combat skills.

There are four new Secondary Traits, and two that are changed:

COMBAT TRAITS		
TRAIT	CALCULATION	
Close Combat	CCV	[AGI + FIT] /2
Ranged Combat	RCV	[AGI + PER] /2
Initiative	IN	[PER + WIL] /2
Melee Damage	MD	3+STR+BLD
Mechanized Init	MIN	[PER + CRE] /2

All the above values are rounded down..

- **Close Combat** - used in all Melee and Hand to Hand situations (including attacks, parry, dodges, etc).
- **Ranged Combat** - used in all Ranged situations (again, attacks and defences).
- **Initiative** - used when rolling Combat Sense.
- **Melee Damage** - replaces the separate Unarmed Damage and Armed Damage (see note below).
- **Mechanized Initiative** - for vehicular actions, add to the commander's Tactics roll (see note below) .

Note on MD: as the various skills already helps one to get a good strike (higher MoS and thus damage) there is need to bump the damage up further by including the skill level in the MD trait.

Note on MIN: if only a few pilots are currently engaged and rolling Piloting for initiative, use the IN trait instead.



SKILLS

SKILL RENAME: INFLUENCE

The moniker given to the Interrogation skill in SilCore is somewhat misleading. If one reads the description, and looks at the governing stats, one sees that the possibilities for the skill is much broader than simply extorting information out of someone. With a simple re-wording of two sentences, the skill could instead be described as compelling another to perform an action that you wish them to, be it let you pass, to leave, or even to divulge information. Thus, the skill is renamed to Influence, and interrogation becomes a subset (and a specialization if desired) of the art of persuading others.

In many ways, this skill could also incorporate Seduction (using sex appeal to provoke a desired response or action), however some may feel that Seduction is a specific enough talent to warrant its own skill.

SKILL USE

CLIMBING: THRESHOLDS AND COMPLEXITY REQUIREMENTS

Rock climbing is an application of the Athletics skill. While avid rock climbers will take a Climbing specialization in the athletics skill, most all-around athletics programs (be it military or sheer adventuring) will teach climbing techniques.

CLIMBING THRESHOLDS AND COMPLEXITY

THRESHOLD	SITUATION
2	Req hands, aka scrambling, YDS 3.0-4.0
3	YDS rating: 5.0
4	YDS rating: 5.4
5	YDS rating: 5.7
6	YDS rating: 5.9
7	YDS rating: 5.11
8	YDS rating: 5.13
10	YDS rating: 5.14d
12	YDS rating: 5.16!
-2	Chimney
-1	Stemming
CPX	REQUIRED FOR
1	Top-roping on 'normal' rock, bouldering
2	Top-rope crack, Trad climbing on normal rock, set top-rope
3	Trad Crack, Aid Climbing
4	Ice Climbing

SWIMMING: COMPLEXITY REQUIREMENTS

Swimming to the end of the pool is easy. Swimming into the depths is not, and takes training to know what you are doing, unless you like decompression sickness...

SWIMMING AND COMPLEXITY

CPX	REQUIRED FOR
1	You can swim
2	SCUBA
3	Aqualung/Specialized Breathing Apparatus/Deep-Sea Diving



LANGUAGE: COMPLEXITY APPLICATION

Speaking a language is one thing; speaking a language well (and not drawing attention) is another. A few key cards and a weekend class is not going to cut it...

A character's Skill rating in a language denotes how well one can understand the language and follow grammatical rules, both in print and in speech. But that does not describe the fluency of the character, especially in speech (though one can easily write something that is grammatically correct, but awkward in local-speak); this is represented instead by Complexity. Complexity is also a measure of how well of a grasp a character has on the language as a whole, including understanding satire, subtle tonal qualities, etc.

LANGUAGE AND COMPLEXITY	
CPX	REQUIRED FOR
1	Basic fluency, speaks with accent
2	Fluent, can pass as a native
3	Knows idiomatics and colloquialisms
4	Obscure Dialects and Regionalisms

Additionally, a higher Complexity, by virtue of being more familiar with the language's structure, can allow one to speak closely related languages (without the appropriate language skill). The Complexity requirements are based on those listed in the Fluency table, but are increased depending on how closely related the secondary language is to the primary:

COMPLEXITY AND RELATION	
CPX	LANGUAGE IS...
+1	Closely Related
+2	Partially Related
+3	Loosely Related
N/A	Unrelated

Unrelated languages cannot be spoken without the proper skill.

Characters who wish to speak many languages can purchase a special application of a Skill Specialization for related languages. Each Specialization allows the character to speak a closely related language at the same skill/complexity level as the primary language. For example, a character who possesses a 3/2 language in French could purchase this special type of Specialization in Italian; this would effectively give the character a 3/2 skill in French and a 3/2 skill in Italian.

All characters receive a skill of 2/2 in their native language without any cost in points.

LANGUAGE RELATIONSHIPS	
<ul style="list-style-type: none"> • Italic (Latin) <ul style="list-style-type: none"> ○ Romance <ul style="list-style-type: none"> ▪ Catalan ▪ French ▪ Italian ▪ Occitan (Provençal) ▪ Portuguese ▪ Romanian ▪ Spanish • Germanic <ul style="list-style-type: none"> ○ North Germanic <ul style="list-style-type: none"> ▪ Danish ▪ Faroese ▪ Icelandic ▪ Norwegian ▪ Swedish ○ West Germanic <ul style="list-style-type: none"> ▪ Afrikaans ▪ Dutch ▪ English ▪ Flemish ▪ Frisian ▪ German ▪ Yiddish • Slavic <ul style="list-style-type: none"> ○ Western <ul style="list-style-type: none"> ▪ Czech ▪ Polish ▪ Slovak ▪ Sorbian ○ Eastern <ul style="list-style-type: none"> ▪ Belarusian ▪ Russian ▪ Ukrainian ○ Southern <ul style="list-style-type: none"> ▪ Bulgarian ▪ Croatian ▪ Macedonian ▪ Serbian ▪ Slovenian • Baltic <ul style="list-style-type: none"> ○ Latvian ○ Lithuanian • Uralic <ul style="list-style-type: none"> ○ Estonian ○ Finnish • Celtic <ul style="list-style-type: none"> ○ Brythonic <ul style="list-style-type: none"> ▪ Breton ▪ Welsh ○ Goidelic <ul style="list-style-type: none"> ▪ Irish Gaelic ▪ Scots Gaelic 	<ul style="list-style-type: none"> • Hellenic (Greek) • Basque • Albanian • Armenian • Indo-Iranian <ul style="list-style-type: none"> ○ Indo-Aryan (Indic) <ul style="list-style-type: none"> ▪ Bengali ▪ Gujarati ▪ Hindi-Urdu ▪ Marathi ▪ Punjabi ▪ Romani ▪ Sanskrit ▪ Singhalese ○ Iranian <ul style="list-style-type: none"> ▪ Balochi ▪ Farsi (Persian) ▪ Kurdish • Pashtu (Afghan) • Altaic <ul style="list-style-type: none"> ○ Turkic <ul style="list-style-type: none"> ▪ Azerbaijani ▪ Turkish ▪ Uzbek ○ Mongolian <ul style="list-style-type: none"> ▪ Mongolian • Sino-Tibetan <ul style="list-style-type: none"> ○ Mandarin ○ Sinitic <ul style="list-style-type: none"> ▪ Cantonese ▪ Fukieneese ▪ Hakka ▪ Wu ○ Tai <ul style="list-style-type: none"> ▪ Lao ▪ Thai ○ Tibeto-Burman <ul style="list-style-type: none"> ▪ Burmese ▪ Tibetan • Austronesian <ul style="list-style-type: none"> ○ Indonesian ○ Malay • Austro-Asiatic <ul style="list-style-type: none"> ○ Vietnamese ○ Cambodian • Japanese • Korean • Swahili • Native Languages • Ancient Mayan



MOVEMENT

MOVEMENT ACTIONS

Movement is not always an easy thing. While most people can master the art of walking, moving at a hastened pace requires poise and concentration, and can turn even the nicest of obstacles into an exercise of athletics. Running full-tilt takes extra attentiveness, rendering all other actions more difficult than the movement alone might imply.

Movement does not require any actions -- the penalty for performing a 'move action' and a standard action is already accounted for in the Movement Modifiers. However, when moving quickly, taking one's eyes off the ball to do something else can be hazardous to one's running health.

Normally, when Running, a character may perform any action without additional consequences (above the action penalties). However, if the running is on a particularly difficult terrain, the character must pass an Athletics test against a Threshold of 3 to avoid a movement mishap, such as tripping or colliding with an object. The types of terrain that may trigger this requirement can vary, but generally falls into a category that on its own may not require an athletics roll to cross, but is tricky enough that without full concentration, mishaps can occur. Examples include gravel covered rough terrain, tight and twisty passages (or between stacks of crates, down spaceship corridors, etc), running in a forest, etc.

Similarly, when sprinting, a character must exercise even more caution. All types of tricky terrain require an Athletics test regardless of other actions, as do sharp turns. Terrain and turns up to 30~ have a Threshold of 4; turns of up to 45~ test versus a 6, and add two for each further 45~ of turn desired. If a character takes any action, even on a perfect running surface, they must perform an Athletics test versus a Threshold of 4 or trip themselves up. Added together for poor terrain, the Threshold increases to 6. Turning, poor terrain, and performing another action(s) is just plain messy.

In cases where the terrain was poor enough to require an Athletics use even without moving quickly (an icy surface, for example), the character must spend a Standard Action and make the Athletics test at the Threshold appropriate for the terrain and their speed, just to be able to move successfully along the terrain. Taking additional actions on tricky terrain requires further Athletics tests (one per action taken) at the appropriate terrain/speed difficulty.

Failure during any Action-induced Athletics tests indicates a movement mishap for the character. Additionally, subtract the MoF from the character's skill roll for the Action being performed. A fumble can be very bad news.

Certain types of movement, notably Climbing and Swimming, require constant Athletics tests in order to perform. These types of movement follow the same rules as above for poor terrain: an Athletics test is always necessary each turn, and any Action taken requires an Athletics test to perform successfully, subtracting the MoF should the test fail. Obviously, movement mishaps in these situations can be rather nasty.

In all cases of Action-induced Athletics tests, these skill rolls do not require actions to perform, and do not add to a character's multi-action penalty (if any) for the turn.



CHASES

Under the standard SilCore rules, chases and their resolution are thrown out of kilter.

Consider the example of a character with a move of 25m (no fit, no athletics) being chased by a character with a movement of 40 (1 fit, 2 athletics). By pure movement rates, we would expect if they start 50m away that the 40 move character will reach the 25 move character in 3.3 rounds (50/15). However, under the standard SilCore rules, chases are thrown a bit out of kilter. The opposed Athletics rolls are modified by the character's base movement rates, along with terrain modifiers (which, presumably, would often be the same for both characters). Using the above example, the average for Character A would be $2.5+25=27.53$, while for Character B the average is $5.5+40=45.5$; an average difference of 18, which is not only worse than a flat-out run, but definitively gives no chance for the slower individual to get away.

Instead of the above, continue to run chases with an opposed Athletics check, adding in modifiers but do NOT add in the character's movement rate; otherwise Athletics is being used twice, once in the formulation of the movement rate and once during the opposed roll, in effect giving a double bonus to the higher Athletics character. Not to mention the high value of the speed attribute downgrades the value of the MoS from the opposed test.

For each MoS to the winner of the opposed Athletics check, they may increase/decrease the distance between them and their opponent by 5m.

Using the above example, the average result for Character A is 2.53, with Character B achieving a 5.5. The difference is approximately 3, neatly making the difference 15m per turn once again (though this is not meant to suggest in any way that other examples will fall so neatly into place, however they will be within a range that nonetheless is reasonable).

DICE ROLLING

ALTERNATE DICE ROLLING METHOD

Roll as per normal method, but multiples of the SAME number add +1 to THAT number.

So if you roll a 6, 2, 2, 2, then your best score is still 6, (vs $2+1+1$ or 4). But if you roll 6, 5, 5, 5, your best score is 7 ($5+1+1$ vs 6). Rolling a 5, 5, 5, 5 would result in a score of 8.



ACTION RESOLUTION

SKILLS, COMPLEXITY, AND RESOLUTION

Skill is measured by expertise in the field, and breadth of knowledge in the field. Some people will find themselves an expert in a narrow range, while others are mildly familiar across a wide gamut. How these two distinctions interact with each other depends on the task at hand.

As stated in SilCore, certain tasks may have a complexity level associated with them. This complexity rating can represent various things, depending on the task, be it esoteric knowledge, advanced theory, advanced understanding and training to handle a type of vehicle, adapting to an unfamiliar set of controls, etc. Characters who do not possess a skill CPX rating that matches the complexity rating of the task suffer a -1 penalty to their rolls for each point of CPX below the required rating. In the opposite case where a character's CPX rating is above the base complexity of the task, the character receives a +1 bonus to their roll. This is the maximum bonus; extra knowledge can only make tasks so much easier.

A character attempting a task for which they do not have enough CPX, but who possess an appropriate Specialization, may 'trade in' their specialization bonus of one die for a +1 to their effective complexity in that skill, as to roll with no bonuses or penalties.

Additionally, Skill Specializations model an increase of character skill in a narrow range. Thus, Specializations grant the character an extra die; effectively acting as though their skill level was one level higher than normal. (This replaces the regular +1 bonus in SilCore for skill Specializations)

MULTIPLE ACTIONS

Skill. It's what separates the veterans from the rookies and the grizzled old hand from the novice hotshot. Those with skill are better able to perform under unusual situations, to better adapt when the pressure is on. For them, the motions are second nature. The skill is there to line up the perfect shot from miles away -- or to blaze away while retreating and holding onto a ladder and still have a chance to hit anything at all.

When taking multiple actions in a turn, a character is penalized by one die off all skill/attribute rolls made during that turn (this is instead of the standard -1 modifier applied in SilCore). Additional actions can reduce a skill's effective (penalized) level into the untrained range (0 dice). If a skill would be reduced to below the untrained range, the action automatically fails. Emergency dice can be used as normal in all cases, and can be used to buy the skill back up to the untrained level or above.

Essentially, a character acting quicker or more often in a turn is for practical purposes reducing their skill level by acting quicker; they are unable to perform their skills to their fullest potential. This, of course, will impact less-skilled individuals more so than those who have experience and a higher skill level. This is akin to the 'Acting Fast' skill application, found in section 6.4.2

As an example, a skill level 4 character firing a pistol 3 times would roll 2 dice each time they fired (four minus two extra actions equals two dice). Similarly, the same character could reload, fire twice, while manipulating the lock on a trap door, which would incur a 2 die penalty (simple action, three standard actions) to all skill rolls that turn.



RANGED ATTACKS

MULTIPLE ACTIONS AND RANGED ATTACKS

Most modern ranged weapons are capable of recycling quickly for multiple attacks, allowing a character to fire more often but at a chance that their attacks will not land at all. Each attack by a character in a round with a 'gun' is a standard action, and multiple action penalties apply normally. The defender must make a separate defence for all attacks. If a weapon makes multiple ROF attacks in a round, it may not exceed its total ROF per round with the multiple attacks.

Muscle-powered weapons, such as bows or throwing knives, are also capable of being fired rapidly, albeit not quite as easily. Due to the movement required to ready the next shot (nock the arrow, draw the dagger), each additional ranged attack with these weapons suffer a -2 penalty to each action (as opposed to the standard -1 Action Penalty). The defender continues to make a separate defence for all attacks.

Certain weapons, such as crossbows or bolt-action rifles, must be reloaded between each shot:

- Easily reloadable weapons (light crossbows, simple bolt-action rifles, break open shotguns) are a simple task to reload if only one other action is performed in the round. If the user wishes to rush-reload to fire more rapidly, it then becomes a Standard Action and requires an Agility roll with a threshold of 3 to perform without fumbling the reload.
- More involved reloading weapons (heavier crossbows, must disassemble part of the gun to reload) require a Simple and a Standard action to reload if done normally over two rounds (ie, one could fire, begin reloading in round 1, finish reloading in round 2, then fire anew in round 3). Speed-loading in one round with no other actions requires a Standard action with an Agility roll threshold 4. Speed-loading in one round with another action requires a Standard action and an Agility roll against 6.

CALLED SHOTS

Sometimes just hitting the target is not what is called for. Sometimes it is imperative to drop the target in one shot. Other times their protection is impenetrable and one must shoot where they are not covered. Other times still the idea may be to disable rather than harm. Whatever the necessity, called shots add flexibility in tactical situations.

To call a shot against a specific small target or body shot requires a simple action, and imposes a -1 penalty to the shooter's defence rolls for the round. Taking multiple called shots during the turn still requires only a single simple action, but each additional aimed shot adds another -1 modifier to defence rolls for the turn (the character is moving less as they line up their shots).

The penalties for firing a called shot are based on the size of the target being attacked. The penalty is applied by removing dice from the Skill test made to hit the target, as per standard SilCore rules. The remaining dice are rolled as normal; however, roll an extra die (a different colour will make for easier identification) as well:

If the 'regular' dice indicate a hit (beat the target's defence), then the called shot was a success, and the intended target location was hit.

If the 'extra' die brings the result to a level to indicate a hit, then the target is struck as per a normal shot (ie, not a specific location).

If the results of all dice do not indicate a hit, then the shot is indeed a miss.



COVER

A target is under cover if a solid object is hiding a portion of their body. This has the effect of reducing the target size considerably.

Firing at a character under cover follows rules similar to Called Shots, detailed above.

If a character does not take a called shot against the visible portions of the target, as per the rules above, then their penalty for hitting is one die worse than normal (ie, if only the target's head was visible, it would be at -4 dice to hit).

If a character does take a called shot, then the normal penalties (to their chance to hit and their defence) applies.

Unlike a regular Called Shot, if the target is hit only with the 'extra' die, this indicates the shot hit the cover. Depending on the type of cover, the shot may blow through, and so can be checked for such.

CONCEALMENT

Concealment, unlike cover, does not present any physical protection to a target, but instead corresponds to obscurement that makes the target harder to pick out or see. Concealment is generally useful only in situations where most of the body is concealed, such as smoke, hiding completely behind foliage (that still allows some view through, else it would be a blind shot), shoji screens, etc. In these cases, the defender is granted a bonus to their defence rolls.

AIMING AND SCOPES

SilCore Section 3.4.2 provides the rules for aiming. In order to aim a character must remain still -- they become a stationary object and as such their defence is automatically considered a 1.

Scopes are available to help make long-ranged shots possible. A character must aim, as above, in order to use a scope. Acquiring a target through a scope is not always a simple task; in the middle of combat, a GM may ask a character to spend a turn to find the target in the scope with a successful Small Arms test, using the PER attribute. Once acquired, the character may benefit from the scope's bonus along with any aiming bonuses.

Every scope has a 'power' rating, listed in terms of x. The range to the target is divided by the power of the scope to get the 'effective' range used to determine the range penalty for the shot. A target 150m away on a weapon with a 3x scope would effectively be only 50m away for the range penalty. However, scopes have a minimum (real) range before they become effective. Multiply the power of the scope by 10 to determine the minimum range, in metres.

While focussing through a scope, a character suffers a 2 die penalty to notice anything happening around them.



AUTOMATIC FIRE

RoF FIRE

Fast-repeating (automatic) weaponry has been a staple on the battlefield for a very long time. The advantages are obvious: the more harm you can throw at your opponent, and the faster, the better.

Fully-automatic weapons (weapons with RoF > 0) can use their RoF ratings in many ways for different effect.

BURST FIRE

With a Burst, a character aims to control the automatic fire of the weapon and put as many rounds as possible into the opponent. A Burst attack receives no special modifiers to the standard Opposed Test, however, on a successful attack, each point of RoF used gives an 'extra' attack (using the results of the one Opposed Roll), at a cumulative -1 as each point of RoF is accounted for. Armour Value reduction occurs only after all 'attacks' have been accounted for. A Burst expends 5 shots per point of RoF used.

For example, an RoF3 Burst attack is made against a defendant. The opposed roll (including all modifiers) results in an excellent MoS of 4 for the attacker. The defender is thus hit with four rounds (four attacks): an MoS 4 hit, an MoS 3 hit, an MoS 2 hit and an MoS 1 hit. Assuming a DM of x20, this would be a x80 hit, a x60 hit, a x40 hit and a x20 hit. Ouch.

SPRAYFIRE

Sprayfire attacks have as a goal using the high rate of fire to gain a better chance to hit the target. By trading a higher volume of fire (and ammunition usage), a character may use the weapon's RoF bonus to negate penalties from the attack, on a one-for-one basis. Any penalty can be removed, including target circumstances (movement, obscurement and concealment), attacker circumstances (poor Acc, movement, damage) as well range penalties. This has the net effect of increasing the chance for a character to hit their opponent, but not necessarily increase the chance to hit better/with more rounds (which is the purveyance of a narrow burst). A Wide Burst uses 10 shots per point of RoF used.

Again, an RoF3 weapon is being used, but this time as a wide burst against a target running in the distance, on a lightly foggy day. One RoF point is used to negate the penalty from the fog, the other two to remove the penalty due to the target's movement. The roll is made, and the attack hits – though using up all remaining ammunition.

SATURATION FIRE

Saturation Fire is meant to spend as much ammunition as possible not only to guarantee a hit, but to affect a large area (and possible targets). Also known as Suppressive Fire, it is also an effective tactic to hamper enemy movement (lest they want to get hit) and deny them free access to part of the terrain, albeit at a high cost in ammunition.

When performing Saturation Fire, choose a mapboard hex to target. Everyone in the hex or who enters the hex later suffers the effects of the attack. The attacker rolls a number of attacks (applying all modifiers as normal) equal to the RoF used. Targets affected by the Saturation fire make a single defence roll, and compares it to each of the attack rolls, suffering damage accordingly (as though each attack roll was an individual weapon). Defenders do not suffer any Multiple Attacker Penalties when defending against the multiple rolls from Saturation Fire, and Armour Rating is reduced only after all attacks from the Saturation Fire have been taken into account. Saturation Fire uses 20 shots per point of RoF used.

After a quick reload, our RoF3 weapon is ready for action once more. To hold the enemy at bay while the platoon redeploys, it is used to Suppress an alleyway where the enemy is advancing. The whole of the RoF3 is put into the suppression fire, giving 3 dice rolls: 2 4 and 7 are the results. Two enemy goons attempt to enter the hex, and make defence rolls: the first rolls a 6 and suffers but a single MoS 1 attack, the second a rolls a 3 and therefore suffers an MoS 1 and 4 attack. Not bad for a day's work.

As an option, a character can use Saturation Fire against a single target. While inefficient, it dramatically increases the odds of a hit. When used in this manner, the attacker rolls one attack per point of RoF used, plus one.

COMBINING FIRE

All manner of RoF attacks can be combined in combination. Using an RoF2 weapon would allow a Burst Sprayfire, at RoF 1 each, to be combined into one attack (with appropriate ammunition usage). However, the cumulative RoF of such attacks cannot exceed the weapon's RoF. Additionally, while a character can make multiple attacks in a round, a weapon may not exceed its MoS rating through cumulative MoS attacks. An RoF 3 weapon could therefore fire an RoF0 and an RoF3 attack, but not two RoF 2 attacks.

GMs may wish to apply a further modifier on Burst and Walking Fire attacks where weapons have significant recoil. In these cases, a character's use of RoF is limited to their CPX rating (in the Small Arms skill). While they may use as much RoF as desired (up to the capabilities of the weapon) in a single attack, they will only be able to utilize up to their CPX rating effectively. Any RoF used beyond their CPX rating is lost, due to loss of control of the weapon. GMs may further modify this based on the type of weapon and its controllability.



SPECIAL WEAPONS

GRENADES

Grenades have played a part in warfare for hundreds of years. They were originally developed around 1000 CE by the Chinese, just one application of their revolutionary gunpowder technology. On the battlefield, with their large areas of effect, from which there is little escape, grenades remain a devastatingly effective weapon.

Bursting weapons such as grenades are handled as per the Area Effect Perk from the VCS. Even if a grenade is successfully defended against (ie, Defence reduces the MoS to 0 or less) it may still damage the target, inflicting a minimum of a DM attack against all targets in the Area of Effect.

There are only two possibilities for avoiding this minimum attack. If the target was already behind a solid obstacle, then the reduction of the MoS to 0 negates the attack (ducked and covered at the right moment). It is also possible to dive behind an obstacle if one is nearby (within 5m or so); this requires an Athletics roll modified due to the nature of the obstacle, terrain, distance and awareness of the character to the grenade. The lowest of the character's Athletics or Defence roll is taken as their Defence against the grenade: if the MoS is reduced to 0 the damage is negated.

In either case, the GM may still test the obstacle against the grenade's damage, if so inclined.

SHOTGUNS

Shotguns, as a type, are rather unique weapons. Capable of firing an impressive array of ammunition types, their versatility is only offset by their rather short ranges. The in-game handling of shotguns depends on the type of ammunition fired; this also results in different Range and Damage Multiplier statistics.

Slug rounds are, essentially, huge flat-headed bullets. Packing huge amounts of energy, they hit with amazing force, but find their penetration somewhat blunted by their large size and their usual construction of soft lead. Slugs are the easiest shotgun rounds to use in-game, and are handled the same as any other bullet-type weapon. Armour is more effective against most slugs; double the value of armour before applying damage (the opposite of the AP perk). Note that some specialty slugs do exist that only increase armour value by 50%, or special sabot rounds that have normal or even better effect on armour (with corresponding changes in damage).

Buckshot and shot rounds pack multiple spherical 'shot' into a single cartridge, which when fired fills a conical pattern. Buckshot rounds pack around eight to a dozen larger balls, shot use smaller bb-sized spheres numbering in the hundreds.

When firing buckshot, the shotgun has the multiple effects of Wide Angle (width per range band listed below), and an RoF (also listed below) that is treated as a Burst -- it is possible to be hit by multiple buckshot sub-rounds. Account for each buckshot pellet hitting, starting with the closest opponent and working back up to the maximum range and up to the total number of buckshot in the round (assume 12 for a generic round). The exception is at point blank range -- at this distance, the shot is close enough together to act as a single, large attack.

GENERIC 12GA BUCKSHOT				
	RANGE	PATTERN WIDTH	ROF	DM
Point Blank	1m	N/A	'Solid'	20x
Short	8m	20cm	4	13x/per
Medium	17m	45cm	3	13x/per
Long	35m	100cm	2	13x/per
Extreme	70m	250cm	1	13x/per

A shotgun firing a shot shell has a wide area of effect that is effectively filled with small shot. Characters caught within that area are affected in much the same way as a grenade attack, with the Area Effect rules representing the number of shot that fills the cone of effect (see Grenades). Shot shells also have Attenuating Damage to represent the dispersal of the round and the lightweight nature of the individual projectiles.

GENERIC 12GA SHOT				
	RANGE	PATTERN WIDTH	ATT	DM
Point Blank	1m	N/A	'Solid'	20x
Short	6m	20cm	Area	15x
Medium	12m	45cm	Area	12x
Long	25m	100cm	Area	9x
Extreme	50m	250cm	Area	6x

Plenty of other rounds exist, including flechette rounds (which work like shot shells), APFSDS rounds, concussion rounds, Starflash™ muzzle flash muzzle blasts (use the Suppression fire rules for WIL test to act), door-bursting rounds (that have no penetration so they do not harm hostages inside the room), etc.



HIT LOCATIONS

HIT LOCATIONS

In SilCore, there are no hit locations. However, if random hit locations are desired (for flavour text, for specific injury decisions, or as a variant way to run SilCore combat), the standard 2 die mechanic provides for an easy way to create a hit location chart.

HIT LOCATION CHART		
ROLL	%	LOCATION
1	2.8%	Hands
2	8.3%	Head
3	13.4%	Legs
4	19.4%	Arms
5	25.0%	Abdomen
6	27.8%	Chest
7	2.8%	Feet

If needed, an additional single-die roll can be used to determine whether the left or right side was hit: odd indicates left side, even even indicates right.

LOCATION DAMAGE

Appropriate mostly for gritty campaigns, hit locations can further be used to modify the damage done to a character's System Shock track. This is done by modifying the wound thresholds for each body location, as follows:

DAMAGE MODIFICATION BY LOCATION	
LOCATION	MODIFY BY...
Chest	1x
Abdomen	1x
Head	0.5x
Hands	2x
Arms	1.75x
Feet	2x
Legs	1.5x

Apply the multiplier to the character's STA, using the modified STA to determine the wound thresholds. Remember: do not modify the Armour Rating on these locations, only the base Wound Thresholds are modified (and add armour value to those modified values).

LOCATION IMPAIRMENT

The use of Location Damage brings with it a particular problem: as damage to limbs (especially the hands or feet) has a higher wounding threshold than the norm, it is possible for a character to be hit solidly, yet not suffer any penalty performing any task with that limb. To account for this eventuality, whenever damage is done to a limb is equal to the character's STA (the base STA, not modified for location as per Hit Locations), that body location is said to be Impaired.

Impaired limbs incur a -1 penalty on all actions performed with that limb. Leg hits half the character's movement rate, in addition to all other effects. Any heavy exertion on the limb requires a HEA test against a Threshold of 4; if the test is failed, the character suffers a point to their system shock track and the limb becomes Disabled (below).

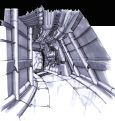
If a limb suffers an Impaired result twice, the limb is said to be Disabled. Using the limb becomes extremely difficult (and painful), imposing a -2 penalty. Disabled legs force the character to crawl, and standing without support is considered exertion. Even light exertion on the limb requires a HEA test against a Threshold of 4; if the test is failed, the character suffers two points to their system shock track.

Note that these penalties are cumulative with all other penalties, including System Shock. Thus, if a character is suffering from an abdomen flesh wound, an impaired hand and an impaired arm, any pistol fire from that hand would suffer a -3 penalty (and if the pistol is of heavy enough calibre, it may force a HEA test from the exertion).

CONTINUING DAMAGE

Characters are heroes. They are meant to go on even when others would have fallen (and fallen messily). Continuing Damage removes the Overkill effect for PCs (and possibly important NPCs). Overkill simply follows the progression with a three hits to the System Shock track.

At (minumum) -3, the characters may not be doing much of anything, but they're still alive... for the time being.



SPACE HAZARDS

Space is a dangerous place. Comforts of the home planet, trifling necessities such as pressure and oxygen, must be brought along for the ride. Unfortunately, the habitable bottles that carry the crew and the comforts are notoriously fragile...

OXYGEN DEPRIVATION

Every two minutes, characters receive a -1 penalty to all mental Attributes (CRE, INF, KNO, PER, PSY, WIL) as their concentration decreases due to lack of oxygen. Characters must also make a Fitness test, adding the mental Attribute penalty, against a threshold of 4 to avoid losing consciousness. This test must be made every 2 minutes as the attribute penalty increases; thus by the 20th minute after oxygen was last introduced characters are testing at a -6. Characters who lose consciousness have a random mental attribute drop by one per turn. If any of them reaches -5, the character dies from oxygen starvation.

VACUUM EXPOSURE

For game purposes, a character can remain conscious for a number of 6-second turns equal to twelve plus his Fitness Attribute. After this period is elapsed, the character receives a -1 penalty to all mental Attributes (CRE, INF, KNO, PER, PSY, WIL) and must pass a Fitness test, adding the mental Attribute penalty, against a threshold of 4 to avoid losing consciousness. Every number of turns equal to the character's FIT attribute, they incur another -1 penalty and must make another Fitness test. Characters who lose consciousness have a random mental attribute drop by one per turn. If any of them reaches -5, the character dies from oxygen starvation.

CLOSE COMBAT IN ZERO G

Combat in micro-gravity situations has often been compared to an intricate dance. With Newton fully at the helm, each strike and counter-strike sends the participants moving towards distant bulkheads where they turn to regain the dance, or quick reactions keep the opponents near each other, tumbling about their centre of gravity as they seek an advantage.

A successful attack normally forces the opponents away from each other; if one of the opponents wishes to keep the other from flying out of reach, they can make a Zero-G skill test, with a threshold equal to the MoS of the successful attack, to successfully stay with their opponent.

APPENDIX A - ACTION MODIFIERS

CIRCUMSTANCE	ACTION	MELEE		RANGED		NOTES
		ATTACKER	DEFENDER	ATTACKER	DEFENDER	
MOVEMENT/STANCE						
Standing	+0	+0	+0	+0	+0	
Sitting/Kneeling	(-1)	-1	-1	+0	+1	a
Prone	(-2)	-2	-3	+0	+2	Either on stomach or on back a
Not Moving	+0	+0	+0	+0	-1	Staying in one place, but not immobile
Walking	-1	-1	+0	-1	+0	1/3 Sprinting Speed b c
Jogging	-2	-2	+0	-2	+1	1/2 Sprinting Speed b c
Running	-3	-3	+1	-3	+2	2/3 Sprinting Speed b c
Sprinting	-5	-5	+2	-5	+3	Sprinting Speed b d
Acrobatics	-3	-3	+4	-4	+4	Flips, tumbles, trapeeze c
Crawling	(-1)	-1	-2	-1	+1	1/5 Sprinting Speed a
Wading	-1	-1	-1	-1	+0	Mid-waist deep in water
Swimming	-2	-2	-2	-3	+1	Feet off surface under water d
Climbing	-4	-4	-2	-2	-2	On a vertical surface (>60° incline) d
Dropping Prone	-2	-2	--	-2	--	Falling to prone position from standing
CIRCUMSTANCE						
Pinned	N/A	N/A	-4	N/A	N/A	Being held by another person or restraints
Offhand	-1	-1	-1	-1	--	Using the non-primary hand i
Firing 2 Weapons	--	--	--	-2	--	One weapon in each hand
Folding Stock not Used	--	--	--	-1d	--	
Snap Shot/Poor Firing Stance	--	--	--	-2d	--	Quick shots, awkward shots, etc
Looking through Mask	(-1)	-1	-1	-1	-1	Gas masks, night vision goggles a
Facing Opponent	--	--	-0	--	-0	In front of opponent
Flanking Opponent	--	--	-1	--	-1	To the side or rear 3/4 of opponent
Behind Opponent	--	--	-2	--	-2	Directly behind opponent
Multiple Opponents	--	--	-1	--	-1	See Rules for additional penalties h
Higher Ground	--	--	-1	--	+0	Stairs, hills, walls, tables
CONDITION						
Stunned/Cower/Off Balance	N/A	N/A	-2	N/A	-2	Dazed, woozy, mid-fall
Surprised	*	*	*	*	*	See Rules for unaware targets h
Mildly Intoxicated	-1	-1	-1	-1	-1	Few drinks i
Moderately Intoxicated	-2	-2	-2	-2	-2	Heavy drinking i
Heavily Intoxicated	-3	-3	-3	-3	-3	Under medication i
LIGHTING/CONDITIONS						
Looking into Light, Overbright	-1d	--	+1d	--	+1d	Sunlight, high-yield lights e
Poor Lighting, Night Full Moon	-1d	--	+1d	--	+1d	Dim lighting e
Very Poor Lighting, Half Moon	-2d	--	+2d	--	+2d	Candle light e
Barely Lit, No Moon	-3d	--	+3d	--	+3d	Single Candle, Starlight, Indirect light e
Completely Dark	-4d	--	+4d	--	+4d	No illumination at all e
Target Silhouetted	*	--	--	--	-2d	Target highlighted by backlighting e
Light Obscurement	-1d	--	+1d	--	+1d	Minor Duststorm, 20' e
Moderate Obscurement	-2d	--	+2d	--	+2d	Light Fog, 20' e
Heavy Obscurement	-3d	--	+3d	--	+3d	Heavy Fog, 20' e
Total Obscurement	-4d	--	+4d	--	+4d	Black Smoke, 5' e
COVER/CONCEALMENT						
Partially Concealed	--	--	+1d	--	+1d	Light Plants g
Mostly Concealed	--	--	+2d	--	+2d	Shoji Screen g
All But Concealed	--	--	+3d	--	+3d	Jungle g
Fully Concealed	--	--	+4d	--	+4d	Heavily Frosted Glass g
Partially under Cover	--	-2d	--	-2d	--	Standing behind armoured Car g
Mostly Under Cover	--	-3d	--	-3d	--	Behind Another Person g
All But Under Cover	--	-4d	--	-4d	--	Hiding behind boulder, peeking over g
Fully Under Cover	--	N/A	--	N/A	--	Fully behind solid wall g
RANGE						
Point Blank	--	--	--	1	--	Up to CPX metres away
Short Range	--	--	--	0	--	BR
Medium Range	--	--	--	-1	--	BRx2
Long Range	--	--	--	-2	--	BRx4
Extreme Range	--	--	--	-3	--	BRx8
AIMING						
Aim at torso size	*	-1d	-1	-1d	-1	h k
Aim at limb size	*	-2d	-1	-2d	-1	h k
Aim at head size	*	-3d	-1	-3d	-1	h k
Aim at finger size	*	-4d	-1	-4d	-1	h k
Braced	*	--	-2	+1d	-2	k
Using Bipod	*	--	-2	+2d	-2	Already includes Braced bonus k
Scope	*	--	*	*	*	Reduces ranged modifiers f k
No Sights	*	--	--	-2d	--	Jerry-rigged gun of sorts, damage k

NOTES:

a - The Action penalty applies only in circumstances the GM decides it has relevance. For example, fixing a car while prone (underneath the car) wouldn't necessarily suffer a negative penalty.

b - Modifier for Close Combat Defender represents a case where defender is moving past the attacker. In cases where both attacker and defender are moving together (a running battle), apply equal modifiers. Additionally, a character may attack at the end of movement (a charge) without penalty.

c - A character may require an Athletics roll for performing actions while performing this movement; see Movement rules.

d - Characters must make an appropriate skill roll before they can attack or perform an action. Failure indicates a possible movement mishap.

e - If both characters are in close combat, ignore all penalties for lighting and obscurement, for they are affected equally. Remember that the defender may only defend if aware of the attack -- in cases of obscurement, a surprise attack is much more likely.

f - A scope reduces range modifiers. Divide the actual range by the times rating (x-rating) of the scope to get the effective range to apply to the shot. Characters using a scope are considered immobile (Defence base of 1, no roll)

g - If both characters are engaged in a toe-to-toe close combat, these modifiers generally do not apply. These modifiers would apply in close combat if one character were attacking the other through a rice-paper wall, or if both characters are facing each other around a bush, or something similar.

h - See the Silhouette Core rulebook for further information.

i - These modifiers can be replaced by specific modifiers based on the type of toxin or illness; see the Silhouette Core rulebook for further information.

j - Offhand modifier could apply for defender if forced to defend a close attack with their off-hand.

k - Character's aiming or similar are subject to defender penalties due to their lack of mobility and concentration on a target.

Paragon Traits

Taken from a similar system elsewhere, this option makes each character instantly broad-based capable, and also somewhat creates an archtype system (the smart dude, the physical dude). Useful probably only in limited circumstances (like galaxy-wide starship exploration!).

Combat Attributes

As the introduction states, combat involves many different aspects -- this is an attempt to model that through new attributes that averages the stats that could have an influence.

Climbing and Complexity

Yes, I am a climber, how can you tell? -grin-

Language and Complexity

The rules for CPX and language in SilCore didn't sit with me well. While I can understand (or guess at) the reasoning -- that it would take a lot of skills to get many languages -- and while I know CPX can represent many different things under different circumstances, I would rather see CPX not be turned into a simple number-counter, especially when it can represent so much more. These rules presented here allow CPX to act as CPX does in other cases, and also has the added bonus of indicating how well you use the language. A military intelligence officer may know a language very well (high skill), but when they go to use it, they sound awful in accent and in language 'poetics' (sounds very stiff). Alternately, a crash-course for espionage may teach a few major important phrases (lower skill), but imitate the language perfectly (high complexity).

The unusual use of Specializations in this case helps high cost of learning a lot of languages.

Movement Actions

Originally, I had thought of making Movement actually *cost* actions, but in the end decided to just to unify the modifiers. I also changed Sprinting from N/A to a very hefty penalty, since in an effects-based system, I prefer 'snowball chance in hell' rather than just saying no. Though with the Athletics or stumble problem, the situation is especially dire.

Still on the subject of Athletics or Mishap, these rules may be a bit overly harsh (feedback welcome!) but it is an attempt to temper wonton action while running over ice kind of thing. Unless the character is sprinting, or climbing/swimming, it is unlikely they will often need to make these kind of rolls.

Chases

Most of the explanation behind these rules are included in the rules section itself: mainly that the chases in the book relegate the athletics roll to a pittance given the inclusion of movement rates.

Alternate Die Rolling Method

Many have come up with this idea, and the reasoning behind it is simple: if you roll a 5 5 5 5, you get... a 5, despite the very very slim statistical chance to roll a multiple of such number. Rather than, if not penalize, fail to reward such a rare roll, allowing these dice to also add together seems quite fair. It will push average dice results higher, be warned, so failures will occur less often. But that's why they're heroes. (It is also not as strong as allowing extra 5 and 6s to add one, as occurs in the Cinematic genre)

Skills, Complexity, and Resolution

The final form of this came from my own thoughts and a discussion on the SilCore mailing list. Essentially, it allows CPX a role in resolution, without it becoming a runaway 'uber-factor'. As most tasks are CPX 1, allowing CPX to always add its rating over the CPX rating of the task makes it the king of modifiers; capping it at +1 does not. Additionally, if we begin to get examples of CPX and how it relates, especially in grittier RDLs where if you do not have the requisite CPX you just *can't* do an action, the integration of Specialization allows a character who is, after all, specialized in a skill to not be stranded.

The switching of Specializations from a straight +1 to +1 die is again to limit the 'uber-ness' of a straight modifier. Not to mention it seems logical: you're focussing on one part of the skill at the 'expense' of others. It's an increase of skill in a narrow area, thus you gain what you get when you have higher skill: an extra die.

Multiple Actions

Ah. Perhaps one of my favourite tweaks, because it models (at least in my mind) perfectly the difference between a wet-behind-the-ears novice and the grizzled veteran. When you do actions quickly, you are reducing your skill by taking less time -- those with more skill, however, are going to be affected less by it. The veteran can take one amazing shot, or a bunch of pretty good ones, while the novice is going to have to pretty much concentrate very hard to take just one good one. Taking another example, while piloting, the experienced pilot can take his eyes off the ball, flying more or less by 'feel' while he fiddles with the radar while in a storm -- that's experience. You're splitting attention, reducing skill, but much less harsh or certain bad than just the straight -1. Also fits in nicely with no artificial 'you've reached X skill, now you can do Y attacks per turn!'

At the same time, there is something that 'feels right' (I'm not really sure how to otherwise describe this) about removing dice. SilCORE isn't a dice-pool or similar system, but at one-die-per-skill-level, removing a die not only fits well with the 'reducing effective skill level due to rushing' effect above, but from a concept/physical-gaming-aspect, it is a bit easier to grasp than a simple -1, and there's a noticeable physical realm to the penalty. (Strange sentence, but hopefully it gets the idea across)

Called Shots, Cover, and Concealment

SilCore gave us the excellent rules for aiming a shot at a particular target on a person. Only thing they forgot is that there's still the *rest* of the body there too -- missing the head you may shoot low, and still hit the chest. Of course, since you're aiming high, you'll probably miss somewhere where there is no body at all, hence the inclusion of only one 'bonus' die (instead of all the removed dice). This nicely models the 'miss but still hit' aspect of a called shot, while not requiring any gymnastics to do it. The defence penalty is simply a reflection that you have to hold yourself more steady to make the called shot, and to prevent characters from always taking a called shot.

From there, it is a very small step to use a similar mechanic for cover; after all, you basically have to aim for what's visible (if you know that the obstacle won't stop a bullet, then its concealment, below). To prevent being in cover automatically penalize the attacker's defence rolls, I added the 'up aiming modifier by one die' clause. Thus, you can aim, and get normal penalties, or just blaze away, and have worse chance of hitting, but not be easier to hit in return.

Concealment, on the other hand, adds to the defender's roll, as their body position is more nebulous to the attacker. If the defender isn't good at defence, though, it may be easy for the attacker to 'figure out' where the body part may be, even if hidden from view. (Plus, it prevents a rather similar modifier being put on the attacker as is for Cover)

Burst Fire

The rules for Burst attacks in SilCore in character action is, to say the least, insane. Adding to the RoF to the MoS pretty much guarantees an instant-death result, which is no fun for the characters when they're on the receiving end (and frustrates the GM on the NPC end). It also does not very accurately reflect reality when dealing with characters in armour. Esteban Oceana on the SilCore mailing list suggested the new rules for burst fire. While we both looked at the idea of how to use a MoS = number of rounds hit (used in many games), I was unable to reconcile how much MoS worth of damage each round hitting should do (as MoS and damage are linked, unlike most games), while he found the obvious, perfect solution sitting in front of him. Originally intended for mechanized combat, it was effectively ported to character action as well.

Looking at Sprayfire, you're probably thinking to yourself, "Self, this looks a lot like saturation fire, only limited to one target, and only to remove penalties." And your self would be quite right. A any +1 modifiers to hit in SilCore is pretty nasty, as it always pushes the MoS that much closer to getting an Overkill/Death result. While I can understand the rational behind lots of shots equals a plus one (which boils down to that you are using a lot of shots, which means you are more likely to get a good hit, and you are ignoring all the rest of the hits you may have gotten), there was still something that didn't sit right with me. By limiting the accuracy increase to only negate penalties may be mostly semantics, but it in some ways keeps the idea of more damage = Burst Fire, change RoF into ACC as Sprayfire. YMMV, of course.

But then we get to Saturation fire, now very changed. Whyso? I may have found RoF = Better Damage Possibility somewhat passible, but that AND affecting an area seemed too much, even with 20 shots expended (that's still only 4 shots per metre). So, changing it to allow a single, regular attack for RoF1, then another attack for each RoF above that does three things: Affects an area at a reasonable level, provides scaling with RoF and, most importantly, does not automatically increase the severity of the hit (as would happen with +1s).

If you use Saturation fire against a single target, you have a much better chance to hit them, but again, not necessarily always better with +s.

Grenades and Shotguns

Certainly the latter can get a bit convoluted with the number of options available, but all are an extrapolation of existing (or newly existing, with the Narrow Burst rules above) SilCore rules. Plus they model the weapon types very well.

Space Hazards

These are very similar (almost verbatim) rules from the SilCore book, only modified to remove any 'automatically's from the rules. Effects based: absolutes should be removed when possible.

Hit Locations

Adding Hit Locations into SilCore is probably not a really good idea. However, there are those who like hit locations, and it can be helpful for a GM sometimes for creating flavour text (or for inflicting horrible wounds on the players...). Fortunetaly, the dice properties of the standard SilCore dice rolling system allows for a hit allocation that, while not researched, seems pretty reasonable based on a) body mass distribution and b) where someone would likely aim.

Action Modifiers Table

Most everything should be self explanatory in here. I broke down the table to separate out non-combat as well as ranged and close combat modifiers. The modifier table has been quite expanded from the one in the SilCore rules. Certain of the modifier changes have been discussed above and in other rule sections. Modifiers where I felt could be overcome by skill in the end are represented by die modifiers, rather than straight value modifiers. (Of course, feedback is always welcome if you think I've misrepresented some modifiers)

The notes column should explain anything out of the ordinary. One notable to point out: close combat modifiers cancelling each other out (for one, you're really close, for the other, you're both penalized equally, so rather than always having to factor in the modifiers, just ignore the modifiers that affect both the same).