Character Movement, Scale: (1 square = 1 Meter)

Squares Divided by Number of Passes (Walking)				
	1 Pass	*2 Passes*	*3 Passes*	*4 Passes*
Dwarf (8m)	8	4, 4	3, 3, 3	2, 2, 2, 2
Human (10m)	12	6, 6	4, 4, 4	3, 3, 3, 3
Troll (12m)	16	8, 8	5, 5, 5	4, 4, 4, 4
Squares Divided by Number of Passes (Running)				
	1 Pass	*2 Passes*	*3 Passes*	*4 Passes*
Dwarf (20m)	20	10, 10	7, 7, 7	5, 5, 5, 5
Human (25m)	24	12, 12	8, 8, 8	6, 6, 6, 6
Troll (36m)	36	18, 18	12, 12, 12	9, 9, 9, 9

Character Movement, Scale: (1 square = 2 Meters)

Squares Divided by Number of Passes (Walking)				
	1 Pass	*2 Passes*	*3 Passes*	*4 Passes*
Dwarf	4	2, 2	2, 1, 1	1, 1, 1, 1
Human/Elf/Ork	5	3, 2	2, 2, 1	2, 1, 1, 1
Troll	7	4, 3	3, 2, 2	2, 2, 2, 1
Squares Divided by Number of Passes (Running)				
	1 Pass	*2 Passes*	*3 Passes*	*4 Passes*
Dwarf	10	5, 5	4, 3, 3	3, 3, 2, 2
Human/Elf/Ork	12	6, 6	4, 4, 4	3, 3, 3, 3
Troll	17	9, 8	6, 6, 5	5, 4, 4, 4

Character Movement, Scale: (1 square = 5 Meters)

Squares Divided by Number of Passes (Walking)				
	1 Pass	*2 Passes*	*3 Passes*	*4 Passes*
Dwarf	2	1, 1	1, 0, 1	1, 0, 1, 0
Human/Elf/Ork	2	1, 1	1, 0, 1	1, 0, 1, 0
Troll	3	2, 1	1, 1 ,1	1, 1, 1, 0
Squares Divided by Number of Passes (Running)				
	1 Pass	*2 Passes*	*3 Passes*	*4 Passes*
Dwarf	4	2, 2	2, 1, 1	1, 1, 1, 1
Human/Elf/Ork	5	3, 2	2, 2, 1	2, 1, 1, 1
Troll	7	4, 3	3, 2, 2	2, 2, 2, 1

1. At the beginning of the combat turn, determine which character has the highest total number of initiative passes. This number is the *High IP*. This number will not change until the next combat turn at the earliest.

2. To find how far you can move in a given phase, you must divide your total movement squares by the *High IP*. Remainders are distributed equally among the passes. Consult the left tables, by grid-scale.

3. A character may move BEFORE or AFTER they declare and resolve actions, but NOT during.

4. Even if a character has no remaining initiative passes (or they delay), when it comes to their action, they may still move.

5. Diagonal moving costs 1 square for the first diagonal, 2 for the second, 1 for the third, 2 for the fourth, etc.

6. To start running requires a free action. You may only stop running in a pass before you take actions or movements, but it requires no action.

(1m/2m/5m) refers to the scale of the grid. Different grid scales may use different rules.

Moving Through Characters
(1m): You can't pass through friendly squares or stop on a square occupied by a character.
(2m): You may move through friendly characters' squares, but not through enemy squares. You may not stop on a square occupied by a friendly character.
(5m): You may move through and stop on (necessary for melee) any characters' squares.

Threatened Areas
- If you are in a “threatened” area, it means that the enemy can use a melee attack on you.
(1m/2m): The 8 squares of space adjacent to every character is considered threatened by them.
(5m): Only the square the character occupies is considered threatened. To engage a character in melee, you have to be standing in their square.

Charging
- To receive bonus dice on a charging melee attack, you must have a number of empty unimpeded squares between you and your enemy:
(1m): four squares of empty space
(2m): two squares of empty space
(5m): one square of empty space

Sprinting (Running Test)
- Adds additional square(s) of running movement per hit in a single pass, based on grid scale.
(1m): two squares per hit
(2m): one square per hit
(5m): one-half square per hit (round up)

Subduing Combat
(1m/2m): If a grapple is successfully established, the attacker moves into the defender's Square. (this overrides the rule that characters can't occupy the same space).
(1m/2m): If the grapple breaks, the defender moves into any adjacent empty square of choice.
- Grapplers (along with prone/immobilized characters) do not threaten any squares.

Interceptions
- If you move INTO a threatened area, you are not intercepted.
- If you attempt to move WITHIN or OUT of a threatened area, you WILL be intercepted if your opponent takes a free action to intercept.
- If you take no damage from the attack, you may continue movement. Otherwise, you stop.
- The interception is made with whatever weapon the attacker has readied. You may always use Unarmed Attack instead. See p149 for various Improvised Weapon stats.

New Free Action: <u>One-Square-Move</u>
(1m/2m): You may move within or out of threatened areas without triggering an interception.
(1m/2m): This works identically to Withdrawal (below), but you are limited to one square of movement.
(5m): One-Square Moves are not allowed on five-meter scales. Try Withdrawal.

New Simple Action: <u>Withdrawal</u>
- You may escape (walk or run) from melee combat without triggering an interception.
- The first square you're standing on is not considered threatened for purposes of movement. but later squares may still trigger interceptions.
- Remember Step 3. Movement can only be performed BEFORE or AFTER normal actions. You can't split actions between movement. That means all of these new actions may only be taken before you begin movement (ex. you can't Withdrawal, move, and then shoot a gun at your former melee opponent in one pass; however, you may shoot your weapon (with -3 dice pool penalty for firing ranged in melee), take a Withdrawal action, then walk/run out of range).

New Complex Action: <u>Tumble</u>
- You may tumble through melee combat, avoiding all possible interceptions.
- Determine your course and count how many enemies you'll be tumbling near. Then roll an Agility + Gymnastics Test, with the threshold being the number of enemies you'll be avoiding. If you succeed, you avoid all interceptions,and may move to where you plotted. If you fail, the GM determines which enemy intercepts you (ex. If threshold 4 with only 3 hits, you're intercepted by third enemy). If that attack misses, you continue your movement, and the next enemy in the line may take an attack. It is possible to fail the roll but still dodge all the attacks normally.
- If you fail your Agility + Gymnastics tests, you are treated as if you are using Full Defense (Gymnastics Defense) vs melee attacks, but only until your movement is complete. After your action phase is over, you lose this bonus.
- **(1m/2m):** If you wish to tumble directly through an opponent's square, rather than through their threatened areas, add +1 to the threshold for every opponent you wish to pass through. You may still not stop on their square. If you are intercepted, the opponent chooses which square into which you are "pushed".

Default Scale: (1 square = 1 Meter)

Weapon Range Table by Squares				
Dice Mod	***0***	***-1***	***-2***	***-3***
	Short	**Medium**	**Long**	**Extreme**
Pistols				
Taser	0 – 5	6 – 10	11 – 15	16 – 20
Hold-out	0 – 5	6 – 15	16 – 30	31 – 50
Light	0 – 5	6 – 15	16 – 30	31 – 50
Heavy	0 – 5	6 – 20	21 – 40	41 – 60
Automatics				
Machine Pistol	0 – 5	6 – 15	16 – 30	31 – 50
SMG	0 – 10	11 – 40	41 – 80	---
Assault Rifle	0 – 50	---	---	---
Longarms				
Shotgun (f)	0 – 10	11 – 25	16 – 30	31 – 50
Shotgun (s)	0 – 10	11 – 40	41 – 80	---
Sport Rifle	0 – 100	---	---	---
Sniper Rifle	0 – 150	---	---	---
Heavy Weapons				
LMG	0 – 75	---	---	---
MMG/HMG	0 – 80	---	---	---
Assault Cannon	0 – 100	---	---	---
Gren. Launcher	5 – 50	---	---	---
Missile Launcher	20 – 70	---	---	---
Ballistic Projectiles				
Bow	0 – Str	0 – Str * 10	To Str * 30	To Str * 60
Lgt X-Bow	0 – 6	7 – 24	25 – 60	---
Med X-Bow	0 – 9	10 – 36	37 – 90	---
Hvy X-Bow	0 – 15	16 – 45	46 – 120	---
Impact Projectiles				
Throwing Knife	0 – Str	0 – Str * 2	0 – Str * 3	0 – Str * 5
Shuriken	0 – Str	0 – Str * 2	0 – Str * 5	0 – Str * 7
Throwing Grenades				
Standard	0 – Str * 2	0 – Str * 4	0 – Str * 6	0 – Str * 10
Aerodynamic	0 – Str * 2	0 – Str * 4	0 – Str * 8	0 – Str * 15

---: I am assuming that most people, when using miniature maps, do not care about or deal with incredible ranges at excess of 50 squares. If they do, they probably eyeball distances anyway.
I have omitted any ranges that start above 50 squares. If you want a battle with larger distances between opponents (like sniper vs. sniper), I recommend that you consider a higher grid-scale.

Scale: (1 square = 2 Meters)

Weapon Range Table by Squares				
Dice Mod	*0*	*-1*	*-2*	*-3*
	Short	**Medium**	**Long**	**Extreme**
Pistols				
Taser	0 – 3	4 – 6	7 – 9	10 – 12
Hold-out	0 – 3	4 – 9	10 – 18	19 – 30
Light	0 – 3	4 – 9	10 – 18	19 – 30
Heavy	0 – 3	4 – 12	13 – 24	25 – 36
Automatics				
Machine Pistol	0 – 3	4 – 9	10 – 18	19 – 30
SMG	0 – 6	7 – 24	25 – 48	---
Assault Rifle	0 – 30	31 – 90	---	---
Longarms				
Shotgun (f)	0 – 6	7 – 15	16 – 24	25 – 36
Shotgun (s)	0 – 6	7 – 24	25 – 48	---
Sport Rifle	0 – 60	---	---	---
Sniper Rifle	0 – 90	---	---	---
Heavy Weapons 💣				
LMG	0 – 45	---	---	---
MMG/HMG	0 – 48	---	---	---
Assault Cannon	0 – 60	---	---	---
Gren. Launcher	3 – 30	31 – 60	---	---
Missile Launcher	12 – 42	43 – 90	---	---
Ballistic Projectiles				
Bow	0 – Str * 0.5	To Str * 5	To Str * 15	To Str * 30
Lgt X-Bow	0 – 3	4 – 12	13 – 30	31 – 60
Med X-Bow	0 – 5	6 – 18	19 – 45	---
Hvy X-Bow	0 – 8	9 – 23	24 – 60	---
Impact Projectiles				
Throwing Knife	0 – Str * 0.5	0 – Str	0 – Str * 1.5	0 – Str * 2.5
Shuriken	0 – Str * 0.5	0 – Str	0 – Str * 2.5	0 – Str * 3.5
Throwing Grenades 💣				
Standard	0 – Str	0 – Str * 2	0 – Str * 3	0 – Str * 5
Aerodynamic	0 – Str	0 – Str * 2	0 – Str * 4	0 – Str * 7.5

Scale: (1 square = 5 Meters)

Weapon Range Table by Squares				
Dice Mod	*0*	*-1*	*-2*	*-3*
	Short	**Medium**	**Long**	**Extreme**
Pistols				
Taser	0 – 1	2	3	4
Hold-out	0 – 1	2 – 3	4 – 6	7 – 10
Light	0 – 1	2 – 3	4 – 6	7 – 10
Heavy	0 – 1	2 – 4	5 – 8	9 – 12
Automatics				
Machine Pistol	0 – 1	2 – 3	4 – 6	7 – 10
SMG	0 – 2	3 – 8	9 – 16	17 – 30
Assault Rifle	0 – 10	11 – 30	31 – 70	---
Longarms				
Shotgun (f)	0 – 2	3 – 5	6 – 8	9 – 12
Shotgun (s)	0 – 2	3 – 8	9 – 16	17 – 30
Sport Rifle	0 – 20	21 – 50	---	---
Sniper Rifle	0 – 30	31 – 70	---	---
Heavy Weapons ▲				
LMG	0 – 15	16 – 40	41 – 80	---
MMG/HMG	0 – 16	17 – 50	---	---
Assault Cannon	0 – 20	21 – 60	---	---
Gren. Launcher	1 – 10	11 – 20	21 – 30	31 – 100
Missile Launcher	4 – 14	15 – 30	31 – 90	---
Ballistic Projectiles				
Bow	0 – Str * 0.2	To Str * 2	To Str * 6	To Str * 12
Lgt X-Bow	0 – 1	2 – 5	6 – 12	13 – 24
Med X-Bow	0 – 2	3 – 7	8 – 18	19 – 30
Hvy X-Bow	0 – 3	4 – 9	10 – 24	25 – 36
Impact Projectiles				
Throwing Knife	0 – Str * 0.2	To Str * 0.4	To Str * 0.6	To Str
Shuriken	0 – Str * 0.2	To Str * 0.4	To Str	To Str * 1.2
Throwing Grenades ▲				
Standard	0 – Str * 0.4	To Str * 0.8	To Str * 1.2	To Str * 2
Aerodynamic	0 – Str * 0.4	To Str * 0.8	To Str * 1.6	To Str * 3

💣: Remember that blasts lose damage as they spread and that this is a different grid scale. For example, if a blast's damage value reduction is -1/m, it is now -2/square.

▲: If you wish to handle grenades in a 5m scale grid, it might be more interesting to randomize the damage a little more, especially if a lot of characters are bundled up in the same square. As an optional rule, every untargeted character in the blast range of a grenade rolls 1d6 and subtracts that number from the damage they have to resist. This represents a random focal point for the grenade as well as random positions for blasted characters within a single 5m square.