

Fast Static Combat

A recap of the Fast Static rules from *Mini Six* is presented below, with modifications for *Mighty Six*.

ATTACKING A TARGET!

The Target Number (TN), is the number needed to successfully hit the target. The TN is based on the target's Static Defense score. Defenders that are not Dodging, Parrying or Blocking usually have a TN of 1 to be hit, most often when surprised or helpless. The usual range and cover modifiers still apply.

Range: Add the range modifier to the Dodge or Static Defense score in all cases (Point blank -5, Short +0 Medium +5, Long +10). All missile weapon ranges are expressed as distance increments, short being within one increment, medium being two and so on. Point blank range is within 3m.

Cover: If the target is behind at least 50% cover, add +5 to the TN. Add +10 for 75% cover. It's impossible to hit a target behind 100% cover. Darkness can also be considered as cover at the GM's whim.

Fighting Prone: When knocked off your feet, you're Prone and get a -1D penalty to all physical Actions and Static Defenses. An Action is required get up.

Static Defenses: In the simplified combat system characters pre-calculate their Dodge, Block and Parry prior to the game. This static number becomes the attacker's TN modified as noted above. To calculate each simply multiply the number of dice a character has in the relevant skill by 3 and add any pips to the total. Then note it down on the character sheet. For example, The Samuroid has a Sword skill of 9D+1. His static Parry score would become 28 ((9 x 3)+1).



THE STATIC METHOD

The Static method tends to underestimate potential rolled results, especially as the die codes get higher. Players may request to roll any Static Defenses (or Soak) if they wish, or may demand that NPCs do the same, but must abide by the results even if lower than the static score.

Static Defenses are reduced by 5 (or more) for attacks with Radius Amplifications (see Powerks) or by 10 in an explosion. You usually can't Block or Parry an explosion anyway. *GM's call.*

Static Defenses in melee decrease by 5 for each opponent beyond the first attacking you that Turn. Opponents attacking from behind or flanking you also reduce your static defenses against them by 5.