OVERWATCH

Instead of performing actions, the Agent may perform up to three ranged attacks on targets in range that move during the Declaration Fase with +2TN to Combat Check.

MISFORTUNE

RUSH!

Pawns increase movement by 2' until end of Round.

I

NIGHTWATCH 1

LEG IT!

Associates has +4' movement per action until end of Round.

MISFORTUNE

SUDDENLY...

Pick any card from the Fortune Deck and resolve its Misfortune as normal.

II

NIGHTWATCH 2

CRITICAL HIT!

After passing an Combat Check, deal one damage to the same target.

MISFORTUNE

ARMOR REND

Play after a defense check. Reduce that challenger's armor by 1.

III

NIGHTWATCH 3

SWITCH!

This Agent may perform a Agilty Check, to perform one Free Reload action this round.

MISFORTUNE

JINXED

Associates rolls Debacles on any combination of 1s and 2s during any Checks.

VIII

NIGHTWATCH 8

POINT BLANK

After a charge been declared, the Associate may spent an action during the Declaration Phase to pass a ranged Combat Check at the charger.

MISFORTUNE

SMOKE

A projectile creates a smoke 6' smoke screen, in a location of PM's choice, providing soft cover to those inside.

IV

NIGHTWATCH 4

ADRENALINE

+D6 on the results of one Defense Check in melee this Round.

MISFORTUNE

BAD TOUCH

After resolving an attack on a Agent, that target gains 1 wound.

V

NIGHTWATCH 5

GUN JAM

This Agent's gun can not fire. Spent 1 action, to pass a Handling Check to unjam it.

MISFORTUNE

STAND STILL!

Associates get +1TN penalty on Combat Checks until end of the round.

VII

NIGHTWATCH 7

BULLET TRAP

This round, the Agent passes Ranged Combat Checks as if with AP rounds.

MISFORTUNE

MALFUNCTION!

Target must pick an operational piece of Lv5 gear. That item is now broken until repaired.

VI

NIGHTWATCH 6

BULWARK!

As long the character hasn't moved of it place, add +D6 to Defense Checks.

MISFORTUNE

TO MUCH PRESSURE!

Target Agent is Dazed for the rest of the Round.

IX

NIGHTWATCH 9

DUCK!

Add +1D4 on Defence Checks against ranged attacks.

MISFORTUNE

REINFORCEMENTS

Per Associate, spawn 3 Tier 1 monsters at least 12' away from the Associates.

NIGHTWATCH 10

COMBAT ACTIONS

MELEE ATTACK: To attack make a combat check using Might.

GRAPPLE: Spent 3 actions to force an opponnent to the ground make a combat check using Might against TN (Evasion + Size mod.)

PRECISION STRIKE: Spent 2 actions to gain +1D6 on an Combat Check. If successful, do one additional wound OR damage a location.

RANGED ATTACK: Pass a combat Check using Perception.

ASSIST: If able, an Associate can sacrifice a single action to add +D6 to another Associate's Combat Check on a vilid target.

CALLED SHOT: Spent 2 actions, to gain +1D6 on an Combat Check. If succcessful cause one additional Wound OR damage a location.

THROWING: Per action, pass an Combat Check using Agility.

SEMI-AUTO: Per action, spent 3 ammo +1D6 on an Combat Check.

FULL-AUTO: Per action, spent 7 ammo, and make two additional attack checks. Divide successful results across targets spread no more than 2' from one another.

SUPPRESSIVE FIRE: Spent three actions and 25 ammo to make an combat check and apply the results on all targets in an area of 6' and resolve as normal. All remaining targets are suppressed.

ACTION-MODIFIERS

1 ACTION		
2 ACTIONS	+1TN during the round	
3 ACTIONS	+2TN during the round	
SPRINTING	+2TN during the round	

SIZE-MODIFIERS

TINY	+4TN	Hamsters, rats
SMALL	+2TN	Dogs, cats
MEDIUM		Humans
LARGE	-1TN	Gorilla, horse
HUGE	-2TN	Eliphant

COVER-MODIFIERS

PARTIAL COVER	+2TN	HALF BODY HIDDEN
HEAVY COVER	+4TN	FULL BODY HIDEN
REENFORCED C.	+8TN	STEEL, CONCRETE

VISIBILITY AND RANGE

Medium Range	+2TN	
Long Range	+4TN	
Poor Visability	+2TN	Miasma, twilight

SCEDULING EXTENDED PROJECTS

1. Establish Deadline

2. Determine Primairy and Secundary Tasks
- PM decides numbers or checks and blocks produced per Check.

3. Declare Overtime
For every 1 hour/4 blocks of overtime per day recieve +1TN on all checks.

4. Check the Scedule

- Success: Full blocks per hour
-Overkill: Deduct two of the requiered total
-Debacle: All blocks produced but add four to the requiered threshold.

Botchjobs
If Associates didn't make the deadline, either discard a secundary system or pick a Botchjob, starting with the highest severity.

MINOR	>1% of the total project in Blocks	
SMALL	1%	- Non essential part malfunctions
AVARAGE	2%	- Essentail part malfunctions
BIG	5%	- Primairy part malfunctions
SEVERE	10%	- Vehicle destroyed when Check results in a Debacle.

TARGET NUMBERS

1-4	Easy	17-18	Rocket Science
5-6	Average	19-20	Master
7-8	Challenging	21-22	Renowned
9-10	Difficult	23-24	Legendary
11-12	Call a Proffessional	25-26	Inhuman
13-14	Expert	27-28	Impossible
15-16	Notable Achievement	29-30	Godlike

SKILL MODIFIERS

Perks related to Challenge	-2TN	
Perks indirectly related	-1TN	
Distracting enviorment	+1TN	Loud noises
Bad Weather	+2TN	Cold, rain
Extreme Weather	+4TN	Storm
+1TN per Wound	+3TN Max	

THROWING

Agility check, up to 30' (TN5)

Per 10'	+1TN
Dot in Athletics	-1TN

Throwing grenades, roll a Agility Die (No Boon or Surge). Scatter - 10-result in feet. Use D8 for direction. On failed throwing check, scatter- 15-result in feet. After successfull Ag. Check.

MYSTERIOUS CONTAINER

AMBUSH

At the start of a Round, spawn 1 C -44 adjacent to the container. To stop the spawns, destroy the container.
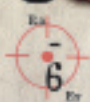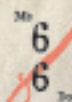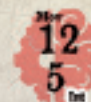
Nyctalos 11

(10)

NIGHTWATCH

STALKER

Cyborg
CAT 1, Cyborg Tier 2

i 3

Mo	Mr	Ra
12	6	-
5	6	6

EQUIPMENT - LV4
QUALITIES: Flanker.

LEAP ATTACK: S-441 can jump across human-sized characters to attack a target.

Nyctalos 1