

<b>Insanity 1d10</b> 1. Fetish 2. Phobia 3. Amnesia 4. Catatonia 5. Seizure 6. Panic 7. Paranoia 8. Hysteria 9. Mania 10. Hallucination	<b>Hit location d10</b> 1. Left leg (Dex) 2. Right leg (Dex) 3. Left arm (Dex) 4. Right arm (Dex) 5. Midriff (Str) 6. Midriff (Str) 7. Thorax (Str) 8. Thorax (Str) 9. Pelvis (Str) 10. Head (Int)
-----------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

**Action Dice**

Number of players	One player	Two players	Three players	Four players	Five players	Six or more players
=orUnder target nbr.	5	5	4	3	3	2

More arduous **+1, +2...**

Easier **-1, -2...**

Adjust target number based on difficulty.

Advantages

Intel, Tactics, Strength, Spot,  
Psychology, Environ, Position,  
Prep, Tech, Kit, Comms,  
Support, Training, Morale,  
Anticipate, Ambush.