

WASTE Supplemental I

Advanced Combat

WASTE currently suffers from a very basic combat system, and this attempts to remedy the situation, by providing more detail and tables to expand the rules for satisfying, full-fledged combat. Supplemental II will feature more info on the game world, NPC examples, and a sample adventure.

The system of *WASTE* allows for high precision, due to using larger dice than most games. As such, cover and armor can be handled in a more complex fashion. Armor and cover can be shown as being directly subtracted from damage dealt by a hit during combat or from an environmental factor.

Some sample values of this would be a standard modern-day wall. It would block about 20 points of damage, assuming it is a more sturdy wall as opposed to flimsy walls (as I am reminded by the total lack of sound insulation in my dwelling). Tangent dropped, this means that even a pistol round could penetrate a wall, though it would be unlikely to have much of an effect. However, it is important to look at blast based weapons, such as shotguns. For purposes of penetrating armor, the deal one fifth of their damage five times, meaning that a shotgun would have no chance of penetrating this wall (though it may be useful to ignore this rule for point-blank shooting, since shotguns **can** punch through walls, just not easily). Explosives follow this rule too, though it may be deemed useful to consider armor or cover permanently destroyed, this is dependent on how heavily a referee wants to track the environment.

	Type	Damage Reduction
Cover Type	Cardboard/Flimsy/Standard/Sturdy/Metal walls of average composition and size	5/10/20/30/50
Armor Type	Layered clothing/Leather/Light*/Metal†/Medium*/Heavy*armor	2/5/15/20/25/40

*-Composite material armor, made using Kevlar style synthetic †-Like a medieval knight's

A referee can determine how armor or cover is effective, since not all armor will block against all things (heavy synthetic armor may not necessarily block out fire, or may be exponentially more effective against it than against bullets), these values are given for standard ballistic/concussive protection.

Visual cover can be calculated as a 10 point bonus per ten percent coverage past 100, assuming the opponent knows where you are, but not your exact posture.

Remote firing can be useful given advances in technology (via gun-camera, or by using remote surveillance to see the target and yourself, but it is important to notice that there is a penalty on this. Any firing using non-fixed weaponry (fixed weapons are triggered when an opponent passes between them and a sensor, and do not require a roll against defense to hit, though they may be avoided using a system that will be covered under traps in Supplemental II) counts as an Indirect Offense attack, using that calculation (without the Intellect bonus if firing blind without vision). A -10 penalty is incurred for firing using a third-person interface (like using a helmet-feed gun-camera on a weapon held in your arms, or any interface without direct control in the intended manner but with manual firing), or -30 for second-person firing (like using a security camera feed to aim at targets outside your field of vision). First-person firing, like using the iron sights of a pistol strapped to a security camera, but remotely fired, assuming that the security camera is mounted to the wall or ceiling (as is intended) takes no

penalty.

Movement is another source of issues for ranged combat. For each approximate meter of movement (back or forth, so shaking can count very heavily for a very short distance) for the shooter while taking the shot, there is a -5 penalty, cumulating to -50 for the worst scenarios. Should the penalty get too high, a referee may declare that there is no chance of connecting a shot coherently with a target due to the shooter's movement or environmental factors such as an earthquake or car chase. These penalties do not occur if the movement is stable **and** predicted (like riding in a car), though running or walking incurs these penalties. A nice stable place to rest a weapon may confer a +5 bonus for a ranged shot. In hand-to-hand combat, these penalties do not apply.

Distance also is a factor in ranged combat. Shots fired at a target within 10 meters gain a +10 bonus on Offensive rolls, shots within five gain a +30 bonus on any Offensive or Indirect Offensive roll. For each half of the maximum effective range of a weapon (shotguns excluded) that it is fired from, it gains a cumulative -5 penalty, which doubles after four increments to incur an additional -5, meaning that firing at twice the maximum range incurs a -20 penalty, while firing at two and a half times the maximum normal range incurs a -30 penalty, assuming that the weapon can fire that far without the projectile dropping out of control (like a missile or rocket, or heavy cannon shell), which is generally 10 times the maximum range (75 meters for the standard shotgun in core *WASTE*)

Gun camera- Permits remote view of weapon's scope or sights while mounted. \$250,000	Security Camera- Can be used to scout an area remotely. Can trigger an event remotely from the surveillance area (alarm, weapon, et cetera) \$50,000 plus \$10,000 for each additional trigger past the first
Action trigger splitter- Allows one action trigger to activate multiple devices (for instance, a Security Camera could fire a gun and trigger an alarm with one action, though it has to do these simultaneously)	Sniper Rifle- This high-caliber weapon is used against soft targets or heavily armored targets due to its excellent damage. 2d50+15 damage, range of 250 meters, \$250,000. 1 shot every 2 actions.
Red Dot Scope- Less of a scope than a glorified aiming aid, it knocks off the first 2 range increments (a weapon's normal range) \$25,000	6x Scope- This scope can actually be an real aid. It knocks off the first four range increments (double a weapon's normal range) \$75,000
12x Scope+Range Finder- This scope and range finder combo allows compensation for drift and drop-off up to eight range increments from the shooter. Without a range finder, half the penalty past four range increments is applied (-5 each, -20 to the eight). However, after eight increments, the benefits are lost entirely, and full penalties are applied. \$125,000 for the scope, \$25,000 for the range finder. Range finders may be used without scopes, removing the double penalty up to eight range increments.	Grenades- Grenades are small thrown explosive devices. They are only used once, unlike all other weapons in <i>WASTE</i> , and may be thrown 20 meters. A failed throw of a grenade triggers a safety mechanism. Fragmentation- 3d50 damage up to 5 meters from target, d50 after that to 10 meters. \$20,000 Stun- Stuns any foe within 5 meters (disorients at 10 meters) for a turn. \$5000 Firebomb- 5d50 damage within 5 meters. \$50,000