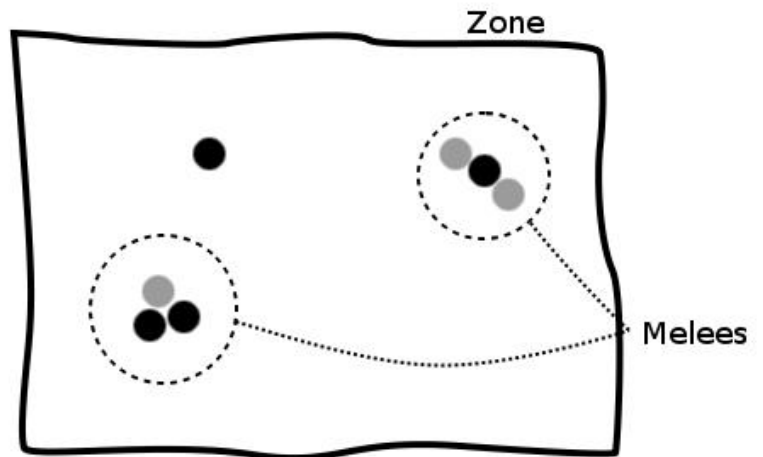


SAVAGE ABSTRACT MOVEMENT!

ZONES

Zones are distinct fighting areas which basically divides the battlefield in manageable bits. A zone can contain any number of characters (which can be grouped in one or more melees, see below). They tend to be distinct from each other and have specific features, but can also be homogeneous: for instance a long corridor could be “3 zones long”.



TIPS

Your battlefield should be about 5 zones

“wide” so as to preserve the advantage of long-ranged weapons and give some maneuvering space.

The secret with Zones is to stuff them shock-full of interesting material: Give cover, traps, walls, balconies, bars, fuel tanks, conveyor belts, chandeliers, chasms, thrones, and any other features that help the players put some “oomph” and spice up their combat descriptions.

Draw the rough battle map (zones really are “FFF maps”), and make it clear what zone connects to what other zone through door, distance, cliffs or catwalks. Use beads or miniatures to keep track of players.

MELEES

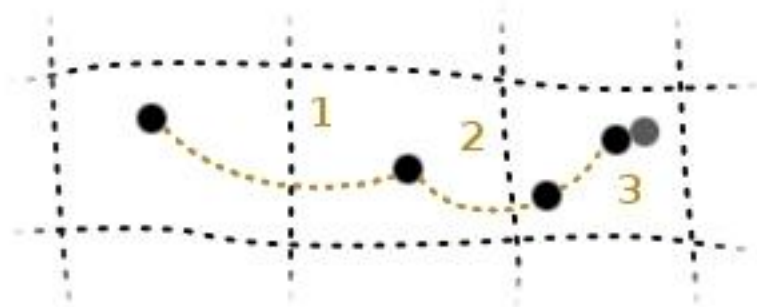
Fighters within a zone are engaged in Melees. There can be multiple independent melees within a specific zone.

- Multiple characters within the same melee may lead to the usual gang-up bonuses when they outnumber their enemies in the same melee.
- Getting in and out of a melee (see below) incurs the normal free attacks opportunities.

BASIC MOVEMENT

The basic Movement is 1, allowing a character to:

- Go from one zone to an adjacent zone.
- Get into a melee with a character in the same zone as he is.
- Get out of a melee, becoming “unengaged” in the same zone.



Blocking Movement: Get into melee to block

movement, and use Grapple for added effect. Holding your action to interrupt his movement is a great way to prevent him from getting too far!

Push: A simple push is sufficient to remove a character from melee (or push him into one!), but a raise on the opposed Strength roll is needed to push him to another zone.

RUNNING

Running is now a **Trait roll** using Agility. A success on the “Running” roll gives you 1 additional Movement point to use this turn and a raise adds 2 Movement Points. Note: Should your campaign use an « Athletics » skill, you can use it instead of Agility for running rolls.

EXAMPLE

Joey decides to use his full turn to run as fast as possible. He rolls his Agility and obtains a raises! With his free movement action of 1, that makes 3 movement points to use, meaning he can get 2 zones away and still engage the dreaded Jake in a melee (see illustration on previous page).

RANGES

Ranges are now calculated in Zones, starting with range 0 meaning the target must be within the same zone. To convert the ranges of weapons for this system, use the following rules:

- Ranges below 12” are range 0.
- Then divide ranges by 12” to get the the actual zones.
- Ranges must always increase by at least 1 from one range increment to another.

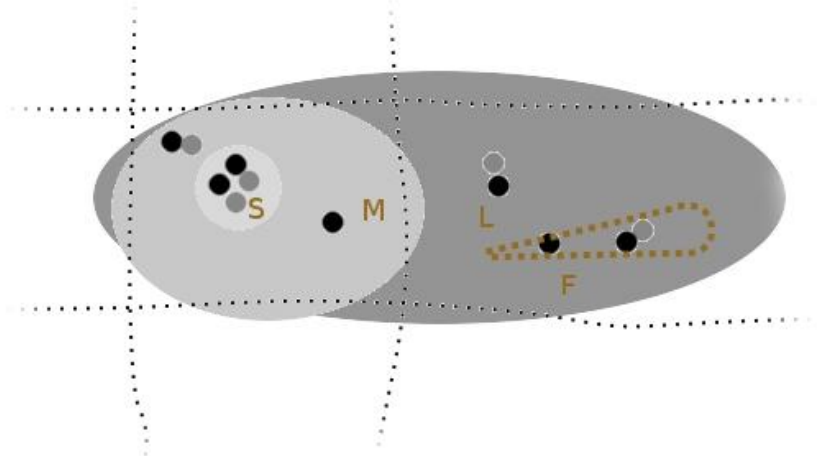
For instance:

- A range 12/24/48 becomes 1/2/4 and 3/6/12 is 0/1/2
- A power’s “Smarts x2” range is 0 for Smarts d4, 1 for Smarts d6, 2 for Smarts d12.

TEMPLATES AND AREA OF EFFECT

For Small, Medium and Large Burst Templates, a raise on the shooting or throwing means only enemies in the blast area are affected (friends are spared).

- **Small Burst Template:** Covers either a single character or all characters within a melee in a zone.
- **Medium Burst Template:** Covers an entire zone.
- **Large Burst Template:** Covers both a zone and an adjacent zone.
- **Flamethrower Template:** Can target any 1 single character plus any 1 melee within your own zone.



Grenades dispersion: Missing grenades deviate by 1 zone to an adjacent zone determined randomly. You still get the usual Agility roll to get out of the grenade’s area.

EDGES, HINDRANCES AND POWERS

The following Edges, Hindrances and Powers are modified for this system:

- **Fleet of Foot (Edge):** +2 to running rolls and d10 Wild Die.
- **Command (Edge):** Command Radius is 0, 1 with the **Command Presence** Edge.
- **Lame (Hindrance):** -2 to running rolls and d4 Wild Die.
- **One Leg (Hindrance):** -2 to running rolls and d4 Wild Die. Cannot run without a prosthetic.
- **Obese (Hindrance):** -1 to running rolls and d4 Wild Die.
- **Speed (Power):** Doubles basic movement to 2, and on a raise running becomes a free action.