

GUNCRAZE

RPG CORE RULEBOOK

QUICK REFERENCE^{v3.0}

Essential Rules for New Players

FOR ABSOLUTELY NEW PLAYERS

Use this summary with a pregenerated character. It teaches the rules needed to begin play; your character sheet supplies your exact bonuses, movement rates, weapons, Talents, armor, and resources.

WHAT YOU NEED

ITEM	USE
One D10	Tests, attacks, defenses, initiative, and Hit Location
Several D6s	Damage, recovery, and Craze! bonuses
Character sheet	Your printed totals, equipment, HP or VP, Stamina, and movement
Ten counters	Track Craze! Points; extra counters help with ammo and Conditions
Pencil or tracker	Record Armor Points, HP or VP, Stamina, ammo, and Conditions

Create your character for free with the **GunCraze Character Forge!** Follow the New Player Wizard, choose your equipment and Talents, then print your character sheet or play directly from your device. Get started at www.GunCraze.net !

THE TABLE CONVERSATION

- 1 - Say what your character is trying to do.
- 2 - The Gun Master describes what is obvious and asks for a roll only when the outcome is uncertain.
- 3- Roll the requested die and add the bonus printed on your sheet.
- 4 - The Gun Master describes the result and the situation changes.

THE FIVE PLACES YOU NEED

FIND THIS	WHY IT MATTERS
Attack entry	Attack bonus, damage, range, ammunition, and special rules
Defense entries	Evasion, Parry, and any Cover or shield bonus you can use
Movement	Slow, Normal, Run, and Sprint distances in squares
Damage tracks	Armor Points, Hit Points or Vital Points by location, and Stamina
Craze! Points	Your reserve for pushing important Combat Statistic Tests

TESTS AND CRAZE! POINTS

Most uncertain actions use one D10. Damage and Craze! bonuses use D6s.

STATISTIC TESTS

D10 + Attribute Bonus + applicable modifiers

TEST	RESULT
Target Number	Meet or exceed the TN to succeed
Opposed Roll	Highest final total wins; a tie favors the Defender unless stated otherwise
Combat Statistic Test	Uses an Attribute under Ranged Combat, Melee Combat, Body, or Quickness
Noncombat Statistic Test	Uses a Noncombat Attribute; normally cannot use or generate Craze!

SKILL TESTS

D10 + Skill Rank + listed Attribute Rank + modifiers

Skill Tests normally cannot use Craze! Points and never Critical Fumble. A natural 1 is simply a low roll.

CRAZE! POINTS

RULE	QUICK VERSION
Start	Begin with 10 Craze! Points
Generate	Gain 1 when the unmodified D10 shows 9 or 10 on a Combat Statistic Test; the point is available immediately
Spend	After the D10 is rolled but before the outcome is final, declare 1–3 points; roll that many D6s and add all of them
One window	Declare the full amount before rolling the Craze! dice; you cannot add more later in the same Test
Natural 1	You may spend no more than 1 Craze! Point on that Statistic Test
Attacks	Attacker declares and rolls Craze! first; Defender responds second
Maximum	You may briefly exceed 10, but lose overflow at the end of your Combat Turn
Full rest	Eight uninterrupted hours restores Craze! to 10
Not for Skill Tests	Unless otherwise specified, Craze! Points are not used for Skill Tests.

CRAZE EXAMPLE

Your Attack total is 8 and the Defender has 11. You declare 2 Craze! Points, then roll 2D6. The dice show 2 and 4, raising your total to 14. The Defender may now spend Craze! Points. If the final totals tie, the attack misses.

D3

Roll D6: 1–2 = 1,

3–4 = 2,

5–6 = 3

YOUR COMBAT TURN

A combat round represents about two seconds. Decide quickly, but ask questions whenever position or cover is unclear.

INITIATIVE

D10 + Reaction Bonus

After all totals are announced, characters may spend Craze! Points. Remaining ties roll off with D10s; no Craze! may be spent. A Player Character wins an Initiative tie against a GM-controlled character.

TURN ORDER

1 – Declare the fastest Movement Mode you intend to use before moving or acting.

2 – Move up to the distance printed on your sheet.

3 – Perform 1 Action. With Slow, Normal, or Run, the Action may happen before, during, or after movement.

4 – Resolve end-of-turn effects, including Bleeding and any Sprint Test.

MOVEMENT MODES

MODE	WHAT IT DOES
Slow	Use sheet distance. +1 to Defense Rolls until your next Turn. Difficult Terrain costs normally and needs no Stunt Test. You may reroll Stealth but must keep the second result.
Normal	Use sheet distance. No inherent Attack or Defense modifier.
Run	Move at least 2 squares. Once Running, –1 to Ranged Attack Rolls and +1 Evasion against attacks from more than 2 squares away.
Sprint	Move more than 3 squares to count as Sprinting. No Attacks. +2 Defense against opponents more than 2 squares away. Endurance TN 8 or lose 1D6 Stamina. No Sprint while Encumbered.
Charge	Move your Normal distance plus D6 toward a declared visible target. –2 Defense. If you reach the original target, make one Melee Attack at +2 and +1D6 Damage; then your Turn ends. Spend 1 Craze! once to reroll Charge distance.

POSITIONING RULES

One square equals 5 feet. Adjacent means the neighboring square or base-to-base contact.

Diagonal movement alternates in cost: first diagonal 1 square, second diagonal 2 squares, then repeat.

Normal, Run, Sprint, and Charge pay 2 squares to enter Difficult Terrain. Make Stunt TN 8 for each such square beyond the number ignored by your Stunt Bonus. On a failure, become Prone, lose 1D6 Stamina, and end the Turn.

Becoming adjacent to an aware enemy locks you in Melee. A 1-square Disengage safely leaves. Faster movement may trigger an Out-of-Turn Attack.

MAKE AN ATTACK

Use the Attack entry on your sheet. The Defender chooses one Defense before anyone rolls.

ATTACK SEQUENCE

1 - Choose a target in range and Line of Sight.

2 - Choose the Attack Profile and any method, such as Single Shot, Burst, Aimed Shot, or Charge.

3 - The Defender chooses Evasion, Cover, or Parry. Dive for Cover may happen now.

4 - Opposed Roll - Attacker rolls D10 and adds the complete Attack Bonus plus current modifiers. Defender rolls D10 and adds the chosen Defense Bonus plus current modifiers.

5 - Craze! Points - Attacker may spend up to 3 Craze! Points. Defender may then spend up to 3.

6 - Determine Result - If the Attacker's final total is higher, the attack hits. A tie or higher Defense misses.

7 - Deal Damage - On a hit, roll the listed Damage Dice and one D10 for Hit Location at the same time unless the attack says otherwise.

8 - Apply Damage, then resolve Toughness Tests, Disabled locations, Conditions, and other effects.

CHOOSE ONE DEFENSE

DEFENSE	WHEN YOU CAN USE IT
Evasion	Against Ranged or Melee Attacks. Use your printed Evasion Defense Bonus.
Cover	Against Ranged Attacks and Reach Melee Attacks when terrain intervenes. It cannot defend against an adjacent Melee attacker without Reach.
Parry	Against Melee Attacks when armed with a Melee weapon or shield. It may also Parry an adjacent Ranged Attack; gain +2 unless that attack uses a Handgun.
Dive for Cover	Before the attack resolves, spend Craze! equal to the number of times you have Dived this Engagement: 1, then 2, then 3, and so on. Move up to 2 squares and become Prone. Use the new position for Line of Sight and Defense.

CRITICAL HITS AND FUMBLES

ROLL	RESOLUTION
Natural 10 Attack	The Attack must still hit. Roll another D10; a second natural 10 confirms a Critical Hit. Apply the Critical Effect for the weapon's Damage Type.
Natural 1 Attack	If the Attack misses, spend exactly 1 Craze! Point to modify it or roll another D10. A second natural 1 confirms a Critical Fumble, usually causing Off Balance.
Other Tests	Natural 10 is not an automatic success and natural 1 is not an automatic failure. Criticals apply only to Attack Rolls.

SHOOTING AND PROTECTION

Check the weapon's Range Type, count squares to the target, and apply the matching penalty.

RANGE INCREMENTS IN SQUARES

RANGE	1 + 0	2 - 2	3 - 4	4 - 6	5 - 8
Close	0-2	3-4	5-6	7-8	9-10
Short	0-5	6-10	11-15	16-20	21-25
Medium	0-10	11-20	21-30	31-40	41-50
Long	0-20	21-40	41-60	61-80	81-100
Far	0-100	101-200	201-300	301-400	401-500
Extreme	0-200	201-400	401-600	601-800	801-1000

One square equals 5 feet. Attacks beyond the fifth increment cannot be made.

COMMON SHOOTING METHODS

METHOD	RULE
Single Shot	Spend 1 round and make one normal Ranged Attack. A Semi weapon can fire this way.
Point Blank	Within 2 squares: +2 Range Bonus, adjust Hit Location by up to 4, and reroll Damage or Advantage dice showing 1 once.
Aimed Shot	Move Slow or less; Single Shot; one weapon once. +2 Circumstance to Attack and adjust Hit Location by up to 2.
Called Shot	Meet Aimed Shot requirements. Replace the +2 with -8; choose the location. HP damage to Head adds +1D6; arm or leg also causes the matching Temporary Injury.
Burst 3	Spend 3 rounds. On a hit, roll D3 hits. Multiply the weapon's base Damage Dice by hits, roll one Hit Location, and add Advantage Dice only once.
Automatic Burst	Spend 5 rounds and resolve Burst 3. Reroll the D3 once and reroll Damage Dice showing 1 once.
Auto X	For a first session, Automatic Burst is the simplest full-auto option. Focus Fire, Spray, and Suppressive Fire are summarized on the Gun Master's Screen.
Reload	Usually one Action; move up to Normal. Slow Reload X takes X full Turns.

COVER AND CONCEALMENT

PROTECTION	DEFENSE EFFECT
Light Cover	+2 Cover; all Hit Locations remain vulnerable
Medium Cover	+4 Cover; a fully hidden Hit Location ignores damage
Heavy Cover	+6 Cover; only exposed Hit Locations can be damaged
Full Cover	No standard targeting
Light or Heavy Concealment	+2 or +4 Circumstance against Ranged Attacks from more than 10 squares; no physical protection
Prone	+2 Defense against attacks from more than 2 squares; use the base and terrain to determine Line of Sight

DAMAGE AND HIT LOCATIONS

Roll damage and Hit Location together. Use the target's own Hit Location chart whenever it differs from the standard chart.

Advantage Dice Rule - Add any Advantage Dice to the damage dice before rolling,, then remove a number of lowest dice equal to Advantage Dice.

STANDARD HUMAN HIT LOCATION

D10	LOCATION	D10	LOCATION
1	Left Leg	5-9	Torso
2	Right Leg	10	Head
3	Left Arm		
4	Right Arm		

Some shields, creatures, vehicles, robots, and Talents replace or modify these locations. Adjustments do not wrap from 1 to 10 or from 10 to 1.

HIT POINT DAMAGE

1 - Reduce the rolled Damage by Hardness. Do not reduce below 0.

2 - Apply the remainder to Armor Points at the rolled Hit Location.

3 - The target loses Stamina equal to half the Damage absorbed by Armor, rounded up.

4 - Apply any Damage left after Armor to HP at that location. Any biological HP damage triggers a Toughness Test.

STAMINA DAMAGE

1 - If the location has Armor, reduce Stamina Damage by its Hardness. Stamina Damage does not reduce Armor Points.

2 - Reduce the remainder by the target's Toughness Rank.

3 - Apply the remainder to Stamina. At 0 Stamina the target is Knocked Out.

Stamina Damage dealt to a Knocked Out character becomes HP damage to the Torso and ignores Torso Armor.

TOUGHNESS TEST AFTER HP DAMAGE

D10 + Toughness Bonus vs TN equal to HP Damage just taken

FAILED AT	RESULT
Head	Lose all Stamina and become Knocked Out
Torso	Become Downed and lose 3D6 Stamina
Arm	Become Downed and gain Temporary Injury Arm
Leg	Become Downed and gain Temporary Injury Leg

ZERO HP AND VITAL POINTS

Arm or Leg at 0 HP becomes Disabled. Later damage to that limb transfers to the Torso and ignores Armor and Hardness.

Head or Torso at 0 HP causes Dying.

Robotic and cybernetic locations use VP. VP damage causes 4D6 Stamina or Energy feedback, ignores biological injury effects, and the location becomes Disabled at 0 VP.

CONDITIONS AND RECOVERY

Track every active Condition. Scaling Conditions usually stack to Level 5; State Conditions normally do not stack.

COMMON CONDITIONS

CONDITION	EFFECT AND REMOVAL
Bleeding X	Lose 1D6 Stamina per Level at end of Turn. First Aid, medicine, or equipment can reduce it.
Burning X	At start of Turn, take 1D6 Fire Damage per Level, then gain 1 Level. No Attacks; Slow only. Stop, Drop, and Roll uses Reaction TN 8 and removes D3 Levels on success.
Disoriented X	−2 per Level to Attacks, Defenses, Reaction, and Skill Tests. No Attacks at Level 5. Remove 1 Level at end of Turn unless stated otherwise.
Stunned X	No Actions except move 1 square; −4 Defense and no Dive for Cover. At start, Toughness TN 8 may remove 1 extra Level; remove 1 at end.
Prone	Slow movement only; +2 Defense against attacks from more than 2 squares. Stand by spending 1 square of movement; Stunt-up TN 11 avoids the cost.
Downed	Immediately move up to 1 square, then Prone. Crawl 1; no Actions or Rest; −4 Defense; lose 1D6 Stamina at end. At start, Toughness TN 8 ends Downed.
Knocked Out	At 0 Stamina. Prone; no Actions, Reactions, or Craze! All attacks hit on TN 3, though Cover still applies. An ally can attempt to Awaken you.
Temporary Injury Arm	Before an Attack using that arm, Toughness TN 8. Failure loses the Action. Ends when the arm regains at least 1 HP.
Temporary Injury Leg	Move no faster than Slow. If both legs are affected, move no more than 1 square. Ends when the leg regains at least 1 HP.
Disabled Arm	The arm cannot be used; no two-handed weapon. Ends when the arm regains at least 1 HP or VP.
Disabled Leg	Move no more than 1 square. Stunt TN 8 to move unsupported, TN 10 to stand, TN 16 to kick with the remaining leg.
Dying	At 0 Head or Torso HP. Prone; no movement or Actions. After the Engagement, death occurs in D10 + Toughness minutes unless stabilized.

RECOVERY ACTIONS

ACTION	RESULT
Rest	Move no faster than Slow; -4 to Statistic Tests and Defense until the Turn ends; regain 1D6 Stamina.
Second Wind	While Resting, spend 1 Craze! instead of normal recovery to regain 3D6 Stamina.
Flesh Wound	While Resting, also spend 1 Craze! to restore 1D6 HP to one Hit Location; this removes its Temporary Injury.
Awaken Ally	Adjacent Alternate Action. The Knocked Out ally makes Toughness TN 8; success restores 2D6 Stamina and they act next Turn.
Assist Downed Ally	Adjacent Alternate Action. The ally immediately attempts Toughness TN 8 to end Downed.
Full Rest	Eight uninterrupted hours restores Craze! to 10. Spend 1 Craze! after sleep to heal an extra 1D6 HP to every damaged Hit Location.

A COMPLETE ATTACK EXAMPLE

This example uses simple printed totals. Follow the same order even when Talents or special weapons add extra rules.

SET THE SCENE

Devilah makes a Single Shot with a weapon that has Attack +5 and Damage 2D6. Her target has Evasion +3 and 4 Armor Points with Hardness 2 on the arm that is hit.

RESOLVE THE ATTACK

- 1 - Devilah declares Normal Movement and fires during the move.
- 2 - The target chooses Evasion before the dice are rolled.
- 3 - Devilah rolls 6 + Attack 5 = 11. The target rolls 7 + Evasion 3 = 10.
- 4 - No one spends Craze! Devilah's 11 is higher, so the attack hits.
- 5 - She rolls 2D6 Damage for a total of 9 and D10 Hit Location 3, the target's Left Arm.
- 6 - Hardness 2 reduces Damage from 9 to 7.
- 7 - The arm's 4 Armor Points absorb 4 Damage and fall to 0. The target loses 2 Stamina, half of 4 rounded up.
- 8 - The remaining 3 Damage reduces the arm's HP by 3. The target makes Toughness against TN 3.
- 9 - The target succeeds. No additional Condition occurs, but the Armor and HP losses remain.

PLAYER TURN CHECKLIST

WHEN	CHECK
Start of Turn	Resolve start effects; declare Movement Mode
Before rolling	State intent, target, Attack Profile, and special method
When attacked	Choose Evasion, Cover, or Parry; consider Dive for Cover
After D10s	Generate Craze! on a natural 9 or 10 Combat Test; decide whether to spend
On a hit	Roll Damage and Hit Location; update Armor, Stamina, HP or VP; make Toughness if needed
End of Turn	Resolve Bleeding and other end effects; make Sprint Test; remove expiring Conditions; check ammo

WHEN YOU ARE UNSURE

Describe the result you want, point to the relevant entry on your sheet, and ask the Gun Master what to roll. Do not stop play to search for every edge case. The Gun Master can make a temporary ruling and verify the full rule after the scene.

RULES BASIS

This interim summary follows the GunCraze Core Rulebook v1.11. It uses the detailed Chapter 8 recovery rule for Second Wind and tells players to use the Movement values printed on their character sheets where repeated tables differ.

COMBAT SPECIALIZATIONS

RANGED COMBAT

Increases Basic Ranged Combat (BRC) Bonus
Grants Ranged Talent Points

MELEE COMBAT

Increases Basic Melee Combat (BMC) Bonus
Grants Melee Talent Points

BODY

Increases Hit Points per Hit Location
Grants Body Talent Points

QUICKNESS

Increases Evasion (used in Defense Rolls)
Grants Quickness Talent Points

NONCOMBAT SPECIALIZATION

Grants **more Skill Points** than Combat Specializations
Supports roleplay and utility skills

ATTRIBUTES

Attributes Further break down Specializations.

RANGED ATTRIBUTES

Handguns, SMGs, Rifles, Shotguns, Sniper Rifles, Support Weapons (LMGs, Rocket Launchers)

MELEE ATTRIBUTES

Unarmed, Stabbing, Slashing, Crushing, Shields

BODY ATTRIBUTES

Three Attributes:

STRENGTH (STR)

Carry, lift, push/pull limits
Increases melee damage

ENDURANCE (END)

Increases Stamina Points
Resistance to fatigue and ailments
Breath holding duration

TOUGHNESS (TGH)

Reduces Stamina damage taken
Used for post-damage checks (Downed, Conditions)

QUICKNESS ATTRIBUTES

Three Attributes:

REACTION (RCT)

Determines Initiative, Seizing the Initiative (attempts to interrupt opponent's turn)

SPEED (SPD)

Determines movement distance, Talents open up extra attacks.

STUNT (SNT)

Ignore difficult terrain
Used for acrobatics and traversal

NONCOMBAT ATTRIBUTES

Roleplaying Attributes that buff Skills

INTELLIGENCE (INT)

Knowledge, Logic, Book Smarts

WISDOM (WIS)

Awareness, Experience, Street Smarts

PRESENCE (PRS)

Charisma, Influence, Power of Personality

TALENTS

Special abilities that modify combat and actions

Add effects, bonuses, or new mechanics

Purchased using Talent Points from Specializations

SKILLS

Purchased using Skill Points

Gain:

+2 Skill Points per Combat Specialization increase

+5 Skill Points per Noncombat increase

SKILL TEST

d10 + Skill Rank + Attribute + Modifiers

JOBS

Each Skill belongs to a Job

Characters may have 2 Jobs

Jobs grant +2 to related Skill Tests and provide special Job Abilities.

SKILL BOOST & FUSION

Skill Boost and Skill Fusion provide bonuses to Skill Tests through individual expertise and assistance from allies. Both use the following table to determine the bonus:

SKILL TEST RESULT	BONUS
0–4	+0
5–9	+1
10–14	+2
15–19	+3
20–24	+4
25+	+5

SKILL BOOST

Certain Skills and Job Abilities allow you to make an additional Skill Test to generate a Skill Boost Bonus. Roll **D10 + Skill Rank + the listed Attribute Rank + any applicable Job Bonus**, then consult the table. Equipment bonuses, Skill Fusion, and other additional modifiers do not apply to this roll. Apply the resulting bonus as directed by the Skill or Job Ability. Some Job Abilities also allow you to share this bonus with allies.

SKILL FUSION

When a Skill is marked “**Skill Fusion: Yes**,” allies with the same Skill may assist. Each assisting character makes a Test using that Skill and converts their result into a bonus using the table. Skill Fusion Tests may include all applicable modifiers. Add **only the highest assisting character’s bonus** to the primary character’s Skill Test; bonuses from multiple helpers do not stack.

Example: Two allies assist a First Aid Test. Their final totals are 12 and 18, generating bonuses of +2 and +3. The character performing First Aid adds **+3** to their Test.

Using Both: An applicable Skill Boost Bonus and the highest Skill Fusion Bonus may contribute to the same primary Skill Test. Skill Fusion cannot modify the separate roll used to generate Skill Boost.

See the full rules on pages 124–125.