

Dual Weapons Penalty

Unfortunately, it is not easy to use two weapons at once. The character suffers a –2 penalty to all attack rolls when simultaneously attacking with a weapon in each hand. If the character attempts to use dual weapons to strike multiple opponents, he suffers the multiple action penalty in addition to the –2 dual weapons penalty. Any attacks that strike will inflict the leading weapon's damage plus two additional points of damage, as described above.

Dual Weapons And Faceless Minions

Because faceless minions do not have Health Points, the extra damage inflicted by a second weapon is meaningless. The –2 penalty makes it more difficult to strike, so characters should simply switch back to one weapon (mechanically) when fighting faceless minions. Sure, the player can say that his character uses both swords to cut a path through a horde of ninja, and he can do so, but mechanically, the character should switch back to using one weapon in order to avoid the –2 penalty. Note that a character with the Dual Weapons gimmick can attack with two weapons at the same time without suffering the dual weapons penalty. Refer to Chapter Six: Gimmicks (p. 74) for more information on the Dual Weapons gimmick.

Combat Action Systems

Combat has its own special rules, somewhat like unique action systems. Listed below are a number of combat action systems used to adjudicate the outcome of a number of commonly occurring combat situations and special maneuvers.

Ammo Points

Ammo points (AP) represent the amount of ammunition a firearm holds. Ammo Points are expended whenever a weapon fires. Firing a single shot expends one Ammo Point. Firing a burst expends three Ammo Points (though the character is not necessarily firing only three bullets). When a weapon's Ammo Points reach zero, it is out of ammo and must be reloaded.

Armor

When a character wears armor, his body becomes more difficult to harm. Each type of armor has an Armor Grade, a number indicating the level of protection that the armor provides its wearer. When armor is worn, its Armor Grade is added to the character's Resistance Factor for purposes of Resisting damage. Heavier sets of armor provide more protection, but due to their increased weight and bulk, reduce the wearer's

mobility. Thus, many armors impose a movement penalty. This penalty is applied to all ability checks that are based on a character's ability to move, including most attack rolls, Defense Totals, and movement checks.

A character may attempt to strike and inflict damage on the actual armor (rather than the person it is protecting) by rolling to strike with a –1 penalty. If the attack is successful, it strikes and inflicts normal damage to the armor (the Armor Grade reduces the damage). Once the armor's Health Points have been reduced to zero, the armor is destroyed and no longer offers any protection to the wearer. Any damage remaining after the armor's Health Points are reduced to zero is dealt to the defender. The defender may Resist normally. Table 9-2 shows statistics for a number of different types of armor.

Attack Range

An attack's range represents the average distance at which it may strike a target. Unarmed attacks and melee weapon attacks have a range of "within reach." Small or lightweight weapons (like daggers, rocks, and shuriken) can be thrown up to 10 yards per point of Strength. Heavy weapons (like swords, axes, and warhammers) can be thrown up to five yards per point of Strength. Each firearm has its own unique range, listed on table 9-6 (p. 142). A character may strike a target at a distance of up to twice the normal range of his thrown weapon or firearm by suffering a –2 penalty on his Firearms check. If the target is further away than twice the weapon's range, the attack has no chance to successfully strike.

Called Shot

An attacker may attempt to strike a specific part of an opponent or object by performing a called shot. Normal attacks usually strike the central area of an opponent or object, but a called shot allows an attacker to strike a chosen area. In order to strike with a called shot, the attacker must roll an attack roll with a –1 penalty. This penalty may be increased or decreased depending on the size of the target and the desired cinematic outcome of the attack. An attempt to staple an opponent to a wall with a well-thrown dagger may impose only a –1 penalty. An attempt to dismember an opponent with a skilled sword slice will suffer at least a –5 penalty. Burst attacks may not be used for called shots, save on attacks against very large targets. If a called shot attack strikes, it may or may not inflict damage, depending on the cinematic effects of the attack. The Narrator determines the cinematic effects of a successful called shot.

Table 9-2: Armor Statistics

Armor Type	Armor Grade	Movement Penalty	Health Points
Shield/Reinforced Clothing	0*	0	10
Leather Armor/Bulletproof Vest	1	0	15
Splint Mail/Flak Jacket	2	-1	20
Metal Mesh/Riot Gear	3	-2	25
Metal Plate/Demolition Armor	4	-3	30

* A shield or reinforced clothing allows a character to parry melee and firearm attacks (using his Brawling or Melee Defense Totals, respectively) without suffering a penalty to his Defense Total. Most shields have 20 Health Points and a Resistance Factor of 7.

Disarming

In order to disarm an opponent of a hand-held weapon or item, the attacker rolls to strike with a -2 penalty. If the attack is successful, the opponent is disarmed and the weapon or item is flung approximately 10 to 20 feet away in any direction that the disarming character wishes. It takes an action for a disarmed character to retrieve his weapon, provided that the weapon is in a location in which it may still be reached. A successful disarming attack inflicts no damage to the victim. At the Narrator's option, characters using whip or chain weapons may suffer less of a penalty when attempting this maneuver.

Instead of attempting the disarm maneuver, an attacker may attempt a called shot for an opponent's hand, suffer only a -1 penalty, inflict normal damage, and cause the opponent to drop his weapon. In this case, however, the opponent's weapon is not moved a great distance and the opponent may simply pick up his weapon during his next turn as an instant action.

Face Off

In anime, at the end of a dramatic fight scene, the hero and the villain often face one another and prepare for their final attack. Both run full-tilt at one another through rice fields or bamboo gardens. The combatants leap into the air, the screen flashes white, and the sound of clashing weapons is heard. Both combatants land, now on the opposite sides of the screen. Everything is quiet and still. A moment later, the villain crumples to the ground, defeated by the hero's combat prowess.

In *RandomAnime*, there is a simple combat mechanic to represent this: the face off. Any character can attempt to initiate a face off during his turn. Attempting to initiate a face off counts as an instant action. If the opponent does not accept, nothing happens and the character that attempted to initiate the face off continues to take his turn normally. If the opponent accepts, both the initiator and the opponent spend a turn and the face off begins.

Both characters roll to strike one another. Whoever rolls the highest Final Total on his attack roll successfully strikes his opponent. Regardless of the winner's strength or the weapon used, the attack inflicts 10 points of damage. This damage may not be Resisted. Alternatively, in especially brutal games, the Narrator may rule that a successful face off attack automatically reduces the opponent to zero Health Points. If the attack rolls tie, both characters' weapons collide or miss, no damage is inflicted, and the face off ends. Either character can opt to reinitiate another face off when his next turn arrives. Characters performing a face off can perform no other actions during that turn.

Fierce Attack

A character attempting this maneuver puts all of his might into his attack, ignoring his own safety in order to deal a more deadly blow. Before rolling to strike, the player announces that his character is attempting a fierce attack. For each -1 penalty the attacker decides to impose on his attack roll, the attack

