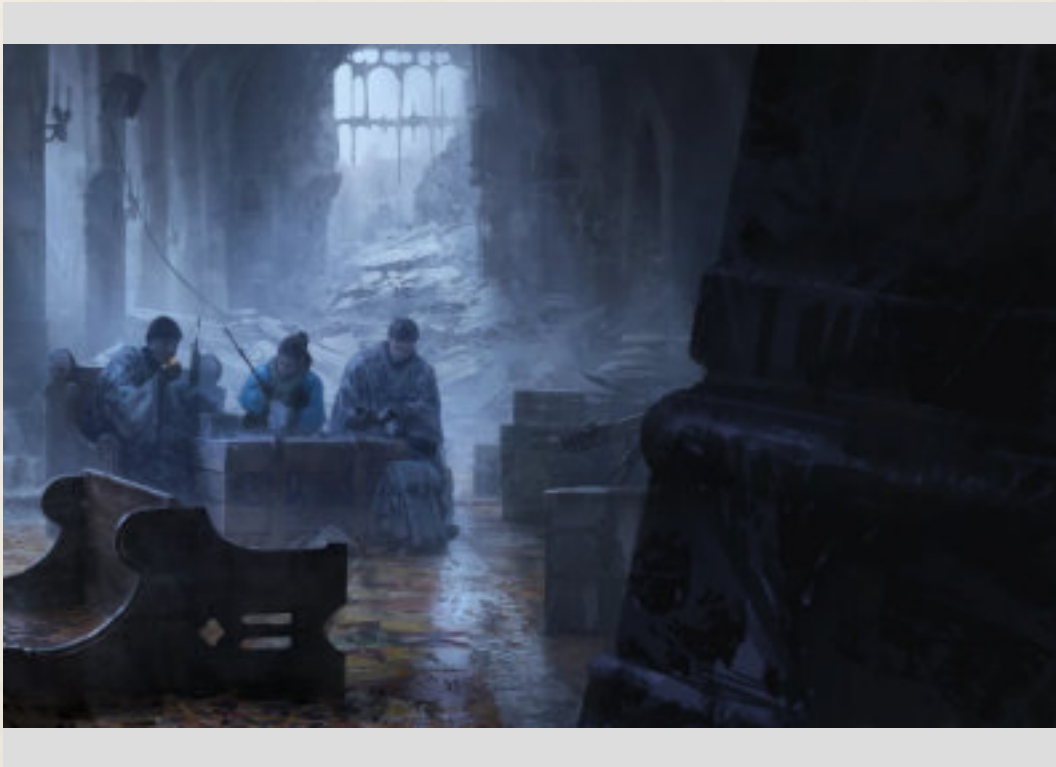


# DICE ROLLS

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## THE MECHANICS OF DICE ROLLING IN T2K4E



*Roll to succeed - your attributes and skills determine your fate*

Player's Manual Reference: Pages 44-48

# DICE MECHANICS & SKILL ROLLS

Roll to succeed - your attributes and skills determine your fate

Player's Manual Reference: Pages 44-48

The Rule

This handout consolidates all the core dice mechanics from the Player's Manual into one comprehensive reference. Each section includes the complete official rule text along with practical guidance for gameplay.

## SECTION 1: ROLL THE DICE

### Base Dice Selection

Each skill is connected to one of the four attributes: **STRENGTH (STR)**, **AGILITY (AGL)**, **INTELLIGENCE (INT)**, and **EMPATHY (EMP)**. When you perform an action, you first describe what your character does or says. Then you grab two dice – one for your skill level and another for the base attribute that is connected to the skill. These two dice are called your base dice.

The type of base dice to roll depends on your levels in the skill and attribute:

### BASE DICE TABLE

- **Level A** = D12
- **Level B** = D10
- **Level C** = D8
- **Level D** = D6

Roll your two base dice together. If you don't have a level in the skill you're using, just roll one die for the attribute

### SUCCESS

To succeed with your action, you must roll **6 or higher** on at least one base die used in the roll. A roll of 6 or higher is called a success, and is marked in the rules with a crosshairs symbol: ⊕. The custom dice have a target icon on the 6 side to mark successes.

**MULTIPLE SUCCESSES:** A roll of 10 or higher on a single die (only possible with a D10 or D12) counts as **two successes** ⊕⊕. This means you can potentially roll up to four successes with a single skill roll (two successes on each die), if you are both skilled and lucky. With successes beyond the first one you can achieve additional effects, if explicitly stated in the rules.

### THE ART OF FAILURE

If you roll no ⊕, something goes wrong. For some reason, you failed to achieve your goal. Feel free to elaborate on why with the help of the Referee. They might even let a failed roll have further consequences to move the story forward in a dramatic way.

Failure must not stop the story completely. Even when you fail, there must be a way forward – perhaps at the cost of time, risk, or barter, but still a way. The Referee always has the final say regarding the consequences of failure in a particular situation.

You have one last chance if you really need to succeed – you can push the roll.

### Additional References:

- Page 16 - Skill levels and die types
- Page 45-46 - Pushing rolls
- Page 46-47 - Modifiers and difficulty
- Page 47 - Help from others and opposed rolls

## SECTION 2: PUSHING YOUR ROLL

### The Mechanic

Your initial skill roll reflects a safe and controlled action. If you fail your initial roll, or if you want additional ⊕, you can lean into the action, giving it everything you've got, pushing yourself or your gear to the limit.

This is called pushing the roll, and lets you re-roll all dice except those with the result of **1 (with an explosion icon)**. The custom dice have an explosion/starburst icon on the 1 side. You must re-roll all dice not showing ⊕ or 1 (with an explosion icon), and you cannot change back to the previous result.

### The Risk - Damage and Stress

There is a risk – each time you push a roll, you immediately suffer **1 point of damage** (if you rolled for STR or AGL) or **1 point of stress** (if you rolled for INT or EMP) for each 1 (with an explosion icon) you rolled on your base dice. If this damage incapacitates you, this happens after the action is resolved. Read more about damage and stress in chapter 4.

**USING GEAR:** If you used a tool, such as a weapon or a vehicle, for a skill roll based on STR or AGL, any damage from pushing will affect the item instead of yourself and decrease its reliability rating (page 91). See Gear & Reliability section below.

**AMMO DICE - COMPLETE RULES**

Firearms give you ammo dice to add to your skill roll. Ammo dice are tan colored D6s included in the boxed set. You can add as many ammo dice to your attack as you like, from zero up to the **rate of fire (RoF)** rating of your weapon or the **number of rounds left in the magazine minus one**, whichever is lower.

For example, if you have three rounds left, you can add up to two ammo dice. If you have only one round left, you cannot add any ammo dice to your roll. In this case, or if you choose to use no ammo dice, only one (1) round of ammunition is used in the attack.

**Ammo Dice Successes:**

Rolling a **6 (with a bullet icon)** on an ammo die is a success just like with a D6 base die, but successes on ammo dice do not contribute to hitting your target. Instead, successes on ammo dice have different, specific effects:

- **If your attack hits** (checking only the base dice), each 6 (with a bullet icon) on your ammo dice can be used to either:
  - **Increase damage** (each increases the damage by 1), OR
  - **Trigger an additional hit** on the same target or on a secondary target **in the same hex as the primary target**
- **IMPORTANT:** Secondary targets must be in the same hex as your primary target. You cannot choose a secondary target that would be harder to hit directly than the primary target. For example, if your primary target is standing in the open and there's another enemy prone behind cover in the same hex, you cannot use ammo dice to hit the prone covered enemy because they would have been harder to hit if targeted directly (prone gives -1, cover gives additional penalty).
- Each additional hit inflicts **base damage** on a random hit location. You can spend additional 6s (with bullet icon) on that same hit to increase its damage by 1 for each further 6 you allocate to it.
- **If your attack misses**, rolling one or more 6 (with a bullet icon) on your ammo dice means that the target can still be suppressed (page 67)

**PUSHING & AMMO DICE:** If you push your roll, you must also re-roll all ammo dice not showing 6 (with a bullet icon) or 1 (with an explosion icon). Ammo dice have an explosion icon on the 1 side, just like base dice. When

pushing, each 1 (with an explosion icon) on a base die or an ammo die will reduce the reliability rating of the weapon by 1. Any 1 (with an explosion icon) rolled in the initial roll (before pushing) are also counted.

This means rolling more ammo dice will risk damaging your firearm – but only when you push the roll. If your weapon breaks due to pushing, it does so after the current attack is resolved. Read more about damage to gear and repairs on page 91.

**WEAPON JAM:** If you roll **two or more 1** (with an explosion icon) on your base dice or ammo dice after pushing, your weapon jams immediately after resolving the attack (any ⊕ or 6 (with a bullet icon) rolled still apply), in addition to the reduced reliability. Until the jam is cleared, the weapon cannot be fired. Clearing a jam is a slow action and requires a skill roll for the weapon (i.e. RANGED COMBAT or HEAVY WEAPONS). Multiple attempts are allowed.

**AMMO SPENT:** After your roll, you sum up the D6 digits on all of your ammo dice, then add one (1) to the result. This sum is the total amount of ammunition you have spent on the attack. If the sum on your ammo dice is equal to or more than the number of rounds you have left in the magazine, your magazine is completely emptied.

**TRACKING AMMO:** You must always keep careful track of how much ammo you have in your magazine or belt, and how many magazines or ammo belts you carry.

- Mark down ammo spent in the current magazine or belt, using tally marks or digits, on the character sheet. When you reload, erase and start over.
- Note how many full magazines and ammo belts you have in your inventory. A magazine weighs ¼ of an encumbrance unit, while an ammo belt is one full unit. When you reload, erase the spent magazine or belt from your inventory.

**Restrictions on Pushing**

**PASSIVE ROLLS:** You can only push skill rolls when you actively perform an action. When passive or unaware, for example when rolling RECON to see if you spot a sneaking enemy or when someone uses PERSUASION on you, you cannot push the roll.

**ONLY ONCE:** You can only push your roll once. If you don't succeed on your second try, you are stuck dealing with the consequences.



**WHAT PUSHING MEANS:** How a pushed roll plays out in story terms depends on what skill you are using. It can take the form of a great physical exertion, total mental focus or emotional strain.

#### Additional References:

- Page 63-67 - Complete ammo dice rules in combat chapter
- Page 67 - Suppression rules
- Page 72-73 - Hit location and armor rules
- Page 72-77 - Damage and stress rules
- Page 91 - Gear damage and repairs

### SECTION 3: GROUP ROLLS

When you face a challenge together with the other PCs, don't roll dice separately. Instead, you decide who among you is best suited to take on the challenge. The others may help this person (see Help from Others section below) if it's relevant to the situation. If the roll fails, it counts as a failure for all of you – you are not allowed to try one time each.

**Additional References:** - Page 47 - Help from others

### SECTION 4: MODIFIERS

Sometimes, external factors help you to succeed. Such modifiers will **step up** one of your base dice to a better die, from a D6 to a D8 for example. Other times, something hampers your action. This will **downstep** one of your base dice. You can get modifiers to skill rolls in several different ways: specialties, the difficulty of the action itself, and help from others.

#### How Modifiers Work

A **+1 modifier** means upgrading a base die one step, a **+2 modifier** means upgrading two steps, and so on. A **-1 modifier** means downgrading a base die one step, **-2** means two steps down, and so on. Several modifiers can apply to the same roll, and they are **cumulative**. A +2 modifier and a -1 modifier add up to +1, for example.

#### Die Stepping Progression:

- D6 → D8 → D10 → D12 (stepping up)
- D12 → D10 → D8 → D6 (stepping down)

When stepping up and down, always try to **balance your dice as much as possible** – i.e. step up a lower base die first, and downstep a higher base die. You can never go above two D12s, no matter what modifiers you have. To

downstep past two D6s, remove one die. **You can never go below one D6.**

**Special Case - No Skill Level:** If you lack a skill level and start with just a single base die, step up by adding a D6 (as one step up) and step it up further as needed.

#### Additional References:

- Page 46-47 - Difficulty modifiers
- Page 47 - Help from others
- Page 49 - Specialties

### SECTION 5: DIFFICULTY

Normally, the Referee doesn't assess how difficult an action is. You only roll dice in challenging situations – period. But sometimes, the Referee might want to underscore that external factors either help or hinder an action.

#### POSITIVE MODIFIERS

Each of the below factors can give a positive modifier to your roll:

- Familiar equipment (e.g., mines from your own nation)
- Specialized equipment (e.g., a custom off-road racing vehicle instead of an SUV)
- Spotter (an assistant with binoculars or spotting scope identifying targets hit/missed)
- Specific tools (e.g., lockpicks designed for the type of lock being picked)
- High-end ingredients (e.g., commercial-grade chemicals or freshly butchered beef)
- Advantage over opponent (e.g., they are asleep, looking the other way, etc.)

#### NEGATIVE MODIFIERS

Each of the below factors can give a negative modifier to your roll:

- Unfamiliar equipment (e.g., mines of a foreign nation)
- Improvised equipment (e.g., using a coat hanger and paper clip instead of lockpicks)
- Weather/light conditions (rain, fog, blizzard, darkness, glare, smoke, fire, etc.)
- Poor ingredients (e.g., stale bread, meat from sickly animal, homemade chemicals)
- Opponent has advantage (e.g., highly alert, using observation equipment, etc.)

**SPECIFIC MODIFIERS:** There are also many cases where specific modifiers are imposed by the rules, like when you aim carefully with a ranged weapon (page 65), shoot at long distance, or if you're in a bad bargaining position when you use PERSUASION on someone (page 61).

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### SPECIALTIES

Many specialties also give you a positive modifier in certain situations or when using certain types of gear. Read more on page 49.

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#### Additional References:

- Page 49 - Complete specialty rules
- Page 61 - Persuasion modifiers
- Page 65 - Ranged combat modifiers

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## SECTION 6: HELP FROM OTHERS

Other PCs or NPCs can help you succeed at a skill roll. This must be **declared before you roll your dice**. It must also make sense in the story – the individuals helping you must be physically present and have the capacity to support your action. The Referee has final say.

For each person helping you, you get a **+1 modifier**. No more than **three people** can help you with a single roll, meaning your maximum modifier from getting help is **+3**.

In combat, helping counts as the same type of action as the one you are supporting (fast or slow).

NPCs can help each other in the same way as player characters. Letting NPCs act in groups instead of individually is often an easy way to manage large numbers of NPCs in combat.

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#### Example:

Diaz and Kasia go foraging together. Diaz has INT B and SURVIVAL D. Kasia also has level D in SURVIVAL but INT A, so they decide to let Kasia roll and Diaz help out. Normally, Kasia would get to roll a D12 and a D6 in this case, but thanks to Diaz's help, her D6 is stepped up to a D8.

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#### Additional References:

- Page 45-46 - Modifiers
- Page 54-60 - Combat actions

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## SECTION 7: OPPOSED ROLLS

Sometimes, rolling a  $\oplus$  isn't enough to succeed with your skill roll. In some cases, you have to beat your foe in an opposed roll. To win an opposed roll, you must roll **more**  $\oplus$  than your adversary. Every  $\oplus$  your adversary rolls

eliminates one of your  $\oplus$ . Only you (the active party) can push your roll – and you can decide to do so even after your opponent rolls.

Sometimes you and your adversary roll for different skills, sometimes the same. Opposed rolls are common when you use PERSUASION to influence someone or RECON to move undetected. The Referee can also use opposed rolls in any case when they deem it appropriate. The Referee might even roll for you secretly when you are the passive part in an opposed roll.

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#### Example:

Jonesy tries to convince a frightened local farmer to let the group stay overnight at her farm. Jonesy has EMP B and PERSUASION D, giving him a D10 and a D6 to roll. The farmer has EMP C and no skill level in PERSUASION. Jonesy rolls one  $\oplus$ , but so does the farmer – meaning the opposed roll fails. Jonesy now needs to decide whether to push the roll or not.

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#### Additional References:

- Page 45-46 - Pushing rolls
- Page 48-49 - Persuasion skill
- Page 48 - Recon skill

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## SECTION 8: GEAR & RELIABILITY

### Using Gear

In many skill rolls, you can use gear. Gear can take the form of a weapon in combat, a rope to climb, or a med kit to heal a wound. You will find weapons and other gear listed in chapter 5 of this book. In some cases, a piece of gear is needed to be able to perform a particular action at all. Particularly useful gear can also give you a positive modifier to your skill roll.

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### Damage to Gear

Weapons, vehicles, and other gear can suffer damage just like people. Each piece of gear has a **reliability rating**, which works like a hit capacity. Damage from pushing rolls or outside force will reduce the reliability rating. When it reaches zero, the item is broken and can no longer be used. A typical piece of gear in good condition has a reliability rating of 5, but flimsy or badly built gear can start with a lower rating.

Broken or worn gear can be repaired using the TECH skill and spare parts. See chapter 5 for more on this.

Damage to vehicles is more complex, and is described in full in chapter 4.



**Additional References:**

- Page 45-46 - Pushing damage to gear
- Page 48 - Tech skill
- Page 72-73 - Hit location when attacks hit
- Page 72-74 - Armor, cover, and damage rules
- Page 81-88 - Vehicle combat and damage
- Page 91 - Gear damage and repairs
- Page 92-114 - Weapons listings
- Page 115-126 - Vehicles listings
- Page 127-132 - Gear listings

**WHEN YOU USE THIS**

You use these dice mechanics:

- Every time the Referee calls for a skill roll in a challenging situation
- When you need to determine if your character succeeds at a task using their attributes and skills
- In combat when attacking, defending, or performing actions
- During travel when facing hazards or challenges
- In social situations when negotiating or influencing others

**HOW IT WORKS - QUICK PROCEDURE****Basic Roll:**

1. Describe your action
2. Identify the skill and its connected attribute (STR, AGL, INT, or EMP)
3. Grab your base dice (attribute die + skill die)
4. Apply any modifiers by stepping dice up or down
5. Roll both dice together
6. Count successes (6+ = ⊕, 10+ = ⊕⊕)

**If Using a Firearm:**

1. Follow basic roll steps above
2. Add ammo dice (0 to RoF or remaining rounds - 1)
3. Roll all dice together
4. Check base dice for hit/miss
5. If hit, use ammo dice 6s (bullet icon) for damage or additional hits
6. Calculate ammo spent (sum ammo dice + 1)

**If Pushing:**

1. Decide to push after seeing initial results
2. Keep all dice showing ⊕ or 1 (explosion icon)
3. Re-roll all other dice
4. Take damage/stress for each 1 (explosion icon) on base dice

5. If using gear on STR/AGL roll, gear takes damage instead

6. If using firearm, check for weapon jam (2+ explosions)

**EXAMPLE - BASIC SKILL ROLL**

**Martinez** needs to spot an enemy patrol. She has RECON C (D8) and INTELLIGENCE B (D10).

Martinez rolls:

- **D8:** Gets a **7** → SUCCESS ⊕ (7 is ≥ 6)
- **D10:** Gets a **4** → FAILURE (4 is < 6)

**Result:** Martinez rolled 1 success total, which is enough! She spots the patrol in the distance and can warn her unit before they walk into an ambush.

**EXAMPLE - PUSHED ROLL WITH DAMAGE**

**Ronson** is marching hard through difficult terrain and needs to make a STAMINA roll. He has STR A (D12) and STAMINA C (D8).

**Initial Roll:**

- **D12:** Gets a **4** → FAILURE
- **D8:** Gets a **3** → FAILURE

Ronson has no successes and decides to push the roll.

**Pushed Roll:**

- **D12:** Gets a **9** → SUCCESS ⊕
- **D8:** Gets a **1** (with explosion icon) → FAILURE

**Result:** Ronson succeeds with 1 ⊕ on the pushed roll, but he rolled one 1 (explosion icon) on his D8. Since this was a STR-based roll, he suffers 1 point of damage. The player describes how Ronson stumbles in the mud during the hard march and sprains his ankle, but he keeps going.

**EXAMPLE - FIREARM ATTACK WITH AMMO DICE**

**Ronson** fires his M249 SAW at a group of three marauders in the same hex at MEDIUM range. Marauder A and B are standing in the open wearing flak jackets (Armor 2 on torso and arms). Marauder C is standing in the open with no armor. He has HEAVY WEAPONS B (D10) and STRENGTH A (D12). His M249 has RoF 6, base damage 2, and he has plenty of ammo. He decides to use 6 ammo dice.

**The Attack Roll:**

- **D12 (base):** Gets a 10 → SUCCESS ⊕⊕ (two successes)
- **D10 (base):** Gets a 5 → FAILURE
- **Ammo dice:** 6, 6, 6, 4, 3, 2 → Three 6s (with bullet icon)

**Allocating Successes:**

- Ronson hits Marauder A (primary target) with 2 successes from his base dice
- He uses both ⊕ to hit Marauder A and increase damage by 1
- Base damage 2 + 1 = 3 damage to Marauder A before armor

**Allocating Ammo Dice (three 6s with bullet icons):**

- First 6: Trigger additional hit on Marauder B → Base damage 2
- Second 6: Increase Marauder B's damage → 2 + 1 = 3 damage to Marauder B before armor
- Third 6: Trigger additional hit on Marauder C → 2 damage to Marauder C before armor

**Rolling Hit Locations:**

- Marauder A: Roll D6 → Gets 3 → TORSO
- Marauder B: Roll D6 → Gets 6 → HEAD
- Marauder C: Roll D6 → Gets 5 → ARM

**Applying Armor:**

- Marauder A (Torso hit, 3 damage):
  - Flak jacket provides Armor 2 on torso
  - M249 armor modifier: 0 (no change)
  - Final damage: 3 - 2 = 1 damage
- Marauder B (Head hit, 3 damage):
  - Flak jacket does NOT protect head
  - No armor on head location
  - Final damage: 3 damage (likely critical injury at crit threshold 3)
- Marauder C (Arm hit, 2 damage):
  - No flak jacket, no armor
  - Final damage: 2 damage

**Final Results:**

- Marauder A: Takes 1 damage to hit capacity
- Marauder B: Takes 3 damage to hit capacity and suffers a critical injury
- Marauder C: Takes 2 damage to hit capacity
- Ammo spent: 6+6+6+4+3+2+1 = 28 rounds

**Important Note:** If Marauder C had been prone or behind cover, Ronson could NOT have used ammo dice to hit him as a secondary target, since he would have been harder to hit directly than Marauders A and B who were standing in the open.

**EXAMPLE - OPPOSED ROLL**

**Chen** tries to sneak past a Soviet sentry. Chen has MOBILITY C (D8) and INTELLIGENCE B (D10). The sentry has RECON D (D6) and INTELLIGENCE C (D8).

**Chen's Roll:**

**D8:** Gets a 7 → SUCCESS ⊕

**D10:** Gets a 9 → SUCCESS ⊕

**Sentry's Roll:**

**D6:** Gets a 4 → FAILURE

**D8:** Gets a 6 → SUCCESS ⊕

**Result:** Chen rolled 2 ⊕, the sentry rolled 1 ⊕. Chen wins the opposed roll by 1 success and sneaks past undetected!

**REMEMBER - CRITICAL RULES****Basic Rolling:**

- **6 or higher = SUCCESS ⊕** - This is the core number to remember
- **10 or higher = TWO SUCCESSES ⊕⊕** - Only possible on D10 or D12
- No skill level? You can still roll using just your attribute die
- Describe first, roll second - Always explain what you're trying to do

**Pushing:**

- You WILL take damage or stress when pushing - count every 1 (explosion icon) on base dice
- STR/AGL rolls → damage (or gear damage if using tools/weapons)
- INT/EMP rolls → stress
- Cannot push passive rolls (when you're unaware or being acted upon)
- Can only push ONCE per roll
- NEVER push promotion rolls or CUF rolls

**Ammo Dice:**

- Successes on ammo dice DON'T help you hit - only base dice determine hits
- Use ammo dice successes ONLY if your attack hits
- Each 6 (bullet icon) on ammo = +1 damage OR additional hit on target in **same hex**
- Secondary targets must be in same hex as primary target
- Cannot hit secondary targets that would be harder to hit than primary (due to cover, prone, etc.)
- Additional hits start at base damage, can spend more 6s to increase that hit's damage
- When pushing, ammo dice with 1 (explosion icon) damage your weapon
- 2+ explosions after pushing = weapon jams

**Modifiers:**

- +1 = step up one die type (D6→D8→D10→D12)
- -1 = step down one die type (D12→D10→D8→D6)
- Multiple modifiers are cumulative
- Always balance dice when applying modifiers
- Maximum: two D12s, Minimum: one D6

**Help & Opposed Rolls:**

- Up to 3 people can help (+3 maximum)
- Declare help BEFORE rolling
- Opposed rolls: You need MORE successes than opponent
- Only the active party can push in opposed rolls

**QUICK REFERENCE****DIE TYPES BY LEVEL**

LEVEL	DIE TYPE	DIE SIZE
A	D12	12
B	D10	10
C	D8	8
D	D6	6

**Success Thresholds****1-5** = No success**6-9** = 1 success ⊕**10-12** = 2 successes ⊕⊕ (D10/D12 only)**Dice Symbols**

**Base Dice:** 1 (with explosion icon) = pushing damage, 6+ (with target icon) = success ⊕

**Ammo Dice:** 1 (with explosion icon) = weapon damage when pushing, 6 (with bullet icon) = combat effects

**Skill-Attribute Pairings****CLOSE COMBAT** (STR)**HEAVY WEAPONS** (STR)**STAMINA** (STR)**DRIVING** (AGL)**RANGED COMBAT** (AGL)**MOBILITY** (AGL)**RECON** (INT)**SURVIVAL** (INT)**TECH** (INT)**COMMAND** (EMP)**MEDICAL AID** (EMP)**PERSUASION** (EMP)**Modifier Limits****Maximum Help:** +3 (three helpers)**Maximum Dice:** Two D12s**Minimum Dice:** One D6**Pushing Consequences**

**STR/AGL Roll:** 1 damage per explosion icon (or to gear if using tools)

**INT/EMP Roll:** 1 stress per explosion icon

**Firearms:** 1 reliability damage per explosion icon when pushed

**Weapon Jam:** 2+ explosion icons after pushing

Ammo Dice Limits

**Maximum Ammo Dice:** RoF rating OR (magazine rounds - 1), whichever is lower

**No Ammo Dice:** When only 1 round remains in magazine

**Ammo Spent:** Sum all ammo dice results + 1

**Secondary Targets:** Must be in same hex as primary target and not harder to hit

**Additional Hit Damage:** Starts at base damage, +1 for each additional 6 spent on that hit