

Test = Attribute + Skill + Gear + Stress

- Usually, 1 success is enough but extras create criticals (or counteract difficulty)
- Unskilled test are okay, GM can set a modifier of up to +/-3 for difficulty
- Up to 3 people can help, each adding +1 dice
- Attribute, Skill and Gear generate successes on a 6
- Stress generates successes on a 6 but on a 1 causes panic and blocks pushing
- If you fail to get enough successes, you can usually push a roll by adding 1 level to your stress (and stress level = stress dice). Pushing means you reroll the failures plus an extra stress dice.
- Androids/Synthetics cannot push but never panic
- You can **spend a story point to get an automatic success**. This can be done after the rolls are made.
- **Opposed rolls** - successes cancel out, only the 'attacker' can push

Stress Level increase in certain situations

- You push a roll
- You fire a full auto burst
- You suffer 1+ damage
- You go without food, water or sleep
- A scientist fails to analyse something (p121)
- Someone nearby is revealed to be an android
- You encounter a horrific creature or location (at GM's discretion)

Panic Roll happens when

- you roll a 1 (facehugger) on a stress dice
- You witness some suffering some specific panic effects (GM will advise)
- You are pinned down by a ranged attack
- You suffer a critical injury
- You are attacked by an Alien
- Something truly horrifying happens

Make the Panic Roll by rolling a D6 and adding stress level. Reference the table on p69

Panic rolls when firing cause ammunition supplies to run out p63

Panic can be stopped by:

- A command roll from another player
- You become broken
- A turn passes

If a turn passes where you rest with no skill roll or interruption then Stress level -1
Alternatively (once per act) interact meaningfully with your significant item

Round (5 to 10 seconds)
Turn (5-10 minutes)
Shift (5-10 hours)

Range	Description	Ranged fire	Stealth*	Sneak attack**
Engaged	Same zone HTH	-3/+3	N/A	-2 MOB
Short	In same zone	-	-1 MOB	-1 MOB
Medium	Adjacent zone, 25m	-1	-	-
Long	4 zones, 100m	-2	+1 MOB	+1 MOB
Extreme	1km	-3	+3 MOB	+3 MOB

* Behind open door or hatch +2 MOBILITY for roll

** +2 MOB mod if this is an ambush instead of these

Initiative

- Draw a card. This is your initiative position for the entire battle.
- You can swap with another player at the start of the fight or the start of the round.
- List of slow and fast actions on p54

Combat mods

- +2 vs prone characters in Close Combat
- MOB roll to retreat from Engaged to Short - if you fail they get a free attack
- Pushing - slow - Close Combat
- Blocking - fast - declare before opponent rolls, cannot block unarmed vs Xeno/weapon
- Aim - fast - +2 RANGED COMBAT
- Large target +2 RANGED, small target -2 RANGED
- Dim light -1 RANGED, Dark -2 RANGED
- Full auto +2 RANGED, +1 STRESS, distribute extra success to other targets for more damage
- Overwatch - assume a hold on your move from your initiative on until your next initiative

Armour from Cover

Shrubbery 2
 Furniture 3
 Door 4
 Inner Bulkhead 5
 Outer Bulkhead 6
 Armoured Bulkhead 7+

Health

- Take a critical injury and become broken if your health reaches 0 (p65 and p160)
- First Aid is only effective for broken characters who regain health equal to successes
- First Aid on yourself is at -2 and you only get 1 point back
- Alternatively, if you are on your own you regain 1 point back after 1 turn
- **Recovery in all other cases:** Regain 1 point of health each turn of rest

Fatal Criticals

- #63-#66 are instant death, no saves
- Make a Death roll (Stamina - no stress added, cannot be pushed)
 - Fail = Dead
 - Success = you linger on until first aid is given. This is a separate first aid roll to the one to stopping being broken. Need to re-roll Death roll if same time elapses
- Long term healing p67

Coup de Grace

- Fail Empathy roll to kill (no stress added)
- Gain +1 stress level

Hazards

Explosion

- Dice = Blast Power
- Short ranged unless Blast Power 7 where it does (BP-6) blast power damage at Medium

Fire

- Intensity Dice Damage
- Armour protects
- If not a zero success then roll again next round at +1 intensity
- Need a zero damage roll to put it out or a mobility roll from someone in engaged range

Freezing p72

Disease p73

Starvation, Dehydration and Exhaustion p70

Falling

- Damage Dice = number of metres/2
- Jumping means you take the mobility roll success off damage
- Armour protects

Vacuum

- Stamina roll each round, -1 harder each time
 - Fail = 0 Health, Death roll each round, no criticals
- Bulkheads have Armour 6, applied vs missed damage roll
 - If it is breached you need a stamina roll to do action
 - After 1 turn it is vented and treated as a vacuum

Zone effects

- **CLUTTERED** - MOBILITY check to get through, fall down and make noise if you fail.
- **DARK** - OBSERVATION -2, RANGED ATTACKS -2 and can't pass through
- **CRAMPED** - crawl, no running, others block your line of sight

Ambushes and Sneak attacks

- You detect passive enemies in same zone or line of sight
 - If you don't move quietly, they detect you as well
 - MOBILITY vs OBS to sneak past using stealth mods on range table
- Active enemies are hidden unless detected by motion tracker or GM says so
 - They may try a sneak attack on you MOB vs OBS as usual.
- Group rolls
 - only the lowest MOBILITY skill player rolls to stay undetected.
 - Observation - chose a player to make the roll

Encumbrance

You can carry up to STRENGTH x2 without issues

- Light items are ½ items
- Heavy items are double or more
- Tiny don't count but need to be concealable in a closed fist

You can carry STRENGTH x4 maximum. If you are in this range you are over-encumbered and must make a MOBILITY tol if you want to run or crawl in a round of combat. On a fail you either drop enough items so you aren't over encumbered or stay-put.

Consumables (when resources are scarce)

- Check AIR every turn and after strenuous activity like combat or MOBILITY rolls
- Check WATER daily and after strenuous activity like combat or MOBILITY rolls
- Check FOOD once per day
- Check POWER situationally, dependent upon the gear used

The check rolls current supply level using stress dice. Every 1 rolled decreases supply by 1.

- Consumables are usually checked individually but can be done as a group
- Every 4 supply levels count as one item for encumbrance (except POWER and AIR are usually in the items that use them)

Manipulate p44-45

- Groups are harder
 - -1 on roll if they have more numbers
 - Roll vs leader
 - If no leader then roll against each opponent

Radiation p74

- Each time you gain a Rad, roll the total number you have and each 6 gives you a point of damage
- You cannot heal if broken from Rads
- Heal one Rad per shift outside a Rad zone
- Roll a stress die each Rad you heal, it becomes permanent Rad

Drowning, Suffocation p74

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close combat attack	-	CLOSE COMBAT
Shoot firearm	Firearm	RANGED COMBAT
Burst of Full Auto	Auto capable firearm	RANGED COMBAT
Throw weapon	Thrown Weapon	RANGED COMBAT
Reload	Firearm	-
First Aid	Broken or Dying Victim	MEDICAL AID
Stop Panic	Panicking Character	COMMAND
Give Orders	Character can hear you	COMMAND
Persuade	Your opponent can hear you	MANIPULATION
Enter/Exit Vehicles	Vehicle	-
Start Engine	Vehicle	-

FAST ACTIONS

ACTION	PREREQUISITE	SKILL
Run	No enemy at engaged range	-
Move through door/hatch	-	-
Get up	You are prone	-
Draw weapon	-	-
Block attack	Attacked in Close Combat	Close Combat
Push	Enemy at engaged range	Close Combat
Grapple attack	Grappled opponent	Close Combat
Retreat	Enemy at engaged range	Mobility
Aim	Ranged weapon	-
Seek Cover	Cover in the same zone	-
Grab the wheel	Vehicle	-
Drive	Vehicle	Piloting
Use Item	Varies	Varies

