

/// DICE ROLLS

- ❖ **Base Dice:** Attribute + Skill + Gear.
- ❖ **Stress Dice:** 1s trigger PANIC ROLLS.
- ❖ **Difficulty Modifiers:** Adjust # of dice (Base Dice first, then Stress Dice).
- ❖ **Results:** A 6 = success. Each additional 6 can be used to buy Stunts.
- ❖ **Pushing:** If no 1s show on Stress Dice, you may add 1 STRESS LEVEL (and the associated die) then reroll all non-6s.

/// STORY POINTS

- ❖ Gain 1 (max. 3) by playing your agenda.
- ❖ Spend to add one 6 to a roll.

/// SLOW ACTIONS (usually requires a roll)

- Break grapple
- Close combat attack
- Crawl
- Don space suit
- Enter/exit vehicle
- First aid
- Full auto
- Give orders
- Persuade
- Reload
- Shoot firearm
- Start engine
- Stop panic
- Throw weapon

/// FAST ACTIONS

- Aim
- Block attack
- Cross hatchway
- Draw weapon
- Drive
- Get up
- Grab the wheel
- Grapple attack
- Pick up item
- Pushing attack
- Retreat/disengage
- Run
- Seek cover
- Set overwatch
- Use item

/// CLOSE COMBAT ATTACK STUNTS

- ❖ +1 damage
- ❖ Swap initiative card with opponent
- ❖ Opponent drops held item or weapon
- ❖ Pull object from target
- ❖ Grapple opponent
- ❖ Humanoid opponent prone
- ❖ Humanoid opponent clinched

/// CLOSE COMBAT BLOCKING STUNTS

- ❖ Decrease damage: Attacker -1 per 6
- ❖ Counterattack: base damage only
- ❖ Disarm attacker

/// COMMAND STUNTS

- ❖ +1 to target's roll to carry out order

/// COMTECH STUNTS

- ❖ +1 to a later related roll
- ❖ Don't need to overcome again
- ❖ Half the usual time
- ❖ New/unexpected information
- ❖ Hide your tracks
- ❖ You show off

/// HEAVY MACHINERY STUNTS

- ❖ +1 to a later related roll
- ❖ Don't need to roll again for this exact situation
- ❖ Half the usual time
- ❖ Break it permanently
- ❖ You act quietly
- ❖ You show off

/// MANIPULATION STUNTS

- ❖ Target doesn't demand return favor
- ❖ Does more than asked for
- ❖ Is impressed by you; will help later

/// MEDICAL AID STUNTS

- ❖ Recover +1 Health points

/// MOBILITY STUNTS

- ❖ Give one 6 to someone in similar situation
- ❖ +1 to later related roll
- ❖ Impress someone

/// OBSERVATION STUNTS

- ❖ Is it coming for me?
- ❖ Are there more of them close by?
- ❖ How do I get in/past/away?

/// PILOTING STUNTS

- ❖ +1 to later related roll
- ❖ You show off

/// RANGED COMBAT STUNTS

- ❖ +1 damage
- ❖ Swap initiative card with opponent
- ❖ Opponent makes Panic Roll
- ❖ Opponent drops held item/weapon
- ❖ Opponent prone or pushed back
- ❖ (Autofire only!) Additional target hit for base damage

/// STAMINA STUNTS

- ❖ Give one 6 to someone in the same situation
- ❖ +1 to later related roll
- ❖ Don't need to roll again for this exact situation
- ❖ You impress someone

/// SURVIVAL STUNTS

- ❖ Give one 6 to someone in the same situation
- ❖ +1 to later related roll
- ❖ You impress someone

/// DIFFICULTY

Difficulty Level	Modifier
Trivial	+3
Simple	+2
Easy	+1
Average	0
Demanding	-1
Hard	-2
Formidable	-3

/// TIME UNITS

Unit	Duration	Primary Use
Round	5-10 seconds	Combat
Turn	5-10 minutes	Stealth
Shift	5-10 hours	Recovery

/// RANGE

Range	Description
Engaged	Right next to you
Short	A few meters away; same zone
Medium	Up to 25 meters away; adjacent zone
Long	Up to about 100 meters away; up to 4 zones away
Extreme	Up to about 1 kilometer

/// STEALTH

Range	Mobility Roll
Short	-1
Medium	0
Behind open door/hatch	+2
Long	+1
Extreme	+3

/// SNEAK ATTACKS & AMBUSHES

Range	Modification
Engaged	-2
Short	-1
Medium	0
Long	+1
Extreme	+3

/// RANGED FIRE

Situation	Modification
Aimed shot	+2
/// RANGE FACTORS	
Engaged range	-3/+3
Short range	-
Medium range	-1
Long range	-2
Extreme range	-3

/// SIZE FACTORS

Large target	+2
Small target	-2
/// LIGHTING FACTORS	
Dim light	-1
Darkness	-2

/// COVER

Type	Armor Rating
Shrubbery	2
Furniture	3
Door	4
Inner bulkhead	5
Outer bulkhead	6
Armored bulkhead	7+

/// GAIN STRESS

- You push a skill roll.
- You fire a burst of full auto fire (p. 62).
- You suffer one or more points of damage.
- You go without sleep, food, or water (p. 70).
- A Scientist in your team fails to ANALYZE something (p. 121).
- A member of your own crew attacks you.
- A person nearby is revealed to be an android.
- You encounter certain creatures or locations, as determined by the scenario or the GM.

/// MAKE A PANIC ROLL IF...

- You roll one or more 1s on your Stress Dice in a skill roll. If this happens, you can't push the skill roll. Instead, roll for panic.
- You witness a friendly character suffering from a certain panic effect (see the Panic Result table).
- You are pinned down by a ranged attack.
- You suffer a critical injury.
- You're attacked by a strange alien creature that you've never seen before.
- A truly terrifying event occurs, as determined by the scenario or the GM.

/// PANIC ROLL

Roll a D6, add your current STRESS LEVEL, and check the table below.

/// PANIC ROLL (roll a D6, add your current STRESS LEVEL)

Result	Effect
6 or less	KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely.
7	NERVOUS TWITCH. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
8	TREMBLE. You start to tremble uncontrollably. All skill rolls using AGILITY suffer a -2 modification until your panic stops.
9	DROP ITEM. Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item—the GM decides which one. Your STRESS LEVEL increases by one.
10	FREEZE. You're frozen by fear or stress for one Round, losing your next point of action. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
11	SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (p. 59) if you have an enemy at ENGAGED range. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally.
12	SCREAM. You scream your lungs out for one Round, losing your next point of action. Your STRESS LEVEL is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll.
13	FLEE. You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are not allowed to make a retreat roll (p. 59) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll.
14	PSYCHOTIC. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.
15+	CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.