

These Stars Are Ours!

New Player Briefing
Revision 2

Science Fiction Role Playing Game using Cepheus Engine Rules

DISCOVER THE 23RD CENTURY TERRAN BORDERLANDS!

- 2260 AD: the immediate aftermath of the Terran Liberation War against the mighty Reticulan Empire and its many thralls
- You probably fought in the war. At the very least, it deeply affected your life.
- For the first time ever, humanity has its own territory, **The United Terran Republic** (UTR)
- Information travels no faster than starships, which is 1 to 3 parsecs per week in “jumpspace”



Game History and Background

- Classic Traveller, 2nd Edition (1981) was resurrected as...
 - Mongoose Traveller, 1st Edition (2008) which led to...
 - Cepheus Engine (2016) which was used to power...
 - These Stars Are Ours! (2017)
-
- Game design feels OSR, with a few modern elements

Differences From D&D Style Games

- Characters and rules are supposed to be more realistic
- No character classes, no levels
- PCs are formed from time in a career, before play starts
- Characters more like normal people than superheroes
- Combat can be very deadly
- Tends toward sandbox campaign play

Books to Have

- **Cepheus Engine SRD** (base rule set with no setting)
 - HTML rules are free: <https://www.offenspace.com/cepheus-srd/index.html>
 - PDF format is “pay what you want” on DriveThruRPG by Samardan Press
 - Printed version is \$14 to \$20 on DriveThruRPG by Moon Toad Publishing
- **These Stars are Ours!** (setting and new rules)
 - PDF and printed versions are available on DriveThruRPG
 - Stellagama Publishing for \$11 to \$40

Game Mechanics

Cepheus Engine

- Uses only 6-sided dice
- 2D = roll 2d6 and add them together
 - the higher the better
 - 8+ means success
- The basics of a character are just two things
 - Characteristics: “stats”
 - Skills: 0 = some familiarity, each point is about 2 years of experience/training



Skill Checks

Cepheus Engine

- 2D + skill level + characteristic modifier + difficulty
- If that adds up to 8+, you succeed
- If you roll 14 or greater somehow, you get exceptional success
- Using a skill you don't have, you get -3 penalty

Table: Characteristic Modifier by Score Range

Score Range	PseudoHex	Characteristic Modifier
0 through 2	0-2	-2
3 through 5	3-5	-1
6 through 8	6-8	+0
9 through 11	9-B	+1
12 through 14	C-E	+2
15 through 17	F-H	+3
18 through 20	J-L	+4
21 through 23	M-P	+5
24 through 26	Q-S	+6
27 through 29	T-V	+7
30 through 32	W-Y	+8
33 or higher	Z	+9

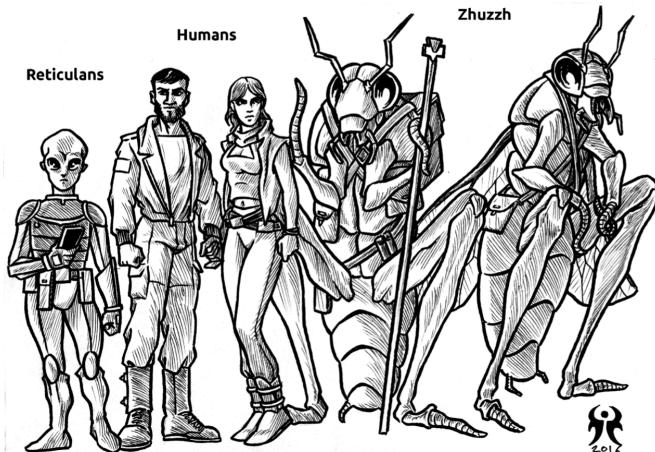
Table: Task Difficulties

Difficulty	DM
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6

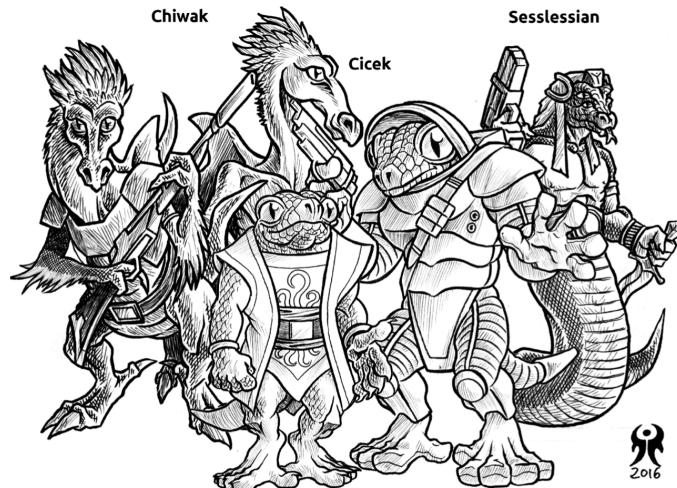
Table: Degrees of Success

Effect Range	Degree of Success
-6 or lower	Exceptional Failure
-1 to -5	Failure
0 to +5	Success
+6 or higher	Exceptional Success

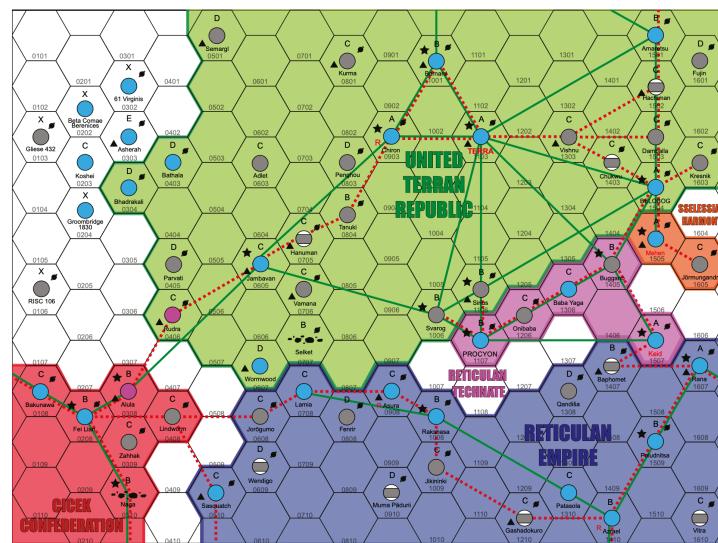
Known Intelligent Races



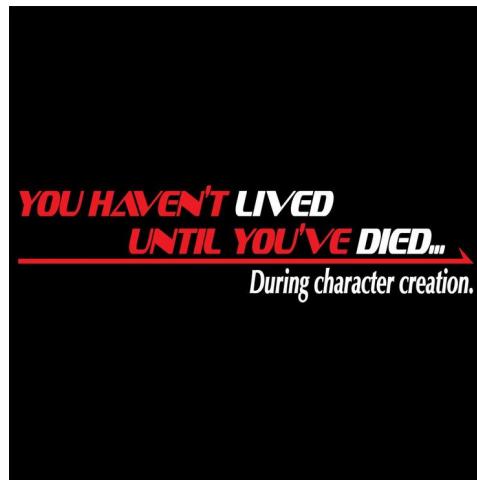
More Known Intelligent Races



Your Region of the Galaxy



And now, the infamous character generation mini game...



Character Creation Rules

- **House Rule:** Every PC is Terran (the game allows alien PCs, but I don't)
- We will use the **advanced character creation rules**, which means:
 - You may use the Going for the Glory rule: Take negative DM on Survival roll in exchange for positive DM on Event skill check or characteristic roll
 - Roll one event/mishap each term, after rolling Survival, but before rolling Advancement or Commissioning
 - You are eligible to receive a medal or decoration from the United Terran Republic if you roll well during an event or are injured in the military
- Roll Characteristic Scores as 2d6 straight down the list
- **House Rule:** Replace any characteristic with A (10)
- **House Rule:** You may ignore one failed Survival roll, at the cost of replacing your 10 characteristic with 2D6
 - A = 10, B = 11, C = 12, etc.

Just Because You're Human

- Every Terran learns two free skills due to basic militia training as a teenager:
 - Melee Combat-0
 - Gun Combat-0

Background Skills

- You also get some free skills at level 0 at age 18
- Choose 3 + your Education DM, if positive (1 or 2)
- Take Homeworld Skills first, then choose Primary Education Skills

Homeworld Details

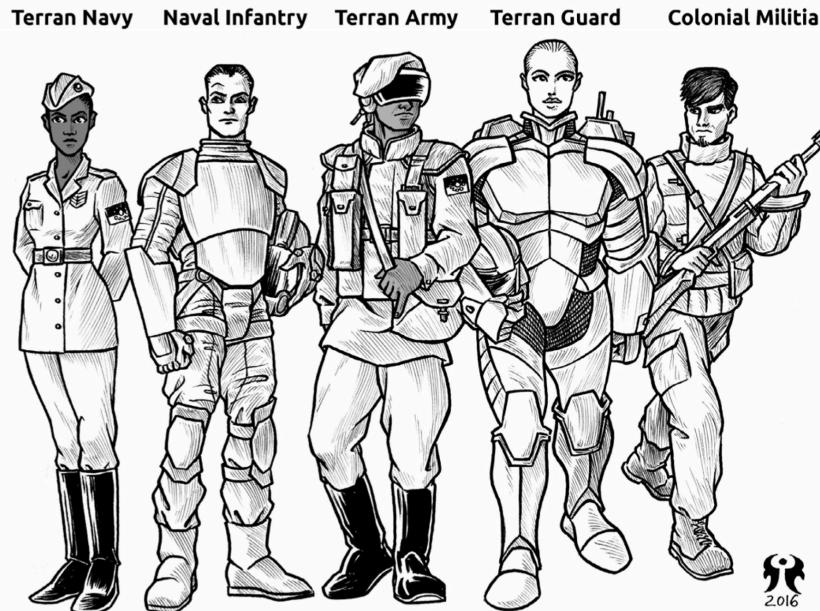
- Choose one of these three worlds as your homeworld:
 - Terra (High Population, High Technology, Industrial) = Streetwise-0, Computer-0, Broker-0 (choose at least 2)
 - Jambavan (Agricultural, High Technology, Garden) = Animals-0, Computer-0
 - Parvati (Non-Industrial, Vacuum) = Zero-G-0
- **Terra A877A46-D, Temperate (Sol d, G2V, United Terran Republic)** - Mother Terra, Humanity's Birthplace – the UTR's capital and the most populous world in Terran space. In the EFA era and during the War, the world suffered from unrestrained industrial development for export to the Reticulan Empire and later for the War effort. Despite the environmental problems and overcrowded cities, jobs are easy to come by in the industrial sector and the overgrown Terran public administration apparatus. Due to overcrowding and environmental instability, many Terrans – nativist attachment to Terra aside – seek new life in the colonies. As most Terran voters live on Terra and its sister-worlds in the Sol system, anyone seeking a career in larger-scale Terran politics eventually comes to the Motherworld. The UTR government itself does not reside on Terra but rather at Unity City in the L3 point between Terra and the moon.
- **Jambavan B6877A9-D, Temperate (WX Ursae Majoris b-1, M2V M6V, United Terran Republic)** - Jambavan is a highly habitable Terran second-generation colony and the informal capital of the Spinward frontier. During the War, it managed to avoid significant orbital bombardment but it did suffer a large-scale Reticulan ground invasion. The man who led the resistance and pushed the Reticulans back to the stars was General Yosef Rabus of the Terran Guard. His popularity as the Hero of Jambavan catapulted him into the office of Planetary Administrator and now he treats this world as his personal domain. Rabus has a growing tendency to abuse his power and knows very well that the locals will let him get away with many authoritarian acts due to his reputation. His unpopular political opposition claims that he also skims the generous reconstruction budget and plays favorites with various contractors, but he adamantly denies such claims and considers them to be personal slander and political muck-racking.
- **Parvati D400485-A, Temperate (Gliese 408 c-4 M3V, United Terran Republic)** - During the early War, Parvati was a secondary waystation in the "Cicek Run" from Terra to Fei Lian. In later stages of the War, however, Rudra eclipsed Parvati as a transit station, and the local starport fell into disuse. The current population engages in small-scale mining operations, exporting raw ore to Cicek space. This remote world, however, makes an ideal hiding spot for pirates and smugglers, as naval presence amounts to monthly visits by a Patrol Frigate and much rarer "showing of the flag" by a Light Cruiser. While this illegal activity hardly reaches that of Lindworm, Parvati is still a hotbed for interstellar outlawry and all sorts of illicit trade with the anarchic Cicek.

Primary Education Skills

Admin-0	Engineering-0
Advocate-0	Linguistics-0
Animals-0	Mechanics-0
Carousing-0	Medicine-0
Comms-0	Sciences-0
Computer-0	Steward-0
Electronics-0	Vehicle-0

Your Guidance Counselor

- Now you're 18 and you have some basic skills at level 0
- It's time to choose a career!
- Choose, then roll to enlist. If you fail, you have to choose to either be a Drifter or get drafted.
- Lots of careers to choose from - some civilian, some military
-  = PCs with this career have a chance to start play with a starship



Careers

- The next three pages list all the careers allowed in this campaign
- The first page is from the base Cepheus Engine rules
- The second and third pages are from the TSAO rules

Cepheus Engine Careers

- Athlete (CE33) – You have achieved celebrity status for your proficiency in sports or other forms of physical exercise.
-  Belter (CE33) – You explore asteroid belts and airless worlds in search of mineral deposits and salvageable material for profit.
- Bureaucrat (CE33) – You are an official in a government department, charged with following the details of the administrative process.
- Colonist (CE35) – You have moved to a new world or settled in a new planetary colony.
- Diplomat (CE35) – You work for a planetary or interstellar government in conducting official negotiations and maintaining political, economic, and social relations with another polity or polities.
- Drifter (CE35) – You continually move from place to place, without any fixed home or job.
- Entertainer (CE35) – You have achieved celebrity status for your proficiency in publicly entertaining others.
-  Hunter (CE35) – You kill or trap large game, almost always large terrestrial mammals, for meat, other animal by-products (such as horn or bone), trophy, or sport.
- Physician (CE37) – You are skilled in the science of medicine and are trained and licensed to treat sick and injured people.
-  Pirate (CE39) – You attack and steal from interplanetary and interstellar ships in space.
- Rogue (CE39) – You make your living through illicit, or illegal, means.
- Technician (CE39) – You are skilled in mechanical or industrial techniques, or in a specific technical field.

TSAO! Careers, Part 1

- CRC-8/16 – You are a member of the Committee on Reconnaissance and Counter-Reconnaissance (CRC) Department 8 or 16; Terra's intelligence unit tasked with hunting down pro-Reticulan infiltrators and protecting the UTR from internal (CRC-16) or external (CRC-8) threats. Characters may select either the CRC-8 or CRC-16 department and may transfer between departments at the end of any term with a Qualification roll. The differences between the departments are only important when using the optional Event tables below.
- CRC-32 – You are a member of the Committee on Reconnaissance and Counter-Reconnaissance (CRC) Department 32; Terra's psionic intelligence unit used to hunt down pro-Reticulan infiltrators and perform other government and military intelligence activities.
-  Elite – You are one of the movers or shakers of society; a corporate executive, celebrity, or government official.
-  Merchant – You crew the ships of the huge trading corporations, work in the Terran Merchant Marine, or work as an independent free trader, carrying cargo and passengers between worlds.
- Psychic Research Institute (PRI) – You are psion that works in non-military situations. You use your abilities to better humanity. The PRI was not formed until 2245; prior to that date, all PRI members were part of CRC-32. Transfer from CRC-32 to the PRI was automatic for anyone with a PSI strength lower than 8.
-  Scout – You explore the galaxy, discovering new worlds to settle and contact new alien races or lost human colonies. Scouts have no formal rank structure and may roll two skills per term.

TSAO! Careers, Part 2

- Terran Army – You are a member of the UTR armed ground forces; a soldier dealing with planetary surface actions, battles, and campaigns. You either served in a local planetary army or in an expeditionary unit sent to fight on other worlds.
-  Terran Guard – You were one of the elite, volunteer forces that formed the wartime assault echelon of the UTR Army. You received advanced training and equipment to assault planetary targets from orbit. The Terran Guard was merged with the Naval Infantry in 2259 to form the new Terran Marines.
-  Terran Marines (only available the very last term) – You are a member of a new military force, just created last year by merging the Terran Naval Infantry and the Terran Guard.
-  Terran Naval Infantry – You were one of the armed fighting forces aboard naval starships. You dealt with boarding actions in space, defended starports and bases belonging to the Navy and supplement ground forces such as the army or Terran Guard. In 2259, the Naval Infantry was merged with the Terran Guard to form the Terran Marines.
- Terran Navy – You are part of the UTR Navy fighting against humanity's enemies and patrolling the space between the stars. You protect humanity from foreign powers and lawless elements in the interstellar trade routes.
- Terran Police – You are a law enforcement officer. You keep the peace, and protect and serve the citizens. While each member world of the UTR has its own police force, the Ministry of Justice coordinates activities between jurisdictions.

Once You Choose

- Use the character creation checklist
- It's a complicated process:
 - Some of the TSAO rules depend on CE rules
 - Some of the CE rules are modified by TSAO rules
 - You'll need both books handy to make this work, because you'll be flipping back and forth the whole time

Begin!

BOOK ONE: CHARACTERS

CHAPTER 1: CHARACTER CREATION

Cepheus Engine characters are rarely beginners fresh from the farm. There is no reason not to play a young and inexperienced character if you like, but since a broad range of skills is important to success in the game most players will want their character to be a little more experienced in the world.

All characters begin at the age of majority, typically 18. Having generated characteristic scores and background skills, the character should begin serving terms in his or her chosen career. Each 4-year term spent in a career gives the character more experience in the universe, generally in the form of skills. Generate the results of each term before proceeding to the next. At the end of a period of service, characters roll for benefits gained upon “mustering out” (i.e. leaving the service). They may then begin adventuring.

This chapter provides complete instructions for the generation of twenty-four distinct career paths.

Character Creation Checklist

1) Characteristics

- a) Roll your six characteristics using 2D6, and place them in order on your character sheet.
- b) Determine characteristic modifiers.

2) Homeworld (Optional)

- a) Determine homeworld.
- b) Gain background skills. Character gains a number of background skills at Level 0 equal to $3 + \text{their Education modifier}$. The first two have to be taken from your homeworld (based on the world's trade codes or law level); the rest are taken from the education list.

3) Career

- a) Choose a career. You cannot choose a career you've already left except Drifter.
- b) Roll to qualify for that career, as indicated in the description of the career. If this is not your first career, you suffer a -2 DM for every previous career in which you have served.
- c) If you qualify for this career, go to step 4.
- d) If you do not qualify for that career, you can enter the Drifter career or submit to the draft. You may only enter the draft once.

4) Basic training

For your first term in your first career, you get every skill in the service skills table at level 0.

For your first term in subsequent careers, you may pick any one skill from the service skills table at level 0.

5) Survival

Roll for survival, as indicated in the description of the career.

If you succeed, go to step 6.

If you did not succeed, you have died. Alternately, events have forced you from this career. Roll on the mishap table and go to step 10 (you do not receive a benefit roll for this term.)

6) Commission and Advancement

- a) You begin as a Rank 0 character.
- b) If your career offers a Commission check and you are Rank 0, you can choose to roll for Commission. If you are successful, you are now Rank 1 in your chosen career. Choose one of the skills and training tables and roll on it for an extra skill. Take any bonus skills from the ranks table for this career.
- c) If your career offers an Advancement check and you are Rank 1 or higher, you can choose to roll for Advancement. If you are successful, your Rank improves by one in your chosen career. Choose one of the skills and training tables and roll on it for an extra skill. Take any bonus skills from the ranks table for this career. You can roll for Advancement in the same term that you succeed in a Commission roll.

7) Skills and Training

- a) Choose one of the Skills and Training tables for this career and roll on it. If you gain a characteristic improvement as a result, apply the change to your characteristic score immediately. If you gain a skill as a result and you do not already have levels in that skill, take it at level 1. If you already have the skill, increase your skill by one level.
- b) If your career does not have a Commission or Advancement check, you may roll a second time, choose one of the Skills and Training tables for this career (which may be the same or different from the first table chosen for this term.)

8) Aging

- a) Increase your age by 4 years.
- b) If your character is 34 or older, roll for aging.

9) Re-enlistment

- a) Roll for re-enlistment. If you fail, you must leave this career. If you roll a natural 12, you cannot leave this career and must continue for another term, go to step 5.
- b) If you have served a total of seven terms or more in character creation, then you must retire, go to step 10.
- c) If you wish to continue in this career, go to step 5.
- d) If you wish to leave this career, go to step 10.

10) Benefits

If you are leaving the career, roll for benefits. A character gets one Benefit Roll for every full term served in that career. You also get extra benefit rolls if you reached a higher rank.

11) Next Career

If you're leaving your current career and your total number of terms in character creation is less than seven, you may go to step 3 to choose a new career or to step 12 if you wish to finish your character.

12) Buy starting equipment

Purchase your starting equipment and, if you can afford it, possibly a starship.

Cepheus Engine Character Creation Journal and Scratchpad

Character _____ Concept _____

Homeworld _____ Total background skills: _____

Background Skills (all level 0) Gun Combat, Melee Combat, and

Term 1 Career: _____ Rank: _____

Events: _____

Skills: _____

Term 2 Career: _____ Rank: _____

Events: _____

Skills: _____

Term 3 Career: _____ Rank: _____

Events: _____

Skills: _____

Term 4 Career: _____ Rank: _____
Events: _____
Skills: _____

Term 5 Career: _____ Rank: _____
Events: _____
Skills: _____

Term 6 Career: _____ Rank: _____
Events: _____
Skills: _____

Term 7 Career: _____ Rank: _____
Events: _____
Skills: _____

Mustering Out
Cash: _____
Benefits: _____

Other Notes

CEPHEUS ENGINE

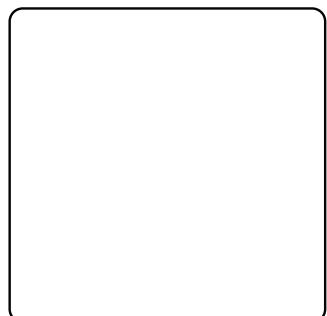
Character Sheet

Name: _____ Homeworld: _____

Age: _____ Gender: _____ Appearance: _____

Species: _____ Personal Goals: _____

Traits: _____



Characteristics

Strength Intelligence

Mod

Mod

Dexterity Education

Mod

Mod

Endurance Social

Mod

Mod

Psionic Strength (optional)

Wound Track

Strength



Armour



Dexterity



AR

Endurance



Basic Skills

Admin _____

Leadership _____

Combat Skills

Gun Combat _____

Advocate _____

Linguistics _____

Gun Combat _____

Animals _____

Liaison _____

Gun Combat _____

Animals _____

Mechanics _____

Gunnery _____

Athletics _____

Medicine _____

Gunnerq _____

Battle Dress _____

Navigation _____

Melee Combat _____

Bribery _____

Piloting _____

Melee Combat _____

Broker _____

Prospecting _____

Heavy Weapons _____

Carouse _____

Recon _____

Transport Skills _____

Comms _____

Sciences _____

Aircraft _____

Computer _____

Sciences _____

Aircraft _____

Demolitions _____

Steward _____

Mole _____

Electronics _____

Streetwise _____

Tracked Vehicle _____

Engineering _____

Survival _____

WaterCraft _____

Gambling _____

Tactics _____

Watercraft _____

Gravitics _____

Zero-G _____

Wheeled Vehicle _____

Jack-Of-All-Trades _____

CEPHEUS ENGINE

Equipment

Weapons

Name	ROF	Range	Dmg	Type	Recoil	Ammunition	Weight
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Money

Cash on Hand

Pension

Notes

Cepheus Engine Character Creation Journal and Scratchpad

Character _____ Concept _____

Homeworld _____ Total background skills: _____

Background Skills (all level 0) Gun Combat, Melee Combat, and

Term 1 Career: _____ Rank: _____

Events: _____

Skills: _____

Term 2 Career: _____ Rank: _____

Events: _____

Skills: _____

Term 3 Career: _____ Rank: _____

Events: _____

Skills: _____

Term 4 Career: _____ Rank: _____
Events: _____
Skills: _____

Term 5 Career: _____ Rank: _____
Events: _____
Skills: _____

Term 6 Career: _____ Rank: _____
Events: _____
Skills: _____

Term 7 Career: _____ Rank: _____
Events: _____
Skills: _____

Mustering Out
Cash: _____
Benefits: _____

Other Notes

CEPHEUS ENGINE

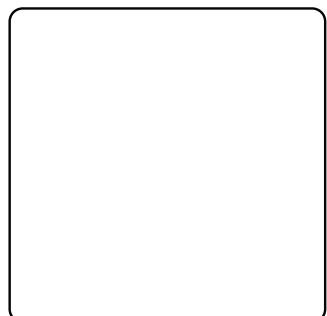
Character Sheet

Name: _____ Homeworld: _____

Age: _____ Gender: _____ Appearance: _____

Species: _____ Personal Goals: _____

Traits: _____



Characteristics

Strength Intelligence

Mod

Mod

Dexterity Education

Mod

Mod

Endurance Social

Mod

Mod

Psionic Strength (optional)

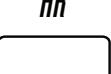
Wound Track

Strength



Armour

RR



Dexterity

Endurance



Basic Skills

Admin _____

Leadership _____

Combat Skills

Gun Combat _____

Advocate _____

Linguistics _____

Gun Combat _____

Animals _____

Liaison _____

Gun Combat _____

Animals _____

Mechanics _____

Gunnery _____

Athletics _____

Medicine _____

Gunnery _____

Battle Dress _____

Navigation _____

Melee Combat _____

Bribery _____

Piloting _____

Melee Combat _____

Broker _____

Prospecting _____

Heavy Weapons _____

Carouse _____

Recon _____

Transport Skills _____

Comms _____

Sciences _____

Aircraft _____

Computer _____

Sciences _____

Aircraft _____

Demolitions _____

Steward _____

Mole _____

Electronics _____

Streetwise _____

Tracked Vehicle _____

Engineering _____

Survival _____

WaterCraft _____

Gambling _____

Tactics _____

Watercraft _____

Gravitics _____

Zero-G _____

Wheeled Vehicle _____

Jack-Of-All-Trades _____

CEPHEUS ENGINE

Equipment

Weapons

Name	ROF	Range	Dmg	Type	Recoil	Ammunition	Weight
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Money

Cash on Hand

Pension

Notes

House Rules

During Character Creation

- Every PC is Terran. The game allows alien PCs, but I don't.
- There are three homeworlds to choose from: Terra, Jambavan, and Parvati.
- All character creation rules that are optional are allowed.
- After rolling 2D6 for each stat, down the line, you may replace any characteristic with A (10).
- We use the "particularly merciful Referee" rule. If you fail a Survival roll, instead of immediately dying, you may roll on the Mishap table, increase your character's age by 2 years, then immediately leave that career.
- In addition, you may ignore one failed Survival roll, at the cost of replacing your 10 characteristic with 2D6.

During Play

Flashback Rule

Once per session, each player may declare a flashback.

During the flashback, the player takes over narrative control of the game to describe something that happened in the past that has some relevance to the current story.

The goal is to eliminate the need to over-prepare for an adventure, in order to get into the main story quicker. These flashbacks could relate to equipment a character has at his disposal, contacts the character has made in the past, or special knowledge the character has because of his background.

Of course, there are limits to this. The flashback isn't meant to replace or short circuit a story, or derail another character's chance to shine.

Some good examples:

Previous PC contact:

Harbormaster Jameson? Oh, I know him from way back. We're not close friends, but when I was in the Marines our ship had to make an emergency landing, and my commanding officer sent me to negotiate with Jameson when he was just a junior administrator. I'm sure he remembers me, because I bribed him with a Reticulan stimbot we had captured from an enemy ship.

Doing something implicitly in character:

I didn't mention it then, but before we left the planet's surface, I took a sample of the foliage - a small flowering bush that the primitive natives use to heal burns. Perhaps the doctor can extract the healing properties and use that on the wound.

Special equipment:

Shortly after mustering out, I spent some of my cash to buy a black market psionic shield helmet. It's been at the bottom of my backpack this whole time, so I'm taking it out now to put it on.

Some bad examples:

Short circuit the adventure:

I'm using my flashback to say that the enemy starship captain developed a weak heart due to a medical accident. When he woke up today, he felt weak and had a deep sense of doom, knowing today is the day his heart will fail.

Short circuit the adventure:

Oh, I forgot to mention I have the security code to activate the self-destruct sequence for the power plant supplying this entire city.

Unbalanced power:

Nobody knows, but I'm really the universe's greatest computer expert, and have an army of sentient robots at my command. I give them the order to de-cloak their ship and send a lifeboat to rescue us all.

PC Bonds

Play out a scene with a crewmate to increase your bond with them. This can be a conversation or a narrative montage. This bond improves your ability to use the Aiding Another rule with each other in the future.

Here is the *Aiding Another* rule, from CESRD p.15:

Sometimes characters work together and help each other out. In this case, one character (usually the one with the highest total of modifiers on the check) is considered the leader of the effort and makes the check normally, while each helper makes the same check. The Effect of a helper's check result can provide either a bonus (DM+1 with a successful result, DM+2 with an Exceptional Success) or a penalty (DM-1 with a failed result, DM-2 with an Exceptional Failure) to the leader's check result. In many cases, outside help isn't beneficial, or only a limited number of helpers can aid someone at once. The Referee limits aid as appropriate for the task and conditions.

For every point of PC Bond your character has with another, you get a +1 on the skill check to be a helper. Note that this isn't the same as the "leader of the effort" having a +1.

Here is an example:

Abel and Baker have a PC Bond of +4. Abel has Electronics-2 skill and Baker has Electronics-1 skill. Baker decides to help Abel on a particularly important task, with the following task description:

Construct a mnemonic memory device using stone knives and bear skins: Electronics, Intelligence, 1d6 hours, Difficult

Abel and Baker both have an Intelligence modifier of +0.

First, Baker (the person aiding) rolls 9 on 2D6. Adding his skill of +1 and the PC Bond of +4, that adds up to 14. That's an exceptional success, giving +2 DM on Abel's roll.

Then, Abel rolls 6 on 2D6. He adds his skill of +2, and the Aid Another bonus he got from Baker of +2. But it's a Difficult task, so there's a -2 DM. The total comes out to $6+2+2-2=8$, barely enough to succeed in the check.

If Abel and Baker didn't have that PC Bond, though, the Aid Another bonus would have been only +1, meaning Abel's check would have been 7, and they would have failed.

Good thing they work together so well!

The Combat Round

1. Initiative = 2D6 + DEX mod.
 - If your opponent is unaware of you, you get an automatic 12 on the 2D6.
 - Tactics can give Initiative bonus to the whole unit
 - Leadership can give Initiative bonus to one character
 2. Combatants act in decreasing initiative order.
 3. When everyone has had a turn, the combatant with the highest initiative total acts again.
- Repeat until combat ends.

When it's your turn to act, you can either...

- Take 1 significant action + 1 minor action, or
 - Take 3 minor actions
- Common Minor Actions**
- Aim: +1 DM to next attack per aim action, +6 max
 - Aim for the Kill: +2 damage per Aim for the Kill action, +6 max
 - Change Stance: prone ⇔ crouch ⇔ stand
 - Draw or Reload
 - Move up to 4 squares

Common Significant Actions

- Melee Attack: 2D6 + melee combat skill + STR or DEX mod
- Shooting Attack: 2D6 + gun combat skill + DEX mod
- Thrown Weapon Attack: 2D6 + Athletics + DEX mod

Immediate Reactions

(all shift -2 Initiative for remainder of combat and give -1 DM to all skill checks next round)

- Dodge: Attacker gets -1 DM
- Dodge with Cover: Attacker gets -2 DM
- Parry: Attacker gets defender's Melee Combat skill as penalty

Damage

- If you hit, target takes damage = Weapon's type in D6 + Effect of attack roll - Armor
- The first time you take damage, it applies to END.
- Once you've taken initial damage, any more goes to any of the three physical characteristics as you choose.
 - IF END becomes 0, further damage is subtracted from STR or DEX (player's choice).
 - If either STR or DEX becomes 0, you're unconscious and further damage is subtracted from the remaining physical characteristic.
 - If all three physical characteristics are reduced to 0, you die.

Table: Personal Combat Range Bands

Range	Distance to Target	Squares to Target
Personal	Less than 1.5 meters	0 (combatants are in the same square)
Close	1.5 to 3 meters	1 to 2 squares
Short	3 to 12 meters	3 to 8 squares
Medium	12 to 50 meters	9 to 34 squares
Long	51 meters to 250 meters	35 to 166 squares
Very Long	251 meters to 500 meters	167 to 334 squares
Distant	501 meters+	334 squares+

Table: Attack Difficulties by Weapon Type

Weapon	Personal	Close	Short	Medium	Long	Very Long	Distant
Close Quarters	Average	Difficult	--	--	--	--	--
Extended Reach	Difficult	Average	--	--	--	--	--
Thrown	--	Average	Difficult	Difficult	--	--	--
Pistol	Difficult	Average	Average	Difficult	Very Difficult	--	--
Rifle	Very Difficult	Difficult	Average	Average	Average	Difficult	Very Difficult
Shotgun	Difficult	Average	Difficult	Very Difficult	--	--	--
Assault Weapon	Difficult	Average	Average	Difficult	Very Difficult	Difficult	Formidable
Rocket	Very Difficult	Difficult	Average	Average	Average	Difficult	Very Difficult

Table: Task Difficulties

Difficulty	DM
Simple	+6
Easy	+4
Routine	+2
Average	+0
Difficult	-2
Very Difficult	-4
Formidable	-6