Encumberance and consumables -Permanent mental trauma table page 34 page 101 Supply roll tables - page 35 Healing - page 101 Chance of success - page 59 Stress - 103 Panic, stopping panic, relieving stress, Difficulty - page 63 permanent mental trauma - 104 Skills - pages 64-71 Panic roll table - page 105 Talents - pages 74-79 Starving, dehydrated and exhausted -Range categories - page 83 page 106 Measuring time - page 83 Vacuum and freezing - page 107 Stealth mode - page 85 Falling, explosions and fire - page 108 Stealth range - page 86 Disease - 109 Slow and fast actions - page 88 Radiation, drowning and suffocation page 110 Movement actions - page 89 Synthetics/android rules - page 111 Ambushes and sneak attacks - page 90 Synthetics critical injuries table page 111 Close combat - pages 91-93 Vehicles - pages 113-115 Ranged combat - pages 94-97 Component damage table - 115 Ranged fire modifications - page 95 Pistols table - page 119 Cover categories - page 96

Damage (armour, recovery, broken, getting back up, coup de grace,

critical injuries, death) - pages 98-99

Critical injuries table - page 100

Rifles table - page 120

126

Heavy weapons table - page 124

Close combat weapons table - page

Suits and armour table - page 127 Computer mainframes table - page 130 Data storage table - page 131 Diagnostics and display table - page 131 Vision devices table - page 133 Tools table - page 135 Medical supplies table - page 135 Pharmaceuticals table - page 136 Food and drink table - page 137 Vehicles table - page 140 Vehicle weapons table - page 147 **Neurological distortion disorder** table - page 151 The xenomorphs - pages 290-315

Searching for gear table - page 379