

Actions (p.88)		
In one round: 1 slow + 1 fast OR 2 fast		
Slow actions		
<ul style="list-style-type: none">• Skill (in general)• Close/Range Combat• Crawl / Swim• Reload• Use signature item• Enter/Exit Space Suit		
Fast actions		
<ul style="list-style-type: none">• Run / Stand up• Draw weapon• Aim / Retreat / Shove• Seek Cover• Pick up / Use an item• Open and move through an unlocked door• Assume Overwatch• Vehicle: Drive / Enter/Exit / Start engine		
Give help:		
+1 per help, max +3		
Costs the same kind of action.		
Measuring Time (p.83)		
Unit	Duration	Primary Use
Round	5-10 s	Combat
Turn	5-10 min	Stealth
Shift	5-10 h	Recovery
Range (p.83)		
Engaged	Body contact	
Short	Few meter, same zone	
Medium	< 25 m, adjacent zone	
Long	< 100 m, four zones	
Extreme	< 1 km	
1 action: (RUN - Fast) / (CRAWL - Slow)		
<ul style="list-style-type: none">• move between Short ↔ Engaged• move between adjacent zones		
Engaged with enemy see Retreat in Close Combat		

Fire (p.108) Armor ☑	
Base Intensity 8: Dmg equal to successes, Catch fire if at least 1 dmg	
<ul style="list-style-type: none"> Increase intensity every round 	
If no dmg, fire goes out.	
PCs within Engaged , can put it out with Mobility .	
Explosion (p.108) Armor ☑	
Engaged:	(Blast power) d6 + 1 dmg
Short:	(Blast power) d6
Medium:	(Blast power - 6) d6
Falling (p.107) Armor ☑	
(# meters / 2) dmg	
Controlled jump: Mobility , successes reduce dmg	
Water/Drowning (p.110) No Armor	
Under water: Stamina roll Round every round,	
Failure: 1 dmg	

PCs may switch Initiative at start of every round. Must be able to speak with each other to do so.	
Close combat (p.91) Armor ☑	
Unarmed attack: 1 dmg	
Mods: +2 if target is prone	
Stunts:	
<ul style="list-style-type: none"> +1 dmg* Switch initiative with target Make target drop weapon/item Make target go prone (humanoid only) Grapple (Humanoid and synthetics) 	
Blocking (p.92)	
<ul style="list-style-type: none"> Must be declared before attack is rolled. Can not block armed attacks or Xenos signature attacks unarmed. Close Combat (incl. Stress) roll Costs 1 fast action. 	
Successes yields:	
<ul style="list-style-type: none"> -1 dmg* Counterattack, 1 standard hit (No stunts) Disarm enemy 	
Grapple (p.93)	
Both become: Prone and immobile	
Grappler can:	
<ul style="list-style-type: none"> Unarmed Close combat attack (1 fast action) Release opponent 	
Grappled can try to Break free:	
<ul style="list-style-type: none"> Close Combat Roll-off 	
Retreat (p.93)	
<ul style="list-style-type: none"> Mobility to move away from active enemy, from Engaged to Short. 	
Failure is still a success but; Enemies in Engaged get a free unblockable Close combat attack.	
Shove (p.93)	
Move target from Engaged to Short.	
<ul style="list-style-type: none"> GM decides modifiers. Close combat roll (No stunts) 	
Acid splash (p.298) Armor ☑	
Acid splash rating + dmg taken in attack d6 to all within Engaged, Intensity/2 every round, No dmg -> acid stops.	
Armor rating -1 with each successful block.	
Radiation (p.110) No Armor	
<ul style="list-style-type: none"> T6 for every Rad-point 1 dmg per success 	
Radiation Recovery:	
<ul style="list-style-type: none"> -1 Rad per Shift T6 for each recovered Rad-point. Permanent on a 1. 	
Vacuum (p.107) No Armor	
Stamina roll every Round, -1 Mod per Round	
Mobility to enter space suit	
*Can be chosen multiple times	

Ranged combat (p.95) Armor ☑			
Stunts:			
<ul style="list-style-type: none">• +1 dmg*• Pin target: to Panic(PC) / -1 slow action(NPC)• Switch Initiative with target• Make target drop weapon/item• Make target go prone/or be pushed			
Range Combat Mods		Range Combat Cover	
Aimed shot	+2	Shrubbery	2
Engaged	-3/+3	Furniture	3
Short	-	Door	4
Medium	-1	Inner bulkhead	5
Long	-2	Outer bulkhead	6
Extreme	-3	Armored bulkhead	7+
Large target	+2	Ammo -1 Ammo if Panic while using Range Combat • Reload – Slow action	
Small target	-2		
Dim light	-1		
Darkness	-2		
Full Auto Fire (Mod +2, +1 Stress)			
Additional successes can be used to hit secondary targets within Short range from primary target.			
<ul style="list-style-type: none">• First success -> Normal hit• Additional success -> Stunt			
Overwatch (p.97)			
Only possible if no enemy in Engaged.			
Lose Overwatch if:			
<ul style="list-style-type: none">• Attacked in Close combat• Take any damage			
Recovery & Armor (p.98)			
Rest (Turn)		+1 Hp, -1 Stress	
Armor Rating (d6)		-1 dmg per success	
Broken/Critical Injury (p. 100)			
Critical Injury: Humans (p.100), Synthetics (p.111)			
Broken Character:			
Medical Aid : +1 Hp per success			
If Critical Injury is Fatal:			
Death Roll (Stamina) at end of listed time:			
<ul style="list-style-type: none">• Stamina roll (Unmodified, no stress, no reroll)• Medical Aid needed to remove Fatal			
Manipulation (p.70)			
Opposed roll			
<ul style="list-style-type: none">• Largest group?(+/-)• PC helped before?(+)• Free(+) or Expensive(-)• Dangerous?(-)• Nothing to gain?(-)• Injuries?(+/-)• Communication problems?(-)• Shouting or via radio?(-)			
Suffocation (p.110) No Armor			
Stamina roll every Round or after strenuous activity. -1 Mod per roll			

Panic (p.105)		
1-6	Keeping it together: You stay Frosty!	
7	Nervous Twitch: You twitch erratically <ul style="list-style-type: none">+1 Stress to player+1 Stress to friendly within Short	
8	Tremble: Agility -2 until end of panic	
9	Drop Item: Player drops one item (GM decides) <ul style="list-style-type: none">+1 Stress to player	
10	Freeze: <ul style="list-style-type: none">-1 slow action+1 Stress to friendly within Short	
11	Seek Cover: Retreat and/or run for cover, 1 Round <ul style="list-style-type: none">-1 Stress to player+1 Stress to friendly within Short	
12	Scream: You scream your lungs out, 1 Round <ul style="list-style-type: none">-1 slow action, -1 StressFriendly that hears it Panic	
13	Flee: Run for cover (without Retreating), 1 Turn <ul style="list-style-type: none">-1 Stress to playerFriendly that sees it Panic	
14	Berserk: Attack the nearest unbroken thing <ul style="list-style-type: none">Continue until one of you is brokenFriendly that sees it Panic	
15+	Catatonic: You collapse and slump to the floor <ul style="list-style-type: none">Lasts 1 Turn	
On 13+ → See Permanent Mental Trauma (p.101)		
Stopping Panic: Command, Broken		
Stealth (p.85)		
Mobility Vs. Observation		
Move 1 zones per speed rating, any action cost 1 move		
Active: Only seen if actively looking or motion tracker.		
Passive: Will be seen when in line of sight or same zone		
Sneak Range	Sneak Around	Sneak Attack
Engaged	---	-2
Short	-1	-1
Medium	0	0
Long	+1	+1
Extreme	+3	+3
Ambush: Ambushing part gains: +2		
Lowest Mobility Vs. Highest Observation		
Conditions (p. 107)		
Can not recover Hp and Stress from resting.		
Dehydrated: 1 dmg & 1 Stress/Shift		
Starving: Stamina roll/day		
Exhausted: Stamina roll/day		
Freezing: Stamina roll/fitting interval		
Failed Stamina roll: 1 dmg & +1 Stress		
Supply (p.35)		
Air: 1/Turn or after strenuous activity.		
Water: 1/day		
Food: 1/day		
Power: 1/use, depending on the gear.		

Difficulty Mods	
Trivial	+3
Simple	+2
Easy	+1
Average	0
Demanding	-1
Hard	-2
Formidable	-3
Carry shit (p.34)	
Max: Strength x 2	
Coup de grâce	
+1 Stress for trying.	
Fail an Empathy roll to succeed.	

Placeholder