

//SLOW ACTIONS (usually requires a roll)
 >>SLOW ACTION - PREREQUISITE - SKILL
 >>Crawl - You are prone - //
 >>Close combat attack - // - Close Combat
 >>Shoot firearm - Firearm - Ranged Combat
 >>Burst of full auto fire - 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 who can hear you - Command
 >>Persuade - Your opponent can hear you - Manipulation
 >>Enter/exit vehicle - Vehicle - //
 >>Start engine - Vehicle -//

//FAST ACTIONS
 >>FAST 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 -//
 >>Push - Enemy at Engaged range - Close Combat
 >>Grapple attack - You've grappled an opponent - Close Combat
 >>Retreat - Enemy at Engaged range - Mobility
 >>Aim - Ranged weapon - //
 >>Seek cover - Cover in same zone - //
 >>Grab the wheel - Vehicle - //
 >>Drive - Vehicle - Piloting
 >>Use item - Varies - Varies

//GAIN STRESS
 >> You push a skill roll.
 >> You fire a burst of full auto fire (see page 62).
 >> You suffer one or more points of damage.
 >> You go without sleep, food, or water (see page 70).
 >> A Scientist in your team fails to ANALYZE something (see page 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.

//DIFFICULTY
 Trivial +3
 Simple +2
 Easy +1
 Average 0
 Demanding -1
 Hard -2
 Formidable -3

//RANGE
 >> Engaged Right next to you
 >> Short A few meters away, in the same zone as you
 >> Medium Up to 25 meters away, in an adjacent zone
 >> Long Up to about 100 hundred meters (four zones) away
 >> Extreme Up to about one kilometer

//RANGED FIRE MODIFICATIONS FACTOR MODIFICATION
 >> Aimed shot +2
 >> Engaged range -3/+3
 >> Short range -
 >> Medium range -1
 >> Long range -2
 >> Extreme range -3

//TIME UNITS DURATION / PRIMARY USE
 >> Round 5-10 seconds / Combat
 >> Turn 5-10 minutes / Stealth
 >>Shift 5-10 hours / Recovery

//SNEAK ATTACKS&AMBUSHES RANGE MODIFICATION
 >> Engaged -2
 >> Short -1
 >> Medium 0
 >> Long +1
 >> Extreme +3

//STEALTH RANGE MOBILITY ROLL
 >> Short (same zone) -1
 >> Medium (adjacent zone) 0
 >> Behind open door/hatch +2
 >> Long +1
 >> Extreme +3

//MAKE PANIC ROLL IF...
 >> You roll one or more 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 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 horrifying event occurs, as determined by a scenario or the GM

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

RESULT / EFFECT
 >>6 or under 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 (see page 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 (see page 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 or over CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.

//COMMON types of COVER COVER ARMOR RATING
 >> Shrubbery 2
 >> Furniture 3
 >> Door 4
 >> Inner bulkhead 5
 >> Outer bulkhead 6
 >> Armored bulkhead 7+