

REGULAR COMBAT REFERENCE SHEET

Tasks: Effective: DT12, Shooting, Weapon; Long: DT16, Shooting, Weapon; Extreme DT20, Shooting, Weapon
Melee: DT 12; Fighting; Weapon. Throwing: as Shooting but substitute Athletics.

ACTION OPTIONS:

Shoot, Melee, Reload, Hunker, Suppress, Steady Aim, Asset Check, Use Device, Second Move, Over-watch

Fire Combat Advantages

Shooter does not move and took Steady Aim last turn.
Target did not move last turn AND is not under cover
Target is moving while being suppressed by the shooter
Target is a vehicle or large creature
Shooter is undetected by Target (Stealth, Surprise etc.)
Target is prone/knocked down or has a Stun Marker

Melee Combat Advantages

Attacker is using a weapon with a greater Reach
Attacker has a higher number in Fighting Skill than his target.
2-3 attacking the same target in the same turn
4+ attacking the same target in the same turn (2 advantages)
Attacker is attacking with Surprise

Fire Combat Disadvantages

Shooter is being suppressed
Target is in Low Cover
Target is in High Cover (2 disadvantages)
Each combatant in smoke
Target is Hunkered
Shooter has moved this turn.
Target is a creature that made 2 moves last turn
Target is flying
Target is a moving vehicle
Each Wound Marker and/or Mortal Wound marker
Shooter is using 2 sidearms (Code S) at once
Shooter is using a Main or Heavy weapon in melee
Darkness (1-3)

Melee Combat Disadvantages

Attacker is using a weapon with a lower Reach code.
Attacker has a lower number in the applicable Fighting Skill than his target
Each Wound Marker and/or Mortal Wound marker
Darkness (1 to 3)
Each combatant that is in smoke

Individual Damage (3d10+PEN-Armor, Max +20)

| Die roll | Wound | Effect |
|-----------|--------------------|---------------------|
| 1 or less | None | No effect |
| 2-7 | Graze | MM |
| 8-10 | Slammed | Knocked Prone |
| 11-12 | Rattled | SM |
| 13-15 | Light Wound--Limbs | WM and MM |
| 16-18 | Medium Wound—Body | WM and SM |
| 19-20 | Heavy Wound--Head | WM and Unconscious |
| 21-22 | Mortal Wound-Chest | MWM and MM |
| 23-24 | Mortal Wound-Guts | MWM and SM |
| 25-26 | Mortal Wound-Face | MWM and Unconscious |
| 27-39 | Dead | Dead |
| 40+ | Destroyed | Super Dead |

Wound Marker (WM): disadvantage to all tasks and -1" per WM. *DT 16; Medicine; Med Kit;*
Mortal Wound Marker (MWM): as WM and *DT 8; Vigor; None;* (but with disadvantages for each Wound) or immediately die. *DT 16; Medicine; Med kit.* If it fails, additional attempts can be made, but with a cumulative disadvantage for each one.

Morale Marker (MM): roll *DT 12; Will; None,* at the beginning of each of his turns to remove. If he fails, the Morale Marker remains and if he is in cover, he must hunker, and if he is not in cover, he must move to the nearest cover (and hunker if possible). Only 1 MM per person at a time.

Stun Marker (SM): *DT16; Vigor; None.* If he succeeds, he clears the marker and may act normally. If he fails, he may make no move and no action. A Stun Marker can also be cleared by a *DT8; Medicine; Med Kit.* Only 1 SM per person at a time.

Unconscious: Unconsciousness lasts 1d6 hours or *DT 16; Medicine; Med Kit.*

VEHICLE DAMAGE (3d10+PEN-Armor, Max +20)

| Die roll | Wound | Effect |
|-----------|------------------------------|------------|
| 1 or less | None | No effect |
| 2-7 | Violent Shaking | MM |
| 8-10 | Surface Hit | CM |
| 11-12 | Control Hit | CM and MM |
| 13-15 | Light Penetration | DM |
| 16-18 | Medium Penetration | DM and MM |
| 19-20 | Heavy Penetration | DM and CD |
| 21-22 | Major Penetration-Engines | FCM |
| 23-24 | Major Penetration-Crew Cabin | FCM and MM |
| 25-26 | Major Penetration-Cockpit | FCM and CD |
| 27-39 | Wrecked | Wrecked |
| 40+ | Explosion | Explodes |

Damage Marker (DM): all functions are at a disadvantage until out of battle repair for each such marker. Additionally, its speed is decreased by 10% for each such marker.

Failure Cascade Marker (FCM): as Damage Marker and stacks with them, but also, each turn an onboard crewman must make a *DT12 Mechanics, Mech Kit*; check to keep the vehicle from immediately becoming wrecked.

Morale Marker (MM): the commander rolls *DT 12; Will; None*; at the beginning of each of his turns. If he succeeds, the Morale Marker is removed and he may act normally. If he fails, the Morale Marker remains and he must drive the vehicle away from danger. The rest of the crew will not operate weapons (apart from Point Defense) but may attempt to clear damage markers.

Control Marker (CM): crewman rolls *DT 16; Electronics, Elect Kit*, to attempt to clear the marker. Until cleared, the vehicle will have a disadvantage to Drive/Pilot checks, Scanner checks and Main Weapons for each such marker.

Crew Damage: one crewman is attacked at PEN 8.

Wrecked: all systems of a wrecked vehicle immediately cease functioning and the vehicle either stops moving or plummets to the ground.

Plummet: if an aircraft is wrecked, it plummets to the ground, players have 1 turn to escape if they have parachutes or flying belts. If they do not, they will die in the crash, unless the can spend a Space Hero point.

Status Markers, Table-Top and Owlbear Rodeo

INDIVIDUALS

| Status | Owlbear Rodeo | Table Top |
|---------------------|-------------------------|----------------------|
| Wound Marker | 1 tick on token counter | Red Poker Chip |
| Mortal Wound Marker | 1 tick and black circle | Blue Poker Chip |
| Morale Marker | White circle | White Poker Chip |
| Stun Marker | Green circle | Green clear chip |
| Suppressing | Blue circle | Blue clear chip |
| Suppressed | Yellow circle | Yellow clear chip |
| Over-watch | Red circle | Red clear chip |
| Steady Aim | Orange circle | Orange clear chip |
| Hunkered | Purple Circle | Purple clear chip |
| Prone | Rotate 90 | Lie down |
| Unconscious | Rotate 180 | Lie down, Titan chit |
| Flying | Pink Circle | Spool |