

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 has a Stun Marker

Fire Combat Disadvantages

Shooter is being suppressed (1 disadvantage per suppression factor allocated)
Target is in Low Cover
Target is in High Cover (2 disadvantages)
Target is Hunkered
Shooter has moved this turn.
Target is a creature that made 2 moves its last turn
Target is flying
Target is a moving vehicle
Each Wound Marker and/or Mortal Wound marker the attacker has
Shooter is using 2 sidearms (Code S) at once, 1 disadvantage to each
Shooter is using a Main or Heavy weapon in melee contact (Codes M or H)
Darkness (1 to 3 disadvantages based on level of darkness)
Shooter and/or Target in Smoke (2 disadvantages if both are)

Melee Combat Advantages

Attacker is using a weapon with a greater Reach code.
Attacker has a higher number in the applicable Fighting Skill than his target.
2-3 attackers are attacking the same target in the same turn
4 or more attackers are attacking the same target in the same turn (2 advantages)
Attacker is attacking with Surprise
Target has a Stun Marker
Target is Prone/knocked down
If target is unconscious, attacker hits automatically its Max Hits times.

Melee Combat Disadvantages

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

Individual Damage (3d10+Damage-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+Damage-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 Damage 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 they can spend a Space Hero point.