BASIC MECHANICS

→ **STAT CHECKS:** Roll equal to or under your Strength, Intellect, Speed, or Combat on 🎲🎲 or fail.

→ **SAVES:** Roll equal to or under your Sanity, Fear, Body, or Armor on 🎲🎲 or fail.

→ **CRITICAL HITS/FAILURES:** Rolling doubles on a Stat Check or Save means that you have critically hit or failed.

→ **ADVANTAGE/DISADVANTAGE:** Whenever you have a situational Advantage, roll 2 sets of 🎲🎲 and take the best result. Whenever you have Disadvantage, roll 2 sets of 🎲🎲 and take the worse result.

→ **SKILLS:** If you have a relevant skill it may add 10%, 15%, or 20% to a Stat check (giving you a higher number to roll under).

→ **OPPOSED CHECKS:** Roll equal to or under the relevant Stat or Save on 🎲🎲 while your opponent rolls under their relevant Stat or Save. Whoever rolls higher, while still rolling under their relevant Stat/Save, wins the opposed check.

STRESS & PANIC

Gain Stress whenever you:
» Any time the ship you're in gets hit
» Are near a Scientist and they fail a Sanity save
» Fail a Save
» Get knocked unconscious
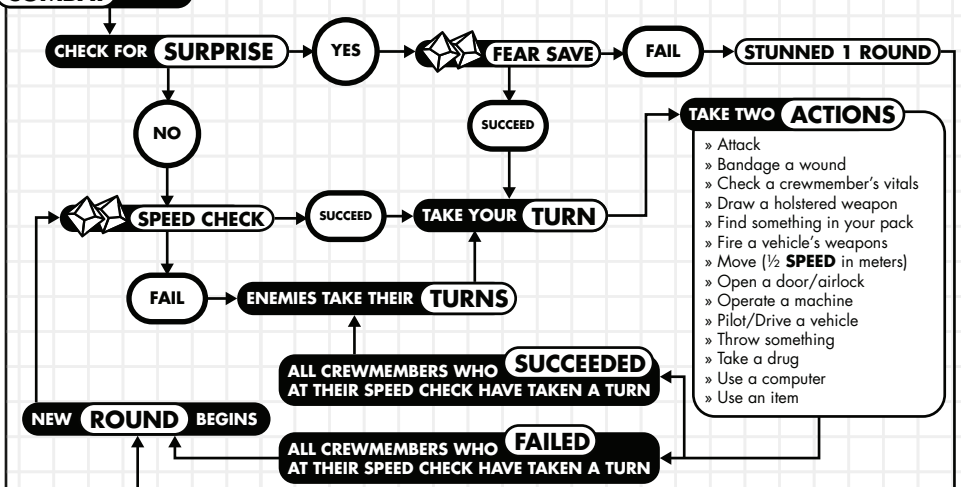» Go 24 hours without rest
» Go without food or water

Roll for Panic whenever you:
» Encounter a horrific creature for the first time
» Lose more than ½ your Max Health in one hit
» Get hit by a Critical Hit
» Critically Fail a save
» See a crewmember die
» See more than one crewmember Panic
» Your ship loses more than ½ its Hull

WEAPON RANGE

» **Short Range:** Weapons firing within this range (or lower) suffer no penalty to the shooter's Combat stat.
» **Medium Range:** Weapons firing at this range confer a -10% penalty to the shooter's Combat stat.
» **Long Range:** The maximum distance the weapon can effectively target. Firing at this range confers Disadvantage to the Shooter's Combat check.

COMBAT BEGINS

CHECK FOR **SURPRISE** → **YES** → 🎲🎲 **FEAR SAVE** → **FAIL** → **STUNNED 1 ROUND**

SURPRISE → **NO**

FEAR SAVE → **SUCCEED**

NO / **SUCCEED** → 🎲🎲 **SPEED CHECK** → **SUCCEED** → **TAKE YOUR TURN**

SPEED CHECK → **FAIL** → **ENEMIES TAKE THEIR TURNS**

TAKE YOUR TURN → **TAKE TWO ACTIONS**

TAKE TWO ACTIONS
» Attack
» Bandage a wound
» Check a crewmember's vitals
» Draw a holstered weapon
» Find something in your pack
» Fire a vehicle's weapons
» Move (½ **SPEED** in meters)
» Open a door/airlock
» Operate a machine
» Pilot/Drive a vehicle
» Throw something
» Take a drug
» Use a computer
» Use an item

ALL CREWMEMBERS WHO SUCCEEDED AT THEIR SPEED CHECK HAVE TAKEN A TURN

ALL CREWMEMBERS WHO FAILED AT THEIR SPEED CHECK HAVE TAKEN A TURN

NEW ROUND BEGINS

ATTACKING
MAKE AN **OPPOSED CHECK** COMBAT VS. ARMOR 🎲🎲
→ **SUCCEED** → **ROLL DAMAGE**
→ **FAIL** → **MISS OR FAIL TO INFLICT DAMAGE**

DEFENDING
USE **COVER** TO GAIN ADVANTAGE ON ARMOR SAVES

DAMAGE
AT **0 HEALTH** MAKE A 🎲🎲 **BODY SAVE** OR DIE

MOVEMENT

NORMAL ARMOR: You can move ½ your Speed (in meters) per action.

HEAVY ARMOR: Make a Strength check 🎲🎲 Failure means you can only move ¼ your Speed.