



ROGUE STARS

Skirmish Wargaming in a Science Fiction Underworld

Andrea Sfiligoi

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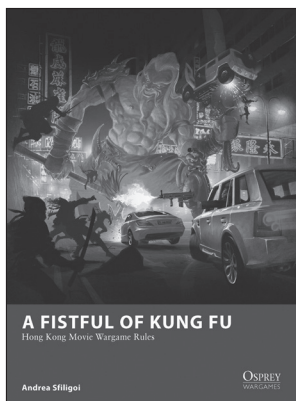
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Andrea Sfiligoi is one of those few lucky fellows who can claim they are 'working' while playing with toy soldiers. The success of his *Song of Blades and Heroes* line of wargame and roleplaying books, published by Ganesha Games, convinced him to stop doing what he was doing before and write games for a living.

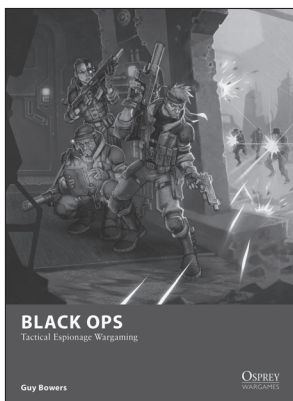
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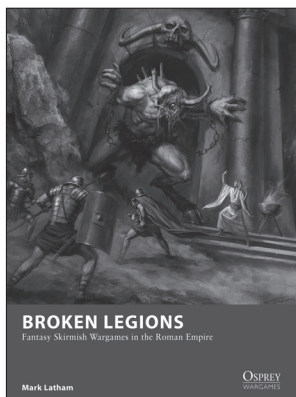
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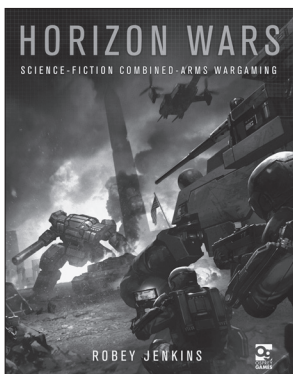
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SKIRMISH WARGAMING IN A SCIENCE FICTION UNDERWORLD



ANDREA SFILIGOI

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Editor's Note

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INTRODUCTION

In the furthest reaches of a collapsing galactic empire that once ruled a thousand different cultures and species, badly paid militias and undermanned police forces struggle to restore order. Their enemies: pirates, desperadoes, and high-tech low-lives from every corner of the galaxy. No colony, mining station, or trade route is safe. Chaos reigns, and only Fate will decree who will live, die, and prosper among the Rogue Stars.

Rogue Stars is designed for character-driven firefights in a far-future setting. The protagonists are pirates, cyborgs, bounty hunters, merchants, mercenaries, cultists, and other survivors from the fringes of the galaxy.

THE BASICS

Rogue Stars is designed for a small table (3x3') and a squad of 4–6 figures per player. Each figure represents an individual, and character generation is in the players' hands – a points system allows for the creation of any human, alien or robot. In addition to the characters' distinctive Traits and equipment, squads have unique Themes (who they are and why they fight) and Tactical Disciplines (how they fight).

The game uses an unusual activation system to represent the chaos of combat. A squad may try to retain the upper hand, but the more they exert themselves, the easier it is for their opponents to take the initiative.

EQUIPMENT NEEDED

- 4–6 figures per player.
- Enough scenery to set up a realistic battlefield.
- Three 20-sided dice.
- Markers (glass beads, poker chips) in three colours as Stress, Pin, and Wound counters (we use white, yellow, and red). About 10 Stress and 5 Pin and Wound markers are needed per squad.
- A tape measure marked in inches (centimetres if using 15mm figures) for movement and ranges.
- A few markers for uncommon conditions (Entangled, Hidden, Reloading, or Mind-controlled) may be handy.





Optional: Increased Criticals

For more dramatic gameplay, count any roll that beats a TN by 10 or more as a critical success, and any roll that falls short by 10 or more as a critical failure.

Here's a summary of the use of markers:

Stress subtracts from Activation/Reaction rolls. Pins subtract from Morale and Shoot rolls and add to Melee rolls against the Pinned character.

Wounds subtract from Melee, Morale, Endure and Psi rolls.

All markers make it easier for your opponent to Take the Initiative. All markers on a character are removed if he goes OOA.

ROLLING DICE

Dice checks in the game require rolling a 20-sided die (d20) and either simply checking the result against a table, or against a Target Number (TN). If you roll the TN or better, the action is successful. If you roll less than the TN, the action fails. There are often situational modifiers that affect the result of rolls, but a natural, unmodified roll of 1 is a critical failure, while a natural, unmodified 20 is a critical success. The Target Numbers Table summarizes the TNs for common actions.

Action Attempted	Target Number
Activate	8
React, Spot, Quantum Leap, Terrain, Shoot, Melee, Throw Grenade, Endure, Tech	10
Blind Jump	15
Take the Initiative	16

Degree of Success Table	
Rolling 1	Critical Failure! The action fails and the character suffers a setback.
Rolling less than the TN	Failure! The action fails.
Rolling the TN or better	Success! The action is performed.
Rolling 20	Critical Success! The action succeeds spectacularly.

OTHER DICE

Sometimes the d20 is called upon to roll different number ranges. To model a d10, divide the d20 result by two. For a d5, divide by four, and for a d4, divide by five. Always round up any fractions.

GENERAL DEFINITIONS

- **Active opponent:** A foe who is not Prone, Entangled, Mind-controlled, Panicking, or Out of Action.
- **Adjacent:** Two models are adjacent when they are in base-to-base contact.
- **Baseline:** A side of the table that works as a 'home' for one of the squads. The attacker's

baseline is the side of the tabletop from which his models enter play and the direction towards which they flee.

- **Deploying:** Placing figures in their starting position at the beginning of a game. In general, the defender deploys first, but mission rules might alter this.

- **Experience points (XP):** XP are used to build characters and to reward players for achieving mission objectives. The squad gaining most XP wins. In campaigns, XP are spent to increase abilities. As a rule of thumb, gain 3XP for each enemy defeated, and 5XP for each objective reached.

- **Facing:** There is no facing – figures can move, spot targets and fire in a 360° radius.

- **Line of Sight (LoS):** An uninterrupted line of sight must exist between a shooter and a target for a shot to be possible. When in doubt, draw a length of thread from shooter to target to check LoS.

- **OOA:** Out of Action. A character who has been knocked out and takes no more part in the game, but may be carried to safety by his comrades, looted by opponents, or eaten by ravenous aliens.



- **Random Hit Locations:** If a character is hit in a random location by accidental damage, roll d20. On a 1–9 = torso, 10–12 = arm, 13–15 = leg, 16–20 = head. Attacks use a different mechanic to determine hit location.
- **Re-rolls:** If a rule allows a die to be re-rolled, the result of the re-roll stands, even if worse than the original. No re-roll may be re-rolled.
- **Terrain:** Unless the mission says otherwise, a game is played on a 3x3' table with at least 6–10 scenic items, covering at least two thirds of the table. Hard and fast rules on terrain set-up are not possible – use what you have. Indoor missions may have corridors, chairs, computer consoles, lockers, crates, hatches, metal doors, power units, furniture, and those ubiquitous steam-venting pipes. Outdoor missions may have boulders, rocky outcrops, small buildings, parked/wrecked vehicles, lakes of noxious fluids, rivers of molten lava, cave entrances, growths of fungi or alien vegetation, and even huge crystals.

This is a shooting-heavy game – bug cover and keep your head low. Make sure there are many obstacles that allow for hiding or skulking towards objectives.

THE GAME

PRE-GAME SEQUENCE

INTELLIGENCE

Before each game, after squads have been determined, one character in each squad may perform a TN15 Tech roll. If successful, the opponent must reveal his squad's profiles before deployment.

THE INITIATIVE ROLL

Players first roll to determine whose squad has the initiative in the forthcoming game. Roll a d20 and add the appropriate modifiers, re-rolling ties.

Initiative Modifiers	
Squad leader's Leadership Trait	+1, +2 or +3
All squad members are Veteran	+1
All squad members are Elite or Heroes	+2
Squad has Blitzkrieg Tactical Discipline	+2

The player who rolls the highest has the initiative and is called the attacker. His figures will move first at the beginning of the game. The other player is the defender and sets up the table.

DETERMINE MISSION

The attacker rolls on the Mission table (p.32) to determine his goal. The defender has to stop him, and rolls on the Location (p.34) and Complications tables (p.35) to learn where the battle is fought, and what events affect it. Combine these three results through a narrative and common sense to define and develop the mission.



You can activate a character as many times as you want. The more Stress you accumulate, however, the easier it is for the opponent to steal your initiative.

For example, we have a squad of Miners as attackers and Star Cops as defenders. We roll an Abduction mission, a farm for the location, and a VIP as a complication. Here’s how we tied it all together: *On the mining world of Phoinax III, distillation of hard liquors has been prohibited, causing unrest amongst the hard-drinking miners. A company representative, escorted by a small bodyguard of Rangers, is inspecting a farm rumoured to be producing alcohol. A group of angry miners plans to kidnap the company man while he is relatively lightly guarded, and use him as leverage in demanding a repeal of the law.* The narrative will help you fill in any grey areas. For example, large containers may be grain silos, and a piece of machinery may represent distilling equipment. A third player may act as a game master and come up with the narrative for the other players, but it is generally better if all participants contribute to the story.

ACTIVATING

ACTIVATING A CHARACTER

To act with a character you must **activate** him. The acting player selects a character and may choose whether to roll one, two, or three Activation dice (d20s) for that figure, adding the relevant modifiers. The TN for the Activation roll is 8.

Activation Modifiers	
Civilian	-4
Green	-2
Veteran	+1
Elite	+2
Hero	+3
Per Stress marker on the character	-1

So, for example, a Green character with 1 Stress needs an 11 or better to activate.

Every success entitles the character to perform one action from the actions list, or any action allowed by the mission. You may combine and order actions as you see fit, as long as you do not perform more actions than the successes you rolled. Do not declare what you are going to do until you perform the actions. **Put 1 Stress marker on the character for each action performed.** This is not per die rolled nor per available action – you may always choose to perform fewer actions than you have available in order to limit Stress. So, if you roll three dice and two are successful, you may choose to perform one action, and thus put only 1 Stress on the character.

Why shouldn’t you always roll three dice? Because **every failure you roll gives the opponent a Reaction die.** The opponent uses those dice to make Reactions – actions that happen before yours, and that may be used to take the initiative away from you.

The acting player’s turn does not end until the opponent takes the initiative away from him, or until the acting player decides to pass. It is theoretically possible, but very unlikely, that the same player retains initiative for a whole game.

You continue activating your characters until you decide to pass, even going back and forth between two characters, or even activating the same character multiple times. Remember to put 1 Stress on the character for every action performed. You may stop activating at any time, passing the initiative to your opponent. When you do so, **remove all Stress from your characters** (they are taking a breather). Be careful not to remove Pin or Wound markers.

ACTIVATION CRITICAL FAILURES AND SUCCESSES

If you roll a 1 on any Activation die, the opponent gets to react at +2 on that single Reaction roll. If you roll a 20 on an Activation die, you may cancel a Reaction caused by the same Activation, or immediately roll another Activation die. This ‘free’ Activation roll causes no Reactions if it fails. If the new roll is another 20, repeat this process.

REACTING

When the acting player attempts to activate a character and fails, the non-acting player may choose to use make Reactions with one or more of his characters, adding the relevant modifiers. The TN for a Reaction is 10.

Reaction Modifiers	
Civilian or Nonreactive	-4
Green	-2
Veteran	+1
Elite	+2
Hero	+3
Per Stress marker on the reacting character	-1
Opponent rolled an Activation Critical Failure	+2

Each success entitles the character to perform one Reaction. Reactions happen before any actions are performed by the activating figure. This represents a character taking advantage of the opponent's hesitation. **Put 1 Stress on any character who performs a Reaction.** Reactions are optional – to avoid Stress, you may use only some or none of the Reaction dice, and may allocate them all to a single character or split them up between multiple figures. Do not announce how you are going to use them besides selecting a figure and stating how many dice you are rolling for that figure. If you split them, make the first Reaction roll before allocating the remaining Reaction dice.

Example: Player A attempts to activate a Ranger with three dice, but fails with two. He wants to use his only action to Hide behind a boulder. Player B attempts to react using the two failed dice. One of his pirates rolls the two Reaction dice, and scores one success. The pirate uses his one successful Reaction to shoot at the Ranger before he moves behind the boulder. As Reactions occur before actions, no cover modifier is applied to the attack.

CRITICAL FAILURES ON REACTION ROLLS

If you roll a 1 on a Reaction roll, that character become a Sitting Duck. If it was Hidden it loses this status, and is also automatically Spotted. The first ranged attack performed against it is at +2. When a shot is fired at the character, or when it performs an action, automatically remove the Sitting Duck condition.

CRITICAL SUCCESSES ON REACTION ROLLS

On a roll a 20 on a Reaction roll, choose one option:

- That character gets an additional Reaction die.
- That Reaction causes no Stress.

TAKE THE INITIATIVE

The non-acting player may want to take the initiative from the acting player. This may happen in one of the following cases:

1. The non-acting player spends a Reaction to perform a TN16 Take the Initiative roll, adding his squad leader's Leadership Trait, and +1 for each Stress, Pin or Wound marker on the opponent's squad.
2. The non-acting player puts an enemy OOA. This gives him a free Take the Initiative attempt.
3. The non-acting player reaches a mission objective. This gives him a free Take the Initiative attempt;
4. The acting player decides to pass.

If a Take the Initiative roll succeeds, the non-acting player becomes the acting player, and begins activating his characters. All Stress is removed from his opponent's squad. If the roll fails, the attempt is unsuccessful and the acting player may remove one Pin or Stress marker from one of his characters.

A 'free' attempt is simply a Take the Initiative roll that does not require the expenditure of an action.

Players often pass when they have too much Stress. Losing the initiative removes all Stress, whether it is done voluntarily or otherwise.



ACTIONS AND REACTIONS

This is what a character can do with one action or Reaction:

MELEE

The character may attack in melee an adjacent opponent. A character may perform as many attacks as he has actions, or may spend additional actions to make a single Powerful Blow – each additional action spent in this way adds +1 to the Melee roll. See Melee Combat, p.18.

CRAWL

Place the character face down and move it 1". Any shot at a Crawling character is at -2 unless the shooter is within 2". Melee attacks against a Crawling/Prone character are at +2. Crawling movement is not reduced by terrain. Huge models may not crawl.

SNEAK / HIDDEN

The character moves 2" along, around or through a terrain feature. Terrain does not affect this movement. A Sneaking character is Hidden and may not be targeted unless the shooter first Spots him (see Spot, p.12). If the target of his attack fails to Spot him while he is moving into contact, the Hidden character attacks with a +2 Surprise Attack bonus. Big or Huge models, vehicles, and characters in the open (i.e. characters who are not in contact with a terrain piece) may not Sneak or Hide. A sneaking character loses his Hidden status if he shoots (unless he fires a Silent weapon), becomes a Sitting Duck, or is Spotted.

WALK

The character moves up to 2". No Terrain roll is required if Walking in broken terrain.

RUN

The character moves 4", +1" per level in the Fast or Extra Legs Traits. Make a Terrain roll in broken terrain.

SPRINT

The character moves 6", +1" per level in the Fast or Extra Legs Traits, in a straight line. Make a Terrain roll if any part of the movement is in broken terrain.

DRAW

The character draws a weapon, or holsters one and draws another.

RELOAD

The character reloads a weapon.

STAND UP

A Prone character stands back up.

QUANTUM LEAP

A character wearing a Quantum Harness may attempt to teleport anywhere on the battlefield. TN10, with the following modifiers:

Quantum Leap Modifiers	
Quantum Scrambler within 4"	-2
Quantum Harness is overheated	-1
Carrying a Heavy load (Wounded comrade, heavy weapon etc.)	-1
Character's level of Quantum Harness Operator	+1, +2 or +3

QUANTUM LEAP TEST RESULTS

- **Critical failure:** The attempt fails and the Harness overheats, remaining so until the character spends one action cooling it down.
- **Failure:** The attempt fails and the character remains where he is.



- **Success:** The character teleports but the opponent may reposition him 1–3” away from the intended location.
- **Critical success:** The character teleports to the exact target point.

BLIND JUMPS

If teleporting to an area to which the character has no LoS, such as behind a door, inside a vehicle, or behind an obscuring terrain feature, the TN is 15. On a critical failure, the character teleports into a solid object, dies, and all his equipment is destroyed. If atmospheric conditions limit LoS, any jump outside LoS is a Blind Jump.

RALLY

Spend an action to remove one Pin marker from the character. If the character has no active enemy in LoS, remove two Pin markers.

PSI ROLL

The character concentrates and uses a Psionic Ability. Most Psionic Abilities require TN10 (although there are exceptions – see Psionic Abilities, p.57), with the following modifiers:

Psi Roll Modifiers	
Character's level of Psionic Master	+1, +2 or +3
Per Wound marker	-1
Character is in melee	-3

Certain Psionic Abilities work like ranged attacks, but using a Psi roll and counting the characters levels in the Psionic Master Trait instead of Marksman, and are worked out in the same way (see Ranged Combat, p.16). They are considered equivalent to Short-Range weapons for range purposes.

Using a Psionic Ability does not reveal the position of a Hidden Psionic character (with the exception of Electrokinesis).

A critical success with a Psionic Ability costs no Stress, a critical failure costs +1 Stress.

AIM

The character aims, adding +1 to the next Shoot roll performed in the same Activation. Two consecutive Aim actions may be stacked, for a total +2 bonus. All bonuses are lost if the character moves, receives a Pin, or is caught in a grenade blast.

SHOOT

The character performs a ranged attack. See Ranged Combat (p.16) for details.

SPOT

The character performs a TN10 Spot roll to detect a Hidden target. Targets within 2” are automatically Spotted. Apply the following modifiers:

Spot Modifiers	
Character's level of Perceptive	+1, +2 or +3
Target character's level of Stealth	-1, -2 or -3
Visibility modifiers (as per mission)	-1, -2 or -3
Using a Motion Detector	+2
Target using a Stealth Suit	-2

As an optional rule, you may require the target of a character's Aim action to be declared. If that target becomes unavailable for any reason, if the character is mind-controlled, or decides to shoot at a different target, the Aim bonus is lost.

SPOT TEST RESULTS

- **Critical failure:** The spotter becomes a Sitting Duck for the Hidden character.
- **Failure:** The Hidden character is not Spotted, but the spotter may try again later.
- **Success:** The target is Spotted and becomes a valid target for anyone within 4" of the spotter or in radio/telepathic contact.
- **Critical success:** As a success, but the spotter also receives a +1 to his first ranged attack against the target.

PICK UP OBJECT

The character picks up an object from the ground (dropped weapon, equipment from an OOA character, etc.).

OUTSIZED EQUIPMENT

Characters may use the equipment from another species of the same Size (Diminutive, Big, Huge or simply man-sized if they have no Size-related Trait) without issue. A character can also use a one-handed melee weapon built for a species one Size larger (e.g. a Diminutive character using a man-sized weapon, or a Big character using a Huge one) by wielding it in two hands, with a -1 modifier to hit. Otherwise, outsized weapons, armour and equipment are of no use.

PICK UP HEAVY LOAD

The character picks up a Heavy weapon or item, or a fallen comrade. The carrier loses 1" from his movement, unless Crawling, until he puts down his load. Dropping a Heavy load is a free action which may be performed at any time but may damage equipment (roll a d20 – on 18+ it breaks) or worsen a Wounded character's conditions (add 1 Wound).

CARRYING AND BEING CARRIED

Each character will have an effective Size rating, depending on whether they are Diminutive (1), man-sized (2), Big (4) or Huge (6). This determines their tolerance for carrying other characters. A character may carry a character (or number of characters) with a total Size rating less than their own without penalty. If the Size ratings are the same, the Heavy load penalty applies, as above. If the carried character(s) Size rating exceeds the carrier's, then they cannot be lifted at all.

Examples: A man-sized character (Size 2) carrying a Diminutive character (Size 1) suffers no penalty. A Big character (Size 4) carrying two man-sized characters (both Size 2) suffers the Heavy load penalty. A Huge character (Size 6) already carrying a Big character (Size 4) cannot pick up a second Big character, as the total Size rating would equal 8. For the purposes of carrying and being carried, characters in Power Armour could as one Size larger. Characters wearing Exoskeletons count as Huge for the purposes of being carried only.

Hidden models are not invincible. Many Psionic Abilities do not require LoS, grenades may still be thrown at them, and they can always be assaulted in melee.



PRIME GRENADE

The character draws a grenade and readies it for throwing.

THROW GRENADE

The character throws a grenade. See Grenades, p.17.

TECH ROLL

Tech rolls are made to repair, operate or reset machinery, including opening hatch doors, operating vehicles or alien equipment, as described in the mission rules. TN10 unless stated otherwise, and add any levels in the Tech Trait.

LEADERSHIP ROLL

Leadership rolls are made to persuade, impress, rally or lead others. The character adds his Leadership level. The roll is at -2 if the character is Artificial, Insectoid, Vegetable or Mineral unless he is dealing with someone with the same Trait, or unless he has the Xenologist Trait.

FIRST AID

A First Aid roll may be performed by any character to heal any condition on a Wounded character. The TN is (10 + target's Wounds - target's Tough level). So, the TN for a First Aid roll to heal a character with Tough 1 and 3 Wounds is (10+3-1)= 12. The roll is modified as follows:

First Aid Modifiers	
Character's level of Medic	+1, +2 or +3
Character is using a Medikit	+2
Target is Mineral or Vegetable (unless character is same or Xenologist)	-2

FIRST AID RESULTS

- **Critical failure:** Add 1 Wound.
- **Failure:** No effect.
- **Success:** One of: remove 1 Wound, remove the Staggered or Blind conditions, restore a temporarily Crippled limb, stabilize an OOA character so that he may be safely carried off table.
- **Critical success:** Two from the options available on a success.



MISCELLANEOUS ACTION

The character performs any one action as agreed by the players or described by the mission.

COMPLEX TASKS

Complex Tasks cannot be completed in a single action, and so have both a TN and a required number of actions. So, a Complex Task with TN14/2 requires two actions and a successful TN14 roll. A character with multiple available actions may use all of them against the total needed, or use only some. When all the actions are spent, roll the die. If the roll fails, the actions are wasted and the Task must be attempted from scratch.

Examples of Complex Tasks include: hot-wiring a vehicle (12/2 Tech), cracking a code (15/2 Tech), repairing a robot (10/2 Robot Mechanic) and hacking into a computer system (15/3 Tech).



RANGED COMBAT

A character armed with a ranged weapon may spend one or more actions to perform a TN10 Shoot roll and attack a target in LoS. Apply the following modifiers:

Ranged Combat Modifiers	
Range*	
Point Blank (target is within 2")	+1
Close Range (2–8")	–
Short-Range weapon at Long Range (for each additional 2" between shooter and target beyond 8")	-1
All other weapons at Long Range (for each additional 4" between shooter and target beyond 8")	-1
* Note that certain weapons have a maximum range.	
Shooter	
Per Pin marker	-1
Shooter's level of Marksman	+1, +2 or +3
Accurate weapon	+1
Primitive weapon	-1
Called Shot: Limb (arm, leg, pseudopod, tentacle etc.)	-3
Called Shot: Two-handed weapon	-4
Called Shot: One-handed weapon	-5
Called Shot: Head or Equipment	-6
Hail of Fire	-2
Double shot using Ambidexterity Trait	-1
Off-hand shot	-1
One-handed rifle shot	-3
Per Aim action performed in the same Activation (max. 2)	+1
Surprise Attack	+2
Limited visibility (fog, darkness, smoke, dust etc., as per mission)	-1, -2 or -3
Target	
In light cover (vegetation, dead mount, wooden fence, computer monitor/desk etc.)	-1
In heavy cover (low wall, vehicle, pile of bricks, boulder, big log, corner of building etc.)	-2
In fortified cover (metal wall, bulkhead, bunker window etc.)	-3
Crawling/Prone (ignore if at Point Blank range)	-2
Diminutive	-1
Large target (small vehicle, Big Trait)	+1
Very large target (large vehicle, Huge Trait)	+2
Sitting Duck	+1
Target's level of Difficult Target	-1, -2 or -3

CALLED SHOTS

A shooter may target a specific body part, weapon or item of equipment with a Called Shot. A Called Shot must be announced before rolling to hit, and then the appropriate modifier applied in addition to any other modifiers (for range, Pins, etc.). Called Shots may not be combined with a Hail of Fire.

If the roll is successful, the shot hits the desired location or item. If it fails, it misses. Critical failures and successes have their normal effects. If a body part was targeted, calculate damage as normal; if a weapon or piece of equipment, treat as a result of Superficial Damage on the Damage Table (see p.21).

HAIL OF FIRE

Automatic weapons may perform two attacks at -2 per action instead of the usual single attack. These cannot be Called Shots. The shots must be directed at the same target, or at two targets within 4" of each other. Targets must be declared before rolling – you may not determine the

effect of the first shot before assigning your second shot. If the first roll of a Hail of Fire attack is a critical failure, the second shot is still performed before the out-of-ammo or malfunction effect is applied.

OFF-HAND AND ONE-HANDED RIFLE SHOTS

If a character's main arm is Crippled, he may still fire a one-handed weapon at -1 with his other hand. This penalty does not apply if the character has Ambidexterity. An alien or robot with Extra Arms has one 'main' arm per pair of arms. A character with a Crippled arm may fire a two-handed weapon with one hand at -3. A character with all arms Crippled may not fire.

FIRING AND MELEE

A character may not perform ranged attacks if involved in melee. However, one-handed weapons may be fired as part of a melee (see *Melee Combat*, p.18).

If a character fires into a melee, he will hit a random target unless he has the Fire into Melee Trait.

RANGED COMBAT RESULTS

- **Critical failure:** Roll a die. On 1–15, the weapon is out of ammo and cannot shoot until one action has been used to reload it. On 16–20, the weapon malfunctions and cannot shoot until it has been fixed by performing a TN10 Tech roll. Some weapons (those with the Infinite Rounds and Overheating special rules, p.26–27) have unique rules for critical failures.
- **Failure:** The attack misses and no Damage is dealt.
- **Success:** Normal Damage is inflicted, as per the weapon type.
- **Critical success:** The attack inflicts +2 Damage.

GRENADES

Throwing a grenade requires two actions, one to prime it and one to perform a Throw Grenade roll. A character may prime a grenade and keep it in his hands for later use.

Developed to prevent psionics from exploding grenades in their user's hands, grenades are linked to the thrower in a neural net. If the grenade is dropped, because the thrower's arm is Crippled for example, or if it scatters where it would hit friendly targets, the thrower may prevent it from exploding.

'Dumb' grenades without these features may appear in missions as outdated tech. These go off when they impact the ground, and may be detonated by a character within 8" with a successful use of Telekinetic Disarm, Telekinetic Squeeze or Telekinetic Crush.

THROW GRENADE ROLL

To throw a primed grenade to a designated point up to 12" away, perform a TN10 Throw Grenade roll, adding +1 for every level in the Chucker Trait.

THROW GRENADE RESULTS

- **Critical failure:** The grenade malfunctions and does not explode.
- **Failure:** The opponent may reposition the point of impact by 1" for each two full points by which the roll was failed (e.g. on a roll of 5, the opponent could move the point of impact by up to 2").
- **Success:** The grenade explodes at the designated point. Anyone within its blast radius is hit and automatically knocked Prone. Damage is determined for all targets individually, in an order chosen by the thrower.



- **Critical success:** As a success, and the thrower may increase Damage by 1. If using a Fragmentation or Plasma grenade, the thrower may instead choose to create a dust cloud of the same size as the blast radius that blocks LoS. This cloud provides a limited visibility modifier of -3, and clears when initiative switches.

SELF-PROPELLED GRENADES

Self-propelled Grenades fly towards the target at 8” per action, and move when the thrower activates. They do not scatter and explode as desired by the thrower at any point of its flight. They have a maximum flight height of 8”, and may be shot down, using a Called Shot with a -7 modifier.

GRENADES IN MELEE

Grenades may be detonated in melee. This requires two actions as normal – one to prime the grenade, and then a second to make a Morale roll. If the roll fails, the character lacks the resolve to detonate the grenade.

No Morale roll is required for Tangle Grenades. The character spends an action to prime the grenade as normal, and then makes a Melee roll. On a success, he sticks it to his opponent, who is then Entangled or disarmed (attacker’s choice); on a failure, the grenade is wasted. On a critical failure, the user is Entangled!

STUN GRENADES

Stun grenades emit a burst of high-pitched sound, flashes, and irritants. They inflict 1 Stress and 2 Pins to anyone in their 3” blast radius that fails a TN10 Endure roll (only Sealed armour is a defence). Artificial and Mineral beings are unaffected. Stun Grenades do not knock targets Prone.

MELEE COMBAT

To perform a melee attack, a model must be adjacent to the target, or 1” away if using a Long weapon. Make a TN10 Melee roll with the following modifiers:

Melee Combat Modifiers	
Attacker	
Attacker's level of Weapon Master or Martial Arts	+1, +2 or +3
Per Wound marker	-1
Per friend in contact with target (max. 3)	+1
Fighting from higher ground	+1
Defending an obstacle	+1
Powerful Blow	+1 or +2
Surprise Attack	+2
Called Blow: Limb (arm, leg, pseudopod, tentacle etc.)	-3
Called Blow: Two-handed weapon	-4
Called Blow: One-handed weapon	-5
Called Blow: Head or Equipment	-6
Prone	-2
Unarmed attack (ignore if attacker has Martial Arts)	-2
Improvised weapon (e.g. chair, rifle used as club etc.)	-1
Two-handed melee weapon used with Crippled arm	-3
Big or Huge Trait	+1
Target	
Per Pin marker	-1
Target's level of Weapon Master or Martial Arts	+1, +2 or +3
Prone	+2



WHAT WEAPON DO I USE?

A character must have a ready melee weapon to attack in melee (or the Martial Arts or Claws Traits), or fights unarmed. Readyng a weapon implies drawing it from a scabbard or from a magnetized weapon holder on one's armour at the cost of an action.

Characters may fire one-handed ranged weapons in melee. The bonus for firing at Point Blank range and for an Accurate weapon do not apply. If the Shoot roll is a critical failure, the character hits himself in a random leg while struggling with the opponent over the weapon. Two-handed ranged weapons may not be fired in melee but may be used as improvised weapons. Rifles with bayonets have their own line in the Weapons Table and are NOT improvised weapons. A character using a two-handed ranged weapon may drop it and then spend one action to draw a melee weapon, or use it as an improvised melee weapon. See also the Fast Draw Trait (p.49). A character who moves away from a melee is no longer in melee and may employ any ranged weapon (assuming he did not drop it).

LONG WEAPONS

Long weapons allow a character to attack an opponent 1" away, but may not be used against a target in base-to-base contact. If you do not have a Long weapon and move within 1" of an unengaged opponent with a Long weapon, you suffer a Free Hack (see Leaving Melee, p.21) when you are exactly 1" away. If the blow hits, you suffer Damage from that attack and are kept at 1" distance. You may not move into base-to-base contact, and remain in range of the Long weapon. If the Free Hack misses you, you manage to swipe away the weapon and close into base-to-base contact, where the Long weapon may no longer strike you.

UNARMED ATTACKS AND MARTIAL ARTS

Unarmed attacks are performed at -2 and are Damage 0. Martial artists ignore the -2 and add their Martial Arts level to the Melee roll AND to Damage.

When you attack a target who has both Martial Arts and Weapon Master, apply only the higher of the two levels, not both. *Example: you attack a character who has Martial Arts 3 and Weapon Master 2. Your Melee roll is at -3.* When you attack, you add your Martial Arts level only if performing a melee attack with bare hands. If you attack with the Claws Trait, add the bonus from Weapon Master, not Martial Arts.

POWERFUL BLOWS

Powerful Blows are melee attacks performed by spending multiple actions. A two-action Powerful Blow is at +1 to hit. One using three actions is at +2 or +1 to Damage.

OUTNUMBERING

Outnumbering an enemy grants +1 to Melee rolls for each friend in contact with the same enemy, up to a maximum of +3. For example, if three pirates are in melee with a single miner, the pirates each have +2 to their rolls. Prone, Entangled, Mind-controlled or OOA models do not count for this purpose.

In a melee involving multiple combatants from both sides, count all figures belonging to each side, and apply the outnumbering modifier as normal.

CALLED BLOWS

A melee attack can be aimed at a specific body part or weapon. Use the same rules as Called Shots (see p.16).

PRONE FIGURES

A Prone figure attacks at -2 in melee, is attacked at +2 in melee, may not counterattack, and does not count for outnumbering purposes. Standing up requires one action.



MELEE COMBAT RESULTS

- **Critical failure:** The opponent may choose to either immediately perform a Free Hack, have the attacker drop the weapon used in the attack, or have the attacker fall Prone.
- **Failure:** The attack misses and no Damage is dealt. If the roll fails by 5 or more, the opponent may perform a free counterattack or move 2” away, leaving the melee without suffering a Free Hack.
- **Success:** Normal Damage is inflicted, as per the weapon type.
- **Critical success:** The blow inflicts +2 Damage, unless it was an unarmed attack.

LEAVING MELEE

If you leave a melee with an opponent who is not Prone, Entangled, Mind-controlled, Panicking or OOA, that opponent performs a **Free Hack** against you. This is a +2 Surprise Attack. You may not counterattack.

Free Hacks are ignored if one of the following applies:

1. You have the Free Disengage Trait.
2. Your opponent fails a melee attack by 5+ points and you opt to move away from the melee.
3. You move away using a Jump Pack, bionic legs, Flight Pack, Levitation, Quantum Harness, Blink or Teleportation.

If you leave a melee with multiple opponents, each of them may perform a Free Hack at you, in any order chosen by the opponent.

DAMAGE

If an attack is successful, calculate Damage as follows.

HIT LOCATION

Unless using a Called Shot, or due to a specific rule, determine the hit location of the successful attack by checking the number of points by which the roll beat the TN. Options are always chosen by the attacker; if a limb is hit, the attacker also chooses left or right (or more specifically in the case of multi-limbed characters).

Hit Location Table	
Roll Succeeds By...	Body Part
0-3	Torso
4-5	Torso or Arm
6-7	Torso, Arm or Leg
8+	Torso, Arm, Leg or Head

DAMAGE RESULTS

When hit, the target must immediately roll a die, applying the following modifiers, then check the result against the Damage Table.

Damage Modifiers	
Attack's Damage	- variable
Armour on body part hit	+ variable
Target's level of Tough	+1, +2 or +3
Per Wound marker	-1
Target's squad has the Hard to Kill Tactical Discipline	+1
Shot was a critical hit	-2

Damage Table	
Result	Effect
2 or less	OOA
3-5	1 Pin, 1 Wound. Critical Damage
6-9	1 Pin, 1 Wound. Serious Damage
10-14	1 Pin. Light Damage
15	1 Pin, Superficial Damage
16+	1 Pin

Critical, Serious and Light Damage will produce additional effects, depending on the body part struck. Check against the Hit Location Damage Table, below:

Hit Location Damage Table		
Body Part	Damage	Result
Arm	Light	Weapon dropped, arm temporarily Crippled
	Serious	Weapon dropped, arm permanently Crippled
	Critical	Weapon dropped, arm Severed, pass TN7 Endure roll or go OOA
Leg	Light	Leg Grazed
	Serious	Leg Crippled
	Critical	Leg Crippled, knocked Prone, pass TN7 Endure roll or go OOA
Torso	Light	1 additional Pin
	Serious	1 additional Pin, knocked Prone (1 additional Wound if already Prone)
	Critical	1 additional Pin, knocked Prone, Staggered (OOA if already Prone or Staggered)
Head	Light	Knocked Prone, pass TN5 Endure roll or go OOA
	Serious	Knocked Prone, pass TN10 Endure roll or go OOA
	Critical	OOA, pass TN10 Endure roll or die!

ENDURE ROLLS

This is a last chance for a character to tough out an injury and avoid succumbing to his wounds. Roll the TN shown, applying the following modifiers, or suffer the result.

Endure Roll Modifiers	
Character's level of Tough	+1, +2 or +3
Per Wound marker	-1

DAMAGE EFFECTS

CRIPPLED

A temporarily Crippled limb lasts until a Pin marker is removed from the character, or until a friend performs a First Aid TN10 roll on him. Permanently Crippled limbs require a cybernetic replacement or a cloned limb transplant (see Campaign Rules, p.62).

Crippled arms may not be used. Objects held are dropped. Characters with a Crippled weapon arm may pick up and use the weapon, applying the appropriate modifiers for off-hand or one-handed rifle shots. Two-handed melee weapons may still be used with a similar penalty.

Characters with **one Crippled leg** apply -1" to all movement, and have a -2 modifier to Terrain rolls until the leg is healed.

If a character has **two Crippled legs**, he falls Prone and can only Crawl 1" per action until one leg is healed. Characters with more than two legs remain standing, but have their Run and Sprint movement reduced by -2" instead.

KNOCKED PRONE

The target is knocked Prone.



LEG GRAZED

The character's movement is reduced by -1" the next time he moves.

SEVERED

The effects of a Severed limb are the same as for a permanently Crippled one, but require even more attention if the character survives the mission (see Campaign Rules, p.62).

STAGGERED

Target is losing consciousness, and will go OOA when he next rolls 1-4 on ANY die roll. A TN10 First Aid roll will remove the Staggered effect.

SUPERFICIAL DAMAGE

If this result occurs, the attacker chooses one of the following effects:

- **Tear in suit:** The target's armour is no longer Sealed, or loses Plasma Proofing.
- **Small weapon destroyed:** A one-handed or Primitive weapon is destroyed.
- **Disarmed:** A two-handed weapon is knocked up to 3" away from the target (the attacker chooses where it lands).
- **Equipment Destroyed:** One Civilian (C) piece of equipment on the target is destroyed.
- **Equipment Damaged:** One of the target's Cybernetic Enhancements or one of its Military (M) or Intelligence (I) items of equipment is damaged. A TN15/2 Tech Complex Task is required to repair it.

WEAPON DROPPED

Any weapon held in the affected limb falls to the ground, adjacent to the character's base.

WEAPONS AND ARMOUR

WEAPON TABLES

Melee Weapons Table					
Name	Damage	Special Rules	XP Cost	XP Cost if Built-In	Class
Bare Hands/Feet	0	Non-penetrating	Free	-	Civilian
Martial Arts attack	As Trait level	Non-penetrating	Free with Martial Arts	-	Civilian
Claws	1	May not be disarmed	2	-	Civilian
Knife	1	May be thrown, Primitive	1	2	Civilian
Spear	2	Primitive, Long	2	-	Civilian
Fixed Bayonet	2	Primitive, Two-handed	2	-	Civilian
Fixed Vibrobayonet	3	Two-handed	4	-	Civilian
Sword	2	Primitive	2	3	Civilian
Two Handed Sword	3	Primitive, Two-handed, Clumsy	2	3	Civilian
Vibroblade	3	-	4	5	Civilian
Vibrospear	3	Long	5	-	Civilian
Monowire Blade	3	Armour-Piercing	6	9	Civilian
Monowire Scythe	3	Armour-Piercing, Heavy, Cleave	8	-	Military
Monowire Scourge	2	Scorching	4	5	Intelligence
Force Sword	4	Energy	6	8	Military
Neurowhip	1	Long, Stun, Energy	4	5	Intelligence
Powered Gauntlet	3	Crunch, Energy	5	8	Military
Force Spear	3	Long, Two-handed, Energy	4	-	Military
Force Glaive	4	Long, Two-handed, Smiting, Heavy, Energy	6	-	Military
Energy Nunchaku	3	Disarm, Energy	5	-	Military
Force Flail	4	Disarm, Clumsy, Energy	5	9	Military
Patrol Baton	3	Stun, Energy	6	-	Military

Ranged Weapons Table					
Name	Damage	Special Rules	XP Cost	XP Cost if Built-In	Class
Knife	1	Max Range 8, Primitive, One Shot, Short-Range	1	2	Civilian
Vibro Shuriken	1	Max Range 10	2	–	Intelligence
Monowire Bolas	2	Max Range 14, Armour-Piercing	3	–	Intelligence
Javelin, spear, thrown axe	2	Max Range 12, Primitive, One Shot, Short-Range	2	–	Civilian
Bow	2	Reload, Primitive, Two-handed, Short-Range	2	–	Civilian
High-Tech Bow	3	Reload, Two-handed	3	–	Civilian
Musket	4	Reload, Two-handed	4	–	Civilian
Slug Pistol	4	Short-Range	5	7	Civilian
Submachine Gun	4	Automatic	6	8	Civilian
Molecular Slugthrower	4	Automatic, Infinite Rounds	7	9	Military
Assault Rifle	5	Automatic, Two-handed	8	10	Military
Laser Pistol	4	Blind, Energy, Short-Range	6	6	Civilian
Laser Rifle	5	Blind, Two-handed, Energy	7	7	Military
Laser Cannon	6	Heavy, Blind, Two-handed, Energy	10	12	Military
Heavy Blaster Rifle	6	Heavy, Two-handed, Energy	8	10	Military
Plasma Pistol	4	Scorching, Energy, Short-Range	6	8	Military
Plasma Rifle	5	Scorching, Overheat, Two-handed, Energy	12	14	Military
Machine Gun	5	Heavy, Two-handed	10	12	Military
Flechette Pistol	4	Non-Penetrating, Short-Range	5	6	Intelligence
Tangler	0	Entangle	8	10	Civilian
Monowire Tangler	3	Entangle	10	12	Military
Flamer Pistol	3	Scorching, Energy, Short-Range	5	8	Civilian
Flamer	5	Scorching, Two-handed, Energy	8	12	Military
Zap Pistol	3	Electrical, Energy, Short-Range	5	6	Civilian
Zap Rifle	4	Electrical, Two-handed, Energy	7	8	Military
Sonic Pistol	2	Sonic, Energy, Short-Range	6	7	Civilian
Sonic Rifle	3	Sonic, Two-handed, Energy	5	8	Military
Hunting Needler	3	Silent, Two-handed	8	11	Civilian
Needler Pistol	4	Automatic, Silent, Short-Range	10	11	Intelligence
Needler Rifle	5	Automatic, Silent, Two-handed	12	14	Intelligence
Alpha Class Needler	4	Automatic, Silent, Armour-Piercing, Infinite Rounds	12	14	Intelligence

Grenades Table				
Name	Damage	Special Rules	XP Cost (per Grenade)	Class
Fragmentation Grenade	3	12" range, 4" Radius	5	Military
Plasma Grenade	4	12" range, 4" Radius, Scorching, Energy	8	Military
Stun Grenade	NA	12" range, 3" Radius, Stun	4	Civilian
Self-Propelled Grenade	3	Self-propelled (8" move per action)	+8	Intelligence
Entangle Grenade	NA	Entangle	10	Intelligence

WEAPON SPECIAL RULES

ARMOUR-PIERCING

Target's Armour counts as 1 point lower against this weapon. No extra effect against unarmoured targets.

AUTOMATIC

Automatic weapons may perform Hail of Fire attacks.



BLIND

On a head shot Superficial Damage result, shooter may choose to temporarily blind the target. Target resists with a TN10 Endure roll, at -2 if wearing Night Visors. Blind characters receive 3 Pin markers and treat all terrain as broken until they remove at least 1 Pin.

CLEAVE

Automatically puts target OOA on a critical hit.

CLUMSY

Target may roll a free counterattack every time the attack misses, not only if it misses by 5+.

CRUNCH

If an attack hits by 2 or more, it may destroy an opponent's hand-held weapon or item of equipment instead of inflicting Damage. Weapons with Crunch are immune to this effect. If applied to cyber-weapons, the attack also inflicts Damage 1.

DISARM

If an attack hits by 1 or more, it may force the opponent to drop a hand-held weapon or item of equipment instead of inflicting Damage. Disarm may not be applied against two-handed weapons, cybernetic or built-in weapons, or any weapon with Crunch. The dropped weapon is placed on the ground by the attacker, up to 3" away from its user.

ELECTRICAL

+2 Damage against bionic limbs and Artificial characters.

ENERGY

A weapon with this special rule is considered to be an energy weapon, and to deal energy damage. All others are kinetic weapons, dealing kinetic damage.

ENTANGLE

The target must roll TN10, or TN15 if the hit was a critical success. Add +1 per level of Agile, +1 for Difficult Target. On a failure, the target is Entangled and falls Prone. Entangling weapons have no effect on targets protected by Force-fields. If an Entangling weapon has a Damage rating, apply Damage before the Entangle effect. An Entangled character may break free only if he has a Disentangler, or if a friend with a Disentangler helps him. An Entangled character may still use Psionic Abilities and teleport out of an Entangle, but may not use equipment other than a Disentangler and may not move or attack. An Entangled target Surrenders if he fails a Morale roll.

HEAVY

Reduces the carrier's movement by 1" unless he is Crawling.

INFINITE ROUNDS

Never runs out of ammo, and need never be reloaded, but may still malfunction on a critical failure.

LONG

May hit targets 1" away, may perform a Free Hack against charging foes not armed with a Long weapon.

MAX RANGE

May not hit a target beyond the given range.

NON-PENETRATING

Target has +1 effective Armour if he wears any. Targets in Hardened armour cannot be harmed. -8 on the Ship Collateral Damage Table.

ONE SHOT

You have only one missile – after you throw it, you may not use it again until you pick it up from the target or from the ground.

OVERHEATING

On a critical failure, roll a d20 as normal, but ignore the usual out-of-ammo or malfunction effects. Instead, on 15+ the weapon explodes (Damage 5 to the torso or arms of the user – opponent's choice).

PRIMITIVE

-1 to hit. Targets in Hardened armour cannot be harmed.

RELOAD

Spend one action to reload after each shot.

SCORCHING

Target is enveloped in flames. Use the lowest Armour value on the target's body as his Armour score.

SELF-PROPELLED

See Grenades (p.17). A grenade may be upgraded to Self-propelled for +8XP.

SHORT-RANGE

These weapons have a shorter range than others, and incur a Long Range modifier to Shoot rolls for every 2" of additional distance between the shooter and his target beyond 8", rather than for the usual 4".

SILENT

Firing this weapon will not give away a character's Hidden status as long as the Hail of Fire option is not used.

SMITING

+1 Damage against Prone targets.

SONIC

Ignores all target's Armour unless Sealed. +2 Damage versus Mineral characters.

STUN

Target must pass an Endure roll 10+ or gain 1 Pin and 1 Stress. Artificial, Mineral and Vegetable characters are unaffected.

TWO-HANDED

Two-handed weapons require two hands to use. All other weapons are considered one-handed.



ARMOUR TABLE

Name	Armour Value by Location				Special Rules	XP Cost	Class
	Legs	Arms	Torso	Head			
Space-suit	1	1	1	1	Sealed	4	Civilian
Kevlar Jacket	0	0	2	0	–	6	Civilian
Light Combat Dress	2	2	3	3	–	14	Civilian
Combat Dress	3	3	4	4	Heavy, Sealed	18	Military
Light Power Armour	3	3	5	5	Sealed	25	Military
Stealth Suit	1	1	2	2	Camouflage, Sealed	12	Intelligence
Force Shield	1	4	4	4	Force-field, Melee Optimized	14	Military
Refraction Field	1	1	1	1	Stackable, Force-field	10	Civilian
Power Armour	4	4	7	6	Sealed, Bulky	36	Military
Heavy Power Armour	5	5	7	7	Sealed, Hardened	50	Military

ARMOUR SPECIAL RULES

BULKY

The wearer counts as one size larger for the purposes of being targeted, carried or carrying.

CAMOUFLAGE

Wearer gains the Difficult Target and Stealth 1 Traits.

FORCE-FIELD

Does not work if the user is carrying a Quantum Scrambler.

HARDENED

Completely immune to Primitive and Non-Penetrating weapons, unarmed attacks and Claws.

HEAVY

Reduces the carrier's movement by 1" unless he is Crawling.

MELEE OPTIMIZED

+1 Armour to all locations against melee attacks only

SEALED

The armour is airtight and offers a degree of protection against gas and atmospheric effects.

STACKABLE

May be worn with another suit of armour, adding +1 to its Armour on all locations.





MORALE ROLLS

Squads are considered to be in augmented-reality, radio, or telepathic contact. When friends are Wounded, you hear their screams and often feel their pain in excruciating detail. Every time a character goes OOA, all squad members must pass a TN10 Morale roll in any order chosen by their player. Use the following cumulative modifiers:

Morale Roll Modifiers	
Character's level of Steadfast	+1, +2 or +3
Squad leader's level of Leadership	+1, +2 or +3
At least one friend within 2" with no Wounds who is not Routing, Surrendering, or Entangled	+1
Per Pin or Wound on the character	-1
Character is a Civilian	-4
Character is Green	-2
Character is the last man standing from his squad	-1
Bounty Hunters or Star Cops fighting Pirates	+1
Militias fighting on their home planet (result 8 on the Location table)	+1
Miners fighting in a Mining Station (result 3 on the Location table)	+1
Pirates as attackers in a Steal Valuables, Smuggling, or Boarding Action mission	+1
Miners as attackers in a Repair mission	+1
Psionics or Cultists fighting in a Psi-crystal forest	+1
Psionics fighting Cultists, or vice versa	+1

RESULTS OF MORALE ROLLS

- **Critical failure:** the character **Panics**.
- **Failure:** the character receives 1 Pin and 1 Stress.
- **Success:** the character fights on as normal.
- **Critical success:** gain Steadfast 1 until the end of the game, or remove all Pin and Stress markers – player's choice.

PANIC

A Panicking character rolls d20: 1–10, the character **Surrenders**, 11–20, the character **Routs**.

SURRENDER

The character immediately drops all weapons and can be automatically captured by any active opponent within 4".

ROUT

The character Sprints towards the closest table edge, and does so every time the initiative switches. He will not perform any action other than attempting to run off the table. A character with Leadership may rally the Routing character by passing a TN10 Leadership roll. No LoS between leader and Routing character is needed. If the attempt fails, the Routing figure immediately performs another Sprint. A figure moving off the table may not be rallied. If the figure is rallied, it may then activate again as normal. Routing figures lack the concentration to use Psionic Abilities or a Quantum Harness, but will use Jump and Flight Packs to move faster and avoid obstacles.



MISSIONS

Roll a d20 on each of the three following tables (Mission, Location and Complication) to randomly generate a mission, or agree a combination with your opponent.

Mission Table		
1	Steal Valuables	The defender sets up the table and places 6 face-down tokens, three marked 'Yes' and three marked 'No'. The Yes counters represent hidden valuables. The attacker must move into contact with the tokens, spend one action inspecting them (flip the token face-up) and carry them off table. Each character may carry up to two tokens. When a character exits the table, he cannot come back. The defender may deploy anywhere but at least 5" away from the attacker's baseline and from any token. The attacker scores 3XP per Yes token brought off table, but no XP for killing opponents. The defender scores 3XP per enemy character put OOA or leaving the board without a token.
2	Secure Area	The defender sets up terrain and deploys inside buildings or behind cover, but at least 4" away from any baseline. The attacker must force the defender's models off table. After one hour of play, the game ends. The attacker scores 5XP per enemy killed or forced off the table. The defender receives 4XP for each of his characters still on the table, plus 1XP per foe killed.
3	Bodyguard Work	The defender must protect an unarmed civilian figure with no combat skills. The civilian is wearing Light Combat Dress. The attacker's squad must assassinate the civilian and then spend at least one action adjacent to his body to make sure he is dead. The attacker must choose a baseline before the defender deploys his figures anywhere on the table. The civilian is deployed by the defender after all other figures have been placed, and may be deployed as Hidden. The civilian may run away due to failed Morale rolls but will not exit the table unless all the defender's figures are OOA or fled. The mission ends when the civilian is killed or when the attacker's squad is repelled or put OOA. The defender gains 8XP if the civilian is unhurt at the end of the mission, or 3XP if he is Wounded but not OOA, plus 1XP per enemy killed. The attacker gets 6XP for killing the civilian and 2XP for every killed enemy.
4	Smuggling	The defender sets up the table and deploys his figures in two groups on two opposing baselines. The attacker chooses one of the remaining unoccupied sides as his baseline and deploys there. He must carry three containers of merchandise through the other side of the table. Each container is carried by a single figure; models in Power Armour or Exoskeletons may carry two. Each container is worth 5XP (to the attacker if he gets them off the table, or to the defender if the mission ends with the containers still on the table). Containers carried off the table by Panicking/Routing figures do not provide XP.
5	Manhunt	The attacker chooses one of the defender's figures as the target of his manhunt. The defender sets up the table and deploys his figures first, Hidden if the terrain allows. The attacker then deploys his figures on a baseline of his choice. The attacker's goal is to capture the target, alive if possible, and extract him off via his baseline. The attacker receives 8XP for this, or 3XP if the target dies. The defender receives 5XP if the target avoids capture and is still alive at the end of the mission. For both players, putting an enemy OOA is worth 2XP.
6	Ambush	The defender deploys his figures as close as possible to the centre of the table. He can place each figure in contact with a friend or up to 4" away from any other figure, Hidden if the terrain allows. The attacker then deploys his figures on any board edge (at least one figure per baseline) and counts all table sides as his baselines for Morale purposes. Players score 3XP per enemy put OOA. The attacker scores an extra 3XP if he puts all enemies OOA, and no enemy leaves the table.
7	Explore a Wrecked Ship	The crashed vessel should be represented on the tabletop using a corridor system, arranged by the defender. Squads should be deployed as far from each other as space allows. Based on the layout, players should agree on what constitutes a 'room' in the ship. When a character steps into a room, the player rolls on the Space Wreck Exploration table to determine its contents. Each item collected, or enemy or NPC put OOA gives 2XP. The game ends when one squad is destroyed or leaves the table.
8	Boarding Action	The table represents a spaceship (or rooms/corridors inside a building, mining outpost or scientific installation). The defender deploys anywhere. The attacker enters through a 4" hole in any one exterior wall. Any attackers wearing a Quantum Harness may be deployed anywhere on the board, but must be within 6" of a friend and no closer than 4" to any visible opponent. The defender chooses one room as the command post. To win, the attacker must reach this room and take control of the ship (a TN16/2 Tech Complex Task). The defender must prevent this from happening. Control of the ship at the end of the game is worth 12XP.
9	Abduction	The attacker chooses one of the defender's figures as the target. The defender sets up the table and deploys his figures first, Hidden if the terrain allows. The attacker then deploys on a baseline of his choice, and may deploy up to two figures within 4" of the target to be abducted. The attacker must carry the abductee off any table edge. This grants him 9XP if the abductee is alive, but none if he dies. The defender receives 5XP if he avoids capture. For both players, putting an enemy OOA is worth 2XP.
10	Hacking Mission	Players deploy on opposing baselines. One building/room containing a computer or other machinery is placed at the centre of the table. The attacker must move one figure adjacent to it and perform a TN15/2 Tech Complex Task. Success grants the attacker 8XP, and 1XP for each OOA enemy. The defender gains 5XP if the attacker fails, plus 2XP for every OOA enemy.
11	Control Terrain	The defender sets up the table. Players deploy on opposing baselines. To control terrain pieces, a squad must have at least one figure in contact with it. Contested terrain (i.e. any with enemy figures also in contact with it) are not under control. Keep track of when initiative switches, and after the sixth switch, start rolling a die each time – on a 10+ the game ends. At that point, a squad scores 2XP for each terrain piece it controls, plus 1XP per OOA enemy.
12–13	Rescue	The attacker chooses one of his figures to be a prisoner, who has been captured with all his equipment. The attacker must find and free him by removing the Electromagnetic Shackles with which he is restrained. His equipment is in a container 4" away from his starting position. The attacker scores 6XP for freeing the prisoner and 2XP for each OOA enemy. The defender scores 5XP if the attacker fails to free the prisoner, and 1XP per OOA enemy. The attacker nominates three sides of the table as his baselines, and the defender then deploys his squad and the prisoner anywhere on the table. The attacker then deploys his squad on one or two of his three chosen baselines.
14	Destroy Property	The table must include at least 6 terrain features (buildings, machinery, small vehicles, livestock pens, heaps of minerals, etc.). The attacker is tasked with destroying these features by hitting them with at least a Damage 5 attack. The attacker scores 3XP per destroyed feature. The defender scores 2XP per opponent put OOA or moved off the table.

15	Repair	Place a piece of machinery or vehicle in the centre of the table. The defender deploys his figures within 8" of it, and must repair it (8XP). The attacker then deploys anywhere on the table edges, and must prevent the machinery from being repaired (8XP). To repair the machinery, at least one figure must succeed in a TN18/2 Tech Complex Task while in contact with it.
16	Interrogation	The attacker chooses one of the opponent's non-Artificial character figures, and must capture and interrogate him. Interrogation requires a successful TN15 Leadership roll performed by a figure adjacent to the Entangled or Prone target. With a successful interrogation, the attacker gains 8XP, and scores 2XP for every enemy put OOA. The defender scores 5XP if, at the end of the mission, the attacker has failed to interrogate the target, plus 1XP per OOA enemy.
17	Make it to the Ship Alive	The defender sets up the table, using 5–8 available scenic items, each 2–5" across. The attacker deploys on a baseline of his choice. On the opposite baseline lies the entrance hatch to his getaway vessel. You may represent this with a suitable model, or assume that the table edge corresponds to an exit hatch. Any figure moving into contact with the hatch climbs into the ship. The defender deploys his squad anywhere on the table but not closer than 10" to any enemy, and may place them in cover but not Hidden. The attacker's goal is to take his figures into the ship, without leaving anyone behind. The defender's squad cannot enter the ship: figures are safe once aboard. The attacker gains 3XP per figure saved, and 5XP if all of his squad makes it to the ship. The defender scores 3XP for each enemy OOA or left on the table when (if) the ship leaves.
18	Duel	Both players choose a single figure and deploy them 8" apart in the centre of the table. All other figures are deployed on opposing baselines, and may not be activated until one of the duellists falls Prone or takes Serious or Critical Damage. A player gains 5XP if his duellist puts the opponent's duellist OOA, and 2XP for any other enemy taken OOA.
19	Space Gladiators	The squads are involved in a gladiatorial contest. Three characters from each squad must then each exchange their armour, weapons and equipment for their choice of one of the following: Vibroblade and Light Combat Dress; Monowire Blade; Monowire Scythe; Neurowhip; Powered Gauntlet. The playing area is a pit roughly 6" square. The defender places 4 obstacles, each 2–3" across, in the pit. Starting with the attacker, players then alternate deploying figures, one at a time. A player scores 3XP if one of his characters single-handedly defeats an opponent. If a character is put OOA in a melee in which he was outnumbered, only 1XP is gained. Each character has one opportunity to appeal at the crowd during the contest. This is a TN15 Leadership roll that may be attempted when a gladiator has at least 2 Wounds, or when he puts an opponent OOA. Add +2 for each enemy single-handedly put OOA by the character attempting the appeal. On a critical failure, the crowd pelts him with insults and garbage – he takes a single Damage 1 ranged attack at +1. On a success, he gains his choice of 1XP or healing 1 Wound. On a critical success, he gains 1XP and heals 1 Wound, or gains 1XP and may choose to leave the table. The squad gaining most XP wins the game.
20	All-out Battle	Squads are deployed on opposing baselines. The table must be arranged by the defender with 6–10 patches of broken terrain and 2–4 obstacles. Both squads are determined to fight to the finish. Models will not make Morale rolls in this game. Players receive 5XP per enemy put OOA.



Location Table		
1	Outdoors, Heavy Gravity Planet	See Heavy Gravity, p.37.
2	Outdoors, Dangerous Atmosphere	Roll on the Noxious Atmosphere table (p.36).
3	Mining Station	Roll d20, on a 15+, two Exoskeletons are present. Any non-Artificial, man-sized figure that performs a TN15/2 Tech Complex Task roll may wear them. All Damage 6+ weapons are forbidden because they could cause the collapse of the mine.
4	Outdoors, Low Gravity Planet	See Low Gravity, p.37.
5	City, civilized world	Roll d20, on a 10+, civilians are present (unless desired, there is no need to represent them on the tabletop), and Militias and Star Cops have -2 on their Shoot rolls (as they are afraid of stray shots hitting civilians). This modifier lasts until the initiative switches for the second time. At that point, the crowd is dispersed. 1d5 vehicles are also present, stationary with a driver inside on a roll of a 16+ (roll once per vehicle). A character may shoot a driver (at -2, any hit is a kill) or threaten him into surrendering the vehicle with a successful TN10 Leadership roll. A character may hotwire a vehicle with a TN15 Tech roll. Vehicles move 10" per action and provide hard cover.
6	Open Battlefield	No cover should be more than 4" long, and each scenic item must be at least 4" away from any other scenery. No model may be deployed behind cover.
7	Dense Terrain	There are 6–10 impassable obstacles (trees, boulders, etc.), and the majority of the table should be broken terrain. LoS is limited to 12".
8	Defender's Home Planet	The defender's squad has +1 on all Morale rolls.
9	Predator's Lair	The bones of former victims counts as broken terrain, and 8–15 obstacles (boulders or stalagmites) provide hard cover. The predator (Tough 3, Agile +1, Claws, Huge) is an NPC, attacking the closest target in melee, and going OOA automatically if hit by a Tangler.
10	Spaceship	If any ranged attack misses, roll on the Ship Collateral Damage table (p.38).
11	Irradiated Wasteland	All characters (except Artificial and Mineral characters) take 1 Rad each time they roll a 1 on their Activation or Reaction rolls. At any point during the game, a player may force the opponent's characters to make an Endure roll, at -1 per Rad taken and +2 if wearing a space-suit. On a critical failure, the character dies, on a critical success, the character is fine. On a failure, he falls Prone and has -2 on all Activation, Shoot and Melee rolls until healed by a TN16 First Aid roll. On a success, he is dizzy, and receives -1 to all Shoot and Melee rolls until healed by a TN13 First Aid roll. No character may be asked to take this test more than once per game.
12	Chemicals Deposit	A number (2–4, defender's choice) of tanks contain dangerous chemicals. Whenever a shot misses and the LoS from shooter to target passes within 2" of such a tank, roll a d20 – on 8+ the tank is hit. Roll d20, adding the Damage of the attack: 1–6, no effect; 7–11, place a 3"-diameter pool of dangerous terrain in contact with the tank. On 12+, the tank explodes, knocking Prone and giving 1 Pin to every character within 8". Furthermore, every character within 4" of the tank receives a Damage 4 Scorching hit. A player may shoot a tank on purpose, at +2.
13	Farm	The battle takes place around a farm with a livestock pen, haystack, tool shed and maybe a tractor, lorry or other agricultural vehicles. Tools from the shed can be used as weapons (Long, Primitive, Damage 1). Livestock may be aggressive (defender's choice: treat them as NPCs with Claws). The farm may include a couple of grain silos which, if hit by weapon of at least Damage 3, will spill grain in a 4" semi-circular area from the point of impact. Any figure caught beneath the hail of grain takes 1 Pin and 1 Stress. The spilled grains count as broken terrain.
14–15	Crystal Forest	Half of the table is covered by man-sized crystalline formations. These give +1 to any Psi roll if the psionic is adjacent to a crystal. Any Electrical, Laser or Plasma attack missing a figure taking cover behind a crystal will hit the crystal instead, and be reflected back at a random figure as a -5 attack that strikes a random location.
16	Laboratory	This scientific facility is full of desks, chairs, crates, machinery and the like, providing hard cover. Roll a d20 to determine the focus of the laboratory. The defender places 5–8 tokens representing the laboratory's research in rooms, one token per room. A character that picks up a token may use the research it represents from their next game (after figuring out what it is!). 1–4 Superfood: Each token represents 3 doses of Superfood. A character that eats a dose of Superfood before a game will ignore the first Stress marker gained in that game. After consuming 3 doses, the character develops an allergic reaction and cannot use Superfood again. Artificial characters may not eat Superfood. 5–8 Prosthetic Limbs: The winner may replace one Severed limb for each token for free at the end of a mission. 9–12 Armaments: Each token represents an experimental weapon (player's choice what kind). Roll a die to determine its modifications: 1–10 it is Accurate, 11–20 is has +1 Damage. However, if a character using it rolls a 1 to hit, it explodes, dealing its full Damage to the user's arms. 13–17 Experimental Fuel: Each token is a fuel cell worth 5XP if carried off the table. The cells are Heavy and will explode (Damage 8, 4" radius) if it takes a hit of at least Damage 5. 18–20 Psi-drug: Each token counts as dose of Psi Booster but knocks the user Prone if he rolls a 1 on any Activation.
17	Insectoid Hive	Frenzied aliens (Insectoid, Martial Arts 1, Claws, Tough 1) attack everything in sight, including their own kind. Each player deploys two aliens, at least 5" from any other model. Use the rules for NPCs (p.39). Every time an alien or a character goes OOA, roll a die, on 15+ another alien arrives on the battlefield. Deploy the newly arrived alien on a random baseline, at least 2" away from any other model. The aliens fear nothing and move towards the closest target, looking to engage them in melee. Players score 1XP for each alien put OOA.
18	Ice Planet	Apply the Snow result from the Weather table (p.37). Terrain is slippery – characters must make a TN8 Terrain roll or fall at the end of any Run or Sprint movement.
19	Wrecked Spaceship	Regardless of the mission, squads must be deployed at the same distance (at least 4") from any entry point into the spaceship. Use the rules for space wrecks (p.38) once the characters are inside.
20	Space Port	At least one third of the table must be covered in heavy machinery. Roll a die every time the initiative switches – on a 15+ a spaceship zooms by, giving all characters 1 Stress due to the sonic boom.

Complications Table		
1	Low Ammo	One randomly chosen model may not reload during this mission until he finds extra ammo by taking them off an OOA opponent or from a weapon locker. For Kinetic weapons, ammo can be taken from someone with exactly the same weapon. Energy weapons use common power cells, so any ammo will work, unless the mission states that a weapon is experimental.
2	Psionic Disturbance	All characters have -1 on their Psi rolls. Re-roll if no Psionic characters are present in any squad.
3	Dud	When a grenade is used, roll d20. On a 10+, the grenade is a dud and does not explode. Test each time a grenade is thrown until a 'dud' result is achieved. Re-roll this complication if there are fewer than 3 grenades in total in the squads' inventories.
4	Meteor Storm	The area is struck by a shower of micro-meteorites. Every time a character rolls a 1 on any roll, roll d20. On 1–2, that character is hit by a meteorite (Damage 8 attack to a random location).
5	Love is in the Air	Two random characters (re-roll if an Artificial or unavailable character is selected – e.g. the prisoner in a Rescue mission – and re-roll on the Complications Table if no characters in a squad are eligible), one on each side, harbour a secret connection and may not shoot at each other. They may attack each other in melee, but will never use a weapon of more than 1 Damage. A model put OOA by such an attack will automatically survive in a campaign.
6	VIP	A VIP is present on the battlefield. The figure may be activated only by the defender, who may use his Reaction dice to do so. The VIP has no effective attacks and must use any available actions to seek cover. Any hit puts him OOA. Control of the VIP at the end of the game is worth 5XP if he is still alive.
7	It's Personal	Two random characters, one on each side, harbour a long-standing grudge and must use all available actions to move into LoS of each other and shoot, or attack in melee if no ranged attacks are available. The two characters have a +2 to any Morale rolls as long as their opponent is not OOA.
8	I Thought You Had It!	Each side is missing one piece of equipment chosen by the opponent. Roll to determine who chooses first.
9	Boozehound	A random character (re-roll for Artificial or Mineral characters, but all others have access to some form of substance abuse) shows up intoxicated. He is at +1 on Activation but -2 on Reaction rolls, and may not use the squad's Tactical Discipline. If he rolls a 1 when activating or reacting, he goes OOA.
10	Precursor Artefact	A random scenic item on the battlefield is a large alien artefact that will give the Psionic Trait, and one Psionic Ability of the player's choice, to the first character to touch it. The power disappears at the end of the game or if the artefact (Armour 5) takes 4+ Wounds.
11	Surrounded by Hostiles	Unseen (off-table) rebels or bandits snipe at the squads to protect their turf. Whenever a character rolls a 1 or 2 on any die, that many random shots are fired against a random character. The shots are at -3 to hit, Damage 3. A character may scare off the bandits for the rest of the game by passing a TN18 Leadership roll while throwing a grenade or firing a Damage 5+ weapon off-table.
12	Something's in the Air	Roll on the Noxious Atmosphere table (p.36).
13–15	They Said it Might Rain	Roll on the Weather table (p.37).
16	Explosives	Up to three obstacles, chosen by a random player after terrain has been laid out, are tanks containing explosive chemicals. Whenever a shot misses and the LoS from shooter to target passes within 2" of such a tank, roll a die – on 8+ the tank is hit. Roll d20, adding the Damage of the attack: 1–6, no effect; 7–11, place a 3"-diameter pool of dangerous terrain in contact with the tank. On 12+, the tank explodes, knocking Prone and giving 1 Pin to every character within 8". Furthermore, every character within 4" of the tank receives a Damage 4 Scorching hit. A player may shoot a tank on purpose, at +2.
17	The Rookie	A random squad receives a free additional member (Green, Laser Pistol, Light Combat Dress). At the end of the mission, if the rookie fired at least a shot and is not OOA, the player controlling him receives 3XP and may opt to keep the rookie in the squad. If the player keeps the rookie, he must use XP to buy off the rookie's Green Trait. If this complication happens twice for the same squad, re-roll – no squad may ever recruit more than one rookie in this way.
18	Space Vortex	Experiments with antimatter have created a 3"-wide vortex in the centre of the battlefield that drags characters and loose objects towards it. Any character rolling 1–2 on any Activation or Reaction roll is immediately moved 3" towards the vortex. Any dropped equipment and loose items such as crates or small rocks will move 5" towards the vortex each time the initiative switches. Any ranged attack for which LoS passes within 2" of the vortex is at -4, unless they are thrown or Primitive weapons, in which case they are engulfed and miss their target. Anything moving into contact with the vortex is obliterated.
19	Space Demon	A murderous alien (Huge, Claws, Tough 3, Weapon Master 3) is on the rampage, and appears d20" away from the centre of the table (randomise the direction), as soon as all figures have been deployed. If the alien appears in contact with a figure, the alien immediately receives three actions with which to attack that character in melee, with a +2 Surprise Attack bonus, before players get a chance to activate their characters for the first time. The monster will use its actions to charge and attack the closest figure. Whenever the alien takes Serious or Critical Damage it must make a Morale roll, with -1 per Wound marker. If the Morale roll fails, remove it from the table. Killing or driving off the space demon gives a squad 3XP.
20	EMP	A strong electromagnetic pulse makes all electronics prone to malfunction. Every time a character rolls a 1 when using a weapon or equipment, or when activating while wearing a suit of Power Armour, the item stops working. A character in malfunctioning Power Armour may not move faster than 1", although the armour will still offer protection. An EMP-damaged item may be restarted with a successful TN12 Tech roll. Quantum Leap rolls are at -2.

THE ENVIRONMENT

The universe is a dangerous and varied place. One day your mission takes you to an arid desert with temperatures of 80°C, the next you're exploring a shipwreck on a freezing planet. One planet is a barren rock and another teems with hostile lifeforms. And on some death planets every plant and animal will be reaching for your throat!

TERRAIN

TERRAIN ROLLS

If you Run or Sprint in broken terrain, you must pass a TN10 Terrain roll with the following modifiers.

Broken Terrain Modifiers	
Per level in the Agile Trait	+1 (maximum +3)
If fighting on home terrain (mission rule)	+1
Encumbered (carrying a Heavy load: heavy equipment, heavy weapon, or a Wounded comrade)	-1
Per Wound marker	-1
Bad visibility (fog, darkness, etc.)	-1

On a success, you move normally. On a failure, you fall Prone after moving 2" into the terrain. On a critical failure, you also drop a piece of equipment chosen by your opponent. If you were moving out of broken terrain, you fall just outside of the terrain.

DANGEROUS TERRAIN

Dangerous terrain is any broken terrain that could harm you, such vegetation with cutting leaves. Perform a TN10 Terrain roll any time you Run or Sprint through Dangerous Terrain. If you fail, you receive a Damage 1 attack to a random location. Missions may feature different types of Dangerous Terrain with additional effects.

CLIMBING

A character may climb using a Walk action. Some terrain may be climbed automatically and some may require a Terrain roll, depending on players' agreement. On a failed Terrain roll, the character does not move. On a critical failure, the character falls. In low gravity, climbing is a Run action.

FALLING

A character falling down takes an automatic hit to a random location. Damage is half the height fallen -1, rounded down. For example, falling 10" would result in an automatic hit at Damage 4 ($10/2=5-1=4$). Regular armour does not affect the Endure roll to resist but Power Armour does. Low gravity, Jump Packs and Flight Packs reduce Damage to 0, but the character still falls Prone.

A character may use an action to deliberately jump down 1", +1" per level in the Agile Trait, +1" if he has any level in the Extra legs Trait. This is a safe, controlled fall. Falling any distance beyond this causes Damage as above.

NOXIOUS ATMOSPHERE

Characters are assumed to be air-breathers. Characters wearing space-suits, Sealed Armour, or a life support apparatus are immune to the effects listed below, until their suit is breached by a Superficial Damage result. Artificial and Mineral characters are immune to the health effects (they do not breathe oxygen) but not to loss of visibility. To determine atmosphere-related complications in a mission, roll d20 on the following table:

Terrain pieces should have a clearly defined outline. Base vegetation on pieces of felt or cardboard to depict an overall area.

Noxious Atmosphere Table		
1-2	Dust	Dust, fine sand, ash or other minuscule particles make breathing hard. Assign +1 Stress to all exposed characters the first time they perform an action. Laser and blaster weapons are at -2 to hit. Robots gain the Nonreactive Trait whenever they roll a 1 on any Activation or Reaction roll (TN9 Tech roll to repair).
3-6	Not Enough Oxygen	Any exposed character must pass a TN14 Endure test or become Nonreactive. Roll every time the character takes a Stress marker beyond the first. A character rolling a 1 on this Endure test goes OOA. Grenades and Plasma weapons have -1 Damage.
7-8	Too Much Oxygen	Plasma weapons have +1 to Damage. Any exposed character must pass a TN14 Endure test or become confused, getting -2 on all Tech rolls. Roll every time the character takes a Stress marker beyond the first.
9	Pheromones	Plants emit pheromones, spores or gases. Any character exposed to air must make an Endure roll or receive a permanent -1 on all rolls until treated with a TN10 First Aid roll. Vegetable characters are immune to this but are confused instead, getting a -2 on all Tech and Leadership rolls. Mineral and Artificial characters are immune.
10-11	Thick and Dark Air	Spot rolls are at -2. LoS is limited to 10".
12-14	Poisonous Atmosphere	An exposed character must pass a TN14 Endure roll every time he takes any marker. On a failure, the character takes a Wound. On a critical failure, the character goes OOA.
15-16	Acidic	Whenever a model rolls a 1 on any die roll, he gains 1 Acid marker. When a character has more Acid than Armour on his torso, he must make a TN9 Endure roll or take 1 Wound. Re-roll every time his Acid count increases.
17-18	Flammable	Any Energy weapon causes a 5" radius explosion, centred on the user, if the Shoot or Melee roll is a 1. Plasma weapons, in addition, automatically cause one such explosion on the target, and explode in the user's hands if the Shoot roll is a 1 or 2. Weapons that explode are damaged beyond repair. Any model caught in the blast is automatically hit by a Scorching attack, with the same Damage as the weapon used. Plasma grenades have +1 Damage.
19-20	No Atmosphere/Void	Grenades have -1 Damage and do not cause characters to fall Prone, but their blast radius increases by 2". Exposed characters take a Damage 3 hit every time they act or react or a marker is put on them.

WEATHER

Roll on this table if a mission calls for unusual weather phenomena:

Weather Table		
1-4	Rain	-1 on all Shoot, Vision and Terrain rolls.
5-6	Wind	-2 to hit for all Primitive weapons
7-10	Heat	After their first Activation, characters take 1 extra Stress point when they Run or Sprint. Mineral characters are unaffected.
11-13	Cold	Reptiloid characters become Nonreactive if exposed.
14-16	Snow	As cold, above. In addition, Terrain and climbing rolls are at -1.
17-18	Pollen	Vegetable characters begin the game with 1 Stress. LoS is limited to 12" for all characters.
19-20	Electromagnetic storm	Roll d20 for every device, non-Primitive ranged weapon, and Energy melee weapon in play. It stops working on the roll of a 1. Grenades do not stop working but become 'dumb'. Artificial characters receive 1 Stress every time they roll a 1 on any Activation or Reaction roll.

GRAVITY

LOW GRAVITY

On low-gravity planets or spaceships with malfunctioning artificial gravity, all movement and the maximum ranges of hand-thrown weapons are increased by 2". No model may move less than 2" per action unless Crawling along a wall, holding onto it (he must have a free hand to do so). All characters may jump/leap 5". Unless it is an Energy weapon, any character firing or being hit by a firearm is knocked back 1". All Melee attacks are at -1. Characters can jump or fall from any height without taking Damage.

HEAVY GRAVITY

All movement, ranges of hand-thrown weapons and scatter distance of grenades are reduced by 1". Heavy-Worlders do not suffer any movement reduction, although the range of their thrown weapons is still reduced. Moving is very taxing: every Run or Sprint action gives 2 Stress. Falling distance is increased by 50% for purposes of Damage calculation. Grenade blast radius is reduced by 1".

INTERIORS

DOORS

A character shooting a door hits it automatically. Breaking open a locked door is successful if the door fails a TN10 Endure roll against the Damage inflicted. Civilian doors are Armour 1. Metal doors are Armour 3. Spaceship bulkheads are Armour 7. Teleporting beyond doors is a Blind Jump. Hacking a door open requires a TN9 Tech roll.

SPACE WRECKS

Whenever a character enters an unoccupied room/corridor in a space wreck, roll d20 to determine its content.

Space Wreck Exploration Table	
1–5	Empty! Nothing interesting here.
6	Fluid leak! The floor is TN9 dangerous terrain.
7	Pieces of machinery strewn on the floor make the whole section broken terrain. People in the room are in light cover (-1 to hit) for anyone outside of the room. With one action, any character may fashion a crude two-handed melee weapon (Damage 2, -1 to hit).
8	A dead alien creature lies on the floor. Roll d20, on a 15+, the creature has a still-functioning pistol. Let a random player decide what kind of pistol it is.
9	Weapon locker containing d5 assault rifles. Opening the locker requires a TN12 Tech roll or a hit with Damage 4+.
10–11	An empty cage/holding cell held a captive animal, which is now roaming. A random player gets a monster token. During the game, that player may use the token to deploy an NPC in a just-entered room.
12	A large device (providing hard cover) of unknown purpose is in the centre of the room. It appears to be counting down and sending a repeating message. The problem is, neither you nor your opponent understand the language, or the counting. Roll a die every time a character rolls a 1 or 2 on any die roll. On a 20, the device activates. Roll a die: 1–10 the device explodes, automatically killing all figures within 10" and putting 1 Pin and knocking Prone all other figures; 11–20, it awakens a random Psionic Ability in a random character. The player may spend XP at the end of the game to make that power permanent. If the player does not pay, the ability vanishes.
13–15	Hostile lifeform! The room contains one hostile alien NPC, deployed by the opponent.
16–17	Multiple hostile lifeforms! The room contains d5 NPCs, deployed by the opponent. If there is not enough space, deploy the aliens just outside the room.
18	Experimental weaponry! The room contains a rifle of some kind under a force dome. Hacking into the dome requires a TN18 Tech roll. On a critical failure, the Force-field zaps the character with a +3 to hit, 4 Damage attack. On a failure, the character may try again later. On a success, the character gets the weapon. Treat it as an Accurate (+1 to hit) plasma rifle with +2 Damage against targets within 8". On a critical failure, it explodes and the user takes Damage 5 to the torso.
19	The room contains a suit of Heavy Power Armour. Getting it up and running requires some work (a TN15/4 Tech Complex Task).
20	Artificial Intelligence! The room hosts a complex AI which controls surveillance and security equipment. Place d4 servo-operated Laser Pistols which shoot at +1 at any character failing an Activation roll in the room. A character may talk his way out of the room without receiving any hit if he passes a TN16 Tech or Leadership roll.

SHIP COLLATERAL DAMAGE

When a shot from any non-Primitive weapon misses its target inside a spaceship, roll d20, and let the opponent apply the result.

Ship Collateral Damage Table	
1 or less	Cosmetic damage only. Whew, you lucked out!
2	Structural damage! Nothing happens now but any further rolls on this table are at +1.
3	Locker falls open. Roll a die on the Container Content table.
4	Ricochet! One random character must roll TN15 or be hit in a random location.
5	Dangerous fluid leak! Place a semicircular pool marker, 3" radius, adjacent to a wall. Any character moving on the fluid must perform a TN10 Terrain roll or receive Damage 2 to both legs.
6	Power cable severed! The cable spark and can be grabbed and used as a melee weapon (-1 to hit) by anyone adjacent to the wall. The cable can be extended up to 4" away from the wall. Any target hit by the cable takes a Damage 3 hit and must pass an Endure roll or be knocked Prone. On a critical failure, the figure using the cable electrocutes himself and goes OOA.
7	Ship's tilt suddenly changes. All characters must roll TN14, at +1 if Strong of if wearing any sort of Power Armour, or receive 1 Pin and move 2" in the direction of the tilt. All loose scenic items (i.e. things not bolted into the floor or to the hull) automatically move 2" in the direction of the tilt.
8	Steam spray! A pipe is ruptured and steam blows out of a chosen location, blocking LoS for a 3" radius.
9	Dangerous fluid spray! Place a semicircular spray marker, 3" radius, adjacent to a wall. Any character in the area must pass a TN10 Terrain roll or receive Damage 2 on a random location.
10	Lights go off! Shoot and Terrain rolls are now at -2 for characters without Night Visors.
11	Artificial gravity damaged! Apply the Low Gravity complication.
12	Life support damaged! Apply the No Atmosphere/Void Noxious Atmosphere.
13	Pressure loss! All figures take 1 Stress. Choose the spot of the hit on a wall closest to the intended target. All characters must roll TN14 or be dragged 2" in that direction. Start checking from the closest to the breach. If a character reaches the breach, roll d20: 1–10, he is dragged away in space, 11+, he dies and gets stuck in the breach, sealing it. The pressure loss lasts until a body seals the breach. Big characters modify this roll by +1, Huge characters by +2, and Diminutive characters by -1.
14	Critter containment unit damaged! 1d4 small NPCs (Diminutive, Claws) break free. Players alternate deploying them 4" away from any character.
15	Panic! All models must test Morale.

16	Security bot activates! Treat as an NPC (Artificial, Zap Pistol).
17	Security hatches activate! Steel doors (Armour 7) block every opening.
18	Fire suppression activates! The area is covered with fire-suppressant foam. Any movement faster than Walk or Crawl requires a TN8 Terrain roll. LoS is limited to 4" and shooting is at -3.
19	Explosion! A random player places a blast marker anywhere in LoS of the firing character and in contact with machinery, computer console or wall. On a wall, the explosion creates an opening, and hits with Damage 3 anyone in a 4" blast radius. Players may agree that certain walls are external, in which case, apply the results for Pressure loss! (result 13, above), or internal, in which case the area covered by the blast radius becomes dangerous terrain.
20+	Ka-boom! The ship starts to burn in space. The mission ends in a draw. Characters with a Quantum Harness may teleport to safety with a successful Blind Jump. Other characters must roll TN18, at +2 if wearing space-suits, to reach an escape pod, or die.
Modifiers	
+1 per point of Damage above 4	
+1 if attack is Armour-Piercing	
-8 if attack is Non-Penetrating	

CONTAINERS

Whenever a character opens a locker or crate, roll d20 to determine its content.

Container Content Table	
1-3	Empty!
4	A knife and some food
5	2 Fragmentation grenades
6	1 Laser Pistol
7-9	1 space-suit
10-12	Valuables worth 1XP (2XP to Pirates or Mercenaries) if carried off the table.
13	A motion detector
14-16	One Civilian-grade item of equipment (player's choice)
17-18	One melee weapon (player's choice)
19	One pistol (player's choice)
20	Space Pest! A hostile NPC (Diminutive, Claws) which will attack the closest character until put OOA.

NPCS

NPCs (non-player characters) do not belong to a specific player. Hostile aliens, animals, berserk robots, and surveillance drones are just some of the possibilities. NPCs are controlled by a random player each turn. They always activate on two dice every time the initiative switches, performing the actions described in the mission or attacking the closest character. Their Activation failures do not cause Reactions. Some may have specific Traits, as defined by the mission, others may be customised with the agreement of the players.





CREATING YOUR SQUAD

THEMES

Select a Theme. This determines which Traits and equipment is available to your squad from the outset. Other Traits may be taken only later, during the course of a campaign. Where a starting Trait has several potential levels, the maximum level available to a starting character is shown in parentheses.

BOUNTY HUNTERS

Out on the fringes of the galaxy, the presence of the Law can be sparse, inefficient or corrupt, and many individuals have taken advantage of this fact, hunting down criminals and fugitives, and making a living off the bounties on their heads.

Starting Traits	Agile (2), Alert, Ambidexterity, Amphibious, Artificial, Big, Civilian, Chucker (2), Danger Sense, Difficult Target (2), Diminutive, Extra Arms (3), Extra Legs (3), Fast (3), Fast Draw, Fire into Melee, Free Disengage, Green, Heavy-Worlder, Insectoid, Leadership (1), Light-Worlder, Lucky, Marksman (3), Martial Arts (3), Medic (1), Mineral, Nonreactive, Perceptive (3), Psionic, Psionic Master (2), Reactive, Reptiloid, Tech (3), Stealth (3), Tough (2), Vegetable, Veteran, Weapon Master (1), Xenologist
Starting Equipment	All Civilian
Starting Weapons	All Civilian and Military

CULTISTS

There are mysterious forces at work in hidden corners of the galaxies, powerful psionic entities that certain religions and cults worship as gods.

Starting Traits	Ambidexterity, Amphibious, Artificial, Big, Civilian, Danger Sense, Difficult Target (3), Diminutive, Extra Arms (3), Extra Legs (3), Fast (3), Free Disengage, Green, Heavy-Worlder, Huge, Insectoid, Leadership (1), Light-Worlder, Lucky, Marksman (1), Martial Arts (2), Medic (2), Mineral, Nonreactive, Perceptive (3), Psionic Master (3), Reactive, Reptiloid, Robot Technician (3), Tech (2), Steadfast (3), Stealth (3), Vegetable, Veteran, Weapon Master (3), Xenologist
Starting Equipment	All Civilian
Starting Weapons	All Civilian, all melee weapons
Special	All characters must take the Psionic Trait, and may take any of the Psionic Abilities (including Dark Gifts)

CYBORGS

Frequently shunned by non-cyborgs, individuals with numerous cybernetic upgrades often band together to form tight-knit groups for survival and mutual technical and medical support.

Starting Traits	Ambidexterity, Big, Civilian, Chucker (2), Cyber-medic, Claws, Extra Arms (3), Extra Legs (3), Fast Draw, Fire into Melee, Green, Heavy-Worlder, Insectoid, Leadership (2), Light-Worlder, Lucky, Marksman (3), Martial Arts (3), Medic (3), Nonreactive, Perceptive (2), Reactive, Reptiloid, Robot Technician (3), Tech (3), Steadfast (2), Stealth (1), Tough (3), Veteran, Weapon Master (2)
Starting Equipment	All Civilian and Military, all Cybernetic Enhancements
Starting Weapons	All Civilian and Military
Special	Each character may have up to 2 built-in cyber-weapons

MERCENARIES

A well-trained, experienced soldier will never be short of work, especially if he doesn't ask too many questions about who it is he's shooting, and why. Mercenary outfits are common throughout the galaxy, and range from small squads to huge armies.

Starting Traits	Agile (2), Alert, Ambidexterity, Amphibious, Artificial, Big, Chucker (3), Claws, Danger Sense, Difficult Target (1), Diminutive, Extra Arms (3), Extra Legs (3), Fast (1), Heavy-Worlder, Huge, Insectoid, Leadership (3), Light-Worlder, Marksman (3), Martial Arts (3), Medic (2), Mineral, Nonreactive, Perceptive (1), Psionic, Reactive, Reptiloid, Robot Technician (1), Tech (1), Steadfast (2), Stealth (1), Tough (3), Vegetable, Veteran, Weapon Master (3), Xenologist
Starting Equipment	All Civilian and Military, except Heavy Power Armour
Starting Weapons	All Civilian and Military
Special	One character may be Elite

MERCHANTS

It's a big galaxy, and there's a lot of money to be made out there... This Theme can be used to represent anyone with profit as a bottom line – corporate interests, smugglers, nomadic traders, profiteers and crime syndicates.

Starting Traits	Ambidexterity, Amphibious, Big, Civilian, Difficult Target (1), Diminutive, Extra Arms (3), Extra Legs (3), Fast (1), Fast Draw, Free Disengage, Green, Heavy-Worlder, Insectoid, Leadership (2), Light-Worlder, Lucky, Marksman (2), Martial Arts (2), Medic (3), Mineral, Nonreactive, Perceptive (3), Psionic, Psionic Master (3), Quantum Harness Operator (2), Reactive, Reptiloid, Robot Technician (3), Tech (3), Stealth (1), Tough (1), Vegetable, Veteran, Weapon Master (3), Xenologist
Starting Equipment	All Civilian, all at half cost (round up)
Starting Weapons	All Civilian
Special	One character may have Military equipment and weapons

MILITIAS

From local garrisons to citizen's vigilante groups, Militias are rarely as experienced as Mercenary outfits, but can generally count at least a few combat veterans amongst their number.

Starting Traits	Agile (3), Alert, Ambidexterity, Amphibious, Artificial, Big, Chucker (2), Claws, Danger Sense, Diminutive, Extra Arms (3), Extra Legs (3), Fast (2), Heavy-Worlder, Huge, Insectoid, Leadership (3), Light-Worlder, Marksman (3), Martial Arts (3), Medic (2), Mineral, Nonreactive, Perceptive (1), Psionic, Reactive, Reptiloid, Robot Technician (1), Tech (1), Steadfast (3), Stealth (1), Tough (2), Vegetable, Veteran, Weapon Master (3), Xenologist
Starting Equipment	All Civilian and Military
Starting Weapons	All Civilian and Military
Special	At least one character must be Veteran

MINERS

There's plenty of money in rare minerals, and miners – whether representatives or larger corporations or freelance wildcatters – need to be tough, resourceful fighters as well as competent engineers in order to exploit and hold onto their resources.

Starting Traits	Amphibious, Artificial, Big, Chucker (2), Civilian, Claws, Extra Arms (3), Extra Legs (3), Heavy-Worlder, Huge, Insectoid, Leadership (1), Marksman (2), Martial Arts (3), Medic (1), Mineral, Nonreactive, Perceptive (1), Psionic, Reactive, Reptiloid, Robot Technician (1), Tech (3), Steadfast (1), Stealth (1), Tough (3), Vegetable, Weapon Master (3)
Starting Equipment	All Civilian, Exoskeletons at half cost (round up)
Starting Weapons	All Civilian, all Military melee weapons
Special	All characters must take at least one level of Tough





PIRATES

Colourful riff-raff from all corners of the galaxy, Pirates are aggressive raiders, who only survive by being faster, nastier and more slippery than everyone else.

Starting Traits	Agile (3), Alert, Ambidexterity, Amphibious, Artificial, Big, Civilian, Danger Sense, Difficult Target (3), Diminutive, Extra Arms (3), Extra Legs (3), Fast (3), Fast Draw, Fire into Melee, Free Disengage, Green, Insectoid, Leadership (2), Light-Worlder, Marksman (2), Martial Arts (2), Medic (1), Mineral, Nonreactive, Perceptive (2), Psionic, Quantum Harness Operator (3), Reactive, Reptiloid, Robot Technician (2), Tech (1), Steadfast (1), Stealth (3), Tough (2), Vegetable, Veteran, Weapon Master (2), Xenologist
Starting Equipment	All Civilian and Military, Quantum Harness
Starting Weapons	All Civilian and Military, all Non-Penetrating and Silent weapons
Special	One character may have a melee cyber weapon

PSIONICS

Made up of characters gifted with Psionic Abilities, this Theme might represent a circle of mystics, a Psi-based militant order, or a secret government task force.

Starting Traits	Agile (1), Alert, Ambidexterity, Amphibious, Artificial, Big, Civilian, Danger Sense, Difficult Target (3), Diminutive, Extra Arms (3), Extra Legs (3), Fast (3), Fast Draw, Fire into Melee, Free Disengage, Green, Heavy-Worlder, Huge, Insectoid, Leadership (2), Light-Worlder, Lucky, Marksman (2), Martial Arts (3), Medic (2), Mineral, Nonreactive, Perceptive (3), Psionic Master (3), Reactive, Reptiloid, Robot Technician (3), Tech (2), Steadfast (2), Stealth (2), Tough (1), Vegetable, Veteran, Weapon Master (3), Xenologist
Starting Equipment	All Civilian
Starting Weapons	All Civilian, all melee weapons
Special	All characters must take the Psionic Trait, and may take any of the Psionic Abilities (except Dark Gifts)

STAR COPS

Pirates, smugglers, mercenaries and all kinds of other desperadoes are found all across the galaxy, and the Star Cops are the local sheriffs, corporate security and government agencies that stand in their way.

Starting Traits	Agile (1), Alert, Ambidexterity, Amphibious, Artificial, Big, Chucker (2), Cyber-medic, Danger Sense, Difficult Target (2), Extra Arms (3), Extra Legs (3), Fast (2), Fast Draw, Fire into Melee, Free Disengage, Green, Heavy-Worlder, Huge, Insectoid, Leadership (3), Light-Worlder, Marksman (3), Martial Arts (3), Medic (3), Mineral, Nonreactive, Perceptive (3), Psionic, Psionic Master (1), Quantum Harness Operator (1), Reactive, Reptiloid, Robot Technician (3), Tech (2), Steadfast (3), Stealth (3), Tough (2), Vegetable, Veteran, Weapon Master (2), Xenologist
Starting Equipment	All Civilian and Military
Starting Weapons	All Civilian and Military
Special	One character may have Intelligence equipment and weapons

TACTICAL DISCIPLINES

This is a common training possessed by everyone in the squad, except for Civilian or Green characters, and defines how the squad tends to operate. Choose one when the squad is created.

At the Double	The squad has 10 'Move it!' tokens. You may, at any time, spend one to add 1" to the movement of a figure performing a Walk, Run, or Sprint.
Blitzkrieg	The squad has +2 to its Initiative roll at the beginning of the game. All attempts to Take the Initiative from them are at -1 until initiative has been taken from them once.
Brawlers	The squad has 10 Melee tokens. At any time, you may spend one to re-roll a failed Melee attack.
Burst Discipline	The squad has 4 Reload tokens. At any point, you may spend one to ignore an out of ammo result.
Bushwhackers	The squad has 8 Terrain tokens. At any point, you may spend one to automatically pass a Terrain roll.
Cool Under Fire	The squad has 8 Cool tokens. Spend one to remove 1 Pin from any one character.
Determined	The squad has 4 Determination tokens. At any moment, spend one to remove 1 Stress from any one character.
Gestalt	All Psionic characters in the squad have +1 to their Psi rolls for each unhurt (not Wounded) Psionic in the squad. When a Psionic squad member goes OOA, however, the squad's remaining Psionic characters receive 1 Stress.
Hard to Kill	The squad has 3 Flesh Wound tokens. At any point, you may spend one to remove 1 Wound from one character. You may use multiple tokens on a single character.
Heavy Firepower	The squad has 5 Firepower tokens. Spend one to perform Hail of Fire without suffering the -2 to hit modifier.

Hive Mind	The squad has 4 Hive Mind tokens. Whenever a model in the squad successfully reacts, you may spend one token to give a Reaction die to another character. You may also spend one token to ignore a Morale roll when a friend goes OOA. All models in the squad must belong to the same alien race to use this discipline.
Impetus	The squad has 3 Impetus tokens. You may spend one at any time to give a +1 to a character's Activation roll. No more than one per roll may be spent.
Masters of the Quantum Leap	The squad may re-roll each failed Quantum Leap roll.
Only the Brave	The squad may re-roll each failed Morale roll.
Opportunists	The squad has +1 to their Reaction rolls. This is cumulative with the Reactive Trait.
Opportunity Fire	The squad has +1 to all Shoot rolls performed with a Reaction.
Retain the Initiative	Any attempt to Take the Initiative from this squad is at -2.
Sharpshooters	The squad has 5 Aim tokens. You may, at any time, spend one to re-roll a failed Shoot roll.
True Grit	The squad has +1 to all Endure rolls. This bonus is lost when two characters are OOA.

DESIGNING CHARACTERS

You have 200XP to build 4–6 characters, each built with 30–70XP. Characters may select from the Traits, armour, weapons and equipment permitted by their squad's theme, each of which has an XP cost. A character's total XP value is the sum of all these selections.

DESIGNING ROBOTS

To create a robot, give it Artificial and Nonreactive (you may later buy off the Nonreactive Trait). Weapons may be built-in by paying the higher XP cost (see weapon tables, p.24) or wielded in hands. You may also take Cybernetic Enhancements to represent upgraded robot parts. No squad may comprise only robots.

TRAITS

Traits represent natural abilities, trained skills, or personality quirks. Detrimental Traits have a negative cost. No character may have more than 6 Traits in total, and no more than 1 Trait with a negative cost.

Traits marked as **Natural (N)** may be taken only at character creation, and not 'learnt' later. You do not 'become' an alien or a robot!

Traits marked as **Rare (R)** may only be possessed by one character per squad at creation, but more may be added later in the campaign.

A Trait with the **Levelled (L)** notation comes in three levels. Pay the cost once per level. For example, you can take Leadership 1 for 6XP, Leadership 2 for 12XP, and Leadership 3 for 18XP. No character may have more than 3 levels in a Trait.

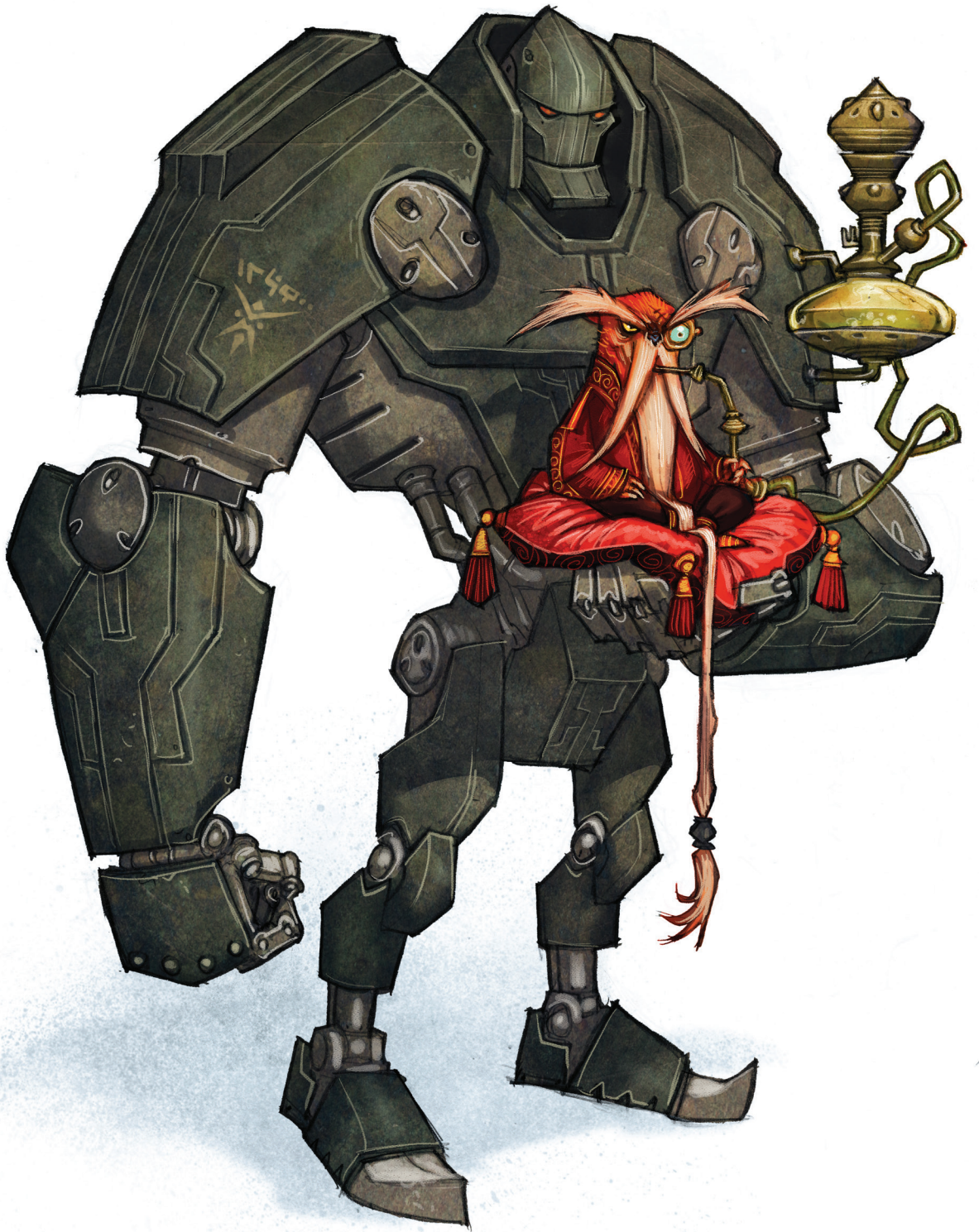
WEAPONS, ARMOUR & EQUIPMENT

Equipment is classed as Civilian (C), Military (M), or Intelligence (I). When created, a Squad may only select equipment appropriate to their Theme. If an item is Rare (R), no squad may have more than one of that item at creation; additional copies gained in missions may be kept, as long as their XP cost is paid.

No character may carry more than:

- 1 Armour unless it is Stackable. A character may wear a Kevlar vest under a space-suit.
- 2 two-handed ranged weapons
- 1 two-handed melee weapon or 2 one-handed melee weapons
- 2 one-handed ranged weapons
- 5 grenades
- 1 Exoskeleton, Harness or Pack
- 1 Force-field, Force Shield or Refraction Field Harness
- 5 pieces of miscellaneous equipment

Combined weapons count towards the melee limit. Bayonets and Vibrobayonets do not count, but Built-in weapons do. Characters with Extra Arms may hold one one-handed weapon per arm.



CYBERNETIC ENHANCEMENTS

Cybernetic enhancements can be selected if a character is designed as a cyborg or robot, or if a character replaces a lost limb with a prosthetic during a campaign. Cyborg squads may add/upgrade Cybernetic Enhancements as desired, not only when a limb is Severed.

Enhanced cybernetic limbs, described below, have an additional XP cost, and all Cybernetic Enhancements cost double for a model with the Psionic Trait.

PSIONIC ABILITIES

To learn Psionic Abilities, a character must take the Psionic Trait at creation – you are either born with the ability or you aren't! Artificial characters may not have Psionic Abilities. The cost of the Psionic Trait is a 'down payment' and is subtracted from the cost of the first Psionic Ability taken by the character. This allows you to create a latent psionic who has no abilities in his first mission but can develop them as the campaign progresses. *Example: you create Klaan Kartiss, a latent psi by taking the Psionic rule (3XP) and no Psionic Abilities. After a couple of games, Klaan learns Mindbolt (8XP) and pays 5XP (8-3) for it.* No squad may include more than one Psionic unless their Theme is Psionics or Cultists. Dark Gifts (DG) are available only to Cultists.



TRAITS

(N) = Natural, (R) = Rare, (L) = Levelled

AGILE

(L), 2XP per level

A character adds his Agile level to all Terrain rolls.

ALERT

2XP

The character is immune to the Sitting Duck condition.

AMBIDEXTERITY

10XP

The character may use two one-handed weapons at the same time, with a single action. Both rolls are at -1. Attacks from the two weapons may be directed at the same target or at different ones. Declare targets before rolling.

AMPHIBIOUS

(N), 2XP

The character can breathe underwater and does not treat water bodies as broken terrain.

ARTIFICIAL

(N), 10XP

The character is an android or robot. It is immune to respiratory agents and toxins and has Armour 3 on all unarmoured body parts. Its Wounds represent malfunctions and structural damage and may not be treated by a First Aid roll. The equivalent of a First Aid roll on the character is a Tech roll at TN(10 + the number of Wounds). The character may not be a Psionic and is unaffected by the following Psionic Abilities: Bolster, Encourage, Guidance, Mindbolt, Mindscream, Nightmares and Mind Control.

BIG

(N), 1XP

The character belongs to a large species, and is hit at +1 by ranged attacks but hits at +1 in Melee.



CIVILIAN

(R), -10XPA

Civilian character has -4 on all Activation, Reaction and Morale rolls, and may have only Civilian equipment.

CHUCKER

(L), 3XP per level

The character adds his Chucker level to the Throw Grenade roll.

CYBER-MEDIC

2XP

The character must have at least 1 level of Medic to take Cyber-medic. The character can use his Medic Trait bonus for First Aid rolls on cyborgs.

CLAWS

(N), 2XP

The character has a Damage 2 natural melee attack. Damage is 3 if the character is Big, and 4 if Huge. Claws may not be disarmed or destroyed. A character with Claws may still pick up objects and wield other weapons, depending on the shape of the figure (use common sense). This counts as an unarmed attack but adds the bonus from Weapon Master not Martial Arts.

DANGER SENSE

2XP

Attacks on the character never enjoy a Surprise Attack bonus.

DIFFICULT TARGET

(L), 4XP per level

All ranged attacks against the character are at -1 per level unless he is bound or shackled. This does not apply to Psionic attacks.

DIMINUTIVE

(N), 1XP

The character belongs to a small race. All ranged attacks on him are at -1, and he has a -1" reduction in Run and Sprint movement.

ELITE

12XP

Elite characters get +2 to Activation and Reaction rolls.

EXTRA ARMS

(L), (N), 2XP per level

The character has two additional arms per level. Having extra hands does not confer additional attacks but allows the character to carry additional ready weapons, and to keep using two-handed weapons if one arm is Crippled. The character also adds +1 to Climbing rolls for each set of arms used to climb (i.e. not carrying equipment). The Ambidexterity Trait applies to all a character's Extra Arms.

EXTRA LEGS

(L), (N), 3XP per level

The character belongs to a species with more than two legs. Each level in the Trait represents an additional pair of legs and increases the character's Run and Sprint movement by 1". Add +1 per level to Terrain rolls. The character will not fall Prone when his legs are Crippled as long as he has at least two unhurt legs, but his movement will be reduced by 1" for each Crippled leg. Bonus movement from Extra Legs is cumulative with that from Fast.

FAST

(L), 4XP per level

Add 1" per level to Run and Sprint movement.

FAST DRAW

5XP

Drawing a weapon does not require an action nor does it place any Stress on a character with this Trait. Priming a grenade still requires one action.

FIRE INTO MELEE

5XP

The character may perform a ranged attack on a target involved in a melee with no chance of hitting the wrong target. The character may still not shoot if engaged in melee.

FREE DISENGAGE

3XP

The character may move out of a melee without suffering Free Hacks.

GREEN

-8XP

The character has -2 to all Activation, Reaction, Morale, Shoot and Melee rolls.

HEAVY-WORLDER

(N), 1XP

The character is immune to movement reduction caused by high gravity.

HERO

20XP

The character has +3 to all Activation, Reaction, and Morale rolls.

HUGE

(N), 2XP

Ranged attacks against the character are at +2. The character has +1 on Melee rolls.

INSECTOID

(N), 12XP

The character belongs to a species of evolved bugs. The character has Armour 2 on all unarmoured body parts thanks to his chitin. Insectoids treat Morale critical failures as normal failures. Any First Aid roll on an Insectoid is at -1 unless performed by an Insectoid Medic. Insectoids ignore the movement penalty for Heavy equipment. Many Insectoids also have Extra Arms and Extra Legs.

LEADERSHIP

(L), (R), 6XP per level

The character's Leadership level is added to the squad's Initiative roll at the start of play. As long as the character is in LoS or radio/telepathic contact, all squad members add his Leadership level to their Morale rolls.

LIGHT-WORLDER

(N), 1XP

Light-Worliders are immune to recoil when firing (but not when hit by projectiles) and ignore the Melee modifier when fighting in low gravity.

LUCKY

(N), 5XP

The character may re-roll any one die per mission.



MARKSMAN

(L), 6XP per level

The character adds his Marksman level to any Shoot rolls.

MARTIAL ARTS

(L), 2XP per level

The character adds his Martial Arts level to any unarmed Melee rolls and Damage, and ignores the -2 for unarmed attacks.

MEDIC

(L), 3XP per level

The character adds his Medic level to any First Aid rolls he performs.

MINERAL

(N), 8XP

The character is a mineral lifeform. He is immune to all gases and atmospheric agents and ignores any Stun effect caused by weapons. His body is hard but brittle. He adds +2 to any Armour he is wearing, and an additional +2 against Electrical Damage, but even a temporarily Crippled limb necessitates an amputation. Sonic weapons have +2 Damage against the character and ignore his natural Armour. The character's Leadership Trait, if any, applies only to other Mineral characters.

NONREACTIVE

(N), -6XP

The character has -2 on all Reaction rolls.

PERCEPTIVE

(L), 2XP per level

The character adds his Perceptive level to all Spot rolls.

PSIONIC

(N), 3XP

The character may learn Psionic Abilities.

PSIONIC MASTER

(L), 4XP per level

This may be taken only by a character with the Psionic Trait. The character adds his Psionic Master level to his Psi rolls.

QUANTUM HARNESS OPERATOR

(L), 3XP per level

The character adds his Quantum Harness Operator Trait level to his Quantum Leap rolls.

REACTIVE

5XP

The character has +1 on Reaction rolls.

REPTILOID

(N), 6XP

The character belongs to a species of evolved reptiles. A Reptiloid ignores the first Pin received in a game, and has Armour 1 on all unarmoured body parts. If exposed to cold weather, a Reptiloid becomes Nonreactive.

ROBOT TECHNICIAN

(L), 2XP per level

The character may perform First Aid rolls on Artificial models only. He may also safely remove built-in weapons from OOA robots (they count as looted weapons, but can be used only by cyborgs or robots as built-in weapons).



TECH

(L), 4XP per level

The character adds his Tech level to Tech rolls.

STEADFAST

(L), 3XP per level

The character adds his Steadfast level to his Morale rolls.

STEALTH

(L), 3XP per level

A character's Stealth level is subtracted from any opponent's attempt to Spot the character.

TOUGH

(L), 8XP per level

The character adds his Tough level to Endure rolls.

VEGETABLE

(N), 4XP

The character belongs to a species of evolved, mobile plants. The character has Armour 2 on all unarmoured body parts. Plasma weapons and flamers ignore this Armour and have +2 Damage against the character. The character is immune to Stun weapons and all respiratory agents (gases, noxious atmosphere, etc.) but still needs oxygen to breathe.

VETERAN

(R), 6XP

The character has +1 to Activation and Reaction rolls.

WEAPON MASTER

(L), 3XP per level

The character adds his Weapon Master Trait level to any Melee rolls he performs using a weapon. His level is also subtracted from any melee attacks made against the character.

XENOLOGIST

2XP

The character ignores all penalties due to dealing with an alien species, for example if using First Aid or Leadership rolls on characters with the Vegetable or Mineral Traits.

MISCELLANEOUS EQUIPMENT

(C) = Civilian, (M) = Military, (I) = Intelligence, (R) = Rare

ANTI-PSI HELMET

(I), 4XP

This helmet may be worn with any Armour type. It provides Armour 2 to the head, replacing the Armour score normally given by that Armour. Mindbolt, Nightmares, Mindscream, Perceive, Mind Control, Bolster, Encourage, Guidance, Detect Weakness used on the wearer are at -3. The wearer may not use any Psionic Abilities until he removes the helmet (one action).

DISENTANGLER

(I), 2XP

A character with a Disentangler may spend one action to perform a TN10 Tech roll. If successful, the character breaks free from being Entangled. The character may also use it to free an adjacent Entangled friend.

ELECTROMAG SHACKLES

(I), 2XP

This combination of Force-field and nanosteel bonds make escape impossible for any character upon whom they are applied. With one action, the user can apply the shackles to any adjacent Prone target, or to any target with a total of at least 5 Stress, Pin and Wound markers. The shackles adapt to any shape and size, and make the use of Psionic Abilities impossible. A shackled character is not an Active figure and provides no outnumbering modifier. He may only perform Walk actions. A foe in contact with him may drag him along as a Heavy load. The user may also bind the target to a scenic item: the target will not be able to move until freed. A friend may free a shackled character in three ways:

1. Hacking the shackles with a TN17 Tech roll, or a TN14/2 Tech Complex Task
2. Destroying the shackles with a Damage 5+ melee weapon (roll versus TN14, but inflict a Damage 1 hit on the captive character's arm on a natural 1)
3. Using Telekinetic Crush to destroy the shackles

EXOSKELETON

(C), 6XP

A character wearing an Exoskeleton ignores the movement reduction from Heavy loads and can use two-handed melee weapons in one hand, but ignores the bonuses from the Agile or Difficult Target Traits. It takes two actions to equip an Exoskeleton and one to remove it. An Exoskeleton carried but not worn is a Heavy load.

FLIGHT PACK

(I), 8XP

A character wearing a Flight Pack may move 8" with an action, clearing any terrain and flying over enemies; may move vertically (for example to jump onto a roof); and may hover at 2" above the ground (beyond melee range). The character has Free Disengage if flying out of a melee, and can safely jump or fall any vertical distance. The character must be standing to use the Jump Pack. If he lands in broken terrain, he must pass a TN5 Terrain roll or fall. The character may voluntarily go Prone when landing. A flying character may decide to remain airborne or land at the end of any movement. If the Flight Pack is damaged while airborne, for example by a Superficial Damage effect, the character will fall. A character may wear only one Harness or Pack.

INTRUSION KIT

(I), 4XP

A character with this kit has a +2 to any Tech roll made to bypass a security device, defuse an alarm, or open a locked door.

JUMP PACK

(M), 6XP

A character wearing a Jump Pack may jump 8" with an action. Jumping allows the character to clear any terrain, and to move vertically (for example to jump onto a roof). The character has Free Disengage if jumping out of a melee, and can safely jump or fall any vertical distance. The character must be standing to use the Jump Pack. If the character lands in broken terrain, he must pass a TN5 Terrain roll or fall Prone. The character may voluntarily go Prone at the end of a jump. A character may wear only one Harness or Pack.

MOTION DETECTOR

(M), 4XP

A Motion Detector grants a +2 bonus to Spot rolls.



NIGHT VISOR

(C), 2XP

The character ignores darkness penalties on Shoot and Terrain rolls. However, any test to avoid being blinded by a Laser is at -2.

PLASMA PROOFING

(M), 4XP

Attacks from Scorching weapons do not apply the Scorching rule when targeting a character whose armour has undergone Plasma Proofing. The Plasma Proofing may be disabled by a Superficial Damage effect.

PSI BOOSTER

(I), 4XP

This drug may be automatically injected prior to the game, or during the game with a successful TN5 First Aid roll. A failed roll wastes a dose, and a critical failure causes the side effects described below. When the drug is in effect, the character immediately receives a +1 to any Psi rolls. Multiple doses are not cumulative. Non-Psionic characters, and Mineral or Vegetable characters may not use this drug. If any Psi roll is a critical failure, side effects give the user -2 to all Psi rolls until the end of the game.

QUANTUM HARNESS

(M), (R), 18XP

A Quantum Harness is a portable teleportation unit. It takes two actions to equip a Quantum Harness, and one to remove it. A character using the Harness may teleport at -1 if carrying a Heavy load. A character with a Quantum Harness may not carry another character with a Quantum Harness unless the second Harness is turned off. Operating two Harnesses in close proximity to each other would cause both users to disintegrate. For further rules, see Quantum Leap, p.11. A character may wear only one Harness or Pack.

QUANTUM SCRAMBLER

(I), (R), 6XP

Any Quantum Leap roll within 10" of the Scrambler is at -2. A character may not carry a Scrambler and a Harness at the same time.

REFRACTION FIELD HARNESS

(C), (R), 8XP

Whenever the model is hit by a ranged attack, a Force-field activates and attempts to deflect the incoming missile. The Refraction Field is activated by fast projectiles. It is useless against melee, Primitive ranged and thrown weapons. Against attacks from all other weapons and explosions, roll a die. On a 1, the Harness goes offline and must be restarted by spending one action. On 2-14, the character takes normal Damage. On a 15, Damage is reduced by 1. On 16+, no Damage is dealt. It takes one action to equip a Refraction Field Harness and another to turn it on. A Refraction Field Harness may be worn over armour or a space-suit but not with another Force-field, Harness, Pack or Quantum Scrambler.

WEAPON UPGRADES

(C) = Civilian, (M) = Military, (I) = Intelligence, (R) = Rare

ACCURATE WEAPON

(R), (M), 5XP

An Accurate weapon has +1 to hit on Called or Aimed shots.

BAYONET

(M) 2XP

This may be fitted to any two-handed firearm, and used in melee as a Fixed Bayonet. If the firearm is destroyed, the Bayonet may still be used (count as a Sword).



SELF-ACCELERATING PROJECTILES

(M) 2XP

A firearm with Self-Accelerating Projectiles ignores the -1 for shooting in high gravity.

SELF-PROPELLED GRENADE

(I) 8XP

Paying this upgrade makes one grenade Self-propelled. See Grenades, p.17.

SELECTIVE SELF-DESTRUCTION

(I) 3XP

This may be added to any equipment. If picked up by any character other than the original owner or a friend, a micro charge destroys the object unless that character succeeds with a TN16 Tech roll.

SELF-DESTRUCTION

(I) 1XP

This may be added to any equipment. If picked up by any character other than the original owner or a friend, a micro charge destroys the object unless that character succeeds with a TN14 Tech roll.

VARIABLE FREQUENCY LASER

(M) 1XP

Laser weapons with this upgrade do not suffer a -1 modifier when firing through thick atmosphere, dust, or smoke.

VIBROBAYONET

(M) 4XP for Vibrobayonet

This may be fitted to any two-handed firearm, and used in melee as a Fixed Vibrobayonet. If the firearm is destroyed, the Vibrobayonet may still be used (count as a Vibroblade).

CYBERNETIC ENHANCEMENTS

BIONIC ARM

3XP per arm

The arm is very strong, adding +1 to its Armour score and to the Damage of any one-handed melee weapons it wields. Unarmed Damage goes from 0 to 1. A character with two bionic arms receives the above bonuses, and also ignores a weapon's Heavy rule, applies the +1 Damage modifier to two-handed melee weapons as well as one-handed ones, and applies the Crunch special rule to his unarmed attacks.

BIONIC EYES

4XP

The character has +1 on Spot rolls and ignores the Blind effect and any visibility modifiers. Whenever the character performs an aimed shot, halve the range for purposes of calculating modifiers.

BIONIC LEG

4XP per leg

The character can jump up 4" or, if preceded by a Run action, perform long jumps of 6". Add 2" to these distances if both legs are bionic. A bionic leg has +1 to its Armour score.

COMBAT COMPUTER

4XP

The character is jacked into a neural-net combat computer that studies his opponents, predicting their moves through stance, behaviour and biometric data analysis. The character may spend an action to choose a target in his LoS and perform a TN10 Tech roll. On a critical success, the character gains +3 to hit on his next attack against that target. On a regular success, he gains a +2. On a failure, nothing happens and the character may try again later. On a critical failure, a bug gives the character -2 to hit that target for the remainder of the game.

CYBER-WEAPONS

Variable XP

A one-handed weapon may be built-in (attached to, or part of, a character's arm) by paying its built-in XP cost (see Weapon Tables, p.24). The weapon may not be dropped or disarmed. It may still be damaged, and an attack that destroys a cyber-weapon will also do Damage 1 to the limb. The arm with the cyber-weapon can be used to hold other equipment. Using a cyber-weapon still requires one action.

CYBORG BODY

8XP

The character has an additional Armour 1 on all hit locations but Electrical weapons have +2 Damage against him. Wounds to the torso do not count as penalties to melee attacks (they still reduce his Endure rolls).



NEURO-JACK ARRAY

3XP

The Cyborg can use cables, ports and jacks on his body to interface with other machines. This gives a +2 to any Tech roll made to hack into security systems, weapons or doors.

TORSO WEAPON MOUNT

Variable XP

The character may attach a two-handed ranged weapon to his torso or back, on a swivelling servo-mechanism, by paying its built-in XP cost (see Weapon Tables, p.24). The weapon may not be dropped and may be fired even if the character's arms are Crippled or occupied with other equipment. Firing still requires one action.

PSIONIC ABILITIES

(R) = Rare, (DG) = Dark Gift

BLINK

6XP

Whenever the psionic is hit, he may attempt to dodge that attack with a TN15 Psi roll. This puts 1 Stress on the character even if the roll fails. If successful, the psionic moves 2" away in any desired direction and ignores the attack. On a critical failure, the psionic is hit for +1 Damage.

BOLSTER

4XP

With a successful Psi roll, the character establishes a mental link to a friendly model anywhere on the battlefield, and gives it +1 to all Morale rolls until it fails a Morale roll or the psionic goes OOA or uses Encourage, Bolster or Guidance on another character.

DETECT WEAKNESS

5XP

The psionic can perform a Psi roll to find a weak spot in a machine, vehicle, building or character within 12". If successful, the character's next attack against that target has +1 Damage. Only one attempt per target is allowed.

ELECTROKINESIS

4XP

This ability allows the psionic to throw an electrical discharge at a target. Make a Psi roll, and treat it as a Damage 2 ranged attack, at +3 to hit if the target is a robot, cyborg or vehicle.

ENCOURAGE

4XP

With a successful Psi roll, the character establishes a mental link to a friendly model anywhere on the battlefield, and gives it +1 to all Activation rolls until the psionic goes OOA or uses Encourage, Bolster or Guidance on another character.

GUIDANCE

4XP

With a successful Psi roll, the character establishes a mental link to a friendly model anywhere on the battlefield, and gives it +1 to all Reaction rolls until the psionic goes OOA or uses Encourage, Bolster or Guidance on another character.

HEALING

8XP

The psionic can, with a successful Psi roll, remove 1 Wound, a temporarily Crippled effect, or the Staggered condition from himself or another character within 4". No LoS is required. More distant characters may also be targeted, but with a -1 modifier to the roll for each inch beyond 4".

LEVITATION

6XP

The character uses telekinesis to levitate himself. Spend one action and make a successful Psi roll to levitate, which can be maintained indefinitely. Flying movement is an 8" move, which costs one action and 1 Stress per movement. The power must be activated again once the character lands, if he takes 1 Pin or Wound, or if he uses and Psionic Ability. The character may start the game levitating if desired.

MINDBOLT

(R), 8XP

This mental assault is directed at a single target. The psionic performs a Psi roll, at -1 for every 5" distance from the target. Treat as a Damage 1 ranged attack that hits the torso and ignores cover, LoS restrictions, and all Armour. The psionic can sense and target even Hidden characters. Mindbolt is at -2 against Vegetable or Mineral characters unless the psionic has the same Trait.

MIND CONTROL

(R), 18XP

An attempt at Mind Control requires a TN16 Psi roll. Maximum range is 10", and LoS to the target is required. If the target is a Psionic Master, subtract his Trait level. If the roll succeeds, the psionic may control the target. On a failure, that target may not be controlled, and on a critical failure, the psionic takes 1 Wound and 1 Pin. If successful, the target is controlled by the psionic, activates a -2 and may not react. The target may leave the psionic's LoS without regaining control of his actions, but will do so should the psionic be Wounded, engaged in melee, or hit by any Psionic Ability. While controlled, a character may not use Psionic Abilities.

MINDSCREAM

10XP

The character performs a Psi roll for each character (friend or foe) within 5", including Hidden characters, and ignoring all LoS restrictions and cover. The Mindscreeam will even go through buildings and vehicles and hit anyone inside. Any model hit by takes 1 Pin and 1 Stress, plus 1 Wound if the Psi roll was a critical success. No Endure roll is possible. Mindscreeam is at -2 against Vegetable or Mineral characters unless the Psionic character has the same Trait.

NIGHTMARES

(DG), 10XP

This mental assault is directed at a single target. The psionic performs a Psi roll, at -1 for every 5" distance from the target, and ignoring cover, LoS restrictions, and all Armour. If hit, the target must make a Morale roll. Multiple attempts may be made against the same target, no matter the result of the Morale roll, and the results are cumulative. If the target Panics, he will either run or pass out (treat a Surrender result as OOA). Nightmares is at -2 against Vegetable or Mineral characters unless the psionic has the same Trait.





PERCEIVE

4XP

With a successful Psi roll, the character learns the nature of abilities possessed by all Psionic characters on the tabletop. The opponent must reveal all such models, including any Hidden ones, and declare what, if any, Psionic Abilities they possess. The character may also make a Psi roll to spot any non-Artificial Hidden enemy. This works like a Spot roll, but the character adds his Psionic Master levels, if any. If the roll fails, the character may try again later.

PRECOGNITION

4XP

Before opening a locker, crate or room whose content would require a random roll, the character may perform a Psi roll. If

successful, he may determine the content before deciding whether or not to continue his course of action. He may either share or withhold this information, but should keep the die hidden until he chooses to reveal it or another character enters the room or opens the locker, etc.

TELEKINETIC CRUSH

8XP

The character uses telekinesis to squeeze a target within 12" and in LoS. The attack is a Damage 3 ranged attack, using the Psi roll to hit, but ignoring range and cover modifiers. The target's Armour is at -1. Telekinetic Crush may also be used as a Called Shot to destroy Civilian or damage Military equipment.

TELEKINETIC DISARM

4XP

With a TN13 Psi roll, the character may disarm a target within 8" and in LoS. If the roll succeeds, the weapon flies from the target's hands and lands up to 5" away, in a direction chosen by the Psionic character's player, including into his hand if has one free. Built-in weapons may not be affected.

TELEKINETIC PUSH

6XP

The character uses telekinesis to shove a target within 8" and in LoS. Make a Psi roll to hit, and ignore range and cover modifiers. Treat as a Damage 3 ranged attack that, if successful, causes no actual injury but instead pushes (or drags) the target up 4" in any direction chosen by the psionic's player. At the end of this compulsory movement, the target must make a TN13 Terrain roll or fall Prone. If the target falls from a height, determine damage as normal.

TELEKINETIC STRANGLE

(DG), 10XP

The character uses telekinesis to strangle a target within 8" and in LoS. Treat as a Damage 2 ranged attack to the head with a -4 to hit modifier to the Psi roll, and ignore cover modifiers and the target's Armour.

TELEKINETIC TRIP

4XP

The character uses telekinesis to trip an opponent within 12" and in LoS. With a successful TN13 Psi roll, -1 against Big and -3 against Huge characters, the target is knocked Prone.

TELEPORTATION

(R), 8XP

With a successful Psi roll, the character teleports himself and his equipment. The roll is at -2 if he is carrying a Heavy load. The maximum distance travelled is equal to the modified number rolled, to a maximum of 20". For example, a psionic rolling a 13 may teleport up to 13". There is no chance of deviation.

CHARACTER DESIGN SUMMARY

Key: (L) = Levelled, (R) = Rare, (N) = Natural, (C) = Civilian, (M) = Military, (I) = Intelligence, (DG) = Dark Gift

General Traits	Notes	XP Cost
Agile	(L)	2 x level
Alert	-	2
Ambidexterity	-	10
Amphibious	(N)	2
Artificial	(N)	10
Big	(N)	1
Civilian	(R)	-10
Chucker	(L)	3 x level
Cyber-medic	-	2
Claws	(N)	2
Danger Sense	-	2
Difficult Target	(L)	4 x level
Diminutive	(N)	1
Elite	-	12
Extra Arms	(N), (L)	2 x level
Extra Legs	(N), (L)	3 x level
Fast	(L)	4 x level
Fast Draw	-	5
Fire into Melee	-	5
Free Disengage	-	3
Green	-	-8
Heavy-Worlder	(N)	1
Hero	-	20
Huge	(N)	2
Insectoid	(N)	12
Leadership	(R), (L)	6 x level
Light-Worlder	(N)	1
Lucky	(N)	5
Marksman	(L)	6 x level
Martial Arts	(L)	2 x level
Medic	(L)	3 x level
Mineral	(N)	8
Nonreactive	(N)	-6
Perceptive	(L)	2 x level
Psionic	(N)	3
Psionic Master	(L)	4 x level
Quantum Harness Operator	(L)	3 x level
Reactive	-	5
Reptiloid	(N)	6
Robot Technician	(L)	2 x level
Steadfast	(L)	3 x level
Stealth	(L)	3 x level
Tech	(L)	4 x level
Tough	(L)	8 x level
Vegetable	(N)	4
Veteran	(R)	6
Weapon Master	(L)	3 x level
Xenologist	-	2

Cybernetic Enhancements	Notes	XP Cost
Bionic Arm	-	3 x arm
Bionic Eyes	-	4
Bionic Leg	-	4 x leg
Combat Computer	-	4
Cyber Weapons	-	Variable (see Weapon Tables)
Cyborg Body	-	8
Neuro Jack Array	-	3
Torso Weapon Mount	-	Variable (see Weapon Tables)
Miscellaneous Equipment	Notes	XP Cost
Anti-Psi Helmet	(I)	4
Disentangler	(I)	2
Electromagnetic Shackles	(I)	2
Exoskeleton	(C)	6
Flight Pack	(I)	8
Intrusion Kit	(I)	4
Jump Pack	(M)	6
Motion Detector	(M)	4
Night Visor	(C)	2
Plasma Proofing	(M)	4
Psi Booster	(I)	4
Quantum Scrambler	(I), (R)	6
Quantum Harness	(M), (R)	18
Refraction Field Harness	(C), (R)	8
Weapon Upgrades	Notes	XP Cost
Accurate Weapon	(M), (R)	5
Bayonet	(M)	2
Self-Accelerating Projectiles	(M)	2
Self-Propelled Grenade	(I)	+8
Selective Self-Destruction	(I)	3
Self-Destruction	(I)	1
Variable Frequency Laser	(M)	1
Vibrobayonet	(M)	4
Psionic Abilities	Notes	XP Cost
Blink	-	6
Bolster	-	4
Detect Weakness	-	5
Electrokinesis	-	4
Encourage	-	4
Guidance	-	4
Healing	-	8
Levitation	-	6
Mindbolt	(R)	8
Mind Control	(R)	18
Mindscream	-	10
Nightmares	(DG)	10
Perceive	-	4
Precognition	-	4
Telekinetic Crush	-	8
Telekinetic Disarm	-	4
Telekinetic Push	-	6
Telekinetic Strangle	(DG)	10
Telekinetic Trip	-	4
Teleportation	(R)	8

CAMPAIGN RULES

Between missions, characters may spend any XP gained. Here are a few rules for character growth.

WHO SURVIVES?

A character who was put OOA and revived by a medic is automatically alive if his squad won. A character who was brought off the table while OOA must pass a TN10 Endure roll. Add the character's level of Tough (if any) and the best Medic bonus in the squad. On a success, the character survives. On a failure, he dies. Artificial characters must roll too.

If you lose a mission, your OOA characters are dead unless you lost to a Star Cops squad. In that case, they are entitled an Endure roll as above. If they survive, they are convicted, and players may agree to run a Rescue mission to get them back.

If a character dies, or you decide to retire him, you substitute him with another one built on the same amount of XP, not counting XP gained in play. You may opt to build a whole new squad from scratch. All XP gained by the previous squad is lost.

DISTRIBUTING EARNED XP

XP gained in a mission is distributed amongst the surviving characters as the players see fit. However, no more than 50% of XP, rounded up, can be assigned to any one character. For example, if 3 characters survive a mission and 10XP is gained, no character may be assigned more than 5XP. XP may be spent immediately or accumulated for later use.

A character may spend 10XP to go from Civilian to Green, 8XP to go from Green to normal, 8XP to go from normal to Veteran, and 12XP to go from Veteran to Hero. Each character may not have more than one such upgrade per mission – you can't go from Green to Veteran in the aftermath of a single mission, for example. Characters may not be upgraded to Veteran or Hero after a mission in which they Panicked.

ADDING TRAITS

A character may add a new Trait by paying its XP cost. Traits marked as Natural (N) may be selected only at character creation and may not be added later in a campaign. If a Trait has levels (L), its XP cost must be paid once per level desired. Psionic Abilities, and the Psionic Master Trait, may be added only by characters already possessing the Psionic Trait.

Negative Traits may be bought off by paying back their XP cost. For example, a character created as a Nonreactive (-8XP) may spend 8XP to remove Nonreactive.

WOUNDS, CRIPPLED LIMBS, AND PROSTHETICS

All Wounds and Crippled limbs heal between sessions. A Severed limb may be replaced by an equivalent cloned limb for 1XP or with a more expensive Cybernetic Enhancement. If the player does not spend 1XP, the operation goes wrong and the character remains with a permanently Crippled limb that will never heal.

ADDING AND REPLACING EQUIPMENT

Lost, stolen, damaged or destroyed equipment is replaced for free between sessions if the character who originally paid XP for the item survives. New equipment allowed to the squad (as per its Theme) may be bought by paying its XP cost. Players may reassign equipment to different characters between sessions, and rework their XP total.

A character may add any equipment found as loot by paying its XP cost. Armour can be added unless it originally belonged to a differently shaped species (just look at the figures!). If a character does not have enough XP, the equipment was damaged in the firefight, sold on the black market, or cannibalized for parts.

SAMPLE CHARACTERS

Here are a few infamous characters and squads that are well-known throughout the galactic underworld.

200XP SQUADS

Jazham Dett and <i>The Hand of Chaos</i>			
With the decline of his home planet's economy, this sly businessman transformed his shipping guild into a smuggling ring. Then, when trade dried up entirely, Jazham turned to piracy. His most trusted aides aboard his vessel, <i>The Hand of Chaos</i> , are Gruu Samar, a taciturn, silicon-based brawler, and the Wang Clones, Sara and Celia.			
Squad Theme	Pirates	Tactical Discipline	Cool Under Fire
Character	Traits, Weapons, Armour & Equipment		XP Cost
Jazham Dett	Leadership 2, Free Disengage, Stealth 1, Difficult Target 1, Light Combat Dress, Monowire Blade, Laser Rifle		49
Gruu Samar	Big, Mineral, Tough 2, Nonreactive, Light Combat Dress, Force Flail, Laser Pistol		44
Sara Wang	Marksman 2, Weapon Master 1, Martial Arts 2, Fast 2, Light Combat Dress, Tangler, Monowire Blade		55
Celia Wang	Marksman 1, Weapon Master 2, Martial Arts 2, Agile 1, Light Combat Dress, Tangler, Monowire Blade, Jump Pack		52

Zegak and his Battle Brothers			
Once a military officer on his native Valtius IV, Zegak Zan Pedag and his Battle Brothers (four AI battle droids that he reprogrammed with the mindprints of his long-deceased siblings) haunt the trade route around his home system. Like most Valtiusians, Zegak is as quick with a knife as he is with the bot-repair tools. Officially listed as security escorts, Zegak has been involved in all manner of business, most often on the shady side of the law.			
Squad Theme	Mercenaries	Tactical Discipline	Blitzkrieg
Character	Traits, Weapons, Armour & Equipment		XP Cost
Zegak Zan Pedag	Leadership 1, Robot Technician 1, Agile 2, Fast 1, Tech 1, Weapon Master 2, Combat Dress, Force Shield, Zap Rifle with Bayonet, Knife		68
Battle Brother #1	Artificial, Tough 2, Nonreactive, Robot Technician 1, Combat Computer, Molecular Slugthrower		33
Battle Brother #2	Artificial, Tough 2, Nonreactive, Robot Technician 1, Combat Computer, Molecular Slugthrower		33
Battle Brother #3	Artificial, Tough 2, Nonreactive, Robot Technician 1, Combat Computer, Molecular Slugthrower		33
Big Brother #1	Artificial, Big, Tough 2, Nonreactive, Combat Computer, Heavy Blaster Rifle		33

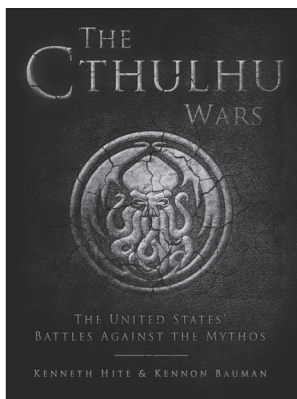
Inspector Dakame Lang			
Dakame, a Terran, is a roving investigator and troubleshooter for the Space Patrol. Gifted with an uncanny sixth sense, he has made many enemies, and has been forced to recruit Khrash, a surly gladiatrix from the fighting pits of Balboa, as his bodyguard.			
Squad Theme	Star Cops	Tactical Discipline	Retain the Initiative
Character	Traits, Weapons, Armour & Equipment		XP Cost
Inspector Dakame Lang	Danger Sense, Stealth 2, Perceptive 2, Leadership 2, Accurate Needler Pistol, Stun Grenade, Light Combat Dress, Refraction Field, Electromagnetic Shackles		69
Khrash	Reptiloid, Tough 2, Weapon Master 2, Veteran, Force Glaive, High-Tech Bow		43
Space Patrol Response Officer	Steadfast 1, Marksman 1, Light Combat Dress, Laser Rifle, Patrol Baton		36
Space Patrol Officer #1	Light Combat Dress, Laser Pistol, Patrol Baton		26
Space Patrol Officer #2	Light Combat Dress, Laser Pistol, Patrol Baton		26

Viven Roo and Her Fans			
A controversial popstar and an idol for rebellious youngsters across the galaxy, Viven turned to a life of crime after the entertainment industry on her homeworld was sold to a religious megacorp that censored the salacious content of her songs and her provocative attire. She and a small group of her former tour crew and die-hard fans now smuggle music, software and drugs, painting herself as a champion of the people.			
Squad Theme	Merchants	Tactical Discipline	Determined
Character	Traits, Weapons, Armour & Equipment		XP Cost
Viven Roo	Leadership 2, Marksman 1, Ambidexterity, Xenologist, Refraction Field, Vibroblade, 2x Submachine Gun		51
Seket (Marketing)	Psionic, Psionic Master 3 (Encourage, Guidance, Mind Control, Perceive), Refraction Field, Laser Pistol		56
Thorgann Dey (Special Effects)	Diminutive, Lucky, Perceptive 1, Refraction Field, Sonic Pistol, 3x Stun Grenade		31
Nina Harsoof (Roadie)	Mineral, Tough 1, Veteran, Marksman 1, Light Combat Dress, Exoskeleton, Tangler, Patrol Baton, Laser Cannon		62

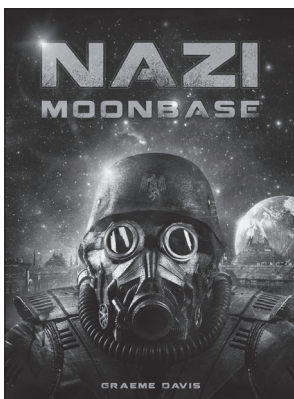
CHARACTERS

Character	Traits, Weapons, Armour & Equipment	XP Cost	Notes
The Robot With No Name, Robot Gunslinger (p.15)	Ambidexterity, Artificial, Marksman 2, Fast Draw, 2x Molecular Slugthrower, Zap Rifle, Refraction Field Harness, Combat Computer	70	An AI-endowed robot with a penchant for old Terran Spaghetti Westerns, TRWNN has worked with local militias on Huro IV to protect citizens from alien bandits roaming the mining towns.
Talisa Cross, Terran Cyborg Explorer (p.51)	Agile 2, Free Disengage, Lucky, Marksman 2, Kevlar Jacket, Refraction Field, Bionic Arm, Laser Pistol, Vibroblade, Night Visor, Motion Detector	59	A xeno-archaeologist who lost her arm while trying to recover an alien artifact from the maws of a Chtellan Death Tree, Talisa now works as a freelance scout or guide on dangerous planets in order to fund her archaeological expeditions.
Ferloys Lodan, Doranian Space Patrol Officer (p.31)	Fast 1, Marksman 1, Tough 1, Veteran, Weapon Master 1, Light Combat Dress, Accurate Molecular Slugthrower, Stun Baton, Stun Grenade, 2x Electromagnetic Shackles	67	A stern, loyal officer with a pragmatic attitude, Ferloys joined the Space Patrol when his family was murdered by pirates. He caught the culprits within two weeks and hasn't stopped since, bringing in more than 50 high-profile criminals in less than three years.
Zita-Koma-Hu, Arlissian Mercenary (p.5)	Insectoid, Extra Arms 1, Fast 1, Light Combat Dress, Assault Rifle, 3x Plasma Grenade, Jump Pack	70	Arlissians, an insectoid race that lost their wings through evolution, compensate by designing the most efficient jump packs in the galaxy. Zita-Koma-Hu is a member of the sexless drone cast, and displays a penchant for leaping to high places and dropping plasma grenades.
Gargunta, Holooveran Muscle (p.19)	Big, Claws, Heavy-Worlder, Weapon Master 2, Tough 1, Light Power Armour, 2x Monowire Scythe, 2x Fragmentation Grenade	69	Native to a high-gravity planet, Holooverans aren't particularly bright but like to use what brains they have to learn how to operate high-tech melee weapons. Gargunta likes to fight with a Monowire Scythe in each hand, relying on his partner Fryll for direction and ranged support. Kopinites often associate with Holooverans, exchanging smarts for protection. It is not unusual for a Kopinite and a Holooveran to hire themselves out together as enforcers.
Fryll, Kopinite Sharpshooter (p.19)	Diminutive, Marksman 2, Fire into Melee, Accurate Laser Rifle	30	
Syndar Fenn, Vandirian Assassin (p.23)	Stealth 1, Alert, Ambidexterity, Difficult Target 2, Fast Draw, Free Disengage, Marksman 1, Stealth Suit, 2x Knife, Vibro Shuriken, Needler Pistol, Intrusion Kit	67	Syndar Fenn is an assassin, a profession that is completely legal and culturally accepted, if not respected, on his native Vandiria, and comes from a bloodline that devotes itself to the art of killing with the traditional Vandirian <i>h'lokiss</i> combat knife.
Olygadath Kneuss Wee, Koriallan Crime Boss (p.46)	Diminutive, Difficult Target 1, Psionic (Mind Control), Tech 1, Leadership 2, Refraction Field, Accurate Slug Pistol, Bionic Eye	70	
Robot Enforcer (p.46)	Artificial, Claws, Non-Reactive, Martial Arts 2, Tough 2, Chucker 2, 2x Entangle Grenade, Fragmentation Grenade, 2x Bionic Arm	63	Once a (barely) law-abiding merchant, Olygadath Kneuss Wee ('His Splendid Excellence in a Crimson Robe') refrains from violence. He normally leaves that to his Robot Enforcers, or mind-controls his enemies into shooting each other. For dire emergencies, he carries a tiny, but accurate, pistol, beneath his robe.
Horr-Hyss, Aiguntan Operative (p.40)	Extra Arms 1, Extra Legs 1, Reptiloid, Quantum Harness Operator 1, Reactive, Martial Arts 1, Force Shield, Flamer Pistol, 2x Stun Grenade, Quantum Harness	66	Aiguntan planets never recognized the authority of the central government, and maintained their own elaborate bureaucratic structures. Horr-Hyss is a typical, high-level officer working for the Merchant Protectorate.
Thebelda Odewo-Quinn, Space Pirate (p.10)	Veteran, Leadership 2, Light-Worlder, Perceptive 1, Light Combat Dress, Accurate Laser Pistol, Monowire Blade	52	A native of a low-gravity world, but coming from a Terran crime family, Thebelda is a stern leader and a ruthless pirate with a grudge towards the Space Patrol.
Thoba Rayd, Obaydan Mind Master Operative (p.59)	Psionic, Psionic Master 2 (Levitation, Telekinetic Crush, Teleportation, Mindbolt), Light Power Armour, Psi-Booster	70	The Obaydan ancestors are rumoured to be responsible for the planting of psionic genes in other sentient races across the galaxy. Thoba is a typical operative sent to do the dirty work when diplomacy and political threats fail.
Melivia Lear, Guildmistress, Union of Free Commercial Trades (p.43)	Marksman 2, Stealth 1, Tech 2, Medic 1, Leadership 1, Veteran, Robot Technician 1, Cyber-Medic, Force Shield, Accurate Heavy Blaster Rifle, Knife	70	Melivia is rumoured to be over 600 years old and to have undergone at least 10 rejuvenation treatments, funded by the earnings from her galaxy-spanning guild of merchants and smugglers. Despite her age, her knack for business and non-nonsense attitude is undiminished. If anything, her aim is improving!
SniperBot, Space Patrol Artificial Crimes Division (p.55)	Artificial, Marksman 2, Fire into Melee, Nonreactive, Stealth 1, Accurate Assault Rifle with Self-Accelerating Projectiles, Entangle Grenade, Force Sword, Night Visor, Combat Computer, Motion Detector	65	This example of a typical sniper droid employed by Space Patrol Response teams across the galaxy is based on the planet of Huskiss. This bot manufacturing world is the scene of many violent clashes between pro- and anti-Artificial factions, and accounts for some 85% of galaxy's total (recorded) Artificial-involved crimes.
Corporal 'Shamrock' Larsson, Sigurdsson's Brigade (p.29)	Marksman 1, Steadfast 1, Power Armour, Assault Rifle, Slug Pistol, Knife, Jump Pack	65	Corporal Larsson is an example of a grunt from Sigurdsson's Brigade (a wholly owned subsidiary of Conflict Resolution Inc.) – one of the many independent mercenary formations found across the galaxy.

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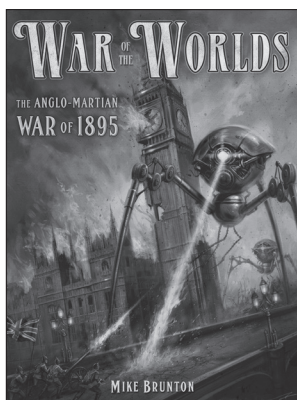
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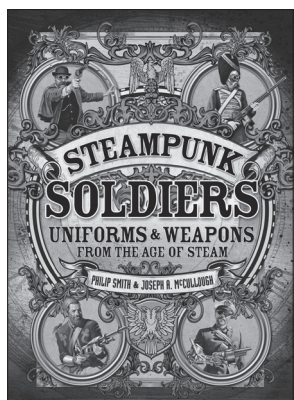
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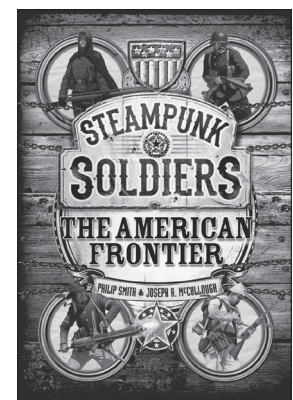
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