

## WHEN TO MAKE SUPPLY ROLLS

How often you should make Supply rolls depends on the consumable in question, and the overall situation. The intervals in the table below should be seen as guidelines for the GM.

CONSUMABLE	SUPPLY ROLL
Air	Every Turn (see page 49), and after every strenuous activity like combat or a MOBILITY roll.
Water	Once per day, and after every strenuous activity like combat or a MOBILITY roll.
Food	Once per day.
Power	Situational, depending on the gear used. See Chapter 5.

## FOOD AND WATER

SUPPLY RATING	COUNTS AS
1-4	One item
5-8	Two items
Etc.	Etc.

## MEASURING TIME

UNIT	DURATION	PRIMARY USE
Round	5-10 seconds	Combat
Turn	5-10 minutes	Stealth
Shift	5-10 hours	Recovery

## DISEASE

When exposed to a dangerous contagion or infection, you need to roll an opposed roll for STAMINA against the Virulence rating of the disease. This is called a Sickness Roll. A typical disease has a Virulence of 3, but there are diseases with much higher ratings. If you fail the roll, you fall sick, which has several effects:

- ▶ One Shift after infection the disease breaks out, at which time you suffer one point of damage.
- ▶ You can't recover your Health while sick.
- ▶ Make another Sickness Roll at the start of each Shift. Each failed roll means you suffer another point of damage.
- ▶ If you are Broken while sick, you must make

another Sickness Roll after every Shift—failure means death.

- ▶ As soon as you succeed at a Sickness Roll, you are no longer sick. Stop rolling Sickness Rolls and recover your Health normally.

**MEDICAL AID:** If someone cares for you while you are sick, this person can roll your Sickness Rolls instead of you. The healer rolls for MEDICAL AID against the Virulence of the disease.

**OTHER DISEASES:** The sickness effects described above reflect a common but deadly disease. There are many other diseases that can have unique effects.

## FOOD AND DRINK

SUSTENANCE	WEIGHT	COST	EFFECT
Prefab meal	1/4	\$10	Food Supply +1
Water bottle	1/4	\$2-\$100	Water Supply +1
"Bug Juice" protein drink	1/4	\$5	Food and Water Supply +1
Carbonated beverage	1/4	\$4	Water Supply +1
Candy bar	1/4	\$2-\$5	Food Supply +1
Coffee	0	Free - \$1.50/cup	STRESS LEVEL +1
Beer	1/4	\$2	STRESS LEVEL -1 and -1 to all WITS-based skills
Hard Liquor	1	\$10- \$500/ bottle	STRESS LEVEL -1 and -1 to all WITS-based skills for each glass
Colony Specialty Meals	1/4	\$20- \$300	Food Supply +1, STRESS LEVEL -1

## PHARMACEUTICALS

SUBSTANCE	WEIGHT	COST	EFFECT
Neversleep Pills	0	\$2	STRESS LEVEL +1 per dose
Hydr8tion	0	\$5	Removes Dehydration from hypersleep
Naproleve	0	\$10	Reduces STRESS LEVEL to zero
Recreational Drugs	0	Varies	Varies
X-drugs	0	Varies	Varies

## MEDICAL SUPPLIES

DEVICE	WEIGHT	COST	EFFECT
Personal Medkit	1/4	\$50	MEDICAL AID +2
Surgical Kit	1/2	\$25-\$200	MEDICAL AID +1 to prevent death
Pauling MedPod	-	\$2,000,000	MEDICAL AID 10
AutoDoc	-	\$500,000	MEDICAL AID 6

## VISION DEVICES

DEVICE	WEIGHT	COST	EFFECT
Optical Scope	0	\$60	Range increased one category
Hi-beam Flashlight	1/2	\$45	Removes the effect of darkness in a zone
Binoculars	1/2	\$100	Bonus +2 to OBSERVATION
M314 Motion Tracker	1	\$1,200	See page 52. LONG range indoors.
M316 Motion Tracker	0	\$3,000	See page 52. MEDIUM range indoors.
Head-Mounted Sight	1/2	\$200	Remote control of Sentry Gun
Neuro Visor	1	\$10,000	Monitor hypersleep patient
"Pups" Mapping Device	1	\$50,000 each	Scans one zone per Round
Seegson Microview-2000SE	-	\$25,000 per deck	Location tracking

AIRLOCK	WORKSHOP/ENGINEERING	BARRACKS	ARMORY
LADDER ACCESS	INTERCOM	CPT'S QUARTERS	ELEVATOR
VACC SUIT STORAGE	ACCESS TERMINAL	MAINFRAME	OBSERVATION
MEDIKIT	CRYOSLEEP PODS	MEDLAB	VENT PATHWAY
ESCAPE POD	RADIOACTIVE AREA		

## PISTOLS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
M4A3 Service Pistol	+1	1	Medium	1/2	\$200	
.357 Magnum Revolver	+1	2	Medium	1	\$300	
Rexim RXF-M5 EVA Pistol	+1	1	Medium	1/2	\$400	Armor piercing
Watatsumi DV-303 Bolt Gun	-	3	Near	1	\$400	Armor piercing, single-shot

## RIFLES

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat M41A Pulse Rifle	+1	2	Long	1	\$800	Armor piercing, full auto
AK-4047 Pulse Assault Rifle	-	2	Long	1	\$500	Full auto
M42A Scope Rifle	+1	3	Extreme	1	\$1,000	Armor piercing
Armat Model 37A2 12 Gauge Pump Action	+2	3	Short	1	\$500	Armor doubled
SpaceSub ASSO-400 Harpoon Grappling Gun	-	1	Medium	1	\$300	Armor doubled, single-shot
Armat XM99A Phased Plasma Pulse Rifle	-	4	Extreme	2	\$20,000	Armor piercing

## HEAVY WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Armat U1 Grenade Launcher	+1	Blast 9	Long	1/2	\$2,000	Can fire other grenade types
Armat M41AE2 Heavy Pulse Rifle	+1	2	Extreme	2	\$1,200	Armor piercing, full auto
M56A2 Smart Gun	+2	3	Long	3	\$6,000	Armor piercing, full auto
M240 Incinerator Unit	-	2	Medium	1	\$500	Fire Intensity 9
UA 571-C Sentry Gun	+2	3	Extreme	-	\$12,000	Armor piercing, full auto, RANGED COMBAT 8
G2 Electroshock Grenade	-	Stun	Medium*	1/2	\$400	Stun effect (-2)

\*When used as a hand grenade.

## CLOSE COMBAT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	WEIGHT	COST	COMMENT
Unarmed Attack	-	1	Engaged	-	-	Armor doubled
Blunt Instrument	+1	1	Engaged	1	-	
Knife	+1	2	Engaged	1/2	\$50	
Stun Baton	+1	1	Engaged	1/2	\$80	Stun effect
Cutting Torch	-	3	Engaged	1	\$300	Armor piercing, Power Supply 5

## SUITS AND ARMOR

SUIT	ARMOR RATING	AIR SUPPLY	WEIGHT	COST	COMMENT
M3 Personnel Armor	6	-	1	\$1,200	Built-in comm unit
IRC Mk.50 Compression Suit	2	5	1	\$15,000	AGILITY -1
IRC Mk.35 Pressure Suit	5	4	2	\$2,000	Requires user to re-pressurize
Eco All Worlds Survival Suit	4	6	2	\$30,000	Hardsuit
Weyland-Yutani APESuit	3	-	1	\$5,000	SURVIVAL +3
P-5000 Power Loader	3	-	-	\$50,000	HEAVY MACHINERY and CLOSE COMBAT +3

## DATA STORAGE

DEVICE	WEIGHT	COST	EFFECT
Long-Data Disc	0	\$30	Holds up to 10 zettabytes (ZB) of data
Magnetic Tape	0	\$5	Holds up to 120 terabytes (TB) of data

## DIAGNOSTICS AND DISPLAY

DEVICE	WEIGHT	COST	EFFECT
Computer Terminal	-	varies	Access and process data (COMTECH roll)
PR-PUT Uplink Terminal	1	\$9,000	Remote control spacecraft (COMTECH roll)
Seegson C-Series Magnetic Tape Recorder	1/2	\$50-\$100	Record and play music (MANIPULATION +1)
Samani E-Series Watch	0	\$50	Tracks time, oxygen, and pressure levels (SURVIVAL +1)
Personal Data Transmitter	0	\$100	Monitors location and vitals
IFF Transponder	0	\$250	Prevents Sentry Gun friendly fire
Data Transmitter Cards	0	\$50	Transfer of audiovisual data
Seegson P-DAT	1/2	\$500	Coordinate info for field teams
Seegson System Diagnostic Device	1	\$300	Troubleshoot computer systems (COMTECH +2)
HoloTab	-	\$100,000	Strategic analysis platform (COMMAND +2)
Modular Computing Device	-	\$8,000	Full audiovisual holographic projector

## TOOLS

DEVICE	WEIGHT	COST	EFFECT
Watatsumi DV-303 Bolt Gun	1	\$400	HEAVY MACHINERY +2
Cutting Torch	1	\$300	HEAVY MACHINERY +2
Maintenance Jack	1	\$150	HEAVY MACHINERY +1

## DIFFICULTY

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

## COMMON TYPES OF COVER

COVER	ARMOR RATING
Shrubbery	2
Furniture	3
Door	4
Inner bulkhead	5
Outer bulkhead	6
Armored bulkhead	7+

## THE 12 SKILLS

- ▶ Heavy Machinery (STRENGTH)
- ▶ Stamina (STRENGTH)
- ▶ Close Combat (STRENGTH)
- ▶ Mobility (AGILITY)
- ▶ Ranged Combat (AGILITY)
- ▶ Piloting (AGILITY)
- ▶ Observation (WITS)
- ▶ Comtech (WITS)
- ▶ Survival (WITS)
- ▶ Command (EMPATHY)
- ▶ Manipulation (EMPATHY)
- ▶ Medical Aid (EMPATHY)

## FAST ACTIONS

FAST ACTION	PREREQUISITE	SKILL
Run	No enemy at Engaged range	-
Move through door/hatch	-	-
Get up	You are prone	-
Draw weapon	-	-
Block attack	Attacked in close combat	-
Push	Enemy at Engaged range	Close Combat
Grapple attack	You've grappled an opponent	Close Combat
Retreat	Enemy at Engaged range	Mobility
Aim	Ranged weapon	-
Seek cover	Cover in same zone	-
Grab the wheel	Vehicle	-
Drive	Vehicle	Piloting
Use item	Varies	Varies

## RANGE CATEGORIES

The distance between you and your opponents is divided into five range categories. See the table below.

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

## SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close combat attack	-	Close Combat
Shoot firearm	Firearm	Ranged Combat
Burst of full auto fire	Firearm	Ranged Combat
Throw weapon	Thrown weapon	Ranged Combat
Reload	Firearm	-
First aid	Broken or dying victim	Medical Aid
Stop panic	Panicking character	Command
Give orders	Character who can hear you	Command
Persuade	Your opponent can hear you	Manipulation
Enter/exit vehicle	Vehicle	-
Start engine	Vehicle	-

## RANGED FIRE MODIFICATIONS

FACTOR	MODIFICATION
Aimed shot	+2
Engaged range	-3/+3
Short range	-
Medium range	-1
Long range	-2
Extreme range	-3
Large target	+2
Small target	-2
Dim light	-1
Darkness	-2

## PANIC ROLL

RESULT	EFFECT
-6	<b>KEEPING IT TOGETHER.</b> You manage to keep your nerves in check. Barely.
7	<b>NERVOUS TWITCH.</b> Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
8	<b>TREMBLE.</b> You start to tremble uncontrollably. All skill rolls using AGILITY suffer a -2 modification until your panic stops.
9	<b>DROP ITEM.</b> Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item—the GM decides which one. Your STRESS LEVEL increases by one.
10	<b>FREEZE.</b> You're frozen by fear or stress for one Round, losing your next point of action. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
11	<b>SEEK COVER.</b> You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally.
12	<b>SCREAM.</b> You scream your lungs out for one Round, losing your next point of action. Your STRESS LEVEL is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll.
13	<b>FLEE.</b> You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are <i>not</i> allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll.
14	<b>PSYCHOTIC.</b> You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.
15+	<b>CATATONIC.</b> You collapse to the floor and can't talk or move, staring blankly into oblivion.

## PERMANENT MENTAL TRAUMA

D6	EFFECT
1	<b>PHOBIA:</b> You are terrified by something related to what caused you to panic. The GM decides what it is. Your STRESS LEVEL increases by one when within SHORT range of the object of your phobia. If you stay close to it for more than a single round, make a Panic Roll.
2	<b>ALCOHOLISM:</b> You must drink alcohol every Shift, or your STRESS LEVEL increases by one. You cannot relieve stress (see page 68) without drinking alcohol.
3	<b>NIGHTMARES:</b> Make an Empathy roll when you sleep. If the roll succeeds, you have a horrible nightmare and your STRESS LEVEL increases by one. You cannot relieve stress for a full day after such a nightmare.
4	<b>DEPRESSION:</b> You are prone to episodes of depression and moodiness. Every day, make an Empathy roll—if you fail, you're having a bad day. Your STRESS LEVEL increases by one and you can't relieve stress until the next day.
5	<b>DRUG USE:</b> You must use some form of recreational drug (see page 99) every Shift, or your STRESS LEVEL increases by one. You cannot relieve stress (see page 68) without consuming your drug of choice.
6	<b>AMNESIA:</b> Your memory is a blank slate. You can no longer recall who you or the other characters are. The effect should be roleplayed.


## STRESS LEVEL

The mounting tension in your character is measured by her STRESS LEVEL. It usually starts at zero, and increases during the course of the game. Your STRESS LEVEL increases by one whenever one of the following happens:


- ▶ You push a skill roll.
- ▶ You fire a burst of full auto fire (see page 62).
- ▶ You suffer one or more points of damage.
- ▶ You go without sleep, food, or water (see page 70).
- ▶ A Scientist in your team fails to ANALYZE something (see page 121).
- ▶ A member of your own crew attacks you.
- ▶ A person nearby is revealed to be an android.
- ▶ You encounter certain creatures or locations, as determined by the scenario or the GM.


## PANIC ROLL

As long as you keep your stress in check, you can use it to your advantage. But if the tension grows too strong it can explode, sending you into a wild panic. You need to make a Panic Roll when any of the following happens:

- ▶ You roll one or more  on your Stress Dice in a skill roll. If this happens, you can't push the skill roll—instead, roll for panic.
- ▶ You witness a friendly character suffering from a certain panic effect (see the table).
- ▶ You are pinned down by a ranged attack.
- ▶ You suffer a critical injury.
- ▶ You're attacked by a strange alien creature that you've never seen before.
- ▶ A truly horrifying event occurs, as determined by a scenario or the GM.

## RESOLUTION

If your attack hits, you inflict damage equal to the weapon's Damage rating on your opponent. For every extra  you roll, choose one of these stunts:

- ▶ You inflict one additional point of damage. You can choose this stunt multiple times, if you roll several .
- ▶ You pin down your enemy. They need to make an Immediate Panic Roll.
- ▶ You position yourself and get to exchange your Initiative score (see page 53) with your enemy, taking effect next turn. You can't go back to your earlier Initiative.
- ▶ Your target drops a weapon or another hand-held object. You choose which.
- ▶ Your opponent falls to the ground or is pushed back, for example through an airlock.