

QUICK REFERENCE CHARTS

Social Conflict

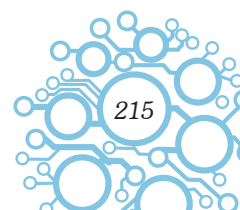
Activity	DC 10	DC 20	DC 30	DC 40
Comradeship (Captivate)	Friendly social situation	They have no reason to be friendly	They are opposed to you or strongly distracted	They are actively trying to injure you
Persuade (Convince)	All the evidence is in your favour and they are reasonable	The evidence is either way or they are unreasonable	The evidence is either way and they are unreasonable	The evidence is against you but you think you have an angle...
Bluff (Dissemble)	Not likely to be suspicious	Likely to be suspicious	Strong reasons to be suspicious	They already know the true answer
Persuasion (Peacemaking)	Get someone to stop a self destructive act	Talk down someone threatening with a weapon	Talk down someone engaging in non-lethal combat	Talk down someone engaging in lethal combat
Comradeship (Seduction)	They are dissatisfied and find you interesting	They are dissatisfied or find you interesting	They dislike you or are in a committed relationship	They dislike you and are in a committed relationship
Persuade (Sow Distrust)	If they distrust each other already	If they have no special trust or distrust	If they are friends who trust each other	If they are sworn blood brothers or equivalent
Bluff (Swindle)	For tens of credits	For hundreds of credits	For thousands of credits	For millions of credits
Coercion (Taunt)	Taunt criminals to respond lethally	Taunt trained fighters to respond nonlethally	Taunt Core world citizens to respond socially	Taunt pacifists
Coercion (Scare)	They are from a Core world and untrained in combat	They are from a Frontier world and untrained in combat	They are from a Core world and trained in combat	They are from a Frontier world and trained in combat

Chase Environments

Conflict	TN 10	TN 20	TN 30	TN 40
Foot Chase (Athletics)	Open streets or open places.	Inside large buildings.	Busy shops, forest undergrowth.	In the midst of a crowd, on rooftops, in machinery.
Vehicle Chase (Drive)	Calm oceans, blue skies, open highways.	Ocean swell, coastal regions, cloudy skies, city streets.	Crowded harbours, swamps, nap of earth, congested streets/alleys.	Storm wracked seas, against oncoming traffic, flying between buildings.
Space Chase (Pilot)	Deep space.	Orbital space.	Asteroid belts, low orbit.	Skimming atmosphere, up close to asteroids.

Dramatic Conflict Peril

Conflict	TN 10	TN 20	TN 30	TN 40
Infiltration (Varies)	Inside man. (Comradeship)	Bottom Rung. (Disguise)	Burgle. (Sabotage)	Brazen Challenge. (Bluff)
Interrogation (Coercion)	Persuade.	Threaten.	Beat Up.	Torture.
Manhunt (Varies)	Underbrush, city parks. (Survival)	Urban off the beaten track. (Sneak)	Transport hubs, hospitals. (Leadership)	In the midst of your searchers. (Disguise)
Netrunning (Programming)	Brute Force. Advantage for speed	Unpatched Loopholes. Advantage for speed	Custom Coding. Advantage for agility	Neural Interface. Advantage for agility
Battlefields (Leadership)	Probing Attacks	Bombardment	Mobile Outflanking	Frontal Assault



Appendix: Quick Reference Charts

Saves

Ability	Conflict type	Make by 10 or more	Make the save	Fail the save	Fail by 10 or more	Fail by 20 or more
Passion	Social save	OK	Dazed	Persuaded	Convinced	Overwhelmed
	Horror save	OK	Dazed	Fear	Terror	Horror
Intellect	Chase save	OK	Dazed	Collision	Crash	Caught
	Drama save	OK	Dazed	Crisis	Disaster	Catastrophe
Physique	Stun save	OK	Dazed	Staggered	Stunned	Unconscious
	Lethal save	OK	Dazed	Injured	Wounded	Dying

Basic Personal Weapons

Weapon	Effective range	Damage	Ammo	Notes
Light improvised	contact	TN 12 stun	n/a	Truncheons or similarly sized wood or plastic objects
Heavy improvised	contact	TN 13 stun	n/a	Sports bats, crowbars, digging tools, wrenches and similar objects
2H improvised	Close	TN 14 stun	n/a	Chairs, lampstands, crates and similar objects that require two hands
Short blade	contact	TN 13	n/a	Knives and daggers
Long blade	Close	TN 14	n/a	Machetes, bayonets and hand axes
Fighting blade	Close	TN 15	n/a	Rapiers, katanas and other fighting blades
Stun baton	contact	TN 16 stun	1eu	Light improvised when out of eu
Power tool	contact	TN 18	n/a	Bulky improvised weapon. Double action to use.
Psiam Sabre	Close	TN 20	n/a	Only usable by Guildmasters.
Stun pistol	Medium	DC 12 stun	1eu	
Laser pistol	Medium	TN 14	1eu	Silent and invisible
Revolver	Medium	TN 16	6	No options allowed
Autopistol	Medium	TN 16	10	
Gauss pistol	Medium	TN 16	30	Quiet
Micromissile pistol	Medium	TN 18	8	Explosive payload 1m radius
Disrupter pistol	Medium	TN 20	2eu	Explosive destruction 2m radius

Example Specific Personal Weapons

Weapon	Effective range	Damage	Ammo	Notes
Shotgun	Medium	TN 17	6	Ballistic, spread (+2), single shot, +1 damage to unarmoured
Hunting Rifle	Long	TN 18	5	Ballistic
Machine Pistol	Medium	TN 16	30	Ballistic, autofire +4
Gauss Sniper Rifle	Long	TN 19	30	Ballistic, heavy calibre, armour piercing, discarding sabot, laser sight, collapsible
Shadow Special	Medium	TN 20	8	Micromissile, heavy calibre, magnum, power holster
Kiatus Autorifle	Long	TN 18	30	Ballistic, expanded magazine, autofire +4
Rose Assault Rifle	Long	TN 20	24	Micromissile, expanded magazine, autofire +2, laser scope, integrated grenade launcher
StelArCo Assault Rifle	Long	TN 18	90	Ballistic (gauss), expanded magazine, autofire, armour piercing, laser scope, integrated grenade launcher
HEL Sniper rifle	Long	TN 17	1eu	Laser, heavy calibre, autofire +4, long barrel, variable charge
Disrupter Rifle	Long	TN 22	2eu	Disrupter, long barrel, autofire +4, autoloader, variable charge

Weapon	Effective range	Damage	Ammo	Notes
Dynamite	Close	TN 20	1	10m radius, fuse 1-5r
Fragmentation Grenade	Medium	TN 20	1	20m radius, fuse 1r
Concussion Grenade	Medium	TN 25	1	5m radius, fuse 1r
Anti Tank Grenade	Medium	TN 30	1	2m radius, impact
Thermobaric Grenade	Medium	TN 25	1	30m radius, airburst
Stun Grenade	Medium	Daze	1	5m radius, fuse 1r
EMP Grenade	Medium	TN 15	1	10m radius, fuse 1r, equipment and vehicles only
Neutron Grenade	Medium	TN 20	1	5m radius, fuse 1r, living creatures only

Double Actions (personal combat)

Action	Effect
Aimed Shot	Taking a double action gives you the time to brace yourself and use two hands to aim carefully. You sacrifice rate of fire in order to improve your chance of hitting a vital location. Add +2 to the damage DC of your attack. You may make an attack at up to double your effective range with the appropriate penalty for projectile or energy weapons.
Mighty Blow	You take a double action to wind yourself up to take a mighty, two handed swing at your opponent. If your strike lands successfully you get +2 on your melee damage DC.
Charge Attack	Move twice your normal speed in a straight line and make a single melee attack at the end of your movement. This cannot be combined with any of the melee combat options detailed below.
Flying Tackle	You move four times your speed and at the end of your move launch yourself at an opponent. Make a Brawl check to attempt to hit them. If you succeed you take them down and they have to make a DC12 Damage save. If you fail you both make a DC 12 Damage save and only you are prone.
Sprint	You move four times your speed.
Captivate	You can use a double action to attempt to captivate someone with a Comradeship check.
Intimidate	You can use a double action to attempt to force your will upon one or more targets.
Peacemaking	You can use a double action to attempt peace making, to cause forces that are fighting to stop hostilities.
Scare	You can use a double action to attempt a Coercion check to frighten one or more people.
Surgery	Although it normally takes a full minute, you can make a hasty attempt to treat an injury by making a DC30 Medic check. It is a hazardous check. If you fail by 10 or more, the injury worsens to a wound. The DC is increased by +5 if you don't have a first aid kit. The DC is also increased by +5 if you are attempting to treat yourself.

Single Actions (personal combat)

Action	Effect
Move	Move up to you speed or get up from prone
Snapshot	Attempt to shoot a target with an Aim check
Strike	Attempt to hit a target with a Brawl check
Aid Another	Attempt a Brawl or Aim check to give a helping bonus to a colleague
Grapple	Attempt a brawl check to initiate a grapple
Got the drop on you	Keep a flatfooted opponent in a flatfooted state
Knockdown	They must make an Athletics (balance) check to avoid being knocked over
Distract	Attempt a DC 20 Bluff check to make them flatfooted.
Taunt	Attempt a Coercion check to taunt someone into attacking you
First Aid	Attempt a hasty Medic check to treat Stun damage
Recover	Throw off a Dazed condition
Rally	Attempt a Leadership check to remove a Dazed condition from someone else.

Appendix: Quick Reference Charts

Grappling

Make a Stun save against their grapple DC (10+Physique Bonus)

Action	Target fumbles	Target fails	Target succeeds	Target masterstroke
Disarm	You gain control of the weapon or device	You force them to drop the weapon or device	They are unable to use the weapon or device	They have broken free of your grapple
Hurt	They receive a Stunned result	They receive a Staggered result	They receive a Dazed result	They have broken free of your grapple
Throw	You launch them through the air. They are Staggered, prone and Dazed	You throw them to the ground. They are prone and Dazed.	You are still grappling, but they are not unfooted	They throw you to the ground, you are prone and Dazed.
Pin	They are held helpless and immobile.	Their only option is attempting to escape the grapple	You are still grappling, but haven't been able to pin them	They have broken free of your grapple
Escape	You escape	You escape	Don't escape	Don't escape

Military Vehicle Sheets

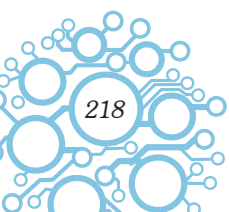
Vehicle	Agility	Speed	Signature	Damage Save	Zephyr APC Damage Track				
	+2	+2	+3	+20	Comms	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
TAC missile launcher (long)					Weapon	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Point defence gatling (close)					Propulsion	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>

Vehicle	Agility	Speed	Signature	Damage Save	Bushmaster APC Damage Track				
	+1	+2	+4	+22	Comms	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Laser cannon (TN 24, autofire+8, medium)					Weapon	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Point defence gatling (close)					Propulsion	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>

Vehicle	Agility	Speed	Signature	Damage Save	Hornet light AFV Damage Track				
	+1	+2	+4	+20	Comms	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Laser cannon (TN 24, autofire+8, medium), Rocket gun (TN 38, autofire +4, medium)					Weapon	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Point defence gatling, TAC missile launcher					Propulsion	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>

Vehicle	Agility	Speed	Signature	Damage Save	Hammer AFV Damage Track				
	+0	+2	+5	+25	Comms	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Hyper velocity cannon (TN 38, autofire+4, medium/long)					Weapon	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Assault Cannon (TN 26, autofire +6, medium)					Propulsion	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>

Vehicle	Agility	Speed	Signature	Damage Save	Cyclops AFV Damage Track				
	+2	+2	+3	+30	Comms	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Disrupter cannon (TN 41, autofire+4, medium)					Weapon	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Point defence gatling (close), TAC missile launcher (long)					Propulsion	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>



Starship Stations

Captains Chair	
Double Actions Inspire all crew	Damaged (no double actions)
Single Actions Inspire one person Allocate computer programs	Disabled (only one action)
	Wrecked (no actions)

Gunnery	
Double Actions Point Defence Aimed Shot	Damaged (no double actions)
Single Actions Strafe	Disabled (only one action)
	Wrecked (no actions)

Pilot Station	
Double Actions Full Throttle	Damaged (no double actions)
Single Actions Pursuit Change Range Change Environment	Disabled (only one action)
	Wrecked (no actions)

Engineering	
Double Actions Synchronise Drive Fields Overdrive Maintain Screens	Damaged (no double actions)
Single Actions Repair Firefighting	Disabled (only one action)
	Wrecked (no actions)

Navigators Station	
Double Actions Effectors	Damaged (no double actions)
Single Actions Targeting ECM	Disabled (only one action)
	Wrecked (no actions)

Medic	
Double Actions Crash Call	Damaged (no double actions)
Single Actions Treat Stuns Treat Injury	Disabled (only one action)
	Wrecked (no actions)

Common Starship Sheets

Agility	Speed	Signature	Screen	Damage Save	Courier Free Trader Damage Track				
+1	+0	+3	+20	+35	Screen	Red <input type="checkbox"/>	Green <input type="checkbox"/>	Violet <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Computer	Sensor	Officers	Crew	Marines	Bridge	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
4	+0	4	3	0	Gunnery	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Single Beam Laser TN 42, Auto +8, long					Hull	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
					Engineering	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>

Agility	Speed	Signature	Screen	Damage Save	Monitor Patrol Ship Damage Track				
+2	+2	+3	+30	+40	Screen	Red <input type="checkbox"/>	Green <input type="checkbox"/>	Violet <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Computer	Sensor	Officers	Crew	Marines	Bridge	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
10	+1	10	40	10	Gunnery	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
2 Double Gauss Cannon TN 50, Auto +6, close					Hull	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
2 Beam Lasers TN 42, Auto +8, long					Engineering	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>

Agility	Speed	Signature	Screen	Damage Save	Huntsman Yacht Damage Track				
+2	+0	+3	+20	+35	Screen	Red <input type="checkbox"/>	Green <input type="checkbox"/>	Violet <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Computer	Sensor	Officers	Crew	Marines	Bridge	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
6	+0	3	3	0	Gunnery	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Up to 6 passengers plus owner					Hull	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>
Single Beam Laser TN 42, Auto +8, long					Engineering	Damaged <input type="checkbox"/>	Disabled <input type="checkbox"/>	Wrecked <input type="checkbox"/>	Destroyed <input type="checkbox"/>

