

ROGUE STARS QUICK REFERENCE SHEET

ACTIVATION, REACTION, AND INITIATIVE

Target Numbers Table (p.6)	
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

Activation Modifiers (p.8)	
Civilian	-4
Green	-2
Veteran	+1
Elite	+2
Hero	+3
Per Stress marker on the character	-1

Reaction Modifiers (p.9)	
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

Initiative Modifiers (p.7)	
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

Critical Successes and Failures Summary (p.6)	
Critical failure	
Roll of 20 (or 10 above TN if using increased criticals):	
Critical success	
Critical activation success: roll one more activation die (without risk of reaction) or cancel a reaction	
Critical activation failure: opponent reacts, with +2 to roll	
Critical reaction failure: lose Hidden status and become Sitting Duck	
Critical reaction success: roll one more reaction die or reaction causes no stress	

Change of Initiative summary (p.9)	
Initiative switches when:	
1. The non-active player spends a Reaction to perform a TN16 Take the Initiative roll and succeeds, or	
2. The active player decides to pass	
The non-active player may perform a free TN16 Take the Initiative roll whenever they:	
1. Put an enemy OOA, or	
2. Reach a mission objective	
Losing initiative removes all stress tokens from a squad	

MOVEMENT

Movement Summary (p.11)	
Crawl: move 1", character is prone, no terrain roll	
Walk: move 2", no terrain roll	
Run: move 4" + 1" per lvl in Fast or Extra Legs, terrain roll on broken ground	
Sprint: move 6" + 1" per lvl in Fast or Extra Legs in a straight line, terrain roll on broken ground	
Jump Pack: move 8", must land	
Flight Pack: move 8"	
Quantum Leap: any distance, make quantum leap roll	

Quantum Leap Modifiers (p.11)	
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

MORALE AND STRESS

Morale Roll Modifiers (p.30)	
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

Morale Roll Results (p.30)	
Critical failure: character Panics (d20: 1-10 Surrender, 11-20 Rout)	
Failure: character receives 1 Pin and 1 Stress.	
Success: character fights on as normal.	
Critical success: character gains Steadfast 1 until the end of the game, or remove all Pin and Stress markers – player's choice.	

Actions that do not cost Stress	
Rally, drop item, drop Prone at the end of a move action, free hack, counterattack in melee	

MISCELLANEOUS

Psi Roll Modifiers (p.12)	
Character's level of Psionic Master	+1, +2 or +3
Per Wound marker	-1
Character is in melee	-3

Spot Modifiers (p.12)	
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

First Aid Modifiers (p.14)	
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

COMBAT

Melee Combat Modifiers (p.18)	
Attacker	
Attacker's level of Weapon Master or Martial Arts	+1, +2 or +3
Civilian or Green	-2
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
Civilian or Green	+2

Melee Combat Results (p.21)	
Critical failure: Opponent chooses: perform a Free Hack, move 2" away without suffering Free Hack, the attacker drops the weapon, or the attacker falls Prone.	
Failure: No Damage is dealt. If the roll fails by 5 or more, opponent may perform a free counterattack or move 2" away without suffering a Free Hack.	
Success: Normal Damage is inflicted.	
Critical success: Normal Damage +2 is inflicted, unless it was an unarmed attack.	

Ranged Combat Results (p.17)	
Critical failure: Roll d20: 1–15, weapon is out of ammo and cannot shoot until one action has been used to reload it. 16–20, weapon malfunctions and cannot shoot until fixed (TN10 Tech roll)	
Failure: No Damage is dealt.	
Success: Normal Damage is inflicted.	
Critical success: Normal Damage +2 is inflicted.	

Token Summary (p.6)	
Stress: -1 per token to activation/reaction rolls	
Pin: -1 per token to shoot and morale rolls; +1 per token on melee rolls against the character	
Wound: -1 per token from melee, morale, endure, damage, and psi rolls	
All markers on opponent's squad: +1 per token on Take the Initiative rolls	
All markers are removed from a character when they go OOA	

Damage Table (p.22)	
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

Endure Roll Modifiers (p.22)	
Character's level of Tough	+1, +2 or +3
Per Wound marker	-1

Ranged Combat Modifiers (p.16)	
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
Civilian or Green	-2
Accurate weapon	+1 on Called and Aimed shots
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
Double Hail of Fire using Ambidexterity	-4
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	+2
Target's level of Difficult Target	-1, -2 or -3

Damage Modifiers (p.17)	
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

Hit Location Table (p.21)	
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

Hit Location Damage Table (p.22)		
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!