

RULES REFERENCE SHEET

This sheet is intended for players and GMs to quickly and easily reference and remind themselves of important rules. It doesn't include every rule or situation, so if in doubt, look it up.

PRIMAL RULE

The game should make sense and be enjoyable to everyone involved.

TASK CHECKS

To make a task check, roll 2d6 and apply the following modifiers:

- ◇ Add relevant Skill
- ◇ Add situational bonuses
- ◇ Subtract task Difficulty
- ◇ Subtract situational penalties
- ◇ If the result is 7 or greater, the character succeeds. If it's 6 or under, it fails.

» DIFFICULTY RANKS

RANK	LEVEL OF DIFFICULTY
1	Easy
2-3	Average
3-4	Challenging
5-6	Hard
7-8	Punishing
9+	Hellish

EFFECTS

Any roll under 7 generates Bad Effects equal to the difference between the result and 7. Any roll above 7 generates Good Effects equal to the difference between the result and 7. Rolls of exactly 7 are standard successes that achieve the results with no additional effect.

GOOD EFFECTS		
EFFECT	COST	RESULTS
1+		<i>Extra Damage:</i> Do +1 Hit per Effect spent. You may use this to do additional damage to any target who takes damage from this task, including those hit with <i>Got Another One!</i>
2		<i>Got Another One!:</i> Do 1 Hit to another target with the same or lower defense than your current target.
2		<i>Keep Moving!:</i> Move 1 additional zone.
1-3		<i>New Intel:</i> Add an important useful fact or detail to the scene. The GM sets the cost based on how useful it is.
1-3		<i>Positive Momentum:</i> Add 1 Momentum per Effect spent to players' Momentum Pool (if a player) or to the GM's Momentum Pool (if the GM).
3		<i>Scale it Up!:</i> Reduce the effective scale of the target by one (Starship to Starfighter, Starfighter to normal) for determining additional Armor protection.
2		<i>Shake it Off:</i> It's not that bad. Recover 1 Hit.
2		<i>Suppressing Fire!:</i> Your target suffers Disadvantage on their next action.

BAD EFFECTS		
EFFECT	COST	RESULTS
1+		<i>I'm Hit!:</i> You got hurt while attempting the task. Take 1 Hit per Effect spent.
2		<i>I'm Out!:</i> Your weapon runs out of ammo, overheats, or otherwise won't function until you Reload it. This costs 1 Ammo rank from the weapon.
2		<i>In a Bad Spot:</i> Something went wrong. Suffer Disadvantage on your next task check.
1-3		<i>Bad Intel:</i> Something previously unknown fact or detail harmful or dangerous for the PCs comes to light. The GM sets the cost based on how bad things are now.
1-3		<i>Negative Momentum:</i> Add 1 Momentum per Effect spent to GM's Momentum Pool (if a player) or the players' Momentum Pool (if the GM).
3		<i>Oops!:</i> The character drops, loses, or sets off a weapon or device they are carrying.
4		<i>Scrapped!:</i> A piece of Gear is damaged or ruined. It won't work properly until repaired or replaced.

ADVANTAGE AND DISADVANTAGE

Advantage: Roll 3d6 on task check and take 2 best results. Each additional Advantage beyond the first gives +2 to this result.

Disadvantage: Roll 3d6 on task check and take 2 worst results. Each additional Disadvantage beyond the first gives -2 to this result.

TURN ORDER

GM selects who goes first. After their turn is over, they select who goes next. When everyone has gone once, including NPCs, a new turn begin and whoever went last selects who goes first in the new turn – you can pick yourself if desired.

ACTION AND ACTION POINTS

Characters have 2 Action Points to spend on the following actions each turn. Veterans and other elite characters may have additional APs.

- ◇ ACTIVATE/DEACTIVATE (0 AP): Turn device one or off.
- ◇ AIM (1 AP): Gain Advantage on next attack. -2 Defense while aiming in melee.
- ◇ ASSIST (1 AP): Spend 1 Momentum. Give another character a +2 bonus on a check.
- ◇ ATTACK (1 AP): Make an attack on target in range.
- ◇ EVADE (1 AP): +1 Defense until the beginning of your next turn.
- ◇ FULL EVADE (2 AP): +3 Defense until beginning of next turn.
- ◇ MOVE (1 AP): Move 1 Zone.
- ◇ READY (1 AP): Ready gear for use.
- ◇ RELOAD (1 AP): Reload a weapon.
- ◇ TALK (0 AP): Speak to others within communication range.
- ◇ TREAT (1 AP): Attempt to heal character.
- ◇ USE (1 AP): Use a piece of gear or any equipment requiring action to operate.

REMEMBER

When an action isn't going to generate engaging or exciting outcomes, don't roll for it.

SCALE

Personal, Starfighter, and Starship.

For every Scale above another character or vehicle, receive the following benefits and limitations vs. the smaller scale opponent:

- ◇ -2 penalty to Attack rolls and other actions based on precision or agility.
- ◇ +2 bonus to actions based on force and size.
- ◇ -2 to Defense against attacks from a smaller opponent.
- ◇ +4 Armor Rank against attacks from a smaller opponent.
- ◇ +4 Hits Damage on Attacks made against a smaller opponent.

MOMENTUM

PCs' starting Momentum Pool = 1 + 1 for every PC

GM starts with Momentum Pool = Number of PCs x 2

Spend 1 Momentum to:

- ◇ Apply a +1 bonus to a task check made by the PC (players) or NPC (GM)
- ◇ Apply a -1 penalty to a task check targeting PC (players) or PC task check (GM)

HITS, DAMAGE, AND ARMOR

- ◇ Weapons do their base Damage on a successful attack. This can be increased with Good Effect.
- ◇ Armor reduces damage by 1 Hit per Armor Rank. Armor usually loses 1 Rank after soaking damage until repaired or recovered.
- ◇ When a character is at 0 Hits, they are Down. Down characters have 0 AP and must make a task check to see if they die.
- ◇ Characters can opt to do Nonlethal damage. Characters taken Down by nonlethal damage don't need to check to see if they die.

DOWN, DEATH'S DOOR, AND DYING

- ◇ A character who is Down must make a Difficulty 3 Athletics, Command, or Survival task check. Success means they're fine for now. Failure puts them at Death's Door.
- ◇ Failing a check to avoid death with 5 Bad Effect or more results in instant death.
- ◇ Characters at Death's Door must make another task check as above. Failure means death.
- ◇ Characters can attempt to stabilize character with a Difficulty 3 Medic task check.
- ◇ Characters who pass three death checks on their own also immediately stabilize.
- ◇ Any character who takes damage while Downed or at Death's Door need to make another task check to survive.

RECOVERY

At the beginning of the next scene:

- ◇ Downed characters gain 1 Hit and their normal APs.
- ◇ Character who were at Death's Door gain 1 Hit and 1 AP.
- ◇ Everyone else recovers 1d6+1 Hits.

Medics and medical gear can really help with recovery. Love and protect your medics!