

<i>Melee attack modifiers</i>			
Target Situation	Modifier	Attacker situation	Modifier
Stationary	-1	Walked	+1
Ranged attack this round	-1	Ran (Tackle only)	+2
On higher elevation	+2	Sprinted (Tackle only)	+3
Ran	+1	Making all-out attack	-2
Sprinted	+2	On higher elevation	-2
Evading	+3	Using wrong hand	+2
Making all out attack	-2	Drawing weapon this round	+2
In partial concealment	+1	Aimed shot: Head	+4
		Aimed shot: Arm or leg	+3
		Aimed shot: Torso	+1
		Partial darkness	+1
		Total darkness	+2

<i>Task Modifiers</i>	
Easy	-1 to 5
Average	No Modifier
Difficult	+1 to 5

<i>Ranged Attack Modifiers</i>					
Target situation	Modifier	Attacker Situation	Modifier	Range	Modifier
Stationary	-1	Walked	+1	Short	0
Walking	0	Ran	+2	Medium	+2
Running	+1	Sprinted	+3	Long	+4
Sprinting	+2	Using off Hand	+2	Lighting	Modifier
Evading	+3	Drew weapon this Round	+2	Partial Darkness	+2
Prone	+1	Aimed shot: Head	+6	Total Darkness	+4
In Partial Cover	+1	Aimed shot: Arm or leg	+4		
In Full Cover (arm/head only exposed)	+3	Aimed shot: Torso	+2		
		Firing Burst (SMG)	-2		
		Careful aim	-1/rd, max -3		

<i>Hit location (Doubles Crit – double damage and incapacitate area)</i>						
	1	2	3	4	5	6
1	L Arm*	L Arm	L Arm	L Arm	R Leg	R Leg
2	R Leg	R Leg*	R Leg	Head	Head	Head
3	Head	L Arm	Torso*	Torso	Torso	Torso
4	Torso	Torso	Torso	Torso*	Torso	Torso
5	Torso	Torso	R Arm	R Arm	R Arm*	R Arm
6	R Arm	L Leg	L Leg	L Leg	L Leg	L Leg*

<i>Healing Mods</i>		
	Incapacitated	Disabled
Head	-3 to heal/3D6 days recovery Natural Healing: 4D6 weeks	-5 to heal/6D6 days recovery Natural Healing: 6D6 weeks
Torso	-2 to heal/3D6 days recovery Natural Healing: 3D6 weeks	N/A N/A
Arm	-1 to heal/2D6 days Natural Healing: 2D6 weeks	-3 to heal / 4D6 days recovery Natural Healing: 4D6 weeks
Leg	-1 to heal/2D6 days Natural Healing: 2D6 weeks	-3 to heal/4D6 days recovery Natural Healing: 4D6 weeks

<i>Master Character Table</i>				
Priority	Attributes	Skills	Advantages	Ship
0	18	8	None	None
1	21	12	1 Pt	Stakeholder
2	24	16	2 pts	Class 1 or Stakeholder
3	27	20	3 pts	Class 2 or Stakeholder
4	30	24	4 pts	Class 3 or Stakeholder

<i>Starship attack modifiers</i>					
Ratio of Speeds	Modifier	Range	Modifier	Evasion	Modifier
Target is Stationary	+0	Short	0	Target is Evading	+3
1	+1	Medium	+2	Own ship is Evading	+1
1.5	+2	Long	+4		
2	+3			Aimed shot	+4/+6

Movement mode	Distance / action (Clear terrain)
Walking	BLD x 5 metres
Running	(BLD + REF + Running Skill Level) x 5 metres
Sprinting	((BLDx2) + REF + Running Skill Level) x 5 metres
Evading	REF x 5 metres

<i>Missiles</i>		
Missile Type	Base to-hit	On target destroyed
Heat Seeking	9	Cruises into the explosion.
Image Recognition	8	Acquire a new target with the same profile (make a to-hit roll). Don't differentiate between friendly/hostile. On a critical failure acquire a friendly target if possible.
Friend or Foe	7	Communicates back to ship's targeting computer and attempts to acquire another hostile target (make a to-hit roll). On a critical failure may acquire a friendly target.

<i>Systems Damage</i>			
D6 Roll	Front	Side	Rear
1	Sensors	Armour	Afterburners/Thrusters*
2	Armour	Weapons	Armour
3	Sensors	Shield Generators	Weapons
4	Shield Generators	Maneuvering Jets	Engines
5	Weapons	Armour	Shield Generators
6	Armour	Engines	Jump Drive

<i>Systems damaged</i>	
System	Effect
Thrusters/Afterburners	Speed reduced by 1/10 damage taken. Afterburners absorb the first hit
Engines	Speed, Energy pool maximum and regeneration rate reduced by 1/10 damage taken.
Shield Generators	Maximum Shields reduced by reduced by (1/10 damage taken) points.
Sensors	1/10 damage taken added as a modifier to Sensors related rolls.
Trigger Weapon	Weapon damage reduced by 1/10 damage taken.
Missile/PT launcher	Launcher disabled.
Maneuvering Jets	1/10 damage taken added as a modifier to Maneuver related rolls.
Jump Drive	Jump Drive disabled.