






BASIC MECHANICS

- ➔ **STAT CHECKS:** Roll equal to or under your Strength, Intellect, Speed, or Combat on  or fail.
- ➔ **SAVES:** Roll equal to or under your Sanity, Fear, Body, or Armor on  or fail.
- ➔ **CRITICAL HITS/FAILURES:** Rolling doubles on a Stat Check or Save means that you have critically hit or failed.
- ➔ **ADVANTAGE/DISADVANTAGE:** Whenever you have a situational Advantage, roll 2 sets of  and take the best result. Whenever you have Disadvantage, roll 2 sets of  and take the worse result.
- ➔ **SKILLS:** If you have a relevant skill it may add 10%, 15%, or 20% to a Stat check (giving you a higher number to roll under).
- ➔ **OPPOSED CHECKS:** Roll equal to or under the relevant Stat or Save on  while your opponent rolls under their relevant Stat or Save. Whoever rolls higher, while still rolling under their relevant Stat/Save, wins the opposed check.

STRESS & PANIC

Gain Stress whenever you:

- » Any time the ship you're in gets hit
- » Are near a Scientist and they fail a Sanity save
- » Fail a Save
- » Get knocked unconscious
- » Go 24 hours without rest
- » Go without food or water

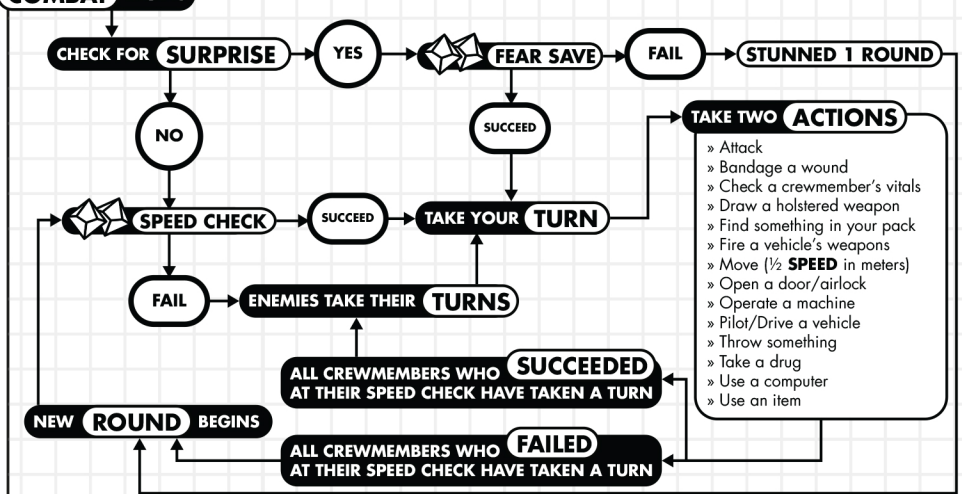
Roll for Panic whenever you:

- » Encounter a horrific creature for the first time
- » Lose more than 1/2 your Max Health in one hit
- » Get hit by a Critical Hit
- » Critically Fail a save
- » See a crewmember die
- » See more than one crewmember Panic
- » Your ship loses more than 1/2 its Hull

WEAPON RANGE

- » **Short Range:** Weapons firing within this range (or lower) suffer no penalty to the shooter's Combat stat.
- » **Medium Range:** Weapons firing at this range confer a -10% penalty to the shooter's Combat stat.
- » **Long Range:** The maximum distance the weapon can effectively target. Firing at this range confers Disadvantage to the Shooter's Combat check.

COMBAT BEGINS



ATTACKING

MAKE AN **OPPOSED CHECK** COMBAT VS. ARMOR



SUCCEED
FAIL

ROLL DAMAGE

MISS OR FAIL TO INFLECT DAMAGE

DEFENDING

USE **COVER** TO GAIN ADVANTAGE ON ARMOR SAVES

DAMAGE

AT **0 HEALTH** MAKE A  **BODY SAVE** OR DIE

MOVEMENT NORMAL ARMOR:

You can move 1/2 your Speed (in meters) per action.

HEAVY ARMOR: Make a Strength check

Failure means you can only move 1/4 your Speed.

