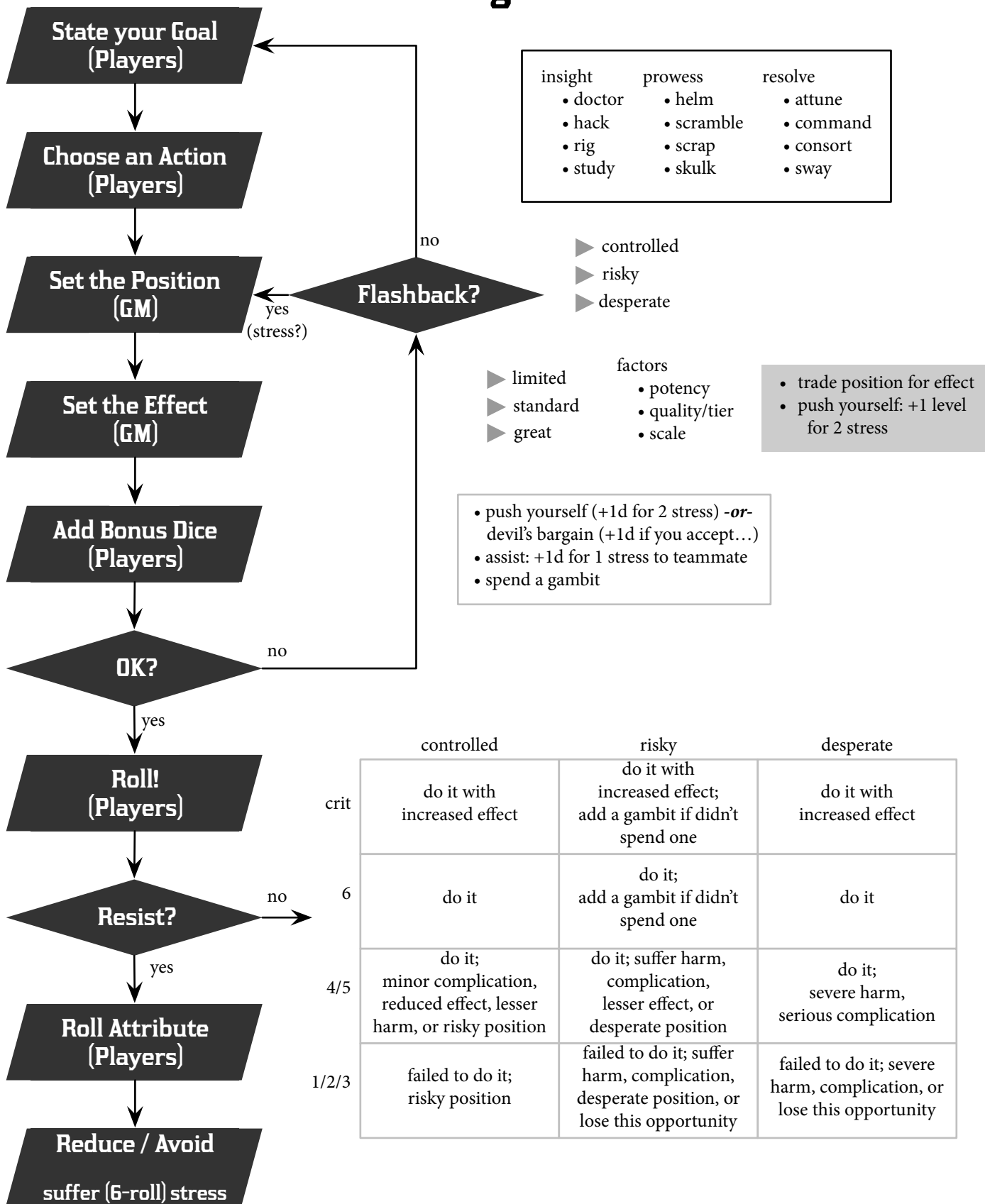
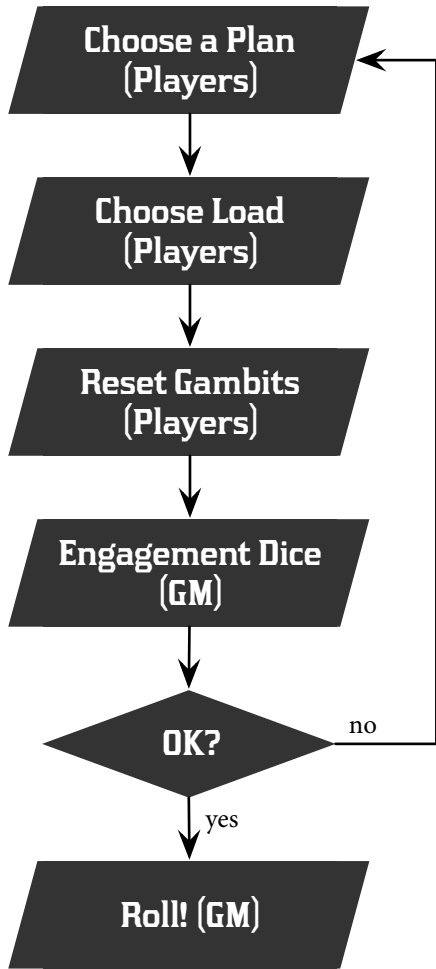


# Taking Action!



# Planning the Job



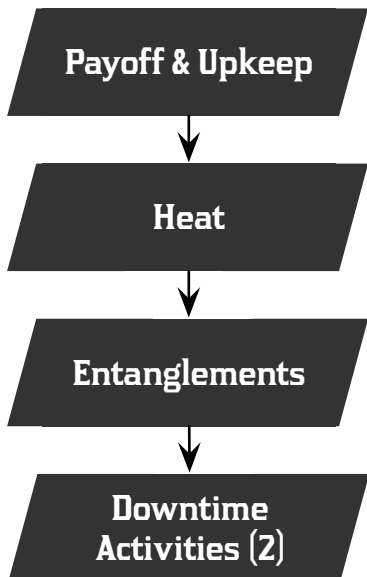
- Pick a point of **Assault**
- Choose a method of **Deception**
- Pick a point of **Infiltration**
- Choose a **Mystic** arcane power
- Choose a **Social** connection
- Choose a route and means of **Transport**

- ▶ light
- ▶ normal
- ▶ heavy

- 1d sheer dumb luck (starting point)
- +1d bold or daring  
exposes target weakness/vulnerability  
friends/contacts provide aid  
target is lower tier
- 1d plan is overly complex  
target has particular defense against plan  
enemies/rivals interfering with operation  
target is higher tier

- crit overcame first obstacle and in controlled position
- 6 controlled position
- 4/5 risky position
- 1/2/3 desperate position

# Between Jobs



get paid!  
 $upkeep = (system\ quality + crew\ quality) / 4$   
 round down

add heat based on how the job went  
 heat is tracked per system  
 heat of 8? increase wanted level

GM roll 1d and refer  
 to entanglements  
 table on page 180

**skipping upkeep?** 1d per  
 consecutive skipped upkeep:

- 6 badly damaged; must repair  
with downtime activity next  
time in port
- 4/5 minor damage; can rig in field
- 1/2/3 no issues

- Acquire Assets
- Craft
- Indulge Vice
- Lay Low
- Long-Term Project
- Recover
- Repair
- Train