



CHARACTER



AGENDA



MAP



QUICK REFERENCE



ADDITIONAL INFO

RANGE CATEGORIES

The distance between you and your opponents is divided into five range categories. See the table below.

RANGE	DESCRIPTION
Engaged	Right next to you
Short	A few meters away, in the same zone as you
Medium	Up to 25 meters away, in an adjacent zone
Long	Up to about 100 meters (four zones) away
Extreme	Up to about one kilometer

MEASURING TIME

UNIT	DURATION	PRIMARY USE
Round	5-10 seconds	Combat
Turn	5-10 minutes	Stealth
Shift	5-10 hours	Recovery

STEALTH

RANGE	MOBILITY ROLL
Short (same zone)	-1
Medium (adjacent zone)	0
Behind open door/hatch	+2
Long	+1
Extreme	+3

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close combat attack	-	Close Combat
Shoot firearm	Firearm	Ranged Combat
Burst of full auto fire	Firearm	Ranged Combat
Throw weapon	Thrown weapon	Ranged Combat
Reload	Firearm	-
First aid	Broken or dying victim	Medical Aid
Stop panic	Panicking character	Command
Give orders	Character who can hear you	Command
Persuade	Your opponent can hear you	Manipulation
Use signature item	Signature item	-
Climb into space suit	Space suit	Mobility
Enter/exit vehicle	Vehicle	-
Start engine	Vehicle	-

FAST ACTIONS

FAST ACTION	PREREQUISITE	SKILL
Run	No enemy at Engaged range	-
Move through door/hatch	-	-
Get up	You are prone	-
Draw weapon	-	-
Block attack	Attacked in close combat	Close Combat
Pick up item	-	-
Shove	Enemy at Engaged range	Close Combat
Grapple attack	You've grappled an opponent	Close Combat
Retreat	Enemy at Engaged range	Mobility
Aim	Ranged weapon	-
Seek cover	Cover in same zone	-
Assume overwatch position	Ranged weapon	-
Grab the wheel	Vehicle	-
Drive	Vehicle	Piloting
Use item	Varies	Varies