

## Appendix QR1 - Quick Reference

<p><b>Turn Order</b></p> <ol style="list-style-type: none"> <li>1. Time Progression</li> <li>2. Event Phase</li> <li>3. Squad Leader Phase</li> <li>4. Opposition Phase</li> <li>5. Neutrals Phase</li> <li>6. Ally Phase</li> </ol> <p><b>First Action</b></p> <ul style="list-style-type: none"> <li>• Move (normal Move)</li> <li>• Jump (1/2 Move + 1 - Bulk)</li> <li>• Use Item</li> <li>• Aim (add SA/2 round down Att dice to next Att)</li> <li>• Close Combat (engagement w/in 1")</li> <li>• Switch Weapons (takes 1 Action)</li> <li>• Shoot</li> <li>• Throw (Ath Dice*2 dist vs 3, +3 for 1st Cov, +1 after)</li> <li>• Use or Prepare Ability</li> <li>• Stand (only if Fallen)</li> <li>• Entangle (Att Ath vs highest of Def Ath+Ins dice)</li> <li>• Push (Att Ath + Bulk vs 5; Def Ath + Bulk vs 5)</li> <li>• Trip (Att Ath+Bulk vs 5; Def Ath+Bulk+Ins vs 5)</li> <li>• Rotate (If Bulk &gt;0)</li> </ul> <p><b>Second Action</b></p> <ul style="list-style-type: none"> <li>• Move (only if Move not taken as a previous Action this Turn)</li> <li>• Jump</li> <li>• Dash (+1/2 Move, rounded down)</li> <li>• Dodge (+2 Def Dice, req Move in prev action)</li> <li>• Use Item</li> <li>• Close Combat</li> <li>• Switch Weapons</li> <li>• Shoot</li> <li>• Throw</li> <li>• Use Ability</li> <li>• Entangle</li> <li>• Push</li> <li>• Trip</li> <li>• Rotate (If Bulk &gt;0)</li> </ul> <p><b>Rotation</b></p> <p>If Bulk &gt;0, can only attack in front 180, attacking a character with Bulk &gt;0 from behind grants +1 Attack Die, and defending char gets no Def Dice</p> <p><b>Falling</b></p> <p>If a char falls from height that is = or &gt; than 50% their height they take Dam = # of body lengths rounded up. Roll Ath vs 7, each success = -1 Dam. If any Dam taken, they land Fallen.</p> <p><b>Fallen</b></p> <p>Takes 1 Action to recover, rolls no Def Dice and can perform no other actions while Fallen. Turn ends when Fallen.</p> <p><b>Jump</b></p> <p>If Move &gt; 3 then 50% Move + 1 - Bulk. If failed, either take 1 BHP or jump 1/2 attempted distance and are Fallen.</p>	<p><b>Combat Attack Roll</b></p> <p style="text-align: center;">Target Size</p> <table style="margin-left: auto; margin-right: auto; border-collapse: collapse;"> <tr> <td style="padding: 0 10px;">Tiny</td> <td style="padding: 0 10px;">Small</td> <td style="padding: 0 10px;">Average</td> <td style="padding: 0 10px;">Large</td> </tr> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">7</td> <td style="text-align: center;">6</td> <td style="text-align: center;">5</td> </tr> </table> <p>Armor = +2 toHit  Pierce = -Armor  Venom = if Arm&lt;Ven, -1 Action, -1 Venom each turn  Shock = Kno vs (Sys+Cyb)*2 each turn. If fail, disabled</p> <p><b>Combat Dice Pool</b></p> <p>+1 Att Die for each character that has attacked same target, max +2  +1 Def Die for each non engaged Def w/in 1" of Att  +1 Def Die for each partial concealment  +2 Def Die for each total concealment  +2 Def Die for each partial cover  +4 Def Die for each total cover  +2 Def Die for Dodge</p> <p><b>Shooting into Close Combat</b></p> <p>If Ally in 180 arc closest to Att, then add +2 Def Dice. If fail, Ally takes Damage. If Ally in 180 arc farthest from Att, then if fail, Ally takes Damage.</p> <p><b>Stealth</b></p> <p>Enter Stealth outside of enemy LoS. If Stealthed when attacking, add 1 auto 10 Att Die. If defending, add 3 Def Dice. Stealth requires Equipment or a Skill.</p> <p><b>Situational Awareness Difficulty Check at Stealth Strength</b></p> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Distance</th> <th style="text-align: center;">Full</th> <th style="text-align: center;">75%</th> <th style="text-align: center;">50%</th> <th style="text-align: center;">25%</th> </tr> </thead> <tbody> <tr> <td>&lt;=24</td> <td style="text-align: center;">10</td> <td style="text-align: center;">10</td> <td style="text-align: center;">9</td> <td style="text-align: center;">8</td> </tr> <tr> <td>&lt;=18</td> <td style="text-align: center;">10</td> <td style="text-align: center;">9</td> <td style="text-align: center;">8</td> <td style="text-align: center;">7</td> </tr> <tr> <td>&lt;=12</td> <td style="text-align: center;">9</td> <td style="text-align: center;">8</td> <td style="text-align: center;">7</td> <td style="text-align: center;">6</td> </tr> <tr> <td>&lt;=6</td> <td style="text-align: center;">8</td> <td style="text-align: center;">7</td> <td style="text-align: center;">6</td> <td style="text-align: center;">5</td> </tr> <tr> <td>&lt;=3</td> <td style="text-align: center;">7</td> <td style="text-align: center;">6</td> <td style="text-align: center;">5</td> <td style="text-align: center;">4</td> </tr> <tr> <td>&lt;=1</td> <td style="text-align: center;">4</td> <td style="text-align: center;">3</td> <td style="text-align: center;">3</td> <td style="text-align: center;">--</td> </tr> </tbody> </table> <p><b>Entangle</b></p> <p>Def rolls Ath + Ins dice. Att rolls Ath dice vs highest number from Def Dice. If succeeds, Def is entangles and loses 1 Action per turn. Att spends 1 Action per turn to maintain Entangle.</p> <p><b>Push</b></p> <p>Att+Def roll Ath + Bulk vs 5. If Att has more successes than Def, Push Def = 1 + Att Bulk - Def Bulk away from Att. If Def has more successes than Att, Att Falls.</p> <p><b>Trip</b></p> <p>Att rolls Ath + Bulk vs 5. Def rolls Ath + Bulk + Ins vs 5. If Att has more successes, Def Falls. If Def has more successes, Att Falls.</p>	Tiny	Small	Average	Large	8	7	6	5	Distance	Full	75%	50%	25%	<=24	10	10	9	8	<=18	10	9	8	7	<=12	9	8	7	6	<=6	8	7	6	5	<=3	7	6	5	4	<=1	4	3	3	--
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