

### Dice

Color	Use
Yellow	Base Dice - reflect points in attributes such as STR Nuke symbol = 6 (success)   Biohazard symbol = 1 (failure)
Green	Skill Dice - one die per point in a skill Nuke symbol = 6 (success)
Black	Gear Dice - some gear give dice bonuses Nuke symbol = 6 (success)   Explosion symbol = 1 (failure)

### Trauma and Healing

Whenever you push dice and get failed Attribute/Base dice, you take Trauma to that attribute temporarily

\* Recovery depends on the type of Trauma

STR Trauma (aka Damage) = a short rest and burn one unit of GRUB for every point lost, STR = 0 you are Broken, you are knocked out and take a Critical Injury

AGI Trauma (aka Fatigue) = a short rest and burn one unit of GRUB for every point lost, AGI = 0 you're exhausted. You can only take Maneuver actions (1 max) per round.

WITS Trauma (aka Confusion) = at least four hours of sleep. WITS = 0, you are mentally overloaded and cannot think clearly. You can only take Maneuver actions (1 max) per round.

EMPATHY Trauma (aka Doubt) = a moment of closeness with another MUTANT. It could be as simple as a fireside chat, a shared silent moment, etc. EMP = 0, you are broken down by fear, sadness, etc. You can only take Maneuver actions (1 max) per round.

Healing = if you rest for 1d6 hours, you gain back one point in one attribute.

\* others may also use Healing skills (p53) to heal you

### Combat

Initiative = 1d6 + AGI. In a tie, highest AGI wins. Still a tie? Roll again

NPCs of similar or same abilities roll as a group

Each round, you get an ACTION and a MANEUVER

ACTION = Roll for a skill or Activate a Mutation

MANEUVER = Move one range step, seek cover, grab an item from your gear, pick up something, draw a weapon, aim, reload, use an item

SURPRISE - if the GM says you get surprise, you get a +2 to Initiative

SNEAK ATTACK - roll your SNEAK vs target's SCOUT, taking into account modifiers from how far apart you are (see table p. 82)

ARMOR can block incoming damage. For each point of Armor Value, roll a GEAR die. Each explosion (6) on the die reduces incoming damage by 1

SHIELDS work like ARMOR, but they soak up damage before ARMOR does, so roll SHIELD Gear Dice first on being hit

COVER works like ARMOR and protects against RANGED attacks only. See p.89 for cover values. You roll GEAR dice for cover absorbing damage, and cover can take damage

Coup de Grace - if you're Broken, and an enemy attacks with a successful Fight or Shoot roll, needing only 1 success, you are perma-dead

### Rolling the Dice

Normal Roll: Roll the number of dice you have in the Skill, its related Attribute, and any Gear dice that are relevant. If you get a six (or a nuke symbol on custom dice) you have succeeded

Tricks & Weapon Bonus: Some skills have "Tricks" which activate when you get more than one success on the roll. Check your skill to see how you can spend the extra successes. Some weapons have bonuses for each extra success (see p.83)



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Page 1 of 2.

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### Rolling the Dice (cont)

**Opposed Rolls** You and the enemy/target roll on your skills as normal. Whoever gets the most successes wins the opposed challenge

**Pushing a roll** You can push a failed or successful roll. Pick up all the dice that ARE NOT Successes or Failures (6s or 1s) and re-roll them

**\* Base Attributes** For every 1 you get on the Base (attribute) dice, including those you didn't re-roll, you take a point of damage to the relevant attribute. You GAIN one Mutation Point

**\* Gear** For every 1 (explosion) you get on the Gear dice, including those you didn't re-roll, the gear you used in the challenge takes damage and loses 1 die of its bonus

**\* Skills** Skills never take damage or a reduction

### Chargen

Category	Points Available	Min Value	Max Value
Attributes	14	2	4 (your core attrib can be bought up to 5 at the start)
Skills	10	0 (your class specialist skill must be at least 1)	3

### Chargen Pt 2

**Talents** Choose one from your Role

**Mutations** Start with one

Sacrifice one attribute point to gain a second mutation

**Gear** Choose from your Role's list



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Page 2 of 2.

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