How to Resolve Tests

Normal Roll	Roll 2d6, any 5 or 6 means success
Advantage Roll	Roll 3d6, any 5 or 6 means success
Disadvantage	Roll 1d6, any 5 or 6 means success
Special Situation	Disadvantage always supersedes advantage even if you have have traits that would grant you advantage
	The only exception to Disadvantage overruling "in every case" is if you're using certain Xenotech, which may give you advantage no matter the situation
SAVE Tests	Roll the same as a typical test, including dis/advantage options

Damage and Death

Weapon Damage	Unless otherwise stated, all attaacks do 1 point
Sleeping	6 hours of sleep restores all HP, otherwise, 1 hour of sleep regains 1 HP
Death	At 0 HP, you are down and can do nothing. Immediately make a Save Test on your turn. Success = you're up with 1 HP. If you fail, you get one more SAVE TEST on your next turn at Disadvantage. Failure = immediate irrevocable death
	A Nearby Ally can try to stabilize you before final death. They make a SAVE Roll, on a success, you are up with 1 HP

Damage and Death (cont)

Hiding or Sneaking	Standard 2d6 test, assuming you have something to hide behind or sneak around

Xenotech

Simple Xenotech	healing kits, etc. Usually labeled or recognizable
Complex Xenotech	Usually requires a Standard roll to recognize or use

Character Generation

Choose a Heritage
Choose THREE TRAITS
Select a WEAPON GROUP to be PROFICIENT with
... Choose one type of WEAPON to have MASTERY with (ex, you are PROF with Light Melee, you choose Laser Swords as your Mastery
Select a FAMILY TRADE : This is a background that grants you ADVANTAGE when you can use it in a situation
Select a BELIEF
Star with 10 Credits and some armor (armor has no mechanic effect, it's just for flair - prices are on page 46

Combat

Initiative	Each participant rolls 2d6, adds the results up. Combat goes in order from highest to lowest rolls
Actions	Two actions per round. Movement is an action
	Actions are "open", so you can move twice, or attack twice, either counts as two actions, unlike other games where you only get one move action and one standard action. You get to choose what each of your two actions is

Combat (cont)

	Un/holstering weapons, handing an item to someone, grabbing a dropped item, etc count as an action
Movement	By default, you can move 25ft (5 sq on a typical grid)
Attacks	A basic attack is a 2d6 TEST if you're proficient with the weapon
	If you have MASTERED the weapon you're using, you roll with advantage (3d6)
	If you are not PROFICIENT with the weapon, roll with disadvantage (1d6)
Damage	A successful attack normally does ONE (1) point of damage
Focus Action	Spend one action Focusing. Your next attack succeeds on a 4, 5, or 6
	The Focus effect is active until you attack, or the combat is over.
Evade	Spend one action on Evading. Until the start of your next turn, when you're hit by an attack, roll 1d6. On a successful test (5 or 6), you dodge the incoming damage.
Suppressing Fire	Spend an action. Declare the area you're suppressing. Any time a target moves into that area, roll an attack against them at disadvantage (1d6)
Take Cover	Spend an action to move behind cover. All enemy attacks coming from one direction are at disadvantage.

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Depletion Points

All items, including weapons, have a DEPLETION rating that starts at 6.

After using the item in a scene, or after using it in combat, roll a d6. On a 1, reduce its Depletion score by 1. At 0 Depletion, the item is used up. Some items can be reloaded or recharged.

Weapon Types

Weapon Type	Notes
Light Melee	
Heavy Melee	Two handed, has 10' of reach
Light Ranged	One Handed
Heavy Ranged	Two Handed, only roll Ammo once per mission

Ranged Ammo: roll a standard test after each combat (except for Heavy Ranged). On a failure, you're out of Ammo.

You can share ammo with an ally, but from then on, you both roll Ammo with disadvantage

Optional Rule: Combat Zones

Close	Can attack with any type of melee weapon, and light ranged
Near	Can attack with Heavy Melee and any ranged weapon
Far	Can attack with any Ranged weapon
Psionics or Xenotech	Can attack from any zone

When combat starts, the enemies are considered to be in the CLOSE zone.

One action can be spent to move one zone.

Character Progression

Minimal / Quick format	Just take a new TRAIT every THREE sessions
XP based	GM grants 1-3 XP per session
	6 XP buys a permanent +1 to your HP
	8XP gets you a new Proficient or Mastered Weapon
	10 XP grants a new TRAIT

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