



- ▶ Distribute 12 points among Attributes; each Attribute has a starting value of 8.
- ▶ Luck starts at 3. A character recovers 1 Luck at the beginning of each gameplay session, but can never have more than 5 Luck.
- ▶ Stamina starts at 10.
- ▶ Stress starts at 0.
- ▶ Wounds start at 0; a Player Character can receive a maximum of 3 Wounds before dying.
- ▶ Distribute 70 points among skills, spending no more than 10 points on one same skill.
- ▶ Pick 1 Talent from either the Combat or Non-Combat Talent tables.
- ▶ Pick or randomly roll a Background.
- ▶ Roll on the Life-Changing Event table.
- ▶ Decide what drives your character.
- ▶ Pick your Mannerisms.
- ▶ Roll on the Nervous Tic table. This will determine how the initial effects of Stress manifest in you.
- ▶ Choose a gender, age (18+, per the KSA legislation!), and nationality if you feel like it, and decide how they look: height, weight, skin color, how they style their hair... Anything goes!
- ▶ All new characters start with D20x100 Drake Coins (DC).

## BEFORE COMBAT BEGINS:

- ▶ Determine the encounter's reaction. Roll a D10: 1-8 the creature attacks; 9-10 the creature ignores the party and leaves the Area.
- ▶ Determine the encounter's difficulty (page 146)
- ▶ If any PC is being stealthy, follow the rules on page 82.

## COMBAT RESOLUTION STEPS:

- ▶ All PC and NPCs gain 2 Stress at the beginning of combat
- ▶ SETTING UP THE COMBAT GRID:
  - 1) Take a blank Combat Grid, or use a pre-existing battle mat
  - 2) Randomly place cover (unless using a pre-existing battle mat) with the tables on pages 47-51
  - 3) Determine where all characters must be placed
- ▶ STARTING COMBAT:
  - 1) All characters must roll Initiative
  - 2) Crew Members must choose their Stance
- ▶ RESOLVING COMBAT:
  - 1) Both parties involved in the attack roll D20 and add their skill. Attacker adds +2; highest result wins.
  - 2) Damage is calculated after applying all modifiers (hit location, weapon type, Talents, etc.). If total damage is higher than the target's CON, the target is Knocked Down. If already Knocked Down, they suffer 1 Wound.



- ▶ **STANDARD ATTACK:** 5 Stamina
- ▶ **HEAVY ATTACK:** 8 Stamina (+1D6 extra damage, only weapons with the Powerful Trait)
- ▶ **FAST ATTACK:** 3 Stamina (-2 to Combat skill, only weapons with the Quick Trait)
- ▶ **DODGING/PARRYING:** A variable amount of Stamina (see below)
- ▶ **DRAW A DIFFERENT WEAPON:** 5 Stamina
- ▶ **USE AN ITEM:** 5 Stamina
- ▶ **STAND UP OR PICK SOMETHING/SOMEONE UP:** 5 Stamina
- ▶ **+/-1 TO INITIATIVE:** 5 Stamina
- ▶ **MAINTAINING STEALTH:** 5 Stamina/round

## DETAILED COMBAT SEQUENCE

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The combat sequence from a player's perspective is as follows:

- ▶ The character attacks using their Ranged Combat or Close Combat skill, depending on the type of weapon they're using. This attack roll may be modified by different factors such as wounds received, or enemy abilities.
- ▶ **While in hand-to-hand combat**, both parties involved roll a D20. The character that initiated the attack gains an Attacker Bonus of +2. All characters add their corresponding attack skill (in the case of a PC, that would be Close Combat) to their roll; whoever rolls the highest after applying all the modifiers scores a hit.

- ▶ If a character is using a ranged weapon against another character, the attacking character must perform a Ranged Combat check, while the target must test for DEX. If the attacking side wins, they score a hit.
- ▶ If there's a tie, the character with the highest Attribute or Skill value wins, which means the rolls must be simply ignored. If there's still a tie, re-roll.
- ▶ If the attack is successful, roll D10 (the base damage all PCs deal) plus the weapon's damage.
- ▶ Roll on the Hit location table to determine if there's any damage modifier to apply. When attacking a Swarm there is no roll on the Hit Location table, all damage is automatically modified by +1.
- ▶ If the damage rolled is higher than the target's CON, the target is Knocked Down.
- ▶ A Knocked Down character may attempt to get back up during their turn by performing a Recovery check: Perform a successful WIL check to get back up after being knocked Down. This takes 5 stamina if successful.
- ▶ A Knocked Down Player Character can only perform defensive rolls and move 1 Hex, and cannot spend any Stamina. Enemy NPCs and creatures perform all their defensive rolls with Disadvantage until they succeed at a Recovery Check, and they can also move 1 Hex.
- ▶ A Knocked Down character remains down until they successfully pass a Recovery check.
- ▶ If a character (PCs, enemies or NPCs alike) is successfully damaged while being Knocked Down, they suffer a wound. A character suffers -2 to all actions per wound, and must roll on the Injuries table on page 76.

When an NPC faces one of the following situations, they must successfully pass a **Morale check**: perform a WIL test, and if they fail, they must roll on the Demoralized Reaction table.

- ▶ In a group situation, when a member is killed.
- ▶ When fighting against an impossible foe.
- ▶ When witnessing vicious acts of violence or inexplicable feats.
- ▶ In combat, when they have received 2 Wounds.
- ▶ When they receive 10+ Stress at once.

## Demoralized Reaction (D6)

- 1) Panics, attempting to flee immediately
- 2) Cowers in fear; if in combat, ceases to attack for D4 rounds
- 3) Confused by fear, lurches against the nearest character, enemy or foe
- 4) Attempts to pull back to assess the situation
- 5) Freezes in confusion. If in combat, loses D4 rounds
- 6) Runs towards the nearest danger, screaming in rage and fear. If there's an opponent, attacks (-2 to Combat skills)



GO CAROUSING (page 334)

DO ONE OF THE FOLLOWING:

- ▶ Bonding
- ▶ Training/studying
- ▶ Intense Virtual Learning session
- ▶ Secure resources

## MISSION PREP

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- ▶ Pick the correct spacecraft for you. Keep in mind that the ship must be fully staffed:
  - ▶ KRM-01: One passenger, 50 Supply & Gear Slots, of which 32 are free
  - ▶ KRM-03: 3 passengers, 150 Supply & Gear Slots, of which 96 are free
  - ▶ KRM-05: 5 passengers, 250 Supply & Gear Slots, of which 160 are free
- ▶ Choose a name for the ship (page 112)
- ▶ Decide whether you'll be traveling to a known or unknown destination. If you're traveling to a known site that your crew hasn't explored previously, black out half of the Resources and Xenoanthropological Finds slots on the Site Exploration Sheet, and generate half of the potential encounters.

[NEXT>>]

- ▶ If the crew arrives at an Àrsaidh Site:
  - ▶ Generate its name (page 131)
  - ▶ Determine its original purpose (page 133)
  - ▶ Learn about the Site's history (Page 136)
  - ▶ What's the Site's overall descriptor? (page 137)
  - ▶ There is a 20% chance that a Site requires the use of a haz-mat or vacc suit. If a Site does indeed require a haz-mat, there's a 40% chance that a Level A one is necessary.
  - ▶ Determine the Site's level of Activity (page 138)
  - ▶ Determine the Site's Dominant Hazard (page 139)
  - ▶ Roll on the Site Size table (page 142). This determines what you'll find there, and how much of it:
    - ▶ **SMALL SITE:** (D4)+10 Resources, (D4)+10 Xenoanthropological finds, up to 4 unique encounters
    - ▶ **MEDIUM SITE:** (D10)+20 Resources, (D10)+20 Xenoanthropological finds, up to 6 unique encounters
    - ▶ **LARGE SITE:** (D20)+20 Resources, (D20)+20 Xenoanthropological finds, up to 8 unique encounters
    - ▶ **HUGE SITE:** (D20)+40 Resources, (D20)+40 Xenoanthropological finds, up to 12 unique encounters
  - ▶ Enemies encountered are written down on the table found on the Site Expedition sheet. A same type of creature can be encountered with varying difficulties, so we must write down each of the varieties encountered on the Creature Index sheet.



- ▶ If the crew lands on a planet:
  - ▶ Generate the planet's designation (page 183).
  - ▶ Generate the planet's size, atmosphere type, and average climate (page 184).
  - ▶ Determine if the planet is a single biome one, and the type of biome the crew has landed on (page 185). Write down the biome's effects.
  - ▶ Determine if you've landed during the day (50% chance). When the crew lands, half of the day or night remains. Determine how many hours of daylight the planet has (page 189).
  - ▶ Roll on the What's in the Sky table (page 188).
  - ▶ Determine the Biome's Activity (page 189).
  - ▶ Take the Biome Exploration hex grid and roll a D100 to determine your starting hex.
  - ▶ Enemies encountered are tracked using the Planetside Exploration sheet. Only 12 different varieties of enemies can be found per Biome, so when you switch to a new Biome you must start a new Encounter table.

- ▶ Enter a new Area. This increases the Time Track by 1. If the Time Track resets, the crew must take a break, spend Ammo and Batteries, and increase the Time Track by 1.
- ▶ Perform an Activity Check: Roll D10, and if the result is 1-2 it means you encounter a Known Threat; roll on the Known Threats table (page 138)
- ▶ Roll on the Site Exploration table (page 144)
- ▶ Decide if you'll scavenge the current Area (page 149)
- ▶ Roll on the Area connector table (page 144)

## PLANET EXPLORATION

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- ▶ Determine the hex's terrain difficulty (page 192), unless the biome is water.
- ▶ Each fifth hex, roll on the Biome Sights table (page 194)
- ▶ Each time the crew enters a new hex, roll on the Planetside Exploration table (page 195) and subsequent tables (always according to what biome they're in) to determine what they find

- ▶ Determine the encounter's difficulty by rolling on the **Encounter Difficulty** table (page 262)
- ▶ Difficulty varies depending on the number of crew members: One, three, or five. Even if a crew member dies, the difficulty will remain the same
- ▶ Many of the encounters list creatures of varying difficulties; for example, "(1x) Standard + (2x) Easy Creatures", or "(2x) Elite + (4x) Easy Creatures". When this happens, all the creatures in that group are of the same type (Aberration, Synthetic, etc.)
- ▶ When encountering a creature we must always first roll on the creature table on the Site Expedition Report sheet to make sure we are not encountering a creature we've already come across with, regardless of its difficulty
- ▶ Define the **Creature's Type** (page 268). If the creature is a Guardian, first determine its Role, and then skip to page 290 to simply copy its abilities and stat block
- ▶ Determine the **Creature's size** to see how it modifies its damage (page 269)
- ▶ **Movement**: As a rule of thumb bipedal creatures or creatures with no legs at all move 1 Hex/round, while quadrupedal and sexapedal creatures move 2 hexes/round
- ▶ Learn what **drives** the Creature (page 270)



- ▶ Generate the Creature's **stat block** (page 272 and onwards). When given two options (such as for Damage or Armor), roll a D6: 1-3 means the first option is selected, 4-6 means the second one is selected
- ▶ Define the Creature's **combat role** (page 274). This further refines the Creature's abilities and determines how they'll behave during combat
- ▶ Roll on the Creature Traits table (page 280). Only Standard, Elite, and Overwhelming creatures must roll
- ▶ If necessary, roll on the Creature Ability table (page 280). This is specified on the Creature's stat block
- ▶ Use the several Appearance tables to learn how the creature looks like (page 286 and onward)
- ▶ Randomly generate a name for the Creature (page 288)