

Task Difficulty Level		NPC Stats				
Difficulty	Asset	Level	Initiative	Attributes	Asset	Damage
Easy	x4	Elite	5	8	15	5
Average	x2	Veteran	4	7	13	4
Difficult	x1	Experienced	3	6	11	3
Formidable	x1/2	Novice	1	6	9	1
Impossible	x1/4					

Movement Rates in Meters				
Race	Crawl	Walk	Trot	Run
Human	2	10	20	30
Vargr	2	10	20	30
Aslan	2	10	20	30*
Hiver	2	10	20	-
Droyne	2	10	20	30
K'kree	-	10	30	60

\*May sprint 60 one out of every six turns

Personal Hit Location		
Die	Biped	Multiped
1	Head	Head
2	Right Arm	Forequarter
3	Left Arm	Forequarter
4	Chest	Forequarter
5	Abdomen	Chest
6	Abdomen	Chest
7	Right Leg	Abdomen
8	Right Leg	Hindquarter
9	Left Leg	Hindquarter
10	Left Leg	Hindquarter

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Vehicle Hit Location p.297			
Die	Vehicle	Vessel	Aircraft
1	Hull	Hull	Wing
2	Hull	Hull	Wing
3	Hull	Hull	Wing
4	Small Turret	Superstructure	Hull
5	Turret	Superstructure	Hull
6	Suspension	Waterline	Hull
7	Suspension	Waterline	Hull

+1 to die roll for side shots

**Suspension Damage:** Minor damage cuts speed in half; major damage immobilizes. Two minor damage results equal one major.

Vehicle Damage Resolution p.298	
Pen-AV	Result
0 or less	No effect
1 to 10	1 minor damage
11 to 20	2 minor damage
21 to 40	1 major damage
41 to 60	2 major damage
61 or more	3 major damage

Pen-AV: Penetration - Armor Val.

Vehicle Damage p.299			
Turret		Hull	
Die	Minor Result	Die	Minor Result
1	1 crew/loader	1	1 crew
2	1 crew/sensor	2	Loader
3	Sensor	3	2 passenger
4	Traverse	4	2 passenger
5	Secondary	5	Radio
6	Major Turret	6	Major Hull

Die	Major Result	Die	Major Result
1	1 crew/main arm	1	Engine
2	2 crew/main arm	2	Engine
3	main armament	3	Fuel
4	main armament	4	Fuel
5	ammo	5	Ammo
6	Minor Hull	6	Ammo

Aircraft Damage p.299			
Hull		Wing	
Die	Minor Result	Die	Minor Result
1	1 crew	1	No effect
2	Controls	2	No effect
3	Controls	3	Controls
4	2 passenger	4	Controls
5	Radio	5	Controls
6	Major hull	6	Major Wing

Die	Major Result	Die	Major Result
1	Engine	1	Controls
2	Engine	2	Fuel
3	Instruments	3	Fuel
4	Instruments	4	Fuel
5	Weapon/Ammo	5	Fuel
6	Minor Wing	6	Fireball

Unarmed Melee			
Attack Type	Difficulty	Asset	Effect
Hand Strike	Difficult	Unarmed Martial Arts	Damage UCDR*
Kick	Difficult	Unarmed Martial Arts	Damage UCDR*x1.5
Block	Formidable	Unarmed Martial Arts	Avoid Strike/Lose Action
Aimed Strike	Formidable	Unarmed Martial Arts	Damage Chosen Location
Leaping Kick	Difficult	Agility**	Damage 2xAttacker's CON
Avoid Leaping Kick	Difficult	Agility**	Avoid Attack/Lose Action
Grapple	Average	Agility**	Controlling "Hits" UCDR*
Grapple Escape	Average	Agility**	Remove Controlling "Hits" UCDR*
Strangling	Average	Agility**	Damage UCDR*
Strangle Block	Average	Agility**	Avoid Attack/Lose Action
Combat Throw	Formidable	Unarmed Martial Arts	Damage 2xDefender's CON
Limit Throw Damage	Difficult	Agility**	Damage x1/2
Avoid Diving Blow	Average	Agility**	Avoid Diving Blow***

\* UCDR=character's unarmed combat damage rating  
\*\* plus Acrobatic skill, if any  
\*\*\* if not avoided, Diving Blow damage is ([Attacker's CON x2]+1D6)-(Defender's STR+CON).

Armed Melee			
Attack Type	Difficulty	Asset	Effect
Attack	Difficult	Armed Martial Arts*	Damage by Weapon
Block	Formidable	Armed Martial Arts**	Avoid Strike/Lose Action
Aimed Attack	Formidable	Armed Martial Arts*	Damage Chosen Location

\* Some Weapons have die modifiers  
\*\* Must have object to block with

Thrown Weapon			
Attack Type	Difficulty	Asset	Effect
Throw	Difficult	Thrown Weapon	Damage STR+1D6*
Throw, Long Range	Formidable	Thrown Weapon	Damage STR+1D6*

\* For most objects. Throwing knife is always 1D6; grenades do explosive damage

Direct Fire Combat			
Attack Type	Difficulty	Asset	Effect
Fire, Short Range	Average	Appropriate to Weapon	Damage by Weapon
Fire, Medium Range	Difficult	Appropriate to Weapon	Damage by Weapon
Fire, Long Range	Formidable	Appropriate to Weapon	Damage by Weapon
Fire, Extreme Range	Impossible	Appropriate to Weapon	Damage by Weapon
Fire, Quick	+1 Level*	Appropriate to Weapon	Damage by Weapon
Fire, Target Obscured	+1 Level	Appropriate to Weapon	Damage by Weapon
Fire, Automatic	**	**	Damage by Weapon

\* Not possible at extreme range  
\*\* See automatic fire rules (page 276)

Indirect Fire Combat			
Attack Type	Difficulty	Asset	Effect
Conventional	Formidable	Forward Observer*	Explosive Damage
Hand-Held	Impossible	Grenade Launcher*	Explosive Damage

\* or appropriate weapon asset of the firing character, whichever is lower. Bonus for repeated fire.