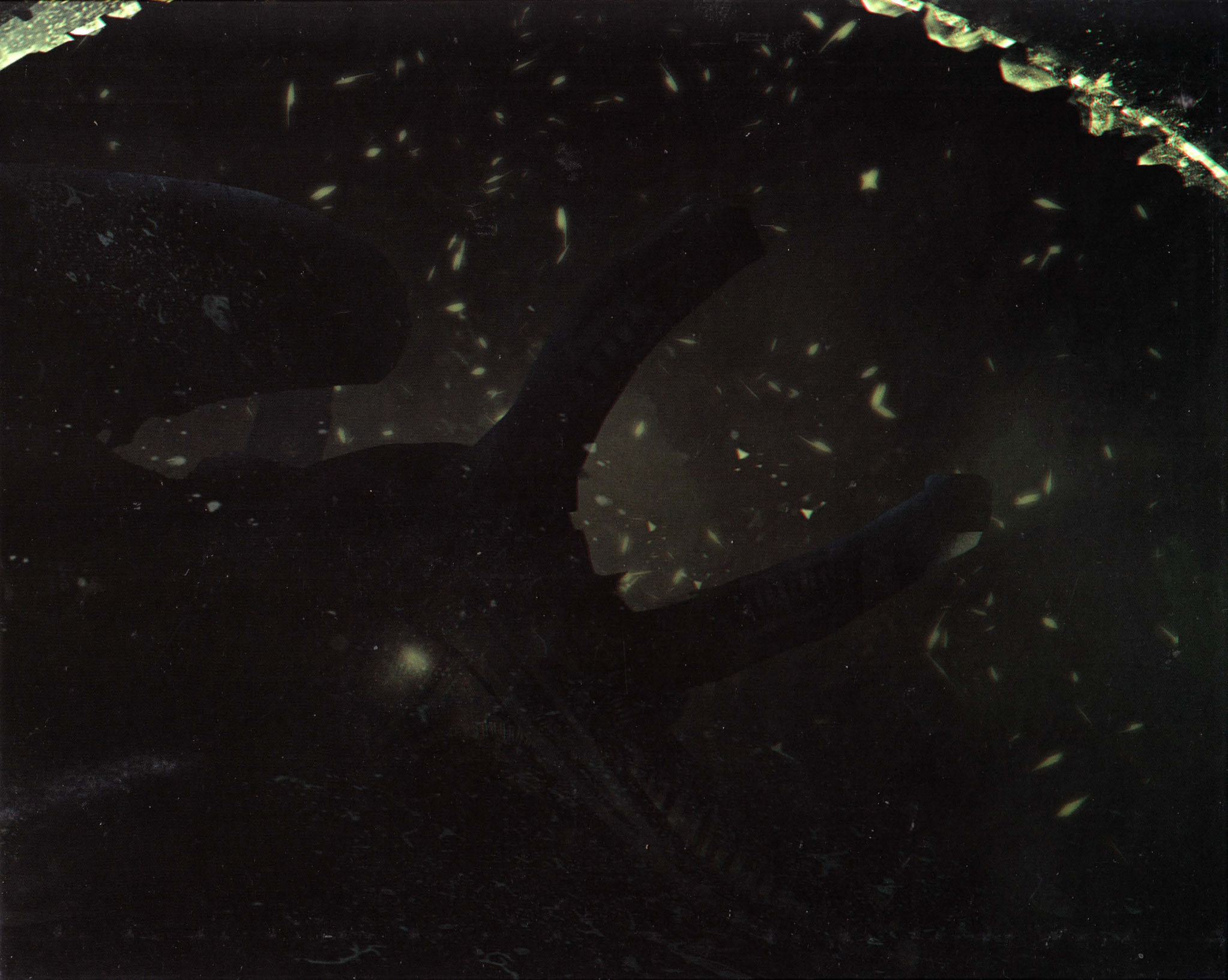






A L I E N
THE ROLEPLAYING GAME



PANIC ROLL

RESULT EFFECT

- | | |
|-----|---|
| 1-6 | KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely. |
| 7 | NERVOUS TWITCH. Your STRESS LEVEL , and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one. |
| 8 | TREMBLE. You start to tremble uncontrollably. All skill rolls using AGILITY suffer a -2 modification until your panic stops. |
| 9 | DROP ITEM. Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item—the GM decides which one. Your STRESS LEVEL increases by one. |
| 10 | FREEZE. You're frozen by fear or stress for one Round, losing your next slow action. Your STRESS LEVEL , and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one. |
| 11 | SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 93) if you have an enemy at ENGAGED range. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally. |
| 12 | SCREAM. You scream your lungs out for one Round, losing your next slow action. Your STRESS LEVEL is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll. |
| 13 | FLEE. You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are <i>not</i> allowed to make a retreat roll (see page 93) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll. |
| 14 | BERSERK. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll. |
| 15+ | CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion. |

RANGED FIRE MODIFICATIONS

FACTOR	MODIFICATION
Aimed shot	+2
Engaged range	-3/+3
Short range	-
Medium range	-1
Long range	-2
Extreme range	-3
Large target	+2
Small target	-2
Dim light	-1
Darkness	-2

RANGE CATEGORIES

RANGE	DESCRIPTION
Engaged	Right next to you
Short	A few meters away, in the same zone as you
Medium	Up to 25 meters away, in an adjacent zone
Long	Up to about 100 meters (four zones) away
Extreme	Up to about one kilometer

TYPES OF COVER

COVER	ARMOR RATING
Shrubbery	2
Furniture	3
Door	4
Inner bulkhead	5
Outer bulkhead	6
Armored bulkhead	7+



FREE LEAGUE

MEASURING TIME

UNIT	DURATION	PRIMARY USE
Round	5-10 seconds	Combat
Turn	5-10 minutes	Stealth
Shift	5-10 hours	Recovery

SNEAK ATTACKS & AMBUSHES

RANGE	MODIFICATION
Engaged	-2
Short	-1
Medium	0
Long	+1
Extreme	+3

STEALTH

RANGE	MOBILITY ROLL
Short (same zone)	-1
Medium (adjacent zone)	0
Behind open door/hatch	+2
Long	+1
Extreme	+3

DIFFICULTY

DIFFICULTY	MODIFICATION
Trivial	+3
Simple	+2
Easy	+1
Average	0
Demanding	-1
Hard	-2
Formidable	-3

SLOW ACTIONS

ACTION	PREREQUISITE	SKILL
Crawl	You are prone	-
Close combat attack	-	Close Combat
Shoot firearm	Firearm	Ranged Combat
Burst of full auto fire	Firearm	Ranged Combat
Throw weapon	Thrown weapon	Ranged Combat
Reload	Firearm	-
First aid	Broken or dying victim	Medical Aid
Stop panic	Panicking character	Command
Give orders	Character who can hear you	Command
Persuade	Your opponent can hear you	Manipulation
Use signature item	Signature item	-
Climb into space suit	Space suit	Mobility
Enter/exit vehicle	Vehicle	-
Start engine	Vehicle	-

FAST ACTIONS

FAST ACTION	PREREQUISITE	SKILL
Run	No enemy at Engaged range	-
Move through door/hatch	-	-
Get up	You are prone	-
Draw weapon	-	-
Block attack	Attacked in close combat	Close Combat
Pick up item	-	-
Shove enemy to Short range	Enemy at Engaged range	Close Combat
Grapple attack	You've grappled an opponent	Close Combat
Retreat	Enemy at Engaged range	Mobility
Aim carefully	Ranged weapon	-
Seek cover	Cover in same zone	-
Assume overwatch position	Ranged weapon	-
Grab the wheel	Vehicle	-
Drive	Vehicle	Piloting
Use item	Varies	Varies

CRITICAL INJURIES

D66	INJURY	FATAL	TIME LIMIT	EFFECTS	HEALING TIME
11	Winded	No	-	None.	-
12	Stunned	No	-	None.	-
13	Crippling pain	No	-	STRESS LEVEL increases one step.	-
14	Sprained ankle	No	-	MOBILITY -2 and can't run until MEDICAL AID roll is made.	-
15	Blood in eyes	No	-	OBSERVATION and RANGED COMBAT -2 until MEDICAL AID roll is made.	-
16	Concussion	No	-	MOBILITY -2.	D6 days
21	Severed ear	No	-	OBSERVATION -2.	D6 days
22	Broken toes	No	-	To run becomes a slow action.	D6 days
23	Broken hand	No	-	Can't use hand.	D6 days
24	Knocked out teeth	No	-	MANIPULATION -2.	D6 days
25	Impaled thigh	No	-	To run becomes a slow action.	2D6 days
26	Slashed shoulder	No	-	Can't use arm.	D6 days
31	Broken nose	No	-	MANIPULATION and OBSERVATION -1.	D6 days
32	Crotch hit	No	-	One point of damage at every roll for MOBILITY and CLOSE COMBAT.	D6 days
33	Broken ribs	No	-	MOBILITY and CLOSE COMBAT -2.	2D6 days
34	Gouged eye	No	-	RANGED COMBAT and OBSERVATION -2.	2D6 days
35	Busted kneecap	No	-	Can't run, only crawl.	2D6 days
36	Broken arm	No	-	Can't use arm.	2D6 days
41	Broken leg	No	-	Can't run, only crawl.	2D6 days
42	Crushed foot	No	-	Can't run, only crawl.	3D6 days
43	Crushed elbow	No	-	Can't use arm.	3D6 days
44	Punctured lung	Yes	One Day	STAMINA and MOBILITY -2.	D6 days
45	Bleeding gut	Yes	One Shift	One point of damage at every roll for MOBILITY and CLOSE COMBAT.	D6 days
46	Ruptured intestines	Yes	One Shift	Disease with Virulence 6.	2D6 days
51	Busted kidney	Yes	One Day	Can't run, only crawl, MOBILITY -2.	2D6 days
52	Arm artery cut	Yes, -1	One Turn	Can't use arm.	D6 days
53	Leg artery cut	Yes, -1	One Turn	To run becomes a slow action.	D6 days
54	Severed arm	Yes, -1	One Shift	Can't use arm.	Permanent
55	Severed leg	Yes, -1	One Shift	Can't run, only crawl.	Permanent
56	Cracked spine	No	-	Paralyzed from the neck down—permanently if not given MEDICAL AID in time.	3D6 days
61	Ruptured jugular	Yes, -1	One Round	STAMINA -1.	2D6 days
62	Ruptured aorta	Yes, -2	One Round	STAMINA -2.	3D6 days
63	Disemboweled	Yes	-	Instant death.	-
64	Crushed skull	Yes	-	Your story ends here.	-
65	Pierced head	Yes	-	You die immediately.	-
66	Impaled heart	Yes	-	Your heart beats for the last time.	-