ROGUE STARS QUICK REFERENCE

ACTIVATE Roll up to 3 dice, TN 8. Every Failure grants opponent a Reaction dice.

MELEE
Attack adjacent enemy.

CRAWL
Place face down, move 1".

SNEAK / HIDDEN
Move 2", Become hidden (pg. 13)

WALK
Move 2", no terrain roll for broken terrain.

RUN
Move 4", Terrain roll in broken terrain.

SPRINT
Move 6" in straight line, terrain roll for broken terrain.

DRAW
Draw a weapon.

RELOAD
Reload weapon.

STAND UP
Prone character stands up

QUANTUM LEAP
Attempt teleport with Quantum Harness.

RALLY
Remove Pin marker. or two if no enemy in LOS.

PSI ROLL
Use Psionic ability. TN10 + mods.

AIM
+1 to next Shoot roll this turn. May be stacked to +2.

SHOOT
Perform Ranged Attack.

SPOT
Roll TN10 + mods to detect a hidden character, targets within 2" are automatically spotted.

PICK UP OBJECT
Pick up item from ground.

PRIME GRENADE
Draw grenade and ready to throw.

THROW GRENADE
Throw readied grenade.

TECH ROLL
Interact with scenario terrain.

LEADERSHIP ROLL
Persuade, impress, rally allies.

FIRST AID
Roll TN10 + targets Wounds - target's Tough)

MORALE Every time a character goes OOA, all squad members must pass a TN10 Morale roll

Morale Roll Modifiers	
Character's level of Steadfast	+1, +2 or +3
Squad leader's level of Leadership	+1, +2 or +3
At least one friend within 2" with no Wounds who is not Routing, Surrendering, or Entangled	+1
Per Pin or Wound on the character	-1
Character is a Civilian	-4
Character is Green	-2
Character is the last man standing from his squad	-1
Bounty Hunters or Star Cops fighting Pirates	+1
Militias fighting on their home planet (result 8 on the Location table)	+1
Miners fighting in a Mining Station (result 3 on the Location table)	+1
Pirates as attackers in a Steal Valuables, Smuggling, or Boarding Action mission	+1
Miners as attackers in a Repair mission	+1
Psionics or Cultists fighting in a Psi-crystal forest	+1
Psionics fighting Cultists, or vice versa	+1

RESULTS OF MORALE ROLLS

- **Critical failure**
  the character Panics.

- **Failure**
  the character receives 1 Pin and 1 Stress.

- **Success**
  the character fights on as normal.

- **Critical success**
  gain Steadfast 1 until the end of the game, or remove all Pin and Stress markers – player's choice.

PANIC A Panicking character rolls d20: 1–10, the character Surrenders, 11–20, the character Routs.

SURRENDER The character immediately drops all weapons and can be automatically captured by any active opponent within 4".

ROUT The character Sprints towards the closest table edge, and does so every time the initiative switches. He will not perform any action other than attempting to run off the table. A character with Leadership may rally the Routing character by passing a TN10 Leadership roll. No LoS between leader and Routing character is needed. If the attempt fails, the Routing figure immediately performs another Sprint. A figure moving off the table may not be rallied. If the figure is rallied, it may then activate again as normal. Routing figures lack the concentration to use Psionic Abilities or a Quantum Harness, but will use Jump and Flight Packs to move faster and avoid obstacles.

DAMAGE

Hit Location Table

Roll Succeeds By…	Body Part
0–3	Torso
4–5	Torso or Arm
6–7	Torso, Arm or Leg
8+	Torso, Arm, Leg or Head

Damage Modifiers

Attack's Damage	- variable
Armour on body part hit	+ variable
Target's level of Tough	+1, +2 or +3
Per Wound marker	-1
Target's squad has the Hard to Kill Tactical Discipline	+1
Shot was a critical hit	-2

Damage Table

Result	Effect
2 or less	OOA
3–5	1 Pin, 1 Wound. Critical Damage
6–9	1 Pin, 1 Wound. Serious Damage
10–14	1 Pin. Light Damage
15	1 Pin, Superficial Damage
16+	1 Pin

Hit Location Damage Table

Body Part	Damage	Result
Arm	Light	Weapon dropped, arm temporarily Crippled
	Serious	Weapon dropped, arm permanently Crippled
	Critical	Weapon dropped, arm Severed, pass TN7 Endure roll or go OOA
Leg	Light	Leg Grazed
	Serious	Leg Crippled
	Critical	Leg Crippled, knocked Prone, pass TN7 Endure roll or go OOA
Torso	Light	1 additional Pin
	Serious	1 additional Pin, knocked Prone (1 additional Wound if already Prone)
	Critical	1 additional Pin, knocked Prone, Staggered (OOA if already Prone or Staggered)
Head	Light	Knocked Prone, pass TN5 Endure roll or go OOA
	Serious	Knocked Prone, pass TN10 Endure roll or go OOA
	Critical	OOA, pass TN10 Endure roll or die!

Endure Roll Modifiers

Character's level of Tough	+1, +2 or +3
Per Wound marker	-1

SPOT TN10 Spot roll to detect a Hidden target. Targets within 2" are automatically Spotted

Spot Modifiers	
Character's level of Perceptive	+1, +2 or +3
Target character's level of Stealth	-1, -2 or -3
Visibility modifiers (as per mission)	-1, -2 or -3
Using a Motion Detector	+2
Target using a Stealth Suit	-2

PSI TN10 (although there are exceptions – see Psionic Abilities, p.57), with the following modifiers

Psi Roll Modifiers	
Character's level of Psionic Master	+1, +2 or +3
Per Wound marker	-1
Character is in melee	-3

DAMAGE EFFECTS

CRIPPLED A temporarily Crippled limb lasts until a Pin marker is removed from the character.

KNOCKED PRONE The target is knocked Prone.

LEG GRAZED The character's movement is reduced by -1" the next time he moves.

SEVERED The effects of a Severed limb are the same as for a permanently Crippled one.

STAGGERED Target is losing consciousness, and will go OOA when he next rolls 1–4 on ANY die roll. A TN10 First Aid roll will remove the Staggered effect.

SUPERFICIAL DAMAGE
If this result occurs, the attacker chooses one of the following effects:

- **Tear in suit:** The target's armour is no longer Sealed, or loses Plasma Proofing.

- **Small weapon destroyed:** A one-handed or Primitive weapon is destroyed.

- **Disarmed:** A two-handed weapon is knocked up to 3" away from the target (the attacker chooses where it lands).

- **Equipment Destroyed:** One Civilian (C) piece of equipment on the target is destroyed.

- **Equipment Damaged:** One of the target's Cybernetic Enhancements or one of its Military (M) or Intelligence (I) items of equipment is damaged. A TN15/2 Tech Complex Task is required to repair it.

WEAPON DROPPED Any weapon held in the affected limb falls to the ground, adjacent to the character's base.

MELEE ATTACK

Make a TN10 Melee roll with the following modifiers versus a target within 1"

Melee Combat Modifiers	
Attacker	
Attacker's level of Weapon Master or Martial Arts	+1, +2 or +3
Per Wound marker	-1
Per friend in contact with target (max. 3)	+1
Fighting from higher ground	+1
Defending an obstacle	+1
Powerful Blow	+1 or 2
Surprise Attack	+2
Called Blow: Limb (arm, leg, pseudopod, tentacle etc.)	-3
Called Blow: Two-handed weapon	-4
Called Blow: One-handed weapon	-5
Called Blow: Head or Equipment	-6
Prone	-2
Unarmed attack (ignore if attacker has Martial Arts)	-2
Improvised weapon (e.g. chair, rifle used as club etc.)	-1
Two-handed melee weapon used with Crippled arm	-3
Big or Huge Trait	+1
Target Target Number	
Per Pin marker	-1
Target's level of Weapon Master or Martial Arts	+1, +2 or +3
Prone	-2

MELEE COMBAT RESULTS

- **Critical failure:** The opponent may choose to either immediately perform a Free Hack, have the attacker drop the weapon used in the attack, or have the attacker fall Prone.
- **Failure:** The attack misses and no Damage is dealt. If the roll fails by 5 or more, the opponent may perform a free counterattack or move 2" away, leaving the melee without suffering a Free Hack.
- **Success:** Normal Damage is inflicted, as per the weapon type.
- **Critical success:** The blow inflicts +2 Damage, unless it was an unarmed attack.

LONG WEAPONS Long weapons allow a character to attack an opponent 1" away, but may not be used against a target in base-to-base contact. 1

UNARMED ATTACKS AND MARTIAL ARTS Unarmed attacks are performed at -2 and are Damage 0. Martial artists ignore the -2 and add their Martial Arts level to the Melee roll AND to Damage. When you attack a target who has both Martial Arts and Weapon Master, apply only the higher of the two levels, not both.

POWERFUL BLOWS Powerful Blows are melee attacks performed by spending multiple actions. A two-action Powerful Blow is at +1 to hit. One using three actions is at +2 or +1 to Damage.

OUTNUMBERING Outnumbering an enemy grants +1 to Melee rolls for each friend in contact with the same enemy, up to a maximum of +3. Prone, Entangled, Mind-controlled or OOA models do not count for this purpose. In a melee involving multiple combatants from both sides, count all figures belonging to each side, and apply the outnumbering modifier as normal.

CALLED BLOWS A melee attack can be aimed at a specific body part or weapon. Use the same rules as Called Shots (see p.16).

PRONE FIGURES A Prone figure attacks at -2 in melee, is attacked at +2 in melee, may not counterattack, and does not count for outnumbering purposes. Standing up requires one action.

LEAVING MELEE If you leave a melee with an opponent who is not Prone, Entangled, Mind-controlled, Panicking or OOA, that opponent performs a Free Hack against you. This is a +2 Surprise Attack. You may not counterattack. Free Hacks are ignored if one of the following applies:

1. You have the Free Disengage Trait.

2. Your opponent fails a melee attack by 5+ points and you opt to move away from the melee.

3. You move away using a Jump Pack, bionic legs, Flight Pack, Levitation, Quantum Harness, Blink or Teleportation.

RANGED ATTACK

Make a TN10 Shoot roll with the following modifiers

Ranged Combat Modifiers	
Range*	
Point Blank (target is within 2")	+1
Close Range (2–8")	–
Short-Range weapon at Long Range (for each additional 2" between shooter and target beyond 8")	-1
All other weapons at Long Range (for each additional 4" between shooter and target beyond 8")	-1
* Note that certain weapons have a maximum range.	
Shooter	
Per Pin marker	-1
Shooter's level of Marksman	+1, +2 or +3
Accurate weapon	+1
Primitive weapon	-1
Called Shot: Limb (arm, leg, pseudopod, tentacle etc.)	-3
Called Shot: Two-handed weapon	-4
Called Shot: One-handed weapon	-5
Called Shot: Head or Equipment	-6
Hail of Fire	-2
Double shot using Ambidexterity Trait	-1
Off-hand shot	-1
One-handed rifle shot	-3
Per Aim action performed in the same Activation (max. 2)	+1
Surprise Attack	+2
Limited visibility (fog, darkness, smoke, dust etc., as per mission)	-1, -2 or -3
Target	
In light cover (vegetation, dead mount, wooden fence, computer monitor/desk etc.)	-1
In heavy cover (low wall, vehicle, pile of bricks, boulder, big log, corner of building etc.)	-2
In fortified cover (metal wall, bulkhead, bunker window etc.)	-3
Crawling/Prone (ignore if at Point Blank range)	-2
Diminutive	-1
Large target (small vehicle, Big Trait)	+1
Very large target (large vehicle, Huge Trait)	+2
Sitting Duck	+1
Target's level of Difficult Target	-1, -2 or -3

CALLED SHOTS A Called Shot must be announced before rolling to hit, and then the appropriate modifier applied in addition to any other modifiers (for range, Pins, etc.). Called Shots may not be combined with a Hail of Fire.

HAIL OF FIRE Automatic weapons may perform two attacks at -2 per action instead of the usual single attack. The shots must be directed at the same target, or at two targets within 4" of each other. Targets must be declared before rolling – you may not determine the effect of the first shot before assigning your second shot.

OFF-HAND AND ONE-HANDED RIFLE SHOTS If a character's main arm is Crippled, he may still fire a one-handed weapon at -1 with his other hand. This penalty does not apply if the character has Ambidexterity. An alien or robot with Extra Arms has one 'main' arm per pair of arms. A character with a Crippled arm may fire a two-handed weapon with one hand at -3. A character with all arms Crippled may not fire.

FIRING AND MELEE A character may not perform ranged attacks if involved in melee. However, one-handed weapons may be fired as part of a melee (see Melee Combat, p.18). If a character fires into a melee, he will hit a random target unless he has the Fire into Melee Trait.

RANGED COMBAT RESULTS

- **Critical failure:** Roll a die. On 1–15, the weapon is out of ammo and cannot shoot until one action has been used to reload it. On 16–20, the weapon malfunctions and cannot shoot until it has been fixed by performing a TN10 Tech roll. Some weapons (those with the Infinite Rounds and Overheating special rules, p.26–27) have unique rules for critical failures.

- **Failure:** The attack misses and no Damage is dealt.

- **Success:** Normal Damage is inflicted, as per the weapon type.

- **Critical success:** The attack inflicts +2 Damage.

THROW GRENADE ROLL To throw a primed grenade to a designated point up to 12" away, perform a TN10 Throw Grenade roll, adding +1 for every level in the Chucker Trait.

THROW GRENADE RESULTS

- **Critical failure:** The grenade malfunctions and does not explode.

- **Failure:** The opponent may reposition the point of impact by 1" for each two full points by which the roll was failed (e.g. on a roll of 5, the opponent could move the point of impact by up to 2").

- **Success:** The grenade explodes at the designated point. Anyone within its blast radius is hit and automatically knocked Prone. Damage is determined for all targets individually, in an order chosen by the thrower.

- **Critical success:** As a success, and the thrower may increase Damage by 1. If using a Fragmentation or Plasma grenade, the thrower may instead choose to create a dust cloud of the same size as the blast radius that blocks LoS. This cloud provides a limited visibility modifier of -3, and clears when initiative switches.