

STARPORT SCUM REFERENCE

INITIATIVE

First turn, largest force goes first (unless GM or story suggest otherwise) & activates **one** character. Player then may elect to Push or Hold.

If **Push** each side rolls 1D:

- +1 per enemy down this turn
- +1 per enemy horrible death this turn
- +1 per boss leadership trait
- +2 if enemy boss is down

Higher score will activate next. Draws go to player with most characters left to activate.

If **Hold**, initiative passes to other side.

ACTIVATION

The character may move and attempt one action in any order. Goons within 2" of each other may activate at the same time, as a squad. By doing so, they must move together and remain in formation. Aces and Heroes must always activate on their own.

MOVING

Characters may move in any direction. They may move less than their allowed movement distance.

Goons and Bruisers roll 1D

Aces roll 2D, pick best.

Goon Squads roll 3D, pick middle.

Heroes roll 3d6, pick best.

* Add +1" per movement trait

ATTACKING

Class	Roll	Ranged Max
Heroes	3D	5D
Aces, Bruisers	2D	3D
Goons	2D	2D*

- Aces, & Heroes +1D per trait or weapon tag
- Bruisers +1D weapon tag
- Situational advantage +1D (maximum of +1 die)
- +1D to the attack if the squad has at least 3 members (* including Goons)
- No maximum dice when brawling

# 5,6s	Result	Ranged Effect	Brawl Effect
2+	HIT	Damage	Damage
1	CLOSE	PINNED	PINNED
0 (no 1s)	FAILURE	None	Defender backs off 3"
0 (w/ 1s)	FUMBLE	Target may elect to snap a shot back with 1D6.	Target may elect to fight back with 1D6.

EXPLOSIVES

Roll 1D: **1)** FUMBLE **2-4)** Move impact point in random direction (distance is result in inches) **5-6)** On Target

DEFENSE

Condition	Add to Dice Poll
Over 18"	1
Concealment, soft cover, bad vision	1
Body armour	2
Hard cover, Heavy armour	3

Cover/concealment has no effect in brawling combat

Roll dice and every 5+ negates one hit

DAMAGE

- Pinned combatant loses 1 die from actions and discards 5-6's on movement dice
- 2 hits goes DOWN or Wounds a hero
- 3+ hits is a gruesome death. Heroes go DOWN

FUMBLES

#	Ranged	Brawling
1	Attacker pinned	Attacker DOWN
2	Gun jam	Back off 3" & PINNED
3	Attack closer character 2D	Counter-attack
4	Return fire 2D	Back off 3" & both PINNED
5	Target move 3"	Target move 3"
6	Gun broken	Weapon broken. Back off 3"

#	Explosive	#	Explosive
1	Dud	4	Deviates 1D" from target and explodes at end of turn
2	Deviates 2D" from target and explodes	5	Deviates 1D+3" from target and explodes 5D
3	Explodes at feet of attacker	6	Closest target is PINNED

MORALE

Add up following factors:

- +1 per character down in game
- +1 extra if boss is down
- +1 extra per horrible death in game
- 1 per morale trait
- 1 if boss is alive
- 1 extra if boss is alive and has leadership trait

Roll over on 1D6 or become RATTLED.

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CHALLENGES & CONFLICTS

When a player character does something dangerous, uncertain, or contested, and it is not covered by the Combat rules you have choices:

DOING THINGS

Roll 2D
+1D for a Hero
+1D for each applicable trait or piece of equipment.

If at least one die scores a 5 or 6, the action is achieved.

Actions can have the following conditions applied:

Condition	Effect
SLOW	Cannot move and attempt the action
DANGEROUS	If the action fails, the character goes DOWN on a roll of 5-6
COMPLICATED	Two or more dice must score a 5-6 to succeed
SPECIALIZED	The action can only be attempted if the character has a relevant trait or piece of equipment. This trait or gear cannot provide a bonus

DIRECT COMPETITION

Each side rolls 2D
+1D for a Hero
+1D for each applicable trait

Count the 5-6 results and allow an additional die to be thrown for every 6. If one character has more 5-6 rolls than the rest, they win the competition. If there is a draw, every character must drop out except those tied for the most successful dice. They will roll again, continuing to drop characters until only one remains.

FIGURING IT OUT

Roll 2D
+1D for a Hero
+1D for each applicable trait
+1D for a piece of equipment or resource

Every 5-6 provides one clue or piece of information.

Actions can have the following conditions applied:

Condition	Effect
URGENT	For each attempt, one clue or piece of information that has not yet been discovered will become permanently unavailable
COLLABORATIVE	Multiple characters can assist each other.
BREAKTHROUGH	Every success allows an additional D6 to be rolled
SPECIALIZED	Can only be attempted with access to specialized equipment, relevant character traits or suitable research resources

QUICK NPC RESOLUTION

Suitable for situations happening behind the scenes or being directed by groups of NPCs, organizations, etc.

Roll a D6:

#	Ranged
1	Action fails
2-3	Players are alerted Action will succeed unless they interfere
4-5	Action succeeds but alerts players
6	Action succeeds

An “alert” can take multiple forms: A news report, anonymous tip, message from an old friend and so forth.

TALKING IT OUT

Roll 2D
+1D for a Hero
+1D for each applicable trait

At least one die of 5-6 will get agreement or compliance on something that has low import or limited risk. Two or more dice will be needed for more extensive persuasion.

Actions can have the following conditions applied:

Condition	Effect
AGGRESSIVE	Failure to get any 5-6 dice will result in the recipient attacking, sounding the alarm or otherwise making a ruckus
A TOKEN OF OUR APPRECIATION	Attempt requires some type of gift or bribe
RECEPTIVE TO	Characters fitting specific group add +1D
ONE CHANCE	Only one attempt can be made
SHORT LIVED	The effects will only last for 10 minutes
DISLIKES	Characters fitting specific group must roll 6's to count

NPC REACTIONS

Roll a D6

#	Reaction	Compliance
1	Hostile	Refuse, reaction drops a level
2-3	Negative	Disagree
4-5	Positive	Agree
6	Friendly	Help, reaction increases a level