

## OPERATIONS MANUAL TABLE OF CONTENTS

THE SIEGE ENGINEER	2	MUTATIONS	17
Running the Game	2	Taint Score	17
THE SHOE ENGINE	2	Intensity Rating	17
Challenge Base	3	Intensity Rating Chart	17
Challenge Levels (CL)	3	Gaining Defects	18
General Challenge Level Chart	3	Defects Chart	18
Using the System	4	Social Discomfort	18
Critical Success		Defect Descriptions	18
Cooperation	6	PSIONICS	19
ACTION	6	Activating Psionic Powers	19
Dealing with Nova Points	7	Drain	20
Range	7	Over-channeling	20
Range Chart	7	Resistance	20
Scale	7	CYBERNETICS	21
Scale Chart	8	Interference	21
Movement	8	Disconnection Chart	21
Chases	8	FASHIONING TRAPPINGS	23
Travel	9	Step 1: Concept	23
COMBAT	10	Step 2: Determine Class	23
Initiative	10	Step 3: Function	വ
Actions	11	Function Cost Chart	24
Incidental Movement	11	Step 4: Special Effects / Flaws	26
Attack Action	12	Step 5: Tallying and Distributing Points	28
Submission	12	Step 5.1: Equipment	
Range and Weapons	12	Tech	28
Size and Weapons	12	Size	28
Armor	12	Reliability	28
Targeting Objects	13	Reliability Chart	29
Other Modifiers	13	Value	29
Situational Modifier Chart	13	Durability	29
Move Action	13	Step 5.2: Special Abilities	29
Skill Use Actions	13	Potency	29
Other Actions	14	Drain	29
Vehicular Combat	14	Experience Cost	29
Captain	14	Examples	29
Engineering	14	CUSTOM ALIENS	30
Gunnery	14	Step 1: Concept	30
Pilot	14	Step 2: Size	30
Support	14	Step 2: Move and Scale	30
DAMAGE	14	Step 3: Attribute Modifiers	30
Object Damage	14	Step 4: Special Abilities	30
Critical Damage—Wounds	15	ECONOMICS	31
Critical Damage—Stress	15	Size/Pop/Value Scale	31
Healing	15	Size, Population, and Value Chart	31
First Aid	15	Using Credit	32
Natural Healing	16	Regaining Credit	32
Assisted Healing	16	Loans	33
Repair	16	High Tech	33



## OPERATIONS MANUAL TABLE OF CONTENTS

FASHIONING WORLDS	33
Terrain	33
Planetary Statistics	33
Attributes	33
Other Statistics	34
Galactic Standard	35
Wealth	35
Industries	35
Industries/Wealth Chart	35
Facilities	36
Reactive Facilities	36
Purchasing Facilities	36
Damage Tracks	37
Planetary Damage Track Chart	37
Defense Ratings	38
Defense Rating Chart	38
PLANETARY CONFLICT	39
Aggression	38
Conflict Results	39
Conflict Results Chart	39
RECOVERY EFFORTS	40
Stability Check	40
REFERENCE MATERIALS	41
Example Non-Player Characters	41
Law Enforcement	41
Ne'er Do Wells	41
Middle Class	41
Planet Examples	42
Combat Example	43
OPTIONAL BULES	



Challenge Base of 12? Isn't that just a +6 bonus?	3
Where are the opposed rolls?	3
I make this look good.	6
Chase Rules? Move within Range Increments? I just want to know how far I can move	9
Don't worry, the bullet passed right through.	10
Leaving 20 for me at my best I couldn't handle that many.	10
It's all in the Reflexes	10
Taste my paired blasters of DOOM!	12
Shoot the hostage!	13
Flight or flight?	15
Just how did you get that beautiful scar, anyways?	16
I am not an animal!	18
How did you do that, Tetsuo?	19
I'm not big on waiting	20
I'll be back	21
Subsystem Pools	25
Where is the earth-shattering kaboom?	29
But I love counting!	29
I am not as weakly built as you.	31
I like the feel of money in my hand	32
Ley Lines	34