GENERAL COMBAT STUNTS

SP COST	STUNT
1-3	**(Core) Adrenaline Rush:** Regain Fortune equal to the SP spent.
1-3	**(Core) Momentum:** Gain +3 to initiative per SP spent, changing your place in the initiative order.
1-3	**(Core) Duck and Weave:** Gain +1 to Defense per SP spent until the beginning of your next turn.
1-3	**Take Cover:** If there is cover available in your immediate vicinity, gain a cover rating equal to SP spent, up to the maximum rating available.
1+	**Guardian Angel:** Choose an ally within 5 meters of you. If they would take damage before your next turn, 1 damage point per SP spent transfers to you instead as you interpose yourself in front of the attack.
1+	**Skirmish:** Move yourself or your attack's target 2 meters in any direction for each 1 SP you spend. If this movement would expose the target to a hazard, such as pushing them off a ledge, roll an opposed test of your attacking ability versus the target's Strength (Might) or Dexterity (Acrobatics), whichever is higher. If you lose the test, the target doesn't move.
1	**Whatever's Handy:** Immediately arm yourself with anything in your environment you can reasonably wield as a makeshift weapon (see Makeshift Weapons in this **Chapter 5** of *The Expanse* RPG).
2+	**Group Tactics:** Choose one ally to move 2 meters in a direction of their choosing for each 2 SP spent.
2	**Double-Team:** Choose one ally to make an immediate attack on your target, who must be within range and sight of the ally's attack.
2	**Injure:** If your target has lost half or more of their Fortune, your attack imposes an injured condition so long as its damage exceeds the target's Toughness. This condition does not reduce the attack's damage.
2	**Knock Prone:** Knock your enemy prone (see **Prone** under **Conditions** in **Chapter 1** of *The Expanse* RPG).
2	**Lightning Attack:** Make a second attack on your turn, either against the same target or a different target.
2	**Overcome Toughness:** Against this attack's damage, the target's Toughness is considered to be half its normal value, rounded down.
2	**Taunt:** Roll an opposed test of Communication (Deception) vs. Willpower (Self-Discipline) against any target within 10 meters of you; if you win, they must attack or oppose you in some way on their next turn.
2	**Vicious Blow:** Inflict an extra 1d6 damage on this attack.
3	**Expose:** Destroy or move any one object in weapon range, such as a door or crate, that could provide cover. This can take out small sections of larger objects like pillars or walls. The GM may rule some objects are too heavy or tough to be removed by this stunt, such as the bulkheads of spaceships and stations.
3	**Shock and Awe:** When you succeed at a non-attack physical feat or take an opponent out, anyone who witnesses it rolls Willpower (Courage) or (Morale) vs. your Strength (Intimidation). If you win, they suffer a −1 to the next opposed roll they make against you, or a −1 to their Defense vs. your next attack against them, whichever comes first.
4	**Knock Out:** If your target has lost half or more of their Fortune, your attack imposes an unconscious condition so long as its damage exceeds the target's Toughness.
4	**Seize the Initiative:** Move to the top of the initiative order until someone else seizes the initiative. You may get to take another turn before some others act again.
5	**Lethal Blow:** Inflict an extra 2d6 damage on this attack.
5	**Wound:** If your target has lost half or more of their Fortune, your attack imposes a wounded condition so long as its damage exceeds the target's Toughness. This condition does not reduce the attack's damage.

GRAPPLING STUNTS

SP COST	STUNT
1-3	**(Core) Hinder:** Melee attacks your opponent makes before the start of your next turn reduce their damage by 2 per SP spent.
1	**(Core) Grapple:** You and your target make opposed Fighting (Grappling) rolls; if you win, they can't move from where they are on their next turn. You and the target both take a −2 Defense penalty until the beginning of your next turn.
2	**Takedown:** You and your target make opposed Fighting (Grappling) rolls; if you win, you and your target fall prone; your target takes an additional 1d6 damage and can't stand up until you do, or until they succeed at an attack against you.
3	**Human Shield:** You and your target make opposed Fighting (Grappling) rolls; if you win, any failed ranged attack against you hits your target instead, and ranged attacks against you take a −2 penalty, until the beginning of your next turn.
3	**Strangle:** Roll Fighting (Grappling) vs. your target's Constitution (Stamina); if you win, the target must spend their minor action catching their breath on their next turn.
4	**Hostage:** You and your target make opposed Fighting (Grappling) rolls; if you win, you maneuver them into a vulnerable position. If they do anything other than a free action on their next turn, or if anyone attacks you or your allies before the beginning of your next turn, you may make an immediate attack against your target with a +2 bonus to the Drama Die.
4	**Pin:** You and your target make opposed Fighting (Grappling) rolls; if you win, they can't do anything other than a free action on their next turn. You and the target both take a −4 Defense penalty until the beginning of your next turn.
5	**Restrain:** If you have appropriate equipment in hand, like handcuffs or rope, you and your target make opposed Fighting (Grappling) rolls; if you win, they become restrained (see **Conditions** in **Chapter 1** of *The Expanse* RPG), and can't do anything other than try to escape with a Strength (Might) or Dexterity (Sabotage) test as a major action, with TN = 10 + (your Fighting (Grappling) score).

MELEE STUNTS

SP COST	STUNT
1-3	**(Core) Parry:** Your opponent suffers −1 to Defense per SP spent until your next turn, as you guide their limb or weapon off-center, throwing off their balance.
1+	**(Core) Footwork:** You maneuver effortlessly. Gain +1 per SP spent to one combat-related test of your choice before the end of your next turn.
1	**Feint:** Reduce your target's initiative by 1 (to a minimum of 1) for the rest of the encounter.
2	**Disarm:** You and your target make opposed melee attack rolls; if you win, knock your enemy's weapon 1d6 + Strength meters away in a direction of your choice.
3	**Hamstring:** Cumulatively reduce your target's Speed by 3 for the rest of the encounter. If it's reduced to 0, they become restrained for the rest of the encounter and cannot move.
3	**Bind Weapon:** You and your opponent make opposed melee attack rolls; if you win, your opponent's next melee attack against you automatically misses.
4	**Armor Crush:** Convert up to 3 points of damage you would inflict on your foe with this attack into a penalty to their worn armor instead, based on the type of damage you dealt. This penalty lasts for 1d6 rounds or until they take a major action to readjust their armor, whichever comes first.
5	**Break Weapon:** You and your opponent make opposed melee attack rolls; if you win, your destroy your opponent's weapon, rendering it unusable.

GUN STUNTS

SP COST	STUNT
1-3	**(Core) Overwatch:** Your opponent suffers −1 to attack rolls per SP spent until the start of your next turn.
1-4	**(Core) Precision Marksmanship:** If you make an attack with a firearm that benefits from an Aim bonus before the end of your next turn, increase the aim bonus by +1 per SP spent.
1-3	**Ricochet:** Make a trick shot that ignores (SP spent) of the armor rating of a target behind cover.
1-3	**Short Burst (Automatic):** Ignore one point of your opponent's Toughness per SP spent.
1-3	**Strafe (Automatic):** Immediately move up to (SP spent) meters in any direction, and apply this attack to anyone within (SP spent) meters of your original target; you can't selectively exclude anyone in the area. Halve the damage dealt to the additional targets (round up).
1-5	**Suppressive Fire (Automatic):** At the end of each character's turn until the start of your next turn (including allies and your current target), make a new attack against that character if they're within (SP) meters of the spot where your target stands right now.
1	**Rapid Reload:** Next time you miss with a firearm, immediately reload without checking against Capacity.
2+	**Efficient Gunner:** Next time you miss with a firearm, subtract 1 from the Drama Die's result for each 2 SP spent, for purposes of checking against Capacity.
2	**Long Burst (Automatic):** Make a second attack against the same target or a different one within 5 meters of the first; take a −2 to this attack roll, but gain a +2 to the damage roll if you hit. Immediately check ammo against Capacity afterward.
3	**Pistol Whip (Pistol):** If the attack hits an opponent adjacent to you, or next time you miss with a firearm against an opponent adjacent to you and run out of ammo, make a second attack against the same target with Accuracy (Pistols) to club them with the gun, inflicting 1d6 + Strength damage.
4	**Called Shot:** You target an exposed part of your opponent's body. The attack's damage becomes penetrating.
4	**Sniper's Perch:** You find high ground or another advantageous shooting position. In addition to the usual benefits, if you attack with a firearm on your next turn, double your weapon's short and long ranges for that turn.
5	**Spray and Pray (Automatic):** Apply this attack to every target within a 5-meter radius of your original target, including allies, using the same attack test result. All additional targets gain +1 to Defense against this attack.

CHASE STUNTS

SP COST	STUNT
1+	**(Core) Punch It:** You gain a +1 bonus on your next chase test for each 1 SP you spend.
2	**Evasive Maneuver:** Until your next turn, attacks against you and your vehicle (if any) suffer a −2 penalty.
2	**Follow the Leader:** Make a test with a TN you choose and an ability focus you work out with the GM for pulling off a tricky maneuver, such as Dexterity (Acrobatics) to slip through a small opening on the run, or Dexterity (Piloting) to do the same while flying. If you fail, you crash. Anyone following you using the same method of transport must make the same test or crash.
3	**Attack on the Move:** You can make a bonus melee or ranged attack, use the bonus Activate action to use an in-built weapon system, or make a bonus Ram attack against an enemy within range and line of sight, at a −2 penalty to the roll. You must have a loaded missile weapon to make a ranged attack.
3	**Keep It Steady:** Until the beginning of your next turn, passengers gain a +1 bonus when making attacks or making other ability tests that would benefit from stable platform (leaping from vehicle to vehicle, for example).
4	**Interference:** A character of your choice suffers a −2 penalty on their next chase test.
5	**Short Cut:** Add an additional +2 to your chase total.

VEHICLE COMBAT STUNTS

SP COST	STUNT
1-3	**SYSTEM DAMAGE:** Your attack damages the vehicle's Handling, Sensors, or Weapons. Impose a –1 penalty per SP spent to the damaged ability (up to 3). This penalty remains until the vehicle is repaired. Damage control with a TN 13 Intelligence (Engineering) test can negate (but not remove) the penalty for rounds equal to the Drama Die result. If the ability is reduced below –2, the vehicle automatically fails tests calling for it. If Handling is reduced below –2 the vehicle is out of control and helpless.
1+	**PENETRATE HULL:** Your attack overcomes the vehicle's resistance to damage. If a vehicle has a Hull rating, you must spend SP equal to it on this stunt before spending SP on other stunts.
2	**OFF-COURSE:** The vehicle is thrown off-course and the operator must make a TN 15 test to maintain control. A new test can be made each round to regain control if it is lost.
2	**SCUTTLE:** Your attack destroys the target vehicle. This stunt is only available against a helpless vehicle.
2+	**SHRAPNEL:** The attack causes a damaging explosion in the vehicle's interior. The operator and all passengers in the same compartment suffer 1d6 damage for 2 SP or 2d6 damage for 4 SP.
3+	**HULL BREACH:** You inflict significant damage to the vehicle, reducing its Hull rating by 1 per 3 SP spent. The loss of Hull rating lasts until repaired.
3	**SLOWDOWN:** You damage the vehicle's propulsion, dropping its Speed class by one category. If it drops to Slow or less, the operator must make a TN 15 test to maintain control. The slowdown remains until repaired. Damage control with a TN 13 Intelligence (Engineering) test can negate (but not remove) the penalty for rounds equal to the Drama Die result.
4	**DISABLE DRIVE:** Your attack disables the vehicle's propulsion. The operator must make a TN 15 test to maintain control and, even if they succeed, must deal with a vehicle that can no longer move or maneuver under its own power. The vehicle is helpless. Damage control with a TN 13 Intelligence (Engineering) test can restore the vehicle's Speed at one degree lower than usual for rounds equal to the Drama Die result.
4+	**SKEWER:** Your attack is in just the right place to do serious damage inside the vehicle: One character suffers 4d6 damage for 4 SP, or 6d6 damage for 6 SP, or the full damage of your weapon +2d6, whichever is less.
5	**RUPTURE:** Your attack ruptures a fuel line or power conduit, causing an internal explosion. This deals 3d6 penetrating damage to everyone in a particular compartment of the vehicle and also causes the effects of either a System Damage (3 SP) or Slowdown stunt.
6	**DISABLE ENGINE:** Your attack disables the vehicle's engine or main power, such as a ship's reactor, causing the effect of a Disable Drive stunt and leaving the vehicle completely without power other than emergency back-ups and essentially helpless. Damage control with a TN 13 Intelligence (Engineering) test can restore power for rounds equal to the Drama Die result. Otherwise the power remains offline until repaired.

SPACE COMBAT STUNTS

SP COST	STUNT
1+	**(CORE) GUIDANCE:** You grant a +1 bonus to a chosen ship combat test this round for each 1 SP you spend. Choose one of the following: maneuver test, electronic warfare test, evasion test, point defense test, or damage control test.
1+	**BLINDING MANEUVER:** You maneuver your ship in such a way as to blind or limit an opponent's Sensors. Each SP you spend reduces an opposing ship's Sensors score by 1 (to a minimum score of –2) until the start of the next round.
2	**MULTI-TARGETING:** Your ship's point defense cannons (if any) can both attack and defend this round without any penalty (see Point Defense under Defensive Actions, following).
2+	**ON-TARGET:** Every 2 SP you spend increases the TN of tests to evade your ship's weapon attacks that round by +1.
2+	**TACTICS:** Every 2 SP you spend increase the TN of an opposing ship commander's next command test by +1.
3+	**EVASIVE ACTION:** Every 3 SP you spend grants a +1d6 Hull bonus to your ship that round for resisting damage from successful weapon attacks.
3	**PERCEIVED WEAKNESS:** You increase the damage of one successful weapon attack by 1d6. This stunt is a risk, as it has to come in Step 5 of the round, and requires a successful hit.
4	**PRECISE HIT:** One of your successful weapon attacks results in an additional Loss, even if the target's Hull completely eliminated the damage.
4+	**SET-UP:** You maneuver an opposing ship into a hazard, such as a normally shorter range weapon, a field of debris, or even a floating rock. This stunt is considered a weapon attack (see **Weapon Attacks** in **Chapter 6** of *The Expanse* RPG) inflicting damage dice equal to half the SP spent (round down). The Set-Up can be evaded (see **Evasion** under **Defensive Actions** in **Chapter 6** of *The Expanse* RPG); the TN is 10 + your Intelligence + Leadership focus (if any) + half the SP spent. So if a character with Intelligence 2 and Leadership spends 5 SP on this stunt, the TN to evade the Set-Up is (10 + 2 + 2 + 2.5, rounded down to 2) or 16, and a failure on the evasion test results in 2d6 damage to the target ship.

GENERAL EXPLORATION STUNTS

SP COST	STUNT
1-3	**(CORE) WHEN A PLAN COMES TOGETHER:** You reveal this test was part of your plan all along, granting a bonus equal to the SP spent on one ally's next test during the same encounter to accomplish the same goal. If desired, you can split the bonus among multiple allies, giving each a minimum +1. You must make this decision before any ally rolls.
1+	**A STITCH IN TIME:** You put in the effort to do it right the first time, setting yourself up for greater success later. Gain +1 per SP spent on your next test related to this one during this encounter, as long as this roll was part of an advanced test.
1+	**PAY DIRT:** In the course of your endeavor, you win a bet, happen across a conveniently abandoned stash, or discover something valuable you can pawn to make a buck, among other possibilities. Temporarily gain +1 Income per SP spent; this increase lasts until you next fail an Income test. Instances of this stunt don't stack; only the highest bonus applies.
2	**JURY RIG:** You find or improvise a piece of equipment you need to be more effective. Negate any situational penalties you would suffer for lacking proper equipment on tests appropriate to the improvisation, for the rest of the encounter.
2	**SPEED DEMON:** You complete your test in half the time it would otherwise take.
3	**THE UPPER HAND:** If your success leads to combat within the encounter, you receive a +3 on your initiative roll.
4	**WITH A FLOURISH:** You impress everyone who watches you with your ability. Gain a +1 to opposed tests against them for the rest of the encounter.
5	**FRUGAL:** You use only what you must to get the job done, saving resources for a rainy day. This Income test doesn't deplete your Income even if it normally would.

INFILTRATION STUNTS

SP COST	STUNT
1+	**(Core) Just a Shadow:** Gain +1 per SP spent to your next test during this encounter as long as you remain unnoticed.
1	**(Core) Good Instincts:** Make a Perception test using an appropriate focus (GM's choice) with the same TN as the test you just made to learn the most likely immediate consequence of the action you just performed.
1+	**Calming the Waters:** Reduce the current Churn Pool by the SP spent. See **The Churn** in **Chapter 12** of *The Expanse* RPG for details.
1	**Bravery:** Your success bolsters your courage, granting you 1d6 extra Toughness against the next damaging hazard you face in this encounter.
2	**Over Here!:** Your flashy action makes you the center of attention. Each of your allies gains +1 to their next test to hide or pass scrutiny in this encounter, such as Dexterity (Legerdemain) or (Stealth) or Communication (Disguise). Any action an opponent takes until then automatically targets you.
2	**Take One for the Team:** When you successfully avoid damage from hazard but an ally doesn't, you may take the damage for that ally while they remain unaffected.
3	**Cover Your Tracks:** Whether you're hacking into a network, evading the cops, or infiltrating a military base, you impose a −2 on all future rolls to follow your trail related to this test.
3	**High Tech Hustle:** With an injection of technobabble or a quick mod to a device, you sidestep one minor complication impeding your current goal, or give yourself the ability to perform one task you otherwise couldn't in the current situation, at the GM's discretion.
4	**It Wasn't Me:** You leave evidence another character is responsible for the results of your test, such as breaking and entering, cheating at cards, or uploading a computer virus. All failed tests to investigate the truth reveal that person as the culprit, and such tests suffer a −2 penalty.
5	**Fancy Meeting You Here:** Choose a focus or talent your character doesn't possess. An NPC of the GM's choice with that focus or talent appears in the scene within a few minutes, or a few rounds if your action leads directly to action time. This doesn't dictate anything about their situation, attitude, or identity; these are all up to the GM.

INVESTIGATION STUNTS

SP COST	STUNT
1-3	**(Core) A-ha!:** The GM reveals an additional useful fact about the object of your test per SP spent **(Simple)**; gain +1 per SP spent to your next test following up on the lead you just unlocked **(Detailed)**.
1	**Flashback:** This test reminds you of something important you forgot. The GM reveals the identity or existence of another source of information you didn't know about **(Simple)**; treat one of your tangential focuses as a primary one on the next test you make to unlock a lead related to this test **(Detailed)**.
2	**Intuition:** The GM reveals a fact about the object of your test you could not have noticed or deduced simply by interacting with it **(Simple)**; when you uncover a clue, you gain two new leads instead of one, making the path branch **(Detailed)**.
3	**Lucky Break (Detailed):** This test's result leads fortuitously to putting two and two together later. Treat one irrelevant focus as a tangential one on the next test you make to unlock a lead related to this test.
4	**Down the Rabbit Hole (Detailed):** If this test led to a reveal, the GM also provides a brand new lead about a new subject that will lead to greater rewards.
5	**Breakthrough:** You gain not only information but some form of incontrovertible proof **(Simple)**; reduce the total number of leads on the path by one, jumping to a further point in the investigation immediately **(Detailed)**.

MEMBERSHIP & REPUTATION STUNTS

SP COST	STUNT
1	**(Core) Bon Mot:** You tag the perfect witty remark onto the end of your action. If you can't think of one, let the group brainstorm and pick one among their ideas. Gain a temporary honorific you can use for passive Reputation only, for the rest of the session.
1	**Stick Your Neck Out:** Your test puts your own Reputation in jeopardy to help someone else. An ally of your choice gains a +2 bonus to their next social test in this encounter; if they fail, you lose all Reputation bonuses from one honorific for the rest of the session.
2	**In Good Standing:** When targeting a member of an organization in which you have Membership, treat your rank as one higher for purposes of gaining access to resources for the rest of this encounter.
3	**Benefit of the Doubt:** Your action impresses or charms any one character present. Roll Communications (Persuasion) vs. Willpower (Self-Discipline) to affect someone with an Attitude of Hostile or worse; no roll is necessary for others. Increase all relevant Membership and Reputation bonuses by +1 while interacting with that character for the rest of the session; may improve their Attitude toward you, at the GM's discretion.
3	**Go Viral:** Whether via you or others sharing a video or audio recording, news gets out quickly about what you've just done. For the rest of the session, the honorific most related to this test applies even in situations where it seems unrelated.
4	**Oozing Confidence:** Your action impresses or fools all the right people. Gain one temporary Reputation honorific or rank of Membership for the rest of the session, or until you next fail a test relevant to this influence, whichever comes first.
5	**Name-dropping:** Your action displays your affiliation with someone whose Membership rank is higher than yours in an organization to which you belong, or who has a relevant honorific you don't. You may use their Reputation or Membership benefits with that honorific or organization as your own for the rest of the session; if they find out and disapprove, worsen their Attitude toward you by one shift.

THE EXPANSE

GENERAL SOCIAL STUNTS

SP COST	STUNT
1–3	**(Core) Impress:** Gain a +1 per SP spent to your next social test against the same target as this test, during this encounter.
1	**Cards on the Table:** If you were completely honest when making this test, your target must be completely honest in the next social test they make against you during this encounter. This doesn't stop either character from omitting information or offering misleading truths.
1	**Making an Entrance:** If this is your first action of the encounter, gain +1 to your next opposed roll against one character who witnessed it. You can choose this stunt multiple times per roll.
2	**And Another Thing:** Make a second, related test as part of your action, before anyone else has a chance to respond or make any tests of their own.
2	**Hidden Message:** Your words convey a different message to one person than to everyone else who hears them; the character you choose is the only one who can decipher your true meaning.
2	**Sway the Crowd:** Your words affect one additional person of your choice. You may choose this stunt multiple times per roll, but if someone opposed your test you can't expand the effect to anyone with a higher ability + focus total than the original target.
3	**Good Cop/Bad Cop:** Choose an ally to immediately make a test in seeming opposition to the one you just made, with the same target. If they succeed, rather than garnering the usual results, they prompt the target to give up a secret you didn't already know.
3	**Let's Make a Deal:** Your action turns out to benefit a character you didn't target, who now owes you a favor, however grudgingly.
3	**Objection!:** You step in on someone else's behalf. Another character in the scene may use your ability + focus score instead of their own next time they oppose a test during this encounter.
4	**Class Clown:** Your words lighten the mood, imposing a −2 penalty to all enemies' initiative rolls if a fight breaks out during this encounter.
4	**Flirt:** Roll Communication (Seduction) vs. your target's Willpower (Self-Discipline) as a simple social roll against a character whose Attitude toward you is Open or better, with a positive bent; if you win, they become enamored with your character, opening the door to future romance or intimacy. How this proceeds is up to you and the GM to work out together.
4	**From the Heart:** You believe wholeheartedly in what you say. Choose one Willpower focus. If you don't have it already, gain it for the rest of the encounter. If you do, it adds +3 instead of +2 to rolls you make with it.
4	**Sleep with One Eye Open:** Applies to a test targeting someone you have a negative Relationship with, or who has harmed someone you have a Relationship with. The next attack you make against that target in this session is automatically a surprise attack, as long as they weren't already in combat.
5	**Enrage:** Choose one character present whose Attitude toward you is Neutral or worse, or a negative variant of a more positive Attitude. They must immediately either attack you or storm out of the scene. If they attack, it needn't be deadly, though it can be.
5	**Patter:** Your rapid-fire words confuse your target, who must succeed at a Perception (Empathy) roll vs. your Communication (Deception), or automatically fail their next non-attack test against you.
7	**My Word is My Bond:** Applies to a test relevant to completing a task you've promised someone you have a Relationship with you'll perform. Gain +2 to tests directly related to completing this task until the end of the session. This stunt requires bonus SP available from a Relationship in order to meet the necessary cost.

ATTITUDE STUNTS

SP COST	STUNT
1-3	**(Core) Making an Offer:** Your test implies a promise or olive branch, temporarily shifting the target's Attitude toward you up by one per SP spent (even if this test already shifted it); it shifts back by the same amount as soon as you fail a social test against them. Inapplicable when performing a grand gesture.
1	**Read the Room:** The GM reveals the current Attitude, or an intention or mood indicator, for one character present of your choice, in reaction to your test. You can choose this stunt multiple times per roll. Characters with either the Communication (Deception) or Willpower (Self-Discipline) focus may roll vs. your Perception (Empathy) to avoid this.
2	**On the Fence:** Choose a character you didn't target who's Standoffish, Neutral, or Open toward you. They're convinced to take your side in the conflict, as long as they don't already oppose you **(Simple)**; shift their Attitude toward you up by one for the rest of the encounter **(Detailed)**.
3	**Bad Form:** Immediately regain the SP you spent on this stunt, plus 1 more. Then choose any character present; they now consider you a rival, threat, or enemy, shifting their Attitude to Hostile if it was Standoffish or Neutral, or shifting it to its negative variation if it was more positive. Inapplicable if all NPCs present are already Hostile toward you.
3	**Cast Out:** Your action shames or embarrasses another character present, imposing a −2 penalty on their next social roll against anyone but you in this encounter **(Simple)** or worsening the Attitude of one other character present toward them by one shift **(Detailed)**.
4	**Risky Business:** Your action reveals a secret or contains a significant lie, shifting your target's Attitude toward another character in the scene from Neutral or worse to Very Hostile; it also worsens your target's Attitude toward you by one shift, as they're inclined to shoot the messenger. If you lied and the target later finds out, their Attitude toward you shifts to Very Hostile as well.
5	**Meddle:** Your action brings others together or drives a wedge between them. Choose two other characters present and shift their Attitudes toward each other up or down by one (both in the same direction).

THE EXPANSE

CONDITIONS

The following is a listing and description of the conditions *Expanse* characters may acquire.

BLINDED

A blinded character cannot see and automatically fails ability tests reliant on sight, such as Perception (Seeing).

DEAFENED

A deafened character cannot hear and automatically fails ability tests reliant on hearing, such as Perception (Hearing).

DYING

A dying character is in danger of perishing. A dying character loses 1 point of Constitution score each round on the start of the character's turn. When the character's Constitution score reaches −3, the character dies. Successful first aid applied to a dying character stabilizes their condition, making them helpless, unconscious, and wounded instead. They must recover from these conditions normally (see Interludes in **Chapter 5**).

EXHAUSTED

An exhausted character is severely fatigued. The character's Speed is halved and they cannot take the Charge or Run actions. An exhausted character who receives an additional fatigued or exhausted condition becomes helpless.

FATIGUED

A fatigued character is tired and cannot take the Charge or Run actions. A fatigued character who receives an additional fatigued condition becomes exhausted.

FREE-FALLING

A free-falling character is effectively weightless in a microgravity or free-fall environment. The character can only move with access to hand-holds or a surface to push off from or some type of thrust (such as from a thruster pack) and, once moving, continues to move with the same speed and trajectory unless acted upon to stop of change their movement.

HELPLESS

A helpless character is incapable of doing anything. The character cannot take any actions.

HINDERED

A hindered character's Speed is halved (round down) and they cannot take the Charge or Run actions.

INJURED

An injured character is hurt. The character has a −1 penalty to all tests and is fatigued, unable to take the Charge or Run actions. An injured character who receives an additional injured condition becomes wounded.

PRONE

A prone character is lying on the ground. The character cannot take the Charge or Run actions, as they can only move by crawling, and standing up from prone requires a Move action using half the character's Speed. Melee attacks have a +1 bonus against prone characters, while ranged attacks have a −1 penalty.

RESTRAINED

A restrained character's Speed becomes 0 and they effectively cannot move. A restrained condition may prevent a character from taking certain other actions as well, defined by the nature of the restraint.

UNCONSCIOUS

An unconscious character is unaware of their surroundings or the passage of time. The character falls prone and is helpless, unable to take any actions.

WOUNDED

A wounded character is severely injured. The character has a −2 penalty to all tests and is exhausted, their Speed halved and unable to take the Charge or Run actions. A wounded character who receives an additional injured or wounded condition becomes dying.

ACTIONS

MAJOR ACTIONS

ALL-OUT ATTACK

You attack one adjacent enemy in close combat, throwing the full force of your Strength behind the attack at the cost of your ability to defend yourself. If your attack hits, you do +1 damage, but whether or not the attack hits, you have a −1 to your Defense until the start of your next turn.

CHARGE

You move up to half your Speed (rounded down) in meters and finish with a close combat attack against an adjacent enemy. If you moved at least 4 meters in a straight line before reaching your target, you gain a +1 bonus on your attack roll. You cannot take this action if you are prone (you'd need to use the Move action to stand up first).

DEFEND

You focus on defending yourself. Until the start of your next turn, you gain a +2 bonus to your Defense.

MELEE ATTACK

You attack an enemy within 2 meters of you in hand-to-hand combat.

RANGED ATTACK

You fire or throw a ranged weapon at one visible enemy within range.

RUN

You move up to twice your Speed in meters, sacrificing the ability to perform another action so you can move farther. You cannot take this action if you are prone (you'd need to use the Move action to stand up first).

STUNT ATTACK

Instead of trying to damage an opponent, you focus on performing a specific action stunt, like subduing an enemy with a hold instead of hurting them (a Grapple stunt). Roll an attack test as usual. A successful test awards you 1 SP of a type appropriate for the attack, but the attack itself inflicts no damage. If you roll doubles, you earn additional SP as normal, and may choose a stunt that damages your opponent, but there is still no damage from the base attack. You can attempt stunt attacks against objects as well as opponents, though the GM may rule that some stunts do not apply. See Attacking Objects in this chapter for more information.

MINOR ACTIONS

ACTIVATE

This action allows you to start using certain abilities or items, such as certain talents or technology.

AIM

You take the measure of your opponent and plan your next strike. If your next action after Aim is a melee or ranged attack, you gain a +1 bonus on your attack roll.

GUARD UP

You balance action and defense. Add +1 or +2 (your choice) to your Defense until the end of the round. However, the same modifier becomes a penalty to all tests you make, even opposed tests, until the end of the round as well (unlike the Defend action, which lasts until the beginning of your next turn). If you choose this minor action, you must do it before any major action on your turn, and you cannot Defend on the same turn.

MOVE

You move up to your Speed in meters and can combine this with actions like dropping prone, standing up, or climbing in a vehicle, but each these types of actions consume half your Speed (rounded down).

PREPARE

When you take this action, you postpone your major action. You declare one major action and your choice to Prepare it. After you do so, the next person in initiative order acts, and so on, but at any time until the beginning of your next turn, you can interrupt another character and take your prepared action immediately. If you don't use the prepared action by your next turn, you lose it.

PRESS THE ATTACK

You stand ready to pursue an enemy if they fall back or flee. You can take this action after successfully striking an enemy target with a melee attack (whether you inflict damage or not). After you declare this action, if that foe moves away from you, you may immediately move up to your Speed in meters in direct pursuit at no additional cost in actions. This occurs immediately after your foe's movement, before they can do anything else.

READY

You draw a weapon, pull out a device, or otherwise ready an item that is stowed. As part of this action, you can put away something already in hand. You could holster a pistol and pull out a grenade with the same Ready action, for example.

STAND FIRM

You stand firm and prepare to resist any effort to move you. Until the start of your next turn, any enemy using the Skirmish or Knock Prone stunts to move you or knock you to the ground must succeed in an opposed test of their Strength (Might) against your choice of your own Strength (Might) or Dexterity (Acrobatics). If you win the test, the attempt fails. If the attacker wins, the attempt proceeds normally. The attacker still spends the stunt points, regardless of whether the attempt to move you succeeds or fails.

ABILITIES & FOCUSES

Accuracy measures aim and precision, and measures your ability to do hit targets with ranged or thrown weapons.

Communication covers social skills and generally making friends and influencing people.

Constitution is your character's overall health, fortitude, and resistance to harm, illness, and fatigue.

Dexterity covers deftness, agility, and reaction time, affecting how quickly and gracefully you move.

Fighting is your character's capability in close combat, ranging from a brawl to wielding weapons.

Intelligence measures a character's reasoning, memory, problem-solving, and overall knowledge.

Perception is the ability to pick up on and notice things using any of the character's senses.

Strength is sheer muscle power and the ability to apply it, from lifting heavy things to feats of athletics.

Willpower measures self-control, self-discipline, mental fortitude, and confidence.

ACCURACY FOCUSES

BOWS: Proficiency with string-fired weapons, from a hand-drawn compound bow to a mechanical crossbow.

GUNNERY: Proficiency with precision heavy ranged weapons, including ship-mounted weapons.

PISTOLS: Proficiency with single-grip, short-barrel ballistic weapons.

RIFLES: Proficiency with double-grip, long-barrel ballistic weapons.

THROWING: Proficiency with thrown weapons, including grenades.

COMMUNICATION FOCUSES

BARGAINING: Negotiating with others and making deals.

DECEPTION: Tricking and lying to other people.

DISGUISE: Changing your appearance to look like someone else.

ETIQUETTE: Knowing the social niceties of various cultures.

EXPRESSION: Conveying thoughts and ideas effectively through words.

GAMBLING: Playing games of chance and profiting from them.

INVESTIGATION: Interviewing people for information and finding and deciphering clues.

LEADERSHIP: Guiding, directing, and inspiring others.

PERFORMING: Entertaining an audience with a type of performance art.

PERSUASION: Convincing others to agree with you.

SEDUCTION: Getting attention through romantic and sexual allure.

CONSTITUTION FOCUSES

RUNNING: Moving quickly in both short sprints and long-distance hauls.

STAMINA: Enduring fatigue, disease, and privation.

SWIMMING: Moving across water and staying afloat.

TOLERANCE: Withstanding the effects of potentially toxic substances, imbibed for recreation or unwitting exposure.

DEXTERITY FOCUSES

ACROBATICS: Executing gymnastic, balancing, and tumbling maneuvers.

CRAFTING: Making things with manual skills, including the various fine and plastic arts. Examples of specific Crafting focuses include Carpentry, Carving, Drawing, Glass-blowing, Leather-working, Painting, Origami, Sculpting, and so forth, but feel free to come up with your own.

DRIVING: Handling surface vehicles like cars, trucks, or motorized carts, to name a few.

FREE-FALL: Maneuvering and moving while in free-fall, usually in microgravity.

INITIATIVE: Reacting quickly under pressure.

PILOTING: Operating vehicles that move in three dimensions like aircraft, drones, and spaceships.

SLEIGHT OF HAND: Using sleight of hand and deft movements to trick others, hide things, or pick pockets.

STEALTH: Moving around without being noticed.

FIGHTING FOCUSES

BRAWLING: Proficiency in fighting unarmed, from bare-knuckle boxing to various styles of martial arts.

GRAPPLING: Proficiency in unarmed techniques intended to immobilize and restrain.

HEAVY WEAPONS: Proficiency with large or heavy close combat weapons like axes, clubs, hammers, and large swords, to name a few.

LIGHT WEAPONS: Proficiency with light close combat weapons like batons, knives, light staffs, and swords, among others.

INTELLIGENCE FOCUSES

ART: Knowledge of artistic movements, styles, artists, and works in any of the fine arts. Making art uses the Crafting focus.

BUSINESS: Knowledge of running a business as well as of the business and corporate world.

CRYPTOGRAPHY: Creating and deciphering codes and ciphers.

CURRENT AFFAIRS: Knowledge of politics, newsworthy events, and popular culture.

DEMOLITIONS: Identifying, using and safely handling explosives, as well as understanding their effects and detonation methods.

ENGINEERING: Making, repairing, and maintaining technological items as well as knowledge of the principles and practicalities of their design and development.

EVALUATION: Knowledge of the value of goods, works of art, and other valuables.

LAW: Knowledge of codes, regulations, and different legal proceedings of all levels of the judiciary and law enforcement.

MEDICINE: Tending to the sick and injured, and understanding medical and anatomical knowledge.

NAVIGATION: Planning and following a route from one place to another, interpreting maps and cartographic data, and figuring out where you are.

RESEARCH: Conducting a systematic search for information, usually using records, archives, and books.

SCIENCE: Knowledge of an organized field of study and the ability to understand things related to it. Examples of Science focuses include: Anthropology, Astronomy, Botany, Biology, Chemistry, Economics, Genetics, History, Planetary or "Earth" Sciences, Physics, Psychology, and Theology, but you can choose another scientific field, if you wish (see the Unusual Focuses sidebar).

SECURITY: Knowledge of different security devices, systems, protocols, and personnel.

TACTICS: Knowledge of strategy, tactics, and famous applications thereof.

TECHNOLOGY: Knowledge of the design and operation of technology, particular computers, which are incorporated into nearly all technological items in The Expanse.

PERCEPTION FOCUSES

EMPATHY: Picking up on and interpreting the feelings and emotions of others.

HEARING: Perceiving using your auditory sense.

INTUITION: Having a "gut feeling" about certain things you can't otherwise sense.

SEARCHING: Finding things that are hidden or obscured, such as hidden compartments.

SEEING: Perceiving using your visual sense.

SMELLING: Perceiving using your olfactory sense.

SURVIVAL: Practical skills of wilderness survival.

TASTING: Perceiving using your olfactory sense.

TOUCHING: Perceiving using your tactile sense.

TRACKING: Following tracks and other signs of passage.

STRENGTH FOCUSES

CLIMBING: Scaling walls and other vertical obstacles.

INTIMIDATION: Overawing others with your physical presence and threats.

JUMPING: Making standing or running jumps.

MIGHT: Feats of raw power, such as lifting or holding up heavy objects.

WILLPOWER FOCUSES

COURAGE: Overcoming fear in the face of adversity.

FAITH: Deriving inner strength through spiritual or moral belief.

SELF-DISCIPLINE: Focusing your mental energy or controlling your impulses and emotions.

INTERLUDE ACTIVITIES

RECOVERING OR FAVORED ACTIVITY = 10 + LEVEL FORTUNE PER 8 HOURS

OTHER ACTIVITIES = 5 + LEVEL FORTUNE PER INTERLUDE

ADVANCEMENT

During the interlude, you spend time consolidating an advancement within an organization.

REQUIREMENTS: You must have received an advancement in Membership as a reward prior to the start of the interlude (see Membership in **Chapter 13** of *The Expanse* RPG).

RESOLUTION: This requires a test only if the GM feels it is needed to close the deal of an award of advancement in rank, in which case it should generally be an advanced test of Communication, unless the organization prizes some other ability you can use to demonstrate your worthiness. The test should have a fairly low success threshold, between 5 and 10, reflecting your already existing value to the organization.

MAINTENANCE

You make sure things are functioning properly.

REQUIREMENTS: You need the necessary tools, parts, and equipment. If you're lacking them, or they are poor quality, the GM may say your maintenance work takes longer or is less effective. If you need to acquire them, then an Income test is needed, with a Cost set by the GM using guidelines in **Chapters 3** and **4** of *The Expanse* RPG.

RESOLUTION: Usually, no test is required, although the GM may require a character have the appropriate focus, like Intelligence (Engineering) or (Technology) to do the work, and sufficient time and resources.

MAKING OR FIXING

You spend time making or fixing something.

REQUIREMENTS: You need the necessary materials (which can be acquired with an Income test with a TN equal to the item's value −5) and necessary tools and equipment. If you are lacking in the latter, the GM may apply a penalty to the advanced test. If you are fixing rather than building something, subtract an additional 2 from the TN of the Income test.

RESOLUTION: Make an advanced test using the appropriate focus, such as Dexterity (Crafting), Intel-ligence (Engineering), or Intelligence (Chemistry) with a TN equal to the item's cost −2. The GM determines the success threshold based on the item's complexity: 5 for a simple item; 10 to 15 for more complex ones; up to 20 to 25 for truly complex works or pieces of equipment. Lower the success threshold by as much as half for fixing something rather than building it from scratch, so a threshold of 20 might become 10, for example. The GM can adjust this based on the extent of the repairs needed. Each roll represents 6 hours of work. When you reach the threshold, the item is complete.

RECOVERING

Sometimes, you need to spend an interlude, perhaps even several, recovering from the results of your prior encounters.

REQUIREMENTS: While recovering, the character needs to engage in only light activity: resting, reading, conversation, and so forth. No other activities can be undertaken during the same interlude while recovering

RESOLUTION: Make an advanced TN 11 Constitution (Stamina) test every 24 hours. If you are under medical care, your physician (or auto-doc) can make an Intelligence (Medicine) test against the same TN and you can use the better of the two rolls. Track the result of the Drama Die for each successful test. At a success threshold of 5, you can remove an injured condition. At a success threshold of 15, you can remove a wounded condition. For recovering for additional conditions due to hazards, the GM sets the necessary success threshold. If recovery conditions are less than ideal—such as trying to recover in the wilderness with little shelter or food, or on a ship low on supplies with minimal life support—the GM may increase the TN of the test.

RELATING

You take time to get to know someone better, or to change the nature of your relationship.

REQUIREMENTS: Relating only requires time and someone willing to relate to you, or given no choice but to do so by circumstances. At the GM's discretion you might need to at least get someone else to an attitude of Neutral toward you in a social encounter before you can really relate to them during an interlude.

RESOLUTION: No test is required (except perhaps to improve the other person's initial attitude, see Requirements). You just take time to either change your relationship with someone (see Changing Relationships in Chapter 13) or to establish or strengthen a bond (see **Adding Relationships** in **Chapter 13** of *The Expanse* RPG). The GM determines how long this takes: It might be anywhere from a heartfelt conversation for an hour or two to spending days or even longer together.

REPUTATION

You live up to your reputation, or create a new one for yourself.

REQUIREMENTS: You need either an existing reputation to maintain or a new one you are looking to achieve. See **Reputation** in **Chapter 13** of *The Expanse RPG* for details.

RESOLUTION: You spend time doing things in accordance with your reputation in order to maintain it; reputations and fame can be fleeting, and a known pattern of behavior can reinforce them. Exactly what depends on your reputation, but during an interlude it is often making your actions known in some way, whether it is giving an interview or broadcasting a video or a piece of writing out to the system. In some cases, the GM may require a test, such as Communication (Expression or Performing) to measure the effectiveness of your efforts. You can likewise do things counter to a current reputation in order to try and rid yourself of it, or something new in order to gain a new reputation. The GM decides when it is appropriate to drop an old reputation or to award you a new one.

RESEARCHING

You spend time looking up (or digging for) information.

REQUIREMENTS: You need access to sources of information, usually your hard terminal and a network, although some research might also require specific sources of data or even subjects of study, such as biological or material samples.

RESOLUTION: Make an advanced Intelligence (Research) test with a TN based on how obscure or difficult to find the information you're looking for is. Each test represents 4 hours of work. The GM sets the success threshold for when you find what you're looking for. Optionally, the GM can set multiple thresholds, each revealing a particular piece of information about the subject, until you have found out everything there is to know about it.

TRAINING

Practice makes perfect, or at least secures progress.

REQUIREMENTS: You need the time and the right conditions to train with whatever focus or talent you're practicing. This may also call for certain equipment, at the GM's discretion, such as a shooting range (or at least a virtual simulator) to train with guns, for example.

RESOLUTION: No test is needed, but you need a hundred hours of training (cumulative) to acquire a new focus or new degree in a talent, or to advance an ability after gaining a level (see **Advancement** in **Chapter 1** of *The Expanse RPG*). The GM is free to reduce or even waive this time as best suits the overall story. Otherwise, interludes after characters gain a level can be assumed to be taken up with at least some training time.

UPKEEP

You put time and Income into maintaining a lifestyle.

REQUIREMENTS: None other than the needed Income.

RESOLUTION: No test is required, unless the characters is trying to live above their means and enjoy a higher lifestyle than their Income would normally allow. In that case, reduce the character's Income by 1 per additional class of lifestyle, just like overextending Income on a purchase. Naturally, this makes this sort of living quite unsustainable.

WORKING

A prime way to handle upkeep is by working to get paid.

REQUIREMENTS: A paying job the character can perform.

RESOLUTION: Characters can spend interludes working a job, either for a particular employer or a freelance or gig approach of getting paid for certain tasks. The default is the characters maintains their Income score, and may recover from any reduction in Income from expenses prior to the interlude, at the GM's discretion. Alternately, the character can take a riskier approach, making a test with a suitable focus for the work against TN 13. If successful, the character scores a temporary windfall, a +1 to Income that lasts until after the next purchase requiring an Income test. However, if the test fails, the character suffers a reversal: a −1 penalty to Income that lasts until the next character's next opportunity to increase or restore Income by reward, leveling, or interlude.

SPACE COMBAT SEQUENCE

1. **COMMAND:** The character in command of the ship issues orders, determining how hard the crew can push themselves this turn and what advantages the commander's leadership grants.

2. **MANEUVERS:** At the start of a round of combat, determine the range between the ships involved. Space combat ranges fall into one of three broad bands: Long Range, Medium Range, and Close Range or CQB (Close Quarters Battle). Range determines effective weapon attacks and defenses. Ships can attempt to maneuver to extend or close the distance between them.

3. **ELECTRONIC WARFARE:** Determine the effectiveness of the ship's sensor information and any efforts to deceive enemy sensors, and therefore targeting, using electronic warfare techniques.

4. **WEAPON ATTACKS:** All ships involved in the combat select targets and make attacks with their available weapons.

5. **DEFENSIVE ACTIONS:** All targets of weapon attacks take defensive actions, including evasion and the use of point defense weapons.

6. **ATTACK DAMAGE:** Resolve the damage of any weapon attack that successfully gets past defenses in Step 4.

7. **DAMAGE CONTROL:** If a ship is suffers losses due to damage but is not taken out, its crew can attempt to minimize the effects of the losses.

COMMAND

At the start of each round of combat, the character in command of the ship can make a TN 11 Communication (Leadership) test. If successful, the commander generates 1 Stunt Point, plus additional SP equal to the value of the Drama Die, if the roll contains doubles, much like a Stunt Attack action (see **CHAPTER 5** of *The Expanse RPG*).

The commander may spend SP generated from the command test on other ship combat actions that round. This is an exception to the general rule that SP must be spent immediately—they can apply to any test by the ship's crew that round. Once a new round of ship combat begins, any unspent command SP from the prior round are lost, and the commander makes a new command test.

> **COMMAND TEST = COMMUNICATION (LEADERSHIP) VS. TN 11**
> **SUCCESS = 1 STUNT POINT (+ DRAMA DIE SP WITH DOUBLES)**

Reference the **Space Combat Stunts** table for a list of what these Stunt Points may be spent on.

MANEUVERS

For combat to occur between ships, they must be within range of each other's weapons. Ship combat at the longest ranges uses torpedoes, then medium range weapons like rail guns, and finally relatively short-distance weapons like point defense cannons. If a ship is not within range to use its weapons, it can execute all of the other steps of combat, but cannot effectively attack the opposing ship.

> **LONG RANGE (100 TO 1,000 KM OR MORE):** At this distance, self-guided torpedoes are the only really effective weapons, as other attacks are too easy to predict and dodge under normal circumstances.

> **MEDIUM RANGE (5 TO 100 KM):** At this distance, direct fire weapons like rail guns are effective, whereas they are fairly easy to evade at longer ranges.

> **CLOSE RANGE (5 KM OR LESS):** At this distance, a ship's Point Defense Cannons make effective ship-to-ship weapons for close quarters battle.

CHANGING RANGE

In the maneuver phase, ships can shift their relative positions by one range band, moving from Long to Medium Range, for example, or from Short to Medium Range. If a ship wants to maintain the distance between it and a pursuing attacker, roll an opposed Dexterity (Piloting) test between the two ships, with the smaller (and therefore faster and more maneuverable) ship getting a +1 bonus per Size category smaller than the larger ship. So, for example, a Large ship maneuvering against a Gigantic ship has a +2 bonus for being two Size categories smaller. If the maintaining ship wins, the relative range remains unchanged. If the closing ship wins, it decreases by one range band.

HIGH-G MANEUVERING

A pilot has the option of going for a high-g maneuver, adding a bonus from +1 to +6 to the maneuver test result and allowing the ship to shift up to two range bands. This puts strain on everyone on board the ship, however, requiring a Constitution (Stamina) test with a TN of 8 + maneuver bonus. On a failure, the character suffers 1d6 penetrating damage per point of maneuver bonus, half that (rounded down) with a successful test. For a +1 bonus, that means a successful Constitution test results in no damage. Characters with access to the juice can take fatigued and exhausted conditions first to mitigate the damage before they take injured or wounded conditions, otherwise they have to take just injured and wounded conditions.

If one ship is simply trying to escape from another, use the **Chase** rules from **CHAPTER 5** of *The Expanse RPG*.

ELECTRONIC WARFARE

In order to effectively fight, a ship must be able to detect its opponents to target and out-maneuver them while working to fool their sensors and present as little of a target as possible. Roll an electronic warfare test for each ship involved in the combat. This is an opposed Intelligence (Technology) test, plus the ship's Sensors score, against a target number of 11.

> **ELECTRONIC WARFARE TEST =**
> **3D6 + INTELLIGENCE (TECHNOLOGY) + SENSORS VS. TN 11**

The winner of the test gains a bonus equal to half the Drama Die (round up), which can be applied to either defensive actions or the TN to evade the winning ship's attacks that round. The character performing the electronic warfare test determines how the bonus is divided.

WEAPON ATTACKS

Each round, each of the ship's weapons within range can attack an available target designed by a crew-member with weapons control. Sensor-guided targeting and computer-controlled firing means a weapon attack within the weapon's range automatically hits unless the target ship executes a defensive action to evade it (see **Defensive Actions**, following).

SHIP WEAPON ATTACKS

WEAPON	RANGE	DAMAGE
Grapplers	Close	n/a
Point Defense Cannon	Close	2d6
Rail Gun	Medium	3d6
Torpedo	Long	4d6

GRAPPLERS

Grapplers do not inflict damage and can only be used at Close Range (usually a kilometer or less). A grappler hit that is not evaded locks on to the target ship and, when it moves, the grappled-on ship moves with it. The grappled ship is treated as having a Size category equal to one greater than the Size of the larger of the two ships, if its drive is moving their total mass. Once a ship is grappled, neither ship can evade the other, which is why grappling is usually only performed on ships unable to fire weapons.

POINT DEFENSE CANNONS

Primarily defensive weapons, PDCs can be used for attacks at Close Range (5 kilometers or less). A PDC hit does 2d6 damage. If the ship's PDCs are used to attack that round, the TN for any Point Defense test increases by +2 (see **Point Defense** under **Defensive Actions**, following).

RAIL GUNS

Rail guns are useful out to Medium Range, after which their shots are easy to evade. A rail gun attack can only be made against a target in the gun's firing arc, either in front of or behind the ship (for spinal-mounted rail guns) or along one side of the ship (for turret-mounted rail guns). A rail gun hit does 3d6 damage.

TORPEDOES

Torpedoes are Long Range weapons, since they can accelerate faster than any ship, becoming virtually impossible to evade, although they can still be shot down with PDCs. A torpedo hit does 4d6 damage. Plasma torpedoes (see Ship Qualities) do 3d6 damage, but reduce the target ship's Hull score by one category against their damage.

- **TORPEDO ACCELERATION:** Torpedoes have to accelerate towards their target, using the firing ship's targeting and their own internal guidance systems. Torpedoes fired at Close Range reach their target on the same round. At longer ranges, it takes the torpedo an additional round per range band, so at Medium Range the torpedo reaches its target on Step 4 of the following round. At Long Range, it reaches its target on Step 4, 2 rounds after launch. On the other hand, torpedoes fired at longer ranges are traveling faster when they reach their targets, making them more difficult—or even impossible—to evade (see **Evasion** under **Defensive Actions**, following).

- **TORPEDO CHASES:** At the GM's discretion, a ship can attempt to outrun incoming torpedoes as a chase (see Chases in Chapter 5). Torpedoes are treated as Tiny Size ships with an additional +2 bonus to chase tests due to size and speed, and a +2 bonus to the Drama Die result added to their Chase Total, so they have a substantial advantage. The targeted ship starts with a Chase Total of 2 for Close Range, 5 for Medium Range, and 10 for Long Range, but there is no success threshold at which the ship escapes unless the torpedo hits something else or is shot down or otherwise disabled. When the torpedo's Chase Total exceeds the ship's Chase Total, the torpedo

hits. Therefore, outrunning a torpedo is a strictly temporary measure that might buy a little time, but that's all.

TARGETED WEAPON ATTACKS

Weapon attacks are normally assumed to be aimed to inflict the greatest possible damage to their targets. Characters can choose, however, to fire a targeted weapon attack aimed at causing a particular type of loss to the target (see **Losses** under **Attack Damage**, following). In this case, a successful attack is reduced by only half of the target's Hull score (round down after rolling a Hull total) but the attack cannot cause any effect greater than the intended loss, and therefore cannot Take Out the target ship. Any damage in excess of the intended loss has no effect.

Targeted weapon attacks are sometimes the only effective attacks small ships can make against much larger targets, until they have inflicted enough losses on the target's systems to give them an advantage. The GM rules if a particular targeted weapon attack is reasonable, given the nature of the target, and may choose to modify the Hull penalty against the target accordingly.

DEFENSIVE ACTIONS

Once attacks are declared, targeted ships can take defensive actions. There are two ways to defend against incoming weapon attacks: evasion and point defense.

EVASION

The targeted ship's pilot can make a Dexterity (Piloting) test to maneuver the ship out of the path of a weapon attack. The target number is 10 + the attacking ship's Sensors score, plus any bonus from command stunts and electronic warfare this round (see the Command and Electronic Warfare steps, previously). If the test is successful, the attack misses the ship. If it fails, the attack still hits.

> ### EVASION TEST = 3D6 + DEXTERITY (PILOTING)
> ### VS. TN 10 + ATTACKING SHIP'S SENSORS

If outside the weapon's effective range, an evasion test is automatically successful. Rail gun and PDC rounds don't just disappear beyond Medium and Close Range—they keep on flying at the same speed through space until they hit something—but evading them becomes child's play at that distance.

- **TORPEDOES:** Evading a torpedo actually increases in difficulty with range, as the torpedo accelerates to greater and greater speeds. At Medium Range, the TN to evade a torpedo is 12 + the attacking ship's Sensors. At Long Range, ships cannot evade torpedoes and can only use point defense to shoot them down, as the torpedoes are moving too fast. If the ship doesn't have PDCs, it cannot defend itself against a Long Range torpedo attack.

- **HIGH-G MANEUVERING:** The pilot has the option of going for a high-g evasive maneuver, adding a bonus from +1 to +6 to the maneuver test result, much the same as a high-g maneuver for changing range (see **High-g Maneuvering** under **Maneuvers**, previously). This requires the same Constitution (Stamina) test to avoid damage from the maneuver. A high-g evasive maneuver has another cost—it throws off targeting. If a pilot chooses it, the bonus from the maneuver test also applies as a bonus to the evasion tests of other ships trying to evade the attacks from the pilot's ship that round.

POINT DEFENSE

Ships can also defend against torpedo attacks with point defense cannons, using them to shoot down the incoming attack before it hits. This is a test of the ship's Sensors, since the reaction-time required is faster than the best human gunner. The target number is the same as evasion: 10 + the attacking ship's Sensors score, plus any bonus from electronic warfare and command stunts this round.

> ### POINT DEFENSE TEST =
> ### 3D6 + SENSORS VS. TN 10 + ATTACKING SHIP'S SENSORS

If the defending ship's PDCs were used to attack during the weapon attacks step of the round, the TN for the point defense test is increased by +2 to 12 + the attacking ship's Sensors. For this reason, some ship commanders and weapon officers will conserve PDC fire for defensive purposes.

ATTACK DAMAGE

If defensive action fails to prevent an attack, it may inflict damage on the targeted ship. Roll dice equal to the weapon's damage to determine its effect.

> ### ATTACK DAMAGE = WEAPON TYPE DICE ROLL

The ship can then absorb that damage in a series of steps:

- Take the ship's Hull score and subtract that from the damage. If the ship's Hull score is rated in a number of dice, roll that many dice, add them together, and subtract the total from the damage.

- Apply loss conditions to the ship to further reduce the damage by 1d6 or 2d6.

If any damage remains, the ship is taken out.

HULL TOTAL

Generally, the ship's full Hull score is used against any weapon damage to the ship, the exceptions being:

- A targeted weapon attack halves the target's Hull total (after the dice are rolled), rounded down. However, the attack cannot inflict more than its intended loss (see Targeted Weapon Attacks, previously).

- A plasma torpedo treats the target's Hull score as one category lower, from 3d6 to 2d6, or from 1d3 to 1, for example. See **Plasma Torpedoes** under **Ship Qualities** in **Chapter 6** of *The Expanse* RPG.

LOSSES

If damage remains after subtracting the ship's Hull total, the ship may suffer one or two losses to further reduce the damage. One loss reduces damage by 1d6 and imposes two of the following loss conditions:

> **COLLATERAL:** Crew members in one compartment of the ship suffer 1d6 damage. If there is crew in multiple areas, the GM chooses which area(s) are affected.

> **HULL:** Damage to the hull imposes a −1 penalty on Hull score totals (after dice are rolled).

> **MANEUVERABILITY:** Damage to the ship's thrusters or navigation impose a −1 penalty on Dexterity (Piloting) checks.

> **SENSORS:** Damage to the ship's sensors reduces its Sensors score by 1.

> **WEAPONS:** Damage to the ship's weapons impose a −1 penalty to the target numbers to evade attacks with those weapons and −1 to the weapon's damage.

You can choose the same loss condition twice, in which case its effects stack, such as −2 to Hull score totals or −2 to Sensors, for example. A ship cannot take the same loss condition more than six times total.

To determine a loss condition randomly roll 1d6. Re-roll results of 5 if the ship has no weapons:

> ### 1 = COLLATERAL, 2 = HULL, 3 = SENSORS,
> ### 4 = MANEUVERABILITY, 5 = WEAPONS, 6 = RE-ROLL.

Two losses reduce damage by 2d6 and impose four of the previous conditions or one of the following serious loss conditions:

> **REACTOR OFFLINE:** Damage to the ship's reactor or power systems takes the main drive offline; the ship is incapable of high-g maneuvers and suffers a −2 penalty to evasion defensive actions.

> **WEAPON OFFLINE:** Damage leaves one of the ship's weapon systems non-functional. The GM may choose or roll randomly to determine the affected weapon.

To randomly determine a serious loss condition, roll a die, with **1–3 = Reactor Offline** and **4–6 = Weapon Offline**. If the ship has no weapon systems, Reactor Offline is the only serious loss it can take.

TAKEN OUT

If damage remains after applying all losses, then the target ship is taken out. This is similar to when a character is taken out in a conflict. The attacker chooses the target's condition, ranging from crippled and helpless to destroyed outright.

ROLLING OVER

Also like personal combat, a ship can choose to roll over. The ship's captain chooses to take the ship out of the encounter, and the player (or GM for a GM-controlled ship) chooses the ship's condition. As with personal combat, a ship can only roll over before the application of damage in a round, although this can be after the defensive action step, but before damage is calculated and applied.

DAMAGE CONTROL

After a ship takes damage its engineering crew gets to work. Many ships dedicate space near the drive to an engineering bay. A good engineering bay is a machine shop where any part of the ship can be repaired from everything but the most catastrophic damage. A great engineering bay in the hands of a hands of a skilled engineer is a place where replacement parts can be fabricated from scratch, if materials are available.

A single loss to Maneuverability, Sensors, or Weapons can be eliminated with a damage control test: Intelligence (Engineering) vs. TN 11 and a success threshold of 5. Two losses require a success threshold of 10. Damage control in combat cannot eliminate Collateral or Hull losses.

> ### DAMAGE CONTROL ADVANCED TEST =
> ### 3D6 + INTELLIGENCE (ENGINEERING) VS. TN 11,
> ### SUCCESS THRESHOLD 5 FOR ONE LOSS, 10 FOR TWO LOSSES

COMBAT TRACKER

COMBATANT	INITIATIVE	NOTES

GENERAL NOTES

COMBAT ROUND

- ❏ 1
- ❏ 2
- ❏ 3
- ❏ 4
- ❏ 5
- ❏ 6
- ❏ 7
- ❏ 8
- ❏ 9
- ❏ 10
- ❏ 11
- ❏ 12
- ❏ 13
- ❏ 14
- ❏ 15
- ❏ 16
- ❏ 17
- ❏ 18

CONDITIONS

The following is a listing and description of the conditions *Expanse* characters may acquire.

BLINDED

A blinded character cannot see and automatically fails ability tests reliant on sight, such as Perception (Seeing).

DEAFENED

A deafened character cannot hear and automatically fails ability tests reliant on hearing, such as Perception (Hearing).

DYING

A dying character is in danger of perishing. A dying character loses 1 point of Constitution score each round on the start of the character's turn. When the character's Constitution score reaches −3, the character dies. Successful first aid applied to a dying character stabilizes their condition, making them helpless, unconscious, and wounded instead. They must recover from these conditions normally (see **Interludes** in **Chapter 5** of *The Expanse* RPG).

EXHAUSTED

An exhausted character is severely fatigued. The character's Speed is halved and they cannot take the Charge or Run actions. An exhausted character who receives an additional fatigued or exhausted condition becomes helpless.

FATIGUED

A fatigued character is tired and cannot take the Charge or Run actions. A fatigued character who receives an additional fatigued condition becomes exhausted.

FREE-FALLING

A free-falling character is effectively weightless in a microgravity or free-fall environment. The character can only move with access to hand-holds or a surface to push off from or some type of thrust (such as from a thruster pack) and, once moving, continues to move with the same speed and trajectory unless acted upon to stop of change their movement.

HELPLESS

A helpless character is incapable of doing anything. The character cannot take any actions.

HINDERED

A hindered character's Speed is halved (round down) and they cannot take the Charge or Run actions.

INJURED

An injured character is hurt. The character has a −1 penalty to all tests and is fatigued, unable to take the Charge or Run actions. An injured character who receives an additional injured condition becomes wounded.

PRONE

A prone character is lying on the ground. The character cannot take the Charge or Run actions, as they can only move by crawling, and standing up from prone requires a Move action using half the character's Speed. Melee attacks have a +1 bonus against prone characters, while ranged attacks have a −1 penalty.

RESTRAINED

A restrained character's Speed becomes 0 and they effectively cannot move. A restrained condition may prevent a character from taking certain other actions as well, defined by the nature of the restraint.

UNCONSCIOUS

An unconscious character is unaware of their surroundings or the passage of time. The character falls prone and is helpless, unable to take any actions.

WOUNDED

A wounded character is severely injured. The character has a −2 penalty to all tests and is exhausted, their Speed halved and unable to take the Charge or Run actions. A wounded character who receives an additional injured or wounded condition becomes dying.

ACTIONS

MAJOR ACTIONS

ALL-OUT ATTACK

You attack one adjacent enemy in close combat, throwing the full force of your Strength behind the attack at the cost of your ability to defend yourself. If your attack hits, you do +1 damage, but whether or not the attack hits, you have a −1 to your Defense until the start of your next turn.

CHARGE

You move up to half your Speed (rounded down) in meters and finish with a close combat attack against an adjacent enemy. If you moved at least 4 meters in a straight line before reaching your target, you gain a +1 bonus on your attack roll. You cannot take this action if you are prone (you'd need to use the Move action to stand up first).

DEFEND

You focus on defending yourself. Until the start of your next turn, you gain a +2 bonus to your Defense.

MELEE ATTACK

You attack an enemy within 2 meters of you in hand-to-hand combat.

RANGED ATTACK

You fire or throw a ranged weapon at one visible enemy within range.

RUN

You move up to twice your Speed in meters, sacrificing the ability to perform another action so you can move farther. You cannot take this action if you are prone (you'd need to use the Move action to stand up first).

STUNT ATTACK

Instead of trying to damage an opponent, you focus on performing a specific action stunt, like subduing an enemy with a hold instead of hurting them (a Grapple stunt). Roll an attack test as usual. A successful test awards you 1 SP of a type appropriate for the attack, but the attack itself inflicts no damage. If you roll doubles, you earn additional SP as normal, and may choose a stunt that damages your opponent, but there is still no damage from the base attack. You can attempt stunt attacks against objects as well as opponents, though the GM may rule that some stunts do not apply. See Attacking Objects in this chapter for more information.

MINOR ACTIONS

ACTIVATE

This action allows you to start using certain abilities or items, such as certain talents or technology.

AIM

You take the measure of your opponent and plan your next strike. If your next action after Aim is a melee or ranged attack, you gain a +1 bonus on your attack roll.

GUARD UP

You balance action and defense. Add +1 or +2 (your choice) to your Defense until the end of the round. However, the same modifier becomes a penalty to all tests you make, even opposed tests, until the end of the round as well (unlike the Defend action, which lasts until the beginning of your next turn). If you choose this minor action, you must do it before any major action on your turn, and you cannot Defend on the same turn.

MOVE

You move up to your Speed in meters and can combine this with actions like dropping prone, standing up, or climbing in a vehicle, but each these types of actions consume half your Speed (rounded down).

PREPARE

When you take this action, you postpone your major action. You declare one major action and your choice to Prepare it. After you do so, the next person in initiative order acts, and so on, but at any time until the beginning of your next turn, you can interrupt another character and take your prepared action immediately. If you don't use the prepared action by your next turn, you lose it.

PRESS THE ATTACK

You stand ready to pursue an enemy if they fall back or flee. You can take this action after successfully striking an enemy target with a melee attack (whether you inflict damage or not). After you declare this action, if that foe moves away from you, you may immediately move up to your Speed in meters in direct pursuit at no additional cost in actions. This occurs immediately after your foe's movement, before they can do anything else.

READY

You draw a weapon, pull out a device, or otherwise ready an item that is stowed. As part of this action, you can put away something already in hand. You could holster a pistol and pull out a grenade with the same Ready action, for example.

STAND FIRM

You stand firm and prepare to resist any effort to move you. Until the start of your next turn, any enemy using the Skirmish or Knock Prone stunts to move you or knock you to the ground must succeed in an opposed test of their Strength (Might) against your choice of your own Strength (Might) or Dexterity (Acrobatics). If you win the test, the attempt fails. If the attacker wins, the attempt proceeds normally. The attacker still spends the stunt points, regardless of whether the attempt to move you succeeds or fails.