ALIEN: The Roleplaying Game – System Summary

Checks (p58-64)

When doing something important and risky, you **roll a number of six-sided dice** equal to:

- *Base Dice:* the *sum* of your Skill level and Attribute.
- *Stress Dice:* your current Stress Level (synthetics do not have nor earn Stress).

Did any Stress dice come up a 1?

- **Yes:** Make a *Panic Roll.* **Roll 1 die** and add your current stress level. Check the total on the *Panic Table* (p105) and obey the result.
  If the result doesn't negate your action (9 or lower), continue to *No:* below.
- **No:** Did any Base or Stress dice come up a 6? *
  - **Yes:** You have succeeded in your action. If you rolled more than one 6, you can **spend extra sixes on stunts** (see p. 64-71).
  - **No:** You didn't succeed in your action.

* If you are making an opposed roll, your opponent's sixes cancel yours.

Getting bonuses and rerolls

Pushing

If no Stress dice came up 1 and you want more sixes, you can **push the roll once** (synthetics cannot push). ~

- Add 1 to your Stress Level.
- Add the corresponding Stress die to your dice.
- Re-roll all failed dice, including the new Stress die.

~ Some talents allow you to push up to twice.

Difficulty

The Game Mother may add or subtract dice depending on the difficulty of the task at hand and/or external circumstances. Base dice are subtracted first.

Dice	Difficulty
+3	Trivial
+2	Simple
+1	Easy
0	Average
-1	Demanding
-2	Hard
-3	Formidable

Talents and Gear

Equipment and certain abilities may also grant additional dice and/or re-rolls.

Getting help

Up to three player characters may assist if their aid fits with the task and your situation. Each PC gives 1 additional base die.

In combat, the aiding characters must take the same type of Action (Fast or Slow) as yours.

Stress and Panic

Panicking Again

If you're still affected by panic and make another Panic Roll, the effect of a new Panic Roll replaces the effect of the last one. If the new roll is lower than prior, the new effect is one step higher on the table.

Stopping Panic

You can snap or be snapped out of panic by:

- Another PC making a Command roll.
- Becoming Broken.
- One Turn passing.

Relieving Stress

You can reduce Stress 1 level by:

- Taking a Turn's uninterrupted rest in a safe area (also heals 1 Health if not Broken)^
- Interacting with your Signature Item (once per campaign session or cinematic Act)

^ The Banter talent reduces Stress by 2 levels/Turn

Action

Time and Space (p82-83)

Time in game is broken up into Rounds (5-10 seconds), Turns (5-10 minutes) and Shifts (5-10 hours).

Space is broken up into *zones* (room, corridor, area of ground), with the following ranges:

Engaged	Right next to you
Short	Same zone, a few metres away
Medium	Adjacent zone, up to 25 metres away
Long	Up to 100 metres (4 zones) away
Extreme	Up to 1 kilometre

Supply

If you use a consumable, roll that item's Supply in Stress Dice (maximum six dice). For each 1 you roll, the Supply drops by 1.

Stealth Mode (p85-86)

A stealth mode round lasts one Turn.

You automatically detect *passive* enemies in the same zone. When attempting to evade an enemy, roll your *Mobility* (group's lowest level) if vs. their *Observation.*

Active enemies may try and sneak up on you, rolling their *Mobility* vs. your *Observation.* The Game Mother will tell you that a threat is approaching before asking you to roll Observation.

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Combat Mode (p86-101)

A combat round consists of:

1. Initiative – draw cards from deck; round proceeds from 1-10.
2. Take Actions in card order.
3. End of Round.
4. Repeat 3-4 until combat over.

Changing initiative

Before actions commence, you can swap initiative cards with another willing PC with whom you can speak.

Your Actions (p88-90)

During each round, you can perform *1 Fast Action* and *1 Slow Action* (which you can swap for another Fast Action)*,* in any order. You can perform some Actions, like blocking, outside your Initiative.

A Slow Action may include:

- Attack in hand to hand (Close Combat, p91)
- Shoot a firearm (Ranged Combat, p94)
- Shoot in full auto mode (Ranged Combat +2, +1 Stress Level, p96)
- Reload a firearm
- Apply first aid (Medical Aid)
- Attempt to break another character's panic (Command)
- Give orders (Command)
- Persuade (Manipulation)
- Crawl if prone
- Use your signature item
- Board a vehicle

A Fast Action may include:

- *Shove* engaged enemy away (Close Combat, p.93)
- Make a grapple attack on a target you have grappled (p93)
- *Aim* - +2 dice to next Ranged Combat check
- Draw weapon
- Assume overwatch (p97)
- *Run* - move to adjacent zone or engage a target in the same zone
- *Retreat from engaged to short range* (Mobility; fail allows move but grants enemy free attack)
- Move through door or hatch
- Get up from prone
- Block attack in close combat (declare prior to the attacker's roll; Close Combat vs. Close Combat)*
- *Seek cover* in same zone (p96)

* Blocking a xenomorph requires your character be holding a sturdy item of sufficient size.

Doing Damage

You do as much damage as your weapon's Damage rating, plus any additional successes you wish to put toward damage. **Each damaging hit adds +1 Stress Level (if applicable).**

(Unarmed damage is 1 point, Armour Doubled)

Ammo

Whenever you fire a weapon and roll one or more 1s on your Stress Dice (see page 61)^, you have emptied your magazine after the attack and need to reload (in addition to **making a Panic Roll**).

^ As synthetics do not roll Stress Dice, a firearm used by an android will run out of ammunition at the Game Mother's discretion.

Armour

If you take damage and are wearing armour, roll base dice equal to your armour's rating (halve the rating if hit by an armour piercing attack, double it if hit by an armour doubled attack). Each 6 negates 1 point of damage.

Broken, Critical Injuries and Death

If you drop to zero Health, you are *Broken* — in effect, taken out of the action. **Immediately roll for a critical injury (p100).**

If you're not dead, you can crawl and mumble through the pain—you can't perform any other actions and you can't roll for any skills.

You can't go below zero Health, but each further attack that causes damage will give you another critical injury.

If you suffer a critical injury listed as fatal, you must **make a Death Roll** when the listed time runs out. A Death Roll is a roll for STAMINA, but you cannot push the roll and you are not allowed to roll any Stress Dice.

If the Death Roll fails, you die. If you succeed, you linger on but you must make another Death Roll when the listed amount of time has passed again.

Healing

Another character's successful Medical Aid roll allows you to recover from Broken; additional successes restore Health at 1 point/success (un-Broken characters can roll Medical Aid to heal themselves).

Taking a Turn's uninterrupted rest in a safe area restores 1 Health to un-Broken characters (also reduces Stress Level by 1).