

SLA Industries • Action Reference Sheet

Races

Race	STR	DEX	DIA	CONC	CHA	COOL	Walk	Run	Sprint
Human	5-10	5-10	5-10	5-10	5-10	5-10	1	2	3
Frother	5-12	5-10	5-8	5-10	5-10	5-10	1	2	4
Ebon	5-9	5-10	5-10	5-13	5-11	5-9	1	2	3
Brain Waster	5-11	5-10	5-10	5-11	5-8	5-11	1	2	3
Wraith Raiser	5-10	5-15	5-12	5-9	5-10	5-8	2	4	6
Shaktar	5-13	5-13	5-8	5-8	5-9	5-12	1	3	5
Stormer 313	5-15	5-13	5-8	5-8	5-8	5-15	1	3	4
Chagrin 714	5-20	5-12	1-5	2-7	1-3	5-15	1	2	3.5
Xeno 711	5-13	5-15	5-10	5-9	5-7	5-12	2	4	6
Vevaphon	5-10	5-10	5-10	5-10	5-10	5-10	1	2	4

Actions

Activity	Phases
Standing	1
Kneeling	1
Going prone	1
Firing stance	1
Diving	1
Reload	2 (1 on DEX roll)
Drawing a weapon	1 (0 on DEX-4 roll)
Setting gun	1 (0 on DEX roll)
Aim	1
Changing movement	1
Throwing item	1
Firing	1
Hitting	1

DEX	Actions	Action phases
1-3	1	3
4-6	2	2, 4
7-9	3	1, 3, 5
10-12	4	1, 2, 4, 5
13+	5	1, 2, 3, 4, 5

Bonuses & Penalties for Ranged Combat

Range	Modifier	Notes
Close combat	-3	-5 with rifle
Point blank	+5	within 5 m
Short	0	-
Medium	-2	opt. × 2
Long	-4	opt. × 8, scopes
Extreme	-8	opt. × 16, scopes & rest

Rate of Fire	Auto-Fire Bonus
3	+2
5	+3
10	+4

Aggressor Activity	Modifier	Notes
Unskilled	-3	
Natural weapon	+1	includes fists
Wounded	-1	Per wound
Running	-2	
Shotgun	+2	Shot shells only
Laser painting	+1	Not long or extreme
Telescopic sights	+1	Med. to ext. only
Pistol: no stock	-1	Med. to ext. only
Bipod/rest	+1	Med. to ext. only

Activity	Target	Firer
Stand	0	0
Kneel	-1	0
Prone	-2	0
Walk	-1	0
Run	-3	-2
Sprint	-2	-
Dive	-4	-

Target Activity	Modifier	Notes
Walking	-1	
Running	-3	
Sprinting	-2	
Diving	-4	
Speeding	-1	Per 20 km/h
Small size	-2	Half human size
Medium size	0	Human - Stormer
Large size	+2	3 m or larger
Huge size	+5	6 m or larger
Visibility	-1 to -5	Dark to no light
Partial cover	-1 to -3	Cover adds PV

Activity	Modifier	Phases
Aim	+1	1
Aim-torso	0	0
Aim-arm	-1/-3	0
Aim-leg	-3/-2	0
Aim-head	-4	0
Wild shot	-3	0
Aim-1	0	1
Aim-2	+1	2
Aim-3	+2	3
Aim-4	+3	4
Aim-5	+4	5
Aim-6	+5	6
Aim-7+	+6	7

Damage

Calibre	Damage					Penetration					Armour Damage				
	Std	AP	HP	HEAP	HESH	Std	AP	HP	HEAP	HESH	Std	AP	HP	HEAP	HESH
Pistol															
CAF	2	-	-	-	-	2	-	-	-	-	1	-	-	-	-
8 mm long	5	1	-	9	-	9	12	-	11	-	1	1	-	2	-
10 mm auto	5	1	9	7	-	4	7	1	6	0	2	1	4	3	4
12 mm	6	2	10	8	12	7	10	4	9	2	2	1	4	3	4
12.7 mm	8	4	12	10	16	8	12	5	10	3	3	2	7	6	6
17 mm	-	-	-	-	-	-	-	-	-	-	4	3	6	5	8
10 ga. shot	6	-	-	-	-	1	-	-	-	-	7	-	-	-	-
10 ga. slug	7	-	-	-	-	3	-	-	-	-	4	-	-	-	-
Rifle															
CAF	3	-	-	-	-	3	-	-	-	-	1	-	-	-	-
8 mm long	8	4	-	10	-	10	11	-	12	-	1	1	-	2	-
10 mm auto	8	4	12	10	16	5	8	2	7	0	2	1	4	3	4
12 mm	9	5	13	11	18	8	11	3	10	3	2	1	4	3	4
12.7 mm	13	9	17	15	26	9	12	6	11	4	3	2	7	6	6
17 mm	32	28	36	34	64	21	24	18	23	16	4	3	6	5	8
10 ga. shot	9	-	-	-	-	7	-	-	-	-	7	-	-	-	-
10 ga. slug	10	-	-	-	-	4	-	-	-	-	4	-	-	-	-
Special															
Ballbearings	3	-	-	-	-	0	-	-	-	-	1	-	-	-	-
Vibro discs	8	-	-	-	-	12	-	-	-	-	2	-	-	-	-
Chopper Packets	15	-	-	-	-	8	-	-	-	-	6	-	-	-	-

Weapon	Dmg	Pen	AD	Skill
MAC Knife	4	1	1	Blade 1-H
Shaktar claws	0	1	0	Unarmed
Stormer claws	1	1	0	Unarmed
SLA Blade	1	0	0	Blade 1-H
Club/bat	2	-1	0	Club 1-H
Sledgehammer	3	-1	1	Club 2-H
Sword	2	0	1	Blade 1-H
Chain Axe	5	4	3	Chainaxe
Pacifier Baton	5	0	5	Club 1-H
Power Claymore	6	4	3	Blade 2-H
Vibro Sabre	4	4	2	Blade 1-H
GASH Fist	4	4	2	Unarmed
Flick Scythe	5	4	3	Polearm
Multilator Fist	5	3	3	Unarmed
Power Disc	4	4	2	Blade 1-H

Armour	PV	ID Rating			
		Head	Torso	Arms	Legs
Striker	1	-	5	5	5
Flak Vest	3	-	8	-	-
Body Armour	5	8	14	10	12
DeathSuit	6	10	15	12	14
Exo, Base	7	10	20	15	17
Exo, Heavy	8	15	35	25	28
Exo, Stormer	8	20	40	30	35
HARD	10	20	50	40	45
Powercell	12	20	70	50	60
Crackshot	15	20	80	60	70
Dogeybone	16	60	150	80	120
Shock	18	80	200	120	180

Damage = Dmg + STR Bonus - ((PV - Pen) if over 0)

Experience

Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Raise	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Sum	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120