

COMBAT SUMMARY

- Combat is handled as an Opposed Test.
- Attacker rolls attack skill +/- modifiers.
- Melee: Defender rolls Fray or melee skill +/- modifiers.
- Ranged: Defender rolls (Fray skill ÷ 2, round down) +/- modifiers.
- If attacker succeeds and rolls higher than the defender, the attack hits.
- Critical hits are armor-defeating (armor does not apply).
- Armor is reduced by the attack's Armor Penetration value (AP).
- The weapon's damage is reduced by the target's modified Armor rating (unless the attack is armor-defeating).
- If the damage exceeds the target's Wound Threshold, a wound is also scored. (If the damage exceeds the Wound Threshold by multiple factors, multiple wounds are inflicted.)

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WEAPON RANGES

WEAPON TYPE	SHORT RANGE	MEDIUM RANGE (-10)	LONG RANGE (-20)	EXTREME RANGE (-30)
Firearms				
Light Pistol	0-10	11-25	26-40	41-60
Medium Pistol	0-10	11-30	31-50	51-70
Heavy Pistol	0-10	11-35	36-60	61-80
SMG	0-30	31-80	81-125	126-130
Assault Rifle	0-150	151-250	251-500	501-900
Sniper Rifle	0-180	181-400	401-1,100	1,101-2,300
Machine Gun	0-100	101-400	401-1,100	1,001-2,000
Railguns				
as Firearms, but increase the effective range in each category by +50%				
Beam Weapons				
Cybernetic Hand Laser	0-30	31-80	81-125	126-230
Laser Pulser	0-30	31-100	101-150	151-250
Microwave Agonizer	0-5	6-15	16-30	31-50
Particle Beam Bolter	0-30	31-100	101-150	151-300
Plasma Rifle	0-20	21-50	51-100	101-300
Stunner	0-10	11-25	26-40	41-60
Seekers				
Seeker Micromissile	5-70	71-180	181-600	601-2,000
Seeker Minimissile	5-150	151-300	301-1,000	1,001-3,000
Seeker Standard Missile	5-300	301-1,000	1,001-3,000	3,001-10,000
Spray Weapons				
Buzzer	0-5	6-15	16-30	31-50
Freezer	0-5	6-15	16-30	31-50
Shard Pistol	0-10	11-30	31-50	51-70
Shredder	0-10	11-40	41-70	71-100
Sprayer	0-5	6-15	16-30	31-50
Torch	0-5	6-15	16-30	31-50
Vortex Ring Gun	0-5	6-15	16-30	31-50
Thrown Weapons				
Blades	To SOM ÷ 5	To SOM ÷ 2	To SOM	To SOM x 2
Minigrenades	To SOM ÷ 2	To SOM	To SOM x2	To SOM x 3
Standard Grenades	To SOM ÷ 5	To SOM ÷ 2	To SOM	To SOM x3

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COMBAT MODIFIERS

GENERAL	MODIFIER
Character using off-hand	-20
Character wounded/traumatized	-10 per wound/trauma
Character has superior position	+20
Touch-only attack	+20
Called shot	-10
Character wielding two-handed weapon with one hand	-20
Small target (child-sized)	-10
Very small target (mouse or insect)	-30
Large target (car-sized)	+10
Very large target (side of a barn)	+30
Visibility impaired (minor: glare, light smoke, dim light)	-10
Visibility impaired (major: heavy smoke, dark)	-20
Blind attack	-30
MELEE COMBAT	MODIFIER
Character has reach advantage	+10
Character charging	-10
Character receiving a charge	+20
RANGED COMBAT (ATTACKER)	MODIFIER
Attacker using smartlink or laser sight	+10
Attacker behind cover	-10
Attacker running	-20
Attacker in melee combat	-30
Defender has minor cover	-10
Defender has moderate cover	-20
Defender has major cover	-30
Defender prone and far (10+ meters)	-10
Defender hidden	-60
Aimed shot (quick)	+10
Aimed shot (complex)	+30
Sweeping fire with beam weapon	+10 on second shot
Multiple targets in same Action Phase	-20 per additional target
Indirect fire	-30
Point-blank range (2 meters or less)	+10
Short range	—
Medium range	-10
Long range	-20
Extreme range	-30

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HEALING

CHARACTER SITUATION	DAMAGE HEALING RATE	WOUND HEALING RATE
Character without basic biomods	1d10 (5) per day	1 per week
Character with basic biomods	1d10 (5) per 12 hours	1 per 3 days
Character using nanobandage	1d10 (5) per 2 hours	1 per day
Character with medicines	1d10 (5) per 1 hour	1 per 12 hours
Poor conditions (bad food, not enough rest/heavy activity, poor shelter and/or sanitation)	double timeframe	double timeframe
Harsh conditions (insufficient food, no rest/strenuous activity, little or no shelter and/or sanitation)	triple timeframe	no wound healing

ACTION TURN

Step 1: Roll Initiative ((INT + REF) x 2) + 1d100

Step 2: Begin First Action Phase (Speed 1)

Step 3: Declare and Resolve Actions

Step 4: Rotate and Repeat (Speed 2–4)

MODIFIER SEVERITY

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SEVERITY	MODIFIER
Minor	+/-10
Moderate	+/-20
Major	+/-30

TEST DIFFICULTY

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DIFFICULTY LEVEL	MODIFIER
Effortless	+30
Simple	+20
Easy	+10
Average	+0
Difficult	-10
Challenging	-20
Hard	-30

COMPLEMENTARY SKILL BONUS

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SKILL RATING	MODIFIER
01–30	+10
31–60	+20
61+	+30

REPUTATION LEVELS

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REPUTATION SCORE	REPUTATION LEVEL
0–19	Level 1
20–39	Level 2
40–59	Level 3
60–79	Level 4
80–99	Level 5

MESH GEAR MODIFIERS

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MODIFIER	SOFTWARE/HARDWARE
-30	Bashed-up devices, no-longer-supported software, relics from Earth or the early expansion into space
-20	Malfunctioning/inferior devices, buggy software, pre-Fall technology
-10	Outdated and low quality items
0	Standard ectos, mesh inserts, and software
+10	High-quality goods, standard security-grade products
+20	Next-generation devices, advanced software
+30	Newly developed, state-of-the-art, top-of-the-line tech
>+30	TITANs and/or alien technology

REPUTATION NETWORKS

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NETWORK NAME	REP NAME	NETWORKING FIELD	FACTIONS AND OTHERS
The Circle-A List	@-Rep	Autonomists	anarchists, Barsoomians, Extropians, Titanian, and scum
CivicNet	c-Rep	Hypercorps	hypercorps, Jovians, Lunars, Martians, Venusians
EcoWave	e-Rep	Ecologists	nano-ecologists, preservationists, and reclaimers
Fame	f-Rep	Media	socialites (also artists, glitterati, and media)
Guanxi	g-Rep	Criminals	criminals
The Eye	i-Rep	Firewall	Firewall
Research Network Associates	r-Rep	Scientists	argonauts (also technologists, researchers, and scientists)

ACQUIRE INFORMATION

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LEVEL	SERVICE
1	Common Information: Where to eat. What biz a certain hypercorp is in. Who's in charge.
2	Public Information: Make gray market connections. Where the "bad neighborhood" is. Obscure public database info. Who's the local crime syndicate. Public hypercorp news.
3	Private Information: Make black market connections. Where an unlisted hypercorp facility is. Who's a cop. Who's a crime syndicate member. Where someone hangs out. Internal hypercorp news. Who's sleeping with whom.
4	Secret Information: Make exotic black market connections. Where a secret corp facility is. Where someone's hiding out. Secret hypercorp projects. Who's cheating on whom.
5	Top Secret Intel: Where a top secret black-budget lab is. Illegal hypercorp projects. Scandalous data. Blackmail material.

NETWORKING MODIFIERS

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SITUATION	MODIFIER
Favor level exceeds Rep level	-10 per level
Rep level exceeds favor level	+10 per level
Keeping quiet	-Variable (see p. 288)
Burning Rep	+Rep amount burned
Paying extra	+10 per level

FAVORS

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FAVOR LEVEL	TIMEFRAME	BURNING REP COST	REFRESH RATE
1 (Trivial)	1 minute	0	1 hour
2 (Low)	30 minutes	1	1 day
3 (Moderate)	1 hour	5	1 week
4 (High)	1 day	10	1 month
5 (Scarce)	3 days	20	3 months

ACQUIRE/UNLOAD GOODS

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LEVEL	SERVICE
1	Acquire/unload item with an expense of Trivial.
2	Acquire/unload item with an expense of Low.
3	Acquire/unload item with an expense of Moderate.
4	Acquire/unload item with an expense of High.
5	Acquire/unload item with an expense of Expensive.

ACQUIRE SERVICES

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LEVEL	SERVICE
1	Trivial favor: Get someone to perform services for 15 minutes. Moving a chair. Browbeating someone. Catching a ride. Researching someone online. Borrow 50 credits. Other Trivial cost services.
2	Minor favor: Get someone to perform services for an hour. Moving to a new cubicle. Roughing someone up. Loaning a vehicle. Providing an alibi. Healing vat rental. Minor hacking assistance. Basic legal or police assistance. Borrow 250 credits. Other Low cost services.
3	Moderate favor: Get someone to perform services for a day. Moving to a habitat in the same cluster. Serious beatings. Lookouts. Short-distance egocast. Short shuttle trip (under 50,000 km). Minor psychosurgery. Uploading. Reservations at the best restaurant ever. Major legal representation or police favors. Borrow 1,000 credits. Other Moderate cost services.
4	Major favor: Get someone to perform services for a month. Moving a body. Homicide. Getaway shuttle piloting. Industrial sabotage. Large-volume shipping contract on bulk freighter. Medium-distance egocast. Mid-range shuttle trip (50,000–150,000 km). Moderate psychosurgery. Resleeving. Get out of jail free. Borrow 5,000 credits. Other High cost services.
5	Partnership: Get someone to perform services for a year. Moving a dismembered body. Mass murder. Major embezzlement. Acts of terrorism. Relocate a mid-size asteroid. Long-distance egocast. Long-range shuttle trip (150,000 km or more). Borrow 20,000 credits. Other Expensive cost services.

ONLINE SEARCHES

1. Common data = automatic acquisition
2. Uncommon data:
 - a. Research Task Test (timeframe: 1 minute) modified by data obscurity to accumulate data
 - b. Measure of Success determines depth of data found
3. Analysing data:
 - a. Research Task Test (timeframe: GM call) using complementary skill to understand data

SUBVERSION DIFFICULTIES

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MODIFIER	TASK
–0	Execute commands, view restricted information, run restricted software, open/close connections to other systems, read/write/copy/delete files, access sensor feeds, access slaved devices
–10	Change system settings, alter logs/restricted files
–20	Interfere with system operations, alter sensor/AR input
–30	Shut system down, lockout user/muse, launch countermeasures at others

THE HACKING SEQUENCE

TASKS

1. Defeat the Firewall
2. Bypass Active Security
 - a. Hacker Wins with Excellent Success, Defender fails
 - b. Hacker Succeeds, Defender Fails
 - c. Both Succeed
 - d. Defender Succeeds, Hacker Fails

RESULTS

Infosec Task Action (10 minutes)
 Opposed Infosec Test
 Hidden status/admin privileges/+30 all Subversion Tests (p. 256, EP)
 Covert Status (p. 256, EP)
 Spotted Status/passive alert/–10 all Subversion Tests (p. 256, EP)
 Locked status/active alert/–20 all Subversion Tests (p. 256, EP)

COUNTERMEASURES

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PASSIVE ALERT (–10 MODIFIER TO INTRUDERS)

Locate Intruder: Opposed Infosec Test; if successful, intruder becomes Locked

Re-authenticate Users: Next Action Turn, intruder must make Infosec Test to log in again

Reduce Privileges: Limit user access privileges (see p. 246, EP)

ACTIVE ALERT (–20 MODIFIER TO INTRUDERS)

Counterintrusion: If Trace (see below) is successful, launch intrusion attempt on intruder's home system

Lockout: Opposed Infosec Test; if successful, intruder dumped from system.

Reboot/Shutdown: Takes 1 Action Turn to 1 minute (GM discretion); all users ejected from system.

Trace: Trace intruder to home system with a Research Test (–30 if in privacy mode)

Wireless Termination: At end of Action Turn, all wireless connections terminated; wireless users ejected.

SUBVERSION EXAMPLES

In addition to the tasks noted under the Subversion Difficulties table, these modifiers present some additional example actions.

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MOD TASK

Hacking Bots/Vehicles

-0	Give orders to drones
-10	Alter sensor system parameters, disable sensors or weapons systems
-20	Alter smartlink parameters, disable sensors or weapon systems
-30	Lockout AI or teleoperator, seize control via puppet sock

Hacking Ectos/Mesh Inserts

-0	Interact with entoptics, befriend everyone in range, make online purchases using user's credit, intercept communications, log activity
-10	Alter social network profile/status, adjust AR filters, tweak sensory interface, change AR skin, change avatar, access VPN
-20	Block or shuffle senses, inject AR illusions, spoof commands to drones/slaved devices
-30	Boo user out of AR

Hacking Habitat Systems

-0	Open/close doors, stop/start elevators, operate intercom
-10	Adjust temperature/lighting, disable safety warnings, replace entoptic skin, lock doors, switch traffic timers
-20	Disable subsystems (plumbing, recycling, etc.), disable wireless links, dispatch repair crews
-30	Override safety cutoffs

Hacking Security Systems

-0	Move/manipulate cameras/sensors, locate security systems/guards/bots
-10	Adjust patterns of sensor sweeps, view security logs, disable weapon systems
-20	Delete security logs, dispatch security teams
-30	Disable alerts

Hacking Simulspace Systems

-0	View current status of simulspace, simulmorphs, and accessing egos
-10	Change domain rules, add cheats, alter parameters of story, alter simulmorphs, change time dilation
-20	Eject simulmorph, alter/erase character AIs
-30	Abort simulation

Hacking Spimes

-0	Get status report, use device functions
-10	Adjust AI/voice personality settings, adjust timed operation schedule
-20	Disable sensors, disable device functions

Hacking Simulspace From Within

-0	Analyze simulation parameters, view domain rules, shape appearance of simulmorph, switch simulmorph character or morph type
-10	Change probability of test outcomes, become invisible ("out-game") to others
-20	Interfere with simulation (e.g. make it rain, generate earthquakes), generate items, ignore domain rules, kill or lockout other simulmorphs
-30	Go into god mode, command simulated characters, take over the sim

GAME RULES SUMMARY

MAKING TESTS (P. 115)

- Roll d100 (two ten-sided dice, read as a percentile amount, from 00 to 99).
- Target number is determined by the appropriate skill (or occasionally an aptitude).
- Difficulty is represented by modifiers.
- 00 is always a success.
- 99 is always a failure.
- Margin of Success of 30+ is an Excellent Success.
- Margin of Failure of 30+ is a Severe Failure.
- A roll of doubles (00, 11, 22, 33, etc.) equals a critical success or failure.

SUCCESS TEST (P. 117)

- To succeed, roll d100 and score equal to or less than the skill +/- modifiers.

OPPOSED TEST (P. 119)

- Each character rolls d100 against their skill +/- modifiers.
- The character who succeeds with the highest roll wins. If both characters fail, or both succeed but tie, deadlock occurs.

SIMPLE SUCCESS TEST (P. 118)

- Simple Success Tests automatically succeed.
- Success or failure on the roll simply indicates if the character succeeded strongly or poorly.

DEFAULTING (P. 116)

- If a character does not have the appropriate skill for a test, they may default to the skill's linked aptitude.

MODIFIERS (P. 115)

- Modifiers always affect the target number (skill), not the roll.
- Modifiers (positive or negative) come in 3 levels of severity:
 - Minor (+/-10)
 - Moderate (+/-20)
 - Major (+/-30)
- The maximum modifiers that can be applied are +/- 60.

TEAMWORK (P. 117)

- One character is chosen as the primary actor; they make the test.
- Each helper character adds a +10 modifier (max. +30).

TAKING THE TIME (P. 118)

- Character may take extra time to complete an action.
- On Complex actions, each minute taken adds +10 to the test.
- On Task actions, every 50 percent extension to the timeframe adds +10 to the test.

APTITUDES (P. 123)

- Aptitudes range from 1 to 30 (average 15).
- Aptitudes are: Cognition, Coordination, Intuition, Reflexes, Savvy, Somatics, and Willpower.

LEARNED SKILLS (P. 123)

- Skills range from 1-99 (average 50).
- Each skill is linked to and based on an aptitude.
- Morphs, gear, drugs, etc. may provide skill bonuses or penalties to individual skills.

SPECIALIZATIONS (P. 123)

- Specializations add +10 when using a skill for that area of concentration.
- Each skill may have only one specialization.

ACTION TURNS (P. 120)

- Action Turns are 3 seconds in length.
- The order in which characters act is determined by Initiative.
- Automatic actions are always "on."
- Characters may take any number of Quick Actions in a Turn (minimum of 3), limited only by the gamemaster.
- Characters may only take a number of Complex Actions equal to their Speed stat.

TASK ACTIONS (P. 120)

- Task Actions are any action that requires longer than 1 Action Turn to complete.
- Task Actions list a timeframe (anywhere from 2 Turns to 2 years).
- Timeframe reduced by 10% for each 10 points of MoS.
- If character fails, they work on the task for a minimum period equal to 10% of the timeframe for each 10 points of MoF before realizing it's a failure.

ECLIPSE PHASE