

STARSIEGE

EVENT HORIZON

General Difficulty Chart

Difficulty	CL	Prime TN	Non-Prime TN
Easy	-6	6	12
Average	0	12	18
Difficult	+2	14	20
Staggering	+6	18	24
Hopeless	+12	24	30
Impossible	+18	30	36

Situational Difficulties

Situation	Example	Modifier
Poor environmental condition	Poor lighting or Heavy Rain	+1 CL
Horrible environmental condition	No available light or torrential downpour	+3 CL
Sporadic cover	Light woods or moderately furnished room	+1 CL
Heavy cover	Lots of hard cover (e.g. rocks, walls, heavy forest)	+3 CL
Flanking	Two or more people attacking one target	-2 CL
Advantageous positioning	Attacker has higher ground	-2 CL
Disadvantageous positioning	Defender has entrenched position	+3 CL

Range Modifiers

Band	Approx. Distance	Close	Short	Medium	Long	Extreme	LoS
Close	~0 – 60 meters			+1 to hit			
Short	~61 to 120 meters	+2 CL	+1 to hit	+1 to hit	+1 to hit	+1 to hit	+1 to hit
Medium	~121 – 180 meters	+4 CL	+2 CL	+1 to hit	+1 to hit	+1 to hit	+1 to hit
Long	~181 – 240 meters	+6 CL	+4 CL	+2 CL	+1 to hit	+1 to hit	+1 to hit
Extreme	~241 – 300 meters	+8 CL	+6 CL	+4 CL	+2 CL	+1 to hit	+1 to hit
Line of Sight	~301+ meters	+10 CL	+8 CL	+6 CL	+4 CL	+2 CL	+1 to hit

Scaling

Scale	Multiplier	Scale Example	Base Range Increment
Personal	x1	City Block Travel	60 meter increment
Vehicular	x9	Planetary-surface	540 meter increment
Suborbital	x81	Near-Orbit Travel	4860 meter increment
Subluminal	x6561	Intra-Solar System Travel	393,660 meter increment
Superluminal	x43,046,721	Light-speed Travel	2.58 x 10 ⁹ meter increment

Optional Rules

Optional Rule	Digest	Ref.
Challenge Base of 12? Isn't that just a +6 bonus?	Mechanic Options	OM-3
Where are the opposed rolls?	Opposed Rolls	OM-3
I make this look good.	Exceptional Success	OM-6
Chase Rules? Move within Range Increments? I just want to know how far I can move	Tactical Movement	OM-9
Don't worry, the bullet passed right through.	Cinematic Rules	OM-10
Leaving... 20 for me... at my best I couldn't handle that many.	Mook Rules	OM-10
It's all in the Reflexes	Initiative Options	OM-10
Taste my paired blasters of DOOM!	Dual Wielding	OM-12
Shoot the hostage!	Disarm Options	OM-13
Flight or flight?	Psychological Options	OM-15
Just how did you get that beautiful scar, anyways?	Lasting Injuries	OM-16
I am not an animal!	Mutation Options	OM-18
How did you do that, Tetsuo?	Open Psionics	OM-19
I'm not big on waiting...	Drain Options	OM-20
I'll be back	Consequence free cyber	OM-21
Subsystem Pools	Subsystem Options	OM-25
Where is the earth-shattering kaboom?	Catastrophic Failures	OM-29
But I love counting!	Ammunition Counting	OM-29
I am not as weakly built as you.	Alien Creation	OM-31
I like the feel of money in my hand...	Credit Counting	OM-32
Ley Lines	Planetary Psi Score	OM-34
A -3 Savvy? But I wanted to be a Technician!	Point-Buy Attributes	FM-4
d20 for Attributes?	3d6 Attributes	FM-4
The Noble Savage	Primitive Cultures	FM-6
I want to play the grizzled Veteran	Extra Starting XP	FM-14
Specialties? Seems too fiddly to me!	Competency Option	FM-15
So, how many Hit Points do I have?	Hit Points	FM-17

Size/Pop/Credit

Rating	Multiplier
0	0.001
1	0.002
2	0.004
3	0.008
4	0.016
5	0.031
6	0.063
7	0.125
8	0.25
9	0.5
10	1
11	2
12	4
13	8
14	16
15	32
16	64
17	128
18	256
19	512
20	1,024
21	2,048
22	4,096
23	8,192
24	16,384
25	32,768
26	65,536
27	131,072
28	262,144