HANDY

- Computers
- Electronics
- Mechanics
- Munitions
- Pick Locks
- Navigate

COOL

- Recover Doom
- Convince
- Gamble
- Drive
- Remote Control
- Sleight-of-Hand

Agile

- Ranged Weapons
- Balance/Climb
- Run
- Sneak/Hide
- Swim
- Throw

TUFF

- Melee Weapons
- Brawl
- Smash/Pry
- Lift/Push/Pull
- Leap

MELEE WEAPON ATTACK ACTION (TUFF)





Failure! 7DM to Player's Doom Stack	2	
Failure! 4DM to Player's Doom Stack	5	
Jinx! Success with complication to situation	9	ONLY Slicer Damage (+3DM) to Bug's Doom Track
	10	Success! 4DM to Bug's Doom Track
	12	Success! 6DM to Bug's Doom Track

If the Slicer Dicer is shot instead, then use Agility for a Ranged Weapon Attack

Bug Blaster	+4	Insect-o-Sonic	+3
Electro-lash	+2	Bug Chucks	+3
Zap Bat	+4	Zapmaster 3000	+3
Vibro-blade	+2	Slicer Dicer	+3/+1
Bugzooka	+5	Thorax Pump	+3x3

Scan QR code for an online dice roller, or diekugames.com/bugroller

ROLLING DICE

Action Dice (white dice)
Number of dice rolled is based upon the Attribute and any Advantages that apply to beat the Difficulty Score (DF) between 6-12.

Doom Dice (black dice)
BEFORE an Action Roll, you can risk adding any number of Doom Dice to gain a better result, but then immediately add them to your Doom Stack.

Luck Dice (third color)
Luck Dice can be used to add a dice AFTER failed Action Rolls.

ACTION ROLL VS DF

- ⬆ **Success**
- = **Jinx (Success+Complication)**
- ⬇ **Failure**

SAVING THROWS

If the die rolled is equal to, or below the Attribute score, it is a success.

If the Save roll fails, the die is added to the character's Doom Stack.

Recurring Saves (RSV)
Make Save each round until a successful roll, with the *character still able to make actions*.

Condition Saves (CSV)
Character is also struck with a condition where the *character cannot make any actions until a successful Save*.

CRITICAL ROLLS

- ⚀ **2x** Opponent Critical Attack
- **3x** Weapon Malfunction
- **4x** Panic Attack - CSV Cool

- ⚅ **2x** Reduce Opponent DF by 1
- **3x** Opponent Flees
- **4x** Death Blow to Opponent