STAY FROSTY

WORDS AND "ART" BY
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GARSKE GAMES

GAME OVER, MAN

The bugs are through the perimeter, the gates of hell have opened, the mothership is landing, and the Captain's brain got sucked out...there's only one thing you can do, Marine...**Stay Frosty**.

LISTEN UP

You know how to play this game. You've played a hundred like it before. I'm not explaining what a d8 or a Hit Point is. 1d20 equal to or above a PC's **Attribute** score is a success. If you have **advantage,** roll twice and take better result. If you have **disadvantage,** roll twice and take the worse result. **Disadvantage** and **advantage** on the same roll cancel each other out.

A Close Encounter

ABSOLUTE BADASSES

Roll 3d6 four times in order for **Attributes: Brains, Brawn, Dexterity, Willpower**

Lower is better. Re-roll one of your choice, but keep the new roll.

Now put a "+" sign after the scores so they read like "**Brains 13+.**" Because a roll of 13 or higher is a success, get it? When the GM says, "What's your Brains?" you say, "13 plus," etc.

Choose an MOS (required **Attribute** score or lower in parentheses)

Armor: advantage to operate or repair an armored vehicle; issued a light tank or APC and a toolkit.

Cyber (Brains 11): advantage to hack computers/electronics; issued a wrist-comp.

Engineer (Brains 11): advantage on damage rolls for explosives; issued a satchel charge and a toolkit.

Infantry: re-roll 1's on damage rolls for personal weapons; issued (roll 1d6) 1-2 grenades, 3 SAW, 4 sniper rifle, 5 LAW, 6 flamer.

Intelligence (Brains 10): advantage when gathering information, **advantage** on Initiative rolls for planned attacks; issued a wrist-comp.

Medical (Brains 9): advantage on healing rolls; issued a medpack.

Psi Ops (Will 8): can use Psi-powers; not issued a helmet. Automatically a lieutenant, but not in chain of command. Start with three powers.

Spec. Ops (all Attributes 10): advantage on a damage roll once per fight, ignore one **Tension Explodes** result per day; issued (roll 1d6) 1-2 SAW, 3-4 grenades, 5 LAW, 6 sniper rifle. Issued a badass beret, not a helmet.

Rank (1d6)
1-3 Private: +1 HP per level, issued combat knife.

4-5 Sergeant: advantage on Battles of Will, issued swagger stick.

6 Lieutenant: give **advantage** to a Private or Sergeant once per encounter, issued auto pistol.

Hit Points
Roll 1d6+4. Sorry, no max HP 1st level.

Standard Equipment (unless noted elsewhere)
Back-and-Breast armor, helmet, infantry rifle, 1 Ammo Die per weapon, and 1 ration unless otherwise noted. Roll twice on Misc. Equipment table.

Armor
Back-and-Breast armor: 1 point

Helmet: 1 point

Weapon Type	Damage	Range	Ammo Die	Special
Auto Pistol	1d10	Short	d8	agile
Combat Knife	1d8	HtH	-	-
Fist	1d4	HtH	-	stun
Flamer	2d6	Close	d6	blast, terror
Grenade	3d6	Close	d4	AP1, blast
Infantry Rifle	2d6	Medium	d8	-
LAW	5d6	Long	single use	AP4, HW
Satchel Charge†	5d6	-	single use	AP5, blast, HW
SAW*	2d8	Medium	d8	suppress
Shotgun	3d6	Medium	d8	spread
Sniper Rifle*	2d10	Long	d8	AP2, large
Swagger Stick	1d8	HtH	-	stun

*If issued one of these weapons, it replaces the infantry rifle

†Has a timer that can be set to explode in up to 10 rounds.

Range
Hand-to-Hand → Close → Short → Medium → Long → Extreme

Weapons can fire out to their listed Range without penalty. They can fire one Range beyond that listed with **disadvantage**. Firearms used at Hand-to-Hand Range also have **disadvantage**.

Ammo Die
After a fight, roll the Ammo Die of any weapon used. If the result is a 1 or 2, reduce the Ammo Die by one die type (so a d8 becomes a d6, etc.) When the Ammo Die is a d4 and a 1 or 2 is rolled, that unit of ammunition is expended.

Special
Agile: can be used in Hand-to-Hand combat without **disadvantage**.
AP#: Armor Piercing. Negates the listed # of Armor Points from the target.
Blast: if used against a human sized target, on a successful attack, this weapon also hits 1d3 others Close to the target.
HW: Heavy Weapon. Able to damage vehicles and other heavily armored targets. Can only be fired once per round.
Large: disadvantage at Close range.
Spread: 3d6 damage at Close range, 2d6 at Short, and 1d6 at Medium. Cannot shoot farther.
Stun: may choose to attack with **disadvantage**, if successful, target loses its next turn.
Suppress: instead of attacking, force the target and other Close opponents make Morale rolls or spend their next turn seeking cover. Any target rolling a 1 or 2 is hit and takes damage. After combat, roll the Ammo Die with **disadvantage**.
Terror: a target hit by this weapon makes an immediate Morale roll.

Misc. Equipment Table

1d20	Item	Supply Die
1-3	Ammo	as weapon
4	Combat Drugs	d6
5	Grenade Launcher	-
6-8	Medpack	d8
9-10	Motion Tracker	-
11-13	Rations	d6
14	Satchel Charge	single use
15	Scope	-
16	Shotgun	as weapon
17	Targeting Reticule	-
18-19	Toolkit	d8
20	Wrist-comp	-

Ammo: an extra unit of ammo for one weapon.
Combat Drugs: advantage to Attack rolls. Temporary duration. Afterward, **disadvantage** on all rolls until after 8 hrs rest.
Grenade Launcher: extends range of grenades to Long. Comes with d4 Ammo Die of grenades.
Medpack: heals 1d10 HP or 1 **Attribute** point per use. Roll the Supply Die after every use.
Motion Tracker: advantage on Surprise rolls.
Rations: Reduces **Tension** by 2. (see pg. 21)
Satchel Charge: see weapons list.
Scope: increases range of a rifle 1 increment.
Shotgun: see weapons list.
Targeting Reticule: +1 to all ranged attacks.
Toolkit: includes a wide variety of tools including a welding torch that does 1d8 damage.
Wrist-comp: capable of hacking, accessing information, and many other uses.

Supply Die

After an item of equipment has been used, roll the Supply Die. If the result is a 1 or 2, reduce the Supply Die by one die type (so a d8 becomes a d6, etc.) When the Supply Die is a d4 and a 1 or 2 is rolled, that item is expended.

THE THINGS THEY CARRIED

A PC can carry items equal to 21 minus their **Brawn**. Carrying more means **disadvantage** on **Brawn** and **Dexterity Attribute** rolls. So if Pvt. Ortiz has a **Brawn** of 9+, she can carry 12 items comfortably. That includes armor, helmet, ammo, weapons, everything.

VEHICLES

Type	HP	Armor	Speed	Weapons	Special
APC	40	4	Average	HMG or Flamer	HA, Pass8
Jeep	20	3	Fast	HMG	ATV, Pass3
Light Tank	50	6	Average	L.Cannon & HMG	HA
Heavy Tank	75	10	Slow	H.Cannon & HMG	Anti-P, ATV, HA

Special

Anti-P: Anti-Personnel. Any human-sized opponent coming within Close range takes 2d10 damage. Supply Die d6, roll after every use.
ATV: All-Terrain Vehicle. Speed is not slowed by broken or difficult terrain.
HA: Heavy Armor. Only damaged by Heavy Weapons.
Pass#: can carry passengers equal to listed #.
Fuel
Vehicles have a Fuel Die of d8. A result of "5" on the **Danger Die** (see pg. 20) triggers a roll.

Speed

In a chase, the faster vehicle has **advantage** on rolls to escape or give chase. Difficult terrain lowers Speed by one category. Humans on foot are Slow with **disadvantage.**

Repairing Vehicles

After a vehicle has been damaged, a successful **Brains** skill roll (toolkit required or roll with **disadvantage**) will repair 1d10 Hit Points. If the vehicle is damaged again while still in the field, it cannot be repaired beyond the total it had after its last repair. Complete repair has to happen in a garage with full access to replacement parts and tools. Under those circumstances a vehicle can be repaired 1d10 Hit Points per day.

Vehicle Weapons

Type	Damage	Range	Ammo Die	Special
Flamer	2d8	Close	d10	blast, terror
HMG	3d6	Long	d12	AP2, suppress
Light Cannon	4d6	Long	d12	AP4, blast, HW
Heavy Cannon	6d6	Long	d12	AP6, blast, HW
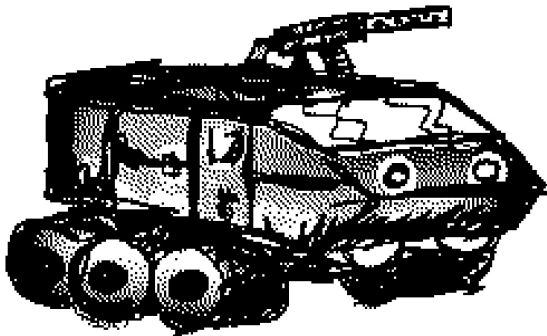
Six-wheeled APC

COMBAT & CLUSTER-FUCKS

Initiative

Roll **Dexterity**. PC's who succeed go before their opponents, all who fail go after. After everyone has acted, roll Initiative & a new round starts.

PC's Turn

A PC may move someplace Close and take one of the actions below, or forgo an action and move somewhere a Short distance away.

- **Attack:** declare a target and roll **Dexterity** for a ranged attack, or **Brawn** for a hand-to-hand attack. If successful, roll damage.
- **Battle of Wills:** declare a target and roll **Willpower**. If successful, the target has **disadvantage** on their next Attack.
- **Focus:** roll **Brains**. If successful, gain **advantage** on your next Attack.
- **Psi-Power:** use a Psi-Power (see pg. 14).
- **Skill Roll:** use a skill that can be completed in a few seconds (see pg. 12).
- **Use Equipment:** use a piece of equipment.

GM's Turn

Hostiles' Attacks: declare a PC to target and roll 1d20. Rolling *under* the PC's **Dexterity** is a success for a ranged attack, or **Brawn** for a hand-to-hand attack. Roll damage if successful.

Powerful Opponents (bolded because it's fucking important!)

The PC's *and* hostiles subtract 1 from their attack rolls for every Hit Dice the hostile has *over* the PC's level. Remember low is better for a hostile. For vehicle combat, use the PC's level *or* the vehicle's Hit Dice, whichever is greater, to determine Powerful Opponents.

Critical Hits & Misses
On a roll of a "20" or "1," roll on the appropriate **FUBAR** table (pg. 24).

Modifiers to Combat

Target Has...	Attacker Has...
Light Cover	**Disadvantage** on damage rolls
Heavy Cover	**Disadvantage** on attack rolls

These effects are cumulative. The GM will rule on any other situations that grant **advantage** or **disadvantage**.

Armor
Subtract a PC or NPC's Armor from damage done to them by a successful attack. If the result is 0 or less, no damage is taken.

Damage & Death
When a PC is reduced to 0 Hit Points any "extra" damage is *added* to a random **Attribute**.

1d6	Attribute
1	Brains
2-3	Brawn
4-5	Dexterity
6	Willpower

A PC with 0 Hit Points is out for the duration of the fight even if they are healed during the combat.

If any **Attribute** reaches 21, the PC dies.

Healing & Rest
PC's heal all of their Hit Points after eight hours of rest. Each damaged **Attribute** heals 1 point per day of rest. Also, after eight hours rest, **Tension** (see pg. 21) resets to zero.

SKILL ROLLS & SAVES

There are two kinds of rolls to make outside of combat, although both can be made in combat as well.

Skill Rolls

Skill Rolls are active. The PC's choose to make them. The GM declares which **Attribute** to roll and if it is difficult (**disadvantage**) or easy (**advantage**). A GM might rule that proper tools are needed for a particular action. If the PC doesn't have the tool, they roll with **disadvantage**. Most Skill Rolls will take at least a turn, but some may only take a round.

When a player rolls a "1" when using a skill, roll on the **SNAFU** table (pg. 25).

Saves

Saves are rolls to avoid harm or a negative outcome. The PC's do not choose to make them. The GM declares which **Attribute** to roll and if it is difficult (**disadvantage**) or easy (**advantage**). Success means the harm is avoided. Failure means they suffer the harm or negative outcome.

Examples of Saves

- Detecting an ambush: **Brains**
- Resisting being pushed off a cliff: **Brawn**
- Dodging an alien's acid spray: **Dexterity**
- Overcoming mind control: **Willpower**
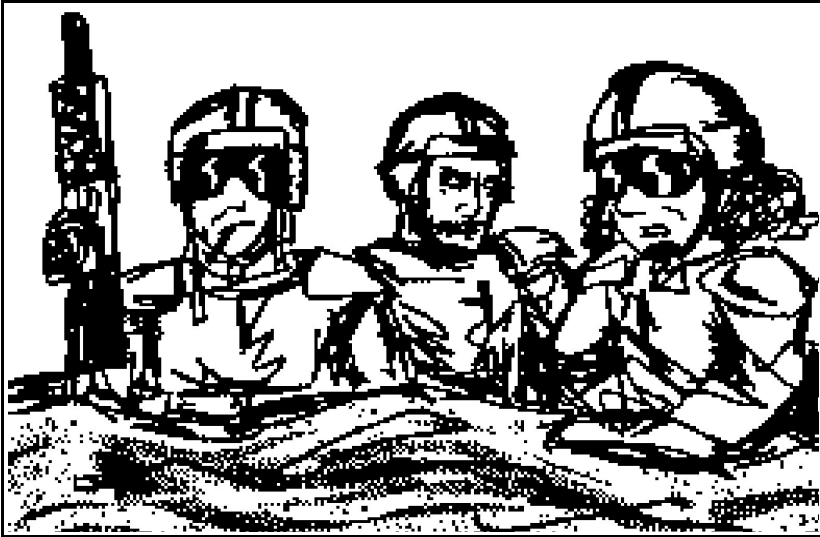
"I don't like this mist. Stay frosty, boys."

LEVELING UP

When a mission has been completed, the squad levels up.

- Roll 1d10 and add it to the PC's Hit Point total.
- Roll 1d20 for each **Attribute**. If the result is *less than* the score, subtract one from that **Attribute**. Privates can roll twice and take the better result for either **Brawn** or **Dexterity**. Sergeants can roll twice for **Brawn** or **Willpower**. Officers can roll twice for **Brains** or **Dexterity**. Psi Ops roll twice for **Willpower** only.
- At levels 3 and 5 you gain an additional action per round that can be used for an **attack, battle of wills,** or **focus**.
- Psi Ops learn a new Psi-Power at levels 3 and 5.

PSI-POWERS

If you think you're psychic...maybe you are.

Using Psi-Powers

To use a Power, make a **Willpower** roll. Some powers have the option to take a penalty on the roll to empower the effect. If the roll succeeds, the effect happens. If it fails, that power cannot be used until the PC has had eight hours of rest.

Brain Bleed

If a PC psychic fails a roll, but really wants the Power to work, they can take damage equal to the amount by which the roll failed and have the Power succeed. The psychic clutches their head and bleeds from their eyes and nose.

A marine opens her third eye and uses *mind stab*

PSI-POWER DESCRIPTIONS

Cloud Mind

Range: Short
Duration: Encounter

The target has **dis-advantage** to attack or detect the psychic.

Empower -2: all Opp-onents in Short range have **disadvantage.**

Dominate Mind

Range: Close
Duration: Temporary

Take control of a living creature's mind. It obeys all commands.

-1 to roll for every Hit Dice of the crea-ture.

Healing

Range: Touch
Duration: Instant

Heal 1d10+level HP. Psychics cannot heal themselves.

Interface

Range: Close
Duration: Temporary

Take control of a machine. It obeys com-mands as best it can.

Civilian Hardware: -0
Military Hardware: -2
Weapon: -2
Vehicle: -2
Military Vehicle: -4

Mind Stab

Range: Short
Duration: Instant

An intelligent, living target the psychic can see takes 2d8 mental damage. Armor has no effect.

Empower -2: 3d8 damage.

Pyrokinesis

Range: Medium
Duration: Instant

A ball of flame shoots from the psychic's hands or eyes doing 3d8 damage with *terror*.

Empower -2: add *blast*.
Empower -2: add *heavy weapon*.

Remote Viewing

Range: varies
Duration: 1 minute

See a location known to you (personally, on a map, behind a wall) but not within your line of sight.

-1 to roll for every range category beyond Close.

Telekinesis

Range: Short
Duration: Instant

Move an object (up to 50kg) a Short distance. Thrown objects do 1d10 per 50kg.

Empower: -1 for every extra 25kg.

Telepathy

Range: Long
Duration: Temporary

Communicate mentally with an intelligent, living target even if you do not share a language.

Empower -4: read the target's thoughts.

OTHER CRAP EVERY GAME HAS

Jesus Christ, I guess we have to spell everything out. We'll see how long I can stand this.

Falls

A minor fall doesn't do damage but the PC must make a **Dexterity** save or fall prone.

A fall far enough to worry about does 1d10 damage per character level.

If a PC falls farther they're dead.

Hunger

Going a day without rations forces the PC to make a **Brawn** save. Failure means they take 1d4 damage to an **Attribute**. PC's can't heal until they eat and drink normally for a day.

Drowning

Good Lord, just have them roll a save or something. Rulings not rules!

That's it. I can't do this anymore...

Marines in Hell

STAY FROSTY

Rank:

Name:

 MOS: Level:

ATTRIBUTES

Brains	Brawn	Dexterity	Willpower

HIT POINTS	ARMOR	TENSION/FROSTINESS	MOS & RANK ABILITIES
		__1 Warm __2 Cool __3 Chill __4 Frosty __5 Frozen __6 Ice-Cold	

WEAPON	Damage	Range	Ammo	Special

EQUIPMENT (carry 21-Brawn, more is disadvantage)				

STAY FROSTY

Rank: **Private**

Name: **Ortiz**

MOS: **Infantry**   Level: **1**

ATTRIBUTES

Brains	Brawn	Dexterity	Willpower
13+	9+	6+	14+

HIT POINTS	ARMOR	TENSION/ FROSTINESS	MOS & RANK ABILITIES
6	2	__1 Warm __2 Cool __3 Chill __4 Frosty __5 Frozen __6 Ice-Cold	Infantry: Re-roll 1's on damage dice for personal weapons. Private: +1 HP per level.

WEAPON	Damage	Range	Ammo	Special
Infantry Rifle	2d6	Medium	d8	-
Grenades	3d6	Short	d4	AP 1, blast
Combat Knife	1d8	HtH	-	-

EQUIPMENT (carry 21-Brawn, more is disadvantage)

Helmet	Back & Breast Armor	Infantry Rifle	Rifle Ammo d8	Combat Knife	Toolkit d8
Grenades d4	Grenades d4	Rations d6			
✗	✗	✗	✗	✗	✗

STAY FROSTY MISSIONS

These rules lend themselves best to location-based missions. The squad arrives at a new planet with several locations to explore and NPC's to interact with.

Missions should require travel between different locations, exploration of those locations, combat with hostiles, dealing with NPC's, and problem solving. You can use the generators on the following pages to help create scenarios.

POINT-CRAWLING

A particularly useful type of location-based adventure is known as a point-crawl. The basic form of a point-crawl is similar to a flowchart. Each node is a location, with the lines between nodes being possible paths. See the appendix for point-crawling resources.

THE DANGER DIE

Stay Frosty missions require a mechanism to ratchet tension and increase risk. The **Danger Die** provides that. Roll the **Danger Die** when the PC's move between point-crawl nodes, enter certain areas, or rest in a dangerous place.

1d6	Danger Die Result
1	Encounter – **Tension** increases by 1
2	Encounter (in dangerous areas) *or* Clue/Sign/Environment (other areas)
3	Clue/Sign/Environment
4	Stress – **Tension** increases by 1
5	Consumables Depleted/Effects End
6	**Tension Explodes**!

Danger Die Results

Encounter: Each mission, or even each location, should have a list of possible encounters with hostiles or NPC's. **Tension** also increases by 1.

Clue/Sign/Environmental Encounter: Each location should have list of sights, sounds, clues, or challenges. These entries can be used for anything that doesn't result in combat.

Stress: **Tension** increases by 1.

Consumables Depleted/Effects End: Any consumable in use must roll its Supply Die, such as a vehicle's Fuel Die. Any *temporary* effect, such as some Psi-Powers or combat drugs, ends.

Tension Explodes!: Built-up tension and stress is released in a burst of emotion. PC's must make a **Willpower** save or take **Tension x level** in damage (armor not applicable). If this damage reduces a PC to 0 HP or lower, the excess is *not* applied to an **Attribute.** Instead the PC gains back ½ their HP and rolls on the **Going Apeshit** table (pg. 26). In any case, **Tension** drops to 0.

TENSION

Some amount of **Tension** is necessary to maintain **Frostiness.** The more **Tension** there is, the Frostier a PC becomes. Benefits are cumulative.

Tension	Frostiness	Benefit
1	Warm	none
2	Cool	+1 to Damage rolls
3	Chill	**Advantage** on Saves
4	Frosty	**Advantage** on Initiative
5	Frozen	Ranged attacks gain *agile*
6	Ice-Cold	Gain extra action per round

RANDOM MISSION GENERATOR
ROLL ALL THE DICE

1d6 Mission Type
1 Eliminate
2 Investigate
3 Rescue
4 Retrieve
5 Sabotage
6 Secure

1d8 Planet/Environment
1 **Earth-like**
2 **Cold:** cold gear takes inventory slot
3 **Hot:** extra water takes an inventory slot
4 **High Grav:** ½ inventory
5 **Low grav:** 1½ inventory
6 **Low atmosphere: Brawn** save after 1 hour exposed. **Disadvantage** on **Attribute** rolls if failed.
7 **Inhospitable:** deadly weather/terrain
8 **Spaceship/station**

1d10 Antagonists
1 Aliens
2 Bugs
3 Colonists
4 Cultists
5 Demons
6 Just tentacles everywhere
7 Mutants
8 Robots
9 Troopers
10 Zombies

1d12 NPC's
1 Artificial Person
2 Blue Collar
3 Corporate Asshole
4 Criminal
5 Kid
6 Local Military
7 Politician
8 Rebel
9 Scientist
10 Traitor
11 Roll 1d10 twice
12 Roll 1d10 three times

1d20 1d4 Complications
1 Ambush
2 Artifact
3 Bomb
4 Budget
5 Covert
6 Drugs
7 Experiments
8 Incomplete orders
9 Infection
10 Invasion
11 Mind Control
12 Missing NPC-roll another
13 Misunderstood
14 Mutiny
15 Quarantine
16 Religion
17 Rules of Engagement
18 Stranded
19 Time Limit
20 War

MORE RANDOM GENERATORS
ROLL SOME MORE DICE

1d4 Settlement Type
1 Colonists (corporate)
2 Corporate
3 Military (corporate)
4 Scientific (corporate)

1d6 Building Type
1 Habitation
2 Industrial
3 Laboratory
4 Medical
5 Military
6 Offices

1d8 How Did It Get In?
1 Crawls in ear
2 Up the nose
3 Through the eye
4 Up the anus
5 Injected into blood
6 Base of the skull
7 Groin, 'nuff said
8 Down the throat

1d10 Intelligent Aliens
1 Amoeboids
2 Avians
3 Cat People
4 Cephalopods
5 Clone Hive Mind
6 Freaky Psychic Grays
7 Honorable Warriors
8 Insectoids
9 Reptoids
10 Sexy Rainbow People

1d12 Super Gross
1 Shits itself
2 Pukes worms
3 Sprays blood
4 Groin mouth
5 Wears skin of others
6 Too many joints
7 Eyes too far apart
8 Moist
9 Skin sloughing off
10 Crusty
11 Oozes slippery mucus
12 Baby sounds

2d20 Names First | Last
1 Dewitt | Galven
2 Tao | Lee-Du
3 Arkek | Stova
4 Tsaka | Mosi
5 Merrill | Foxwell
6 Abdul | Rosek
7 Jamal | Hammacher
8 Damien | Wyse
9 Stanton | Bentzen
10 Benedict | Koerner
11 Cayla | Castiglione
12 Katerine | Wyke
13 Charlena | Rhyne
14 Amira | Gammon
15 Nizu | Kiyoka
16 Bryanna | Forgrave
17 Liao | Lu-Wei
18 Elizabet | Engstrom
19 Heidy | Sarraf
20 Lina | Ginova

FUBAR TABLES

When a PC rolls a "20" or a "1" on a ranged or hand-to-hand attack roll, they roll on the appropriate table to see how FUBAR the hostile or they are.

1d6	Fuck Yes, Natural 20
1	Get hyped. Next attack has **advantage.**
2	You want some? Make another attack.
3	Show me your WARFACE. Hostile must make morale roll.
4	Found a weak spot. Damage x2.
5	Right in the melon. Hostile is stunned for 1 round.
6	The quarterback is toast. Hostile Dead.

1d6	Oh Fuck, Natural 1
1	Ranged: Roll Ammo Die with **disadvantage** immediately. Hand-to-hand: **Dexterity** save or weapon breaks.
2	**Tension** increases by one. (attacker only)
3	Off-balance: **disadvantage** on next attack.
4	Weapon jammed or stuck, use an attack action to clear the jam or free it. If a ranged weapon, roll the Ammo Die as well.
5	Tripped. Move action to get up. Hostiles gain **advantage** on hand-to-hand attacks against the PC until then.
6	**Tension Explodes!** (attacker only)

SNAFU TABLE

When a PC rolls a "1" on a Skill Roll, they must roll on this table.

1d6	Shit. Fuck. Shit.
1	Taking too long. GM rolls the Danger Die immediately.
2	Roll the Supply Die for the item in use if it has one. If using equipment without a Supply Die, make a **Brains** save or it breaks. If you're not using a piece of equipment, I guess you're pretty lucky aren't you?
3	**Tension** increases by one. (rolling PC only)
4	**Tension Explodes!** (rolling PC only)
5	Got the shakes. Try again with **disadvantage.**
6	Almost got it. Try again with **advantage.**

GOING APESHIT TABLE

If a PC's Hit Points are reduced to 0 by damage from **Tension** they must roll on this table.

1d6	Effect
1	Overkill: For the remainder of this combat (or the next if rolled out of combat), Damage rolls have **advantage,** but roll the Ammo Die every round.
2	Fight: +1 to attack rolls until you rest for eight hours.
3	Flight: You flee on your next turn. Make a **Willpower** save at the end of each round or keep running.
4	Big Mouth: Until the end of the mission, every time you gain a point of **Tension** make a **Willpower** save. If you fail you say something stupid and **Tension Explodes.**
5	Twitchy: For the rest of this mission, you have **disadvantage** on any stealth Skill Rolls, but cannot be surprised.
6	Last Stand: This is it. You throw away your guns and armor, and face your enemies as a warrior, with only a hand-to-hand weapon or your bare hands.

HOSTILES

Stat blocks are presented in this format:

Name: Hit Dice, Armor, Attack/Damage, Morale
Special abilities

Hit Dice: roll this many d10s for Hit Points or multiply by 5.5 for an average example of the hostile, or by 7 or more if you're an asshole.
Armor: works just like Armor for PC's. Subtract this number from damage taken by the hostile.
Attack/Damage: type of attack/dice of damage.
Morale: when half the hostiles of this type in an encounter have been killed, roll 1d20. If the result is greater than the hostile's Morale score, the remainder attempt to retreat.
Special Abilities: anything else the hostile can do beyond regular boring old attacks. Any save a special ability causes is subject to the *Powerful Opponents* rule.

Known Hostiles

Amoeboid: 2HD, A0, Dissolving Enzymes/1d8, M15
Mitosis: if reduced to 0HP, an amoeboid splits into 2 individuals with ½ the HD of the original.
Always growing: Amoeboids of 4, 6, 8, & 10 Hit Dice exist. They do 1d8 damage per 2HD.

Bugs: See next page.

Cephalopod: 5HD, A1, Tentacle x4/1d8, M12
Grab & Beak: if a target is hit by 2 tentacles attacks it is pulled into the beak for 2d6 DM. They must make a **Brawn** roll to break free.
Float: cephalopods float through unknown means.
Psychic: knows 1d2+1 Psi-Powers. **Willpower** 6+.

Bugs

"I admire their purity. Their purity and wicked sick claws. Both are admirable." – Dr. Holowczyk

Insectiform life flourishes throughout the galaxy much the same way humanoid body-plans do, but on an exponentially larger scale. When a bug species leaves its planet of origin, the result is often catastrophic to any environment it encounters. They are uniformly without conscience and do not consider the consequences of their actions outside preservation of their species.

Swarm: 1-3HD, A0, Stings & bites/1d4, M18
Swarm: take ½ damage from weapons without *blast.* At hand-to-hand range, does damage automatically every round, bypassing any armor.
Wonderful Defense Mechanisms: roll once.

Infection Form: 1HD, A1, Infect/1d3, M20
Infect: on a successful attack, the victim must make a **Brawn** save or be infected with bug-spore. The GM has to decide what form that takes.
Wonderful Defense Mechanisms: roll once.

Warrior: 3-6HD, A1-2, Jaws & claws/1d10, M20
Wicked Sick Attacks: roll once.
Wonderful Defense Mechanisms: roll twice.

Queen: 10HD, A3, Jaws & claws/2d8, M15
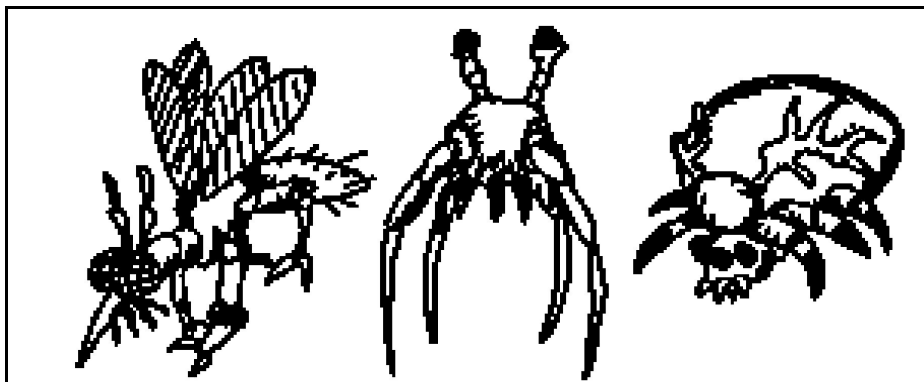*Wicked Sick Attacks:* roll once.
Wonderful Defense Mechanisms: roll twice.

Brute: 15HD, A3, Stomp/2d12 or Spray/5d6, M15
Huge: Exoskeleton is Heavy Armor, attacks are Heavy Weapons, crawls at Slow speed.
Spray: a caustic liquid, Short range, blast.
Wonderful Defense Mechanisms: roll once.

Infection Forms

1d6	Wicked Sick Attacks	1d6	Wonderful Defense Mechanisms
1	All teeth and claws: makes 3 attacks.	1	Wings: Flies at Fast speed.
2	Spews acid or fire: range Short, 2d8 DM.	2	Thick exoskeleton: +2 Armor.
3	Web: short range, blast, PC's hit must make a **Brawn** roll with **disadvantage** to break free.	3	Caustic blood, anyone in HtH with the bug when it takes damage must make a **Dexterity** save or take 1d8 DM.
4	Psychic shield: PC's cannot attack the bug until they make a **Willpower** save.	4	Stealthy: PC's must make a **Brains** save or be surprised and unable to act in the first round of combat.
5	All around badass: 2 attacks, increase damage by 1 die type.	5	Under the damn ground: Burrows through ground or walls.
6	Fucking scary: **Tension Explosion** when encountered. Roll again, ignoring this result.	6	Full of babies: 2d6 infection forms burst from the corpse when it's killed. Roll again for swarms or infection forms.

Demon: 10HD, A3, Flame Sword x2/3d6 or Fire Blast x2/3d6 (Medium, blast), M17
Demonic Mien: seeing a demon triggers a **Tension Explosion.**
Flight: flies at Fast speed.

Humanoids: 1-5HD, A0-2, by weapon, M variable
Humanoids are generally similarly shaped, bipedal, with two arms, and a head with sensory and feeding organs. But they vary greatly in size, abilities, and technology. Some possible special abilities follow.
Amphibious: breathes normally underwater.
Fast: runs at Average speed.
Flight: flies at Fast speed.
Psychic: knows 1d2+1 Psi-Powers. **Willpower** 6+ or lower.
Roar: Close range, **Willpower** save or **disadvantage** on next attack.
Stealthy: PC's must make a **Brains** save or be surprised and unable to act in the first round of combat.

Hunter: 6HD, A2, Spear x2/2d6 or Plasma-blaster/2d10 (long, AP1), M20
Cloaking Field: the Hunter is undetectable when still, and PC's must make a hard **Brains** save or be surprised and unable to act in the first round of combat. Attacks against the Hunter have **disadvantage** until ½ its HP are gone, at which time the cloaking field shuts down.
Monofilament Net: ranged attack, if the attack hits, the target is stuck in the net. They can make a **Brawn** roll on their turn to escape, but doing so causes 1d10 damage whether they succeed or not.

Robotic Assassin: 8HD, A3(HA), Fist/1d12 or Plasma Rifle/2d8 (Long, AP1), M20
Living Tissue Over a Metal Endoskeleton: The robot is covered in living tissue that make it indistinguishable from a normal human until it loses ½ its HP, at which time its true nature becomes obvious.

Zombie: 1HD, A2, Bite/1d6, M20
Grab: Hand-to-Hand attack, if successful the zombie automatically bites for 1d6 DM. The target can make a **Brawn** check on their turn to escape (*Horde* and the *Powerful Opponents* rule apply to this roll.)
Horde: Zombies attack as a group, combining their Hit Dice for their attacks. If four zombies are attacking a PC, they all attack (but do not defend) as if they had 4HD.

***Hand-to-hand with a Warrior Bug
is a bad idea***

APPENDIX: INFLUENCES

Games
The Black Hack: **Stay Frosty** began as hack of the *Black Hack* but I ended up rewriting the whole thing. The concepts are mostly the same. It's a great base for whatever kind of game you want to design.
http://www.rpgnow.com/product/178359/The-Black-Hack

Perdition: The Tension/Frostiness mechanic is a variant of Stress from *Perdition*, an amazing OSR game where devils invaded the material plane and won.
http://www.rpgnow.com/product/188535/Perdition

The Hill Cantons: Chris Kutalik writes about point-crawls and uses them in his adventures. Here's a good place to start:
http://hillcantons.blogspot.com/2012/01/crawling-without-hexes-pointcrawl.html

Movies
These should be pretty obvious.
Aliens: RIP Bill Paxton. Without him would *Aliens* have been as popular as it was? I don't think so.
Starship Troopers: An under-appreciated classic.
Predator: If no one says, "If it bleeds, we can kill it," while playing this game, I've failed.
Terminator: The 2029 timeline would make a great game.

Video Games
Doom: The first shooter I was good at.
Halo: The last shooter I was good at.