

ATTACK DICE POOLS

Aim Dice Pool (5+)	
+1/Aim	Attack Aim
+0	Target has Full Cover
+1	Target has Half Cover
+2	Target has No Cover
+1	Higher Elevation Bonus
-1	Range Penalty
±X	Abilities/Conditions
Crit Dice Pool (6+)	
+1/Crit Dice	Attack Crit Dice
+2	Target has No Cover
±X	Abilities/Conditions

WILL ATTACK DICE POOLS

Will Attack Dice Pool (5+)	
+1/Will	Attacking Unit's Will
+1	Target Wounded
+1	Target has Negative Condition
+1	Target Isolated (4 tiles)
+1	Target or Ally of Target has Panic
±X	Abilities/Conditions
Will Attack - Critical Effect Dice Pool (6+)	
+2	Target has Panic
+X	Ability Crit Dice
±X	Abilities/Conditions
Will Attack - Resist Dice Pool (6+)	
+1/Will	Defending Unit's Will
±X	Abilities/Conditions

RANGE: RANGED ATTACKS

BALLISTIC RANGE	MAXIMUM	OPTIMAL
Adjacent:	1.5	1 - 1.5
Short:	16	1 - 8
Medium:	24	1 - 16
Long:	36	8 - 36

RANGE: ABILITIES

ABILITY RANGE	MAXIMUM
Adjacent:	1.5
Short:	8
Medium:	16
Long:	36

CASUALTY TABLE

D6	RESULT
1-2	<p>Choose One:</p> <p>Eye of the Void: The unit stares into the Eye of the Void and wills themselves back into the world of the living. Set the unit's HP to 1 and apply Eye of the Void, which is a condition that lasts until the end of the mission and cannot be removed. While the unit has Eye of the Void, if their HP is reduced to zero they do not roll on the Casualty Table and instead go Out of Action immediately.</p> <p>Bleeding Out: The unit will go Out of Action in 3 turns. Apply the Bleeding Out condition to the unit and lay the unit's miniature on its side.</p>
3-4	<p>Stunned: Set the unit's HP to 1 and apply the Stunned 2 and Disoriented conditions to the unit (the unit loses both actions on its next turn).</p>
5-6	<p>Knocked Down: Set the unit's HP to 1 and apply the Stunned 1 condition to the unit (the unit loses 1 action on its next turn).</p>

BASIC ACTIONS

ACTION/ACTIVATION	DESCRIPTION
Move	> Move the unit a number of tiles up to the value of its Speed attribute.
Attack (Ranged)	> (Unit has a ranged weapon equipped with at least 1 ammo) Target an enemy unit within the maximum range of the equipped weapon and within line-of-sight. Make an attack roll against the target unit, and if successful apply damage. Reduce the equipped weapon's current ammo by 1.
Attack (Melee)	> (Unit has a melee weapon equipped) Make a free move action that puts this unit into Adjacent range of another unit. It then makes an attack roll against the target unit with its equipped melee weapon, and if it's successful, then it applies damage.
Attack (Grenade)	> (A usable grenade item with charges remaining is equipped on this unit) Target an area of effect with radius equal to the Radius of the equipped grenade centered on a tile in range and in line of sight. Target all units in the area of effect. Target units take damage according to the grenade's Damage, rolling damage individually for each target. Destroy armor points equal to the grenade's Breaking. Finally, follow the directions in the grenade's Effects field.
Attack (Subdue)	> (Target is a Living unit with 2HP or fewer) Make a melee attack against the target unit without adding the Aim Dice from any equipped weapon and do not roll Crit Dice or a Damage Die. If the attack hits, it deals no damage and the target unit gains Unconscious.
Overwatch	> (Unit has a ranged weapon equipped with at least 1 ammo) Until the beginning of their next, if any enemy unit moves within this unit's line of sight and within their ranged weapon's maximum range, this unit may make a reaction attack against it at a -1 Aim Dice penalty. While units are moving they are considered to be not in cover.
Reload	> (Unit has an equipped weapon with less than full ammo) A weapon equipped on this unit has its ammo reset to full
Use Item	> (A usable item is equipped on this unit and, if the item uses charges, has charges remaining) The unit follows the directions for using the item. If the item uses charges, reduce the charges by 1.
Use Ally's Item	> (A usable item is equipped on a willing allied unit that is adjacent to this unit) So long as the allied unit's player consents to this unit using its item, perform the Use Item basic ability with the ally's item
Interact	- (Unit is on or Adjacent to an interactive environmental object) The unit interacts with some object or part of the environment, the GM will give guidance on what is interactable.
Use Ability	? (The unit has a usable ability with charges remaining that is not on cooldown) The unit follows the directions for using their ability. If the ability has charges, reduce its charges by 1. If it has a cooldown, put it on cooldown. Use the ability as directed by its activation symbol.
Pickup Body	> (Unit is adjacent to an unconscious unit) The unit picks up and carries a body from an adjacent tile. While carrying a body, the unit may only take Move or Drop Body actions
Drop Body	- (Unit is carrying a body and there is an empty adjacent tile) The unit drops the carried body on an adjacent tile

AGILITY MOVES

MOVE	COST	DESCRIPTION
Safe Drop	1	Drop from any height safely by spending 1 Agility Point plus the regular Movement Points for the move.
Mantle	1	Jump up to a ledge 2 tiles above their current tile even if the wall is otherwise unclimbable by spending 1 Agility Point and 2 Movement Points .
Climb	1/tile	To climb up a climbable wall, spend 1 Agility Point and 2 Movement Points per tile higher than 2 tiles above ground. Must spend points for the full height of the wall to climb (can't stop part way).
Leap	1/tile	Spend 1 Agility Point per tile to leap over, plus the regular Movement Points for the move.

CONDITIONS

CONDITION	DURATION	EFFECT	REMOVED BY
Acid Burn	Indefinite	At the start of each round, the affected unit takes d3 Acid Damage.	Healing
Bleeding Out	3 turns	The affected unit can take no actions. The affected unit has a bleeding out counter that starts at 3. At the start of each round reduce the bleeding out counter by 1. If the counter is zero, the unit becomes Out of Action. If the unit is Healed for 1 or more HP, remove Bleeding Out and add Disoriented.	Healing, Resurrect
Burning	Indefinite	At the start of each round, the affected unit takes d3 Fire Damage. The affected unit can only take the following actions: Move, Attack, Overwatch, Use Item, or Stop Drop & Roll (use an action, end this unit's turn, remove Burning from this unit).	Healing, Water Tile, Stop Drop & Roll
Disoriented	2 turns	<i>Psychological</i> . The affected unit has -3 Speed, -1 Aim, -1 Will.	Restore
Ethereal Suspension	2 turns	The affected unit can take no actions, is unable to be targeted by attacks or abilities, and is immune to all damage.	-
Exhausted	2 turns	The affected unit has -1 Damage to melee attacks, -3 Speed, -2 Will when resisting Will Attacks, has Overwatch removed, and cannot make reaction attacks.	-
Marked	Indefinite	Attacks made against the affected unit by enemy units gain +1 Aim Dice.	Marking unit is killed
Mind Controlled	Indefinite	<i>Psychological</i> . The player of the controlling unit chooses what actions the affected unit takes. The affected unit acts on the controlling unit's turn. If either the controlling unit or the affected unit becomes Disoriented, remove Mind Controlled from the affected unit. If the controlling unit dies, remove Mind Controlled from the affected unit.	Controlling unit is killed or gains Disoriented, controlled unit gains Disoriented
Out of Action	Indefinite	The affected unit can take no actions. The unit is wounded beyond the point of being able to function on the battlefield.	Resurrect
Panic	2 turns	<i>Psychological</i> . The affected unit makes a single move action as far away as it can from enemies and still be in cover and takes no more actions for the remainder of the duration. Enemy units may flee the battlefield entirely when Panicked.	Restore
Poisoned	4 turns	At the start of each round, the affected unit takes 1 Poison Damage. It has -2 Aim and -3 Speed.	Healing
Shattered	Indefinite	All attacks or abilities that deal damage made against the affected unit gain +1 Damage and +1 Breaking.	-
Stunned X	Varies	<i>Psychological</i> . The affected unit has the next X actions removed (i.e. skips actions until X is reached. If a unit gains Stunned 2, the next turn the unit loses 2 actions and cannot act. If it gains Stunned 1 then the following turn it loses 1 action and only has 1 remaining).	Restore
Unconscious	Indefinite	The affected unit can take no actions. If the unit is Healed for 1 or more HP, remove Unconscious and add Disoriented.	Healing, Restore

TILE FEATURES

TILE FEATURE	DURATION	EFFECT
Flames	3 turns	Any unit that enters this tile gains Burning .
Poison Cloud	3 turns	Any unit that enters or leaps through this tile gains Poisoned . Poison Cloud extends up from the tile in a space 2 tiles tall.
Acid Pool	Indefinite	Any unit that enters this tile gains Acid Burn
Shallow Water	Indefinite	Any unit with Burning that enters this tile removes Burning