QUICK ACTION CARDS

Five cards, one for each soldier. Print at actual size (100%). Cut round each 88 × 60 mm pair, fold along the centre line and glue, to make a double-sided 44 × 60 mm card. Keep them apart from the encounter and starting item decks.

ACTIONS

0.22 · 1 of 2

Action	AP	Rule
Move	2	6.1
Attack	weapon	8
Unarmed attack	1	9.3
Throw a grenade	2	8.8
Combat Stance	1	12.1
Overwatch	weapon	12.2
Disengage	2	9.4
Swap active weapons	1	10.2

To hit

Roll dice equal to your accuracy; a 5 or 6 hits. At 0 or less, roll one die; a 6 hits.
Shooting: ACC + weapon + bonuses − cover
Melee: Strength + weapon + bonuses
Cover: soft 1, hard 2, full 3

GEAR AND BONUSES

0.22 · 2 of 2

Action	AP	Rule
Change armour	4	10.2
Shoulder item or fitting	1	8.7
Pick up an item	1	10.3
Trade	1	10.3
Use an item	item	10
Room action	tile	6.3
Mission feature	1	MB
Drop an item	0	10.3

Bonuses to accuracy

Combat Stance	+1
Laser Scope	+1
Overwatch at an alien next to you	+1
Precision (Okafor, sniper rifle)	+1
Paired attack, unless Ambidextrous	−1

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