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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