

PISTOL

WEAPON



ACC +1 SHOTS 1 AP 1

Damage: D6 + 0
One visible target per attack. No range limit. Cannot fire while adjacent to a conscious enemy.

Reyes / Park

PISTOL

WEAPON



ACC +1 SHOTS 1 AP 1

Damage: D6 + 0
One visible target per attack. No range limit. Cannot fire while adjacent to a conscious enemy.

Reyes / Park

SHOTGUN

WEAPON



ACC +1 SHOTS 1 AP 2

Damage: D6 + 2
Point blank: orthogonally adjacent target: double attack strength before armour. May fire at adjacent enemies while engaged; no distant targets then.

Chen

MACHINE GUN

WEAPON



ACC -1 SHOTS 3 AP 2

Damage: D6 + 1 per hit
Cover Penetration 1: reduce cover penalty by 1, minimum 0. Does not reduce armour. Resolve each shot separately; one enemy per attack.

Voss

SNIPER RIFLE

WEAPON



ACC +2 SHOTS 1 AP 2

Damage: D6 + 4
One visible target. No range limit. Cannot fire while adjacent to a conscious enemy. Apply soldier skills separately.

Okafor

COMBAT KNIFE

MELEE WEAPON



ACC +1 SHOTS 1 AP 1

Damage: D6 + 0
Orthogonally adjacent target only. Ignore facing and cover. Resolve accuracy, Blind Luck and armour normally.

One per soldier

COMBAT KNIFE

MELEE WEAPON



ACC +1 SHOTS 1 AP 1

Damage: D6 + 0
Orthogonally adjacent target only. Ignore facing and cover. Resolve accuracy, Blind Luck and armour normally.

One per soldier

COMBAT KNIFE

MELEE WEAPON



ACC +1 SHOTS 1 AP 1

Damage: D6 + 0
Orthogonally adjacent target only. Ignore facing and cover. Resolve accuracy, Blind Luck and armour normally.

One per soldier

COMBAT KNIFE

MELEE WEAPON



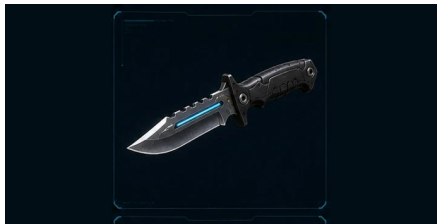
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Orthogonally adjacent target only. Ignore facing and cover. Resolve accuracy, Blind Luck and armour normally.

One per soldier

COMBAT KNIFE

MELEE WEAPON



ACC +1 SHOTS 1 AP 1

Damage: D6 + 0
Orthogonally adjacent target only. Ignore facing and cover. Resolve accuracy, Blind Luck and armour normally.

One per soldier

CERAWEAVE

ARMOUR



DAMAGE REDUCTION 1

Subtract **1 damage from every hit**. Adds to natural armour. Only one armour equipment item may be worn. No extra HP. Cannot change during a mission.

Reyes / Okafor / Park

CERAWEAVE

ARMOUR



DAMAGE REDUCTION 1

Subtract **1 damage from every hit**. Adds to natural armour. Only one armour equipment item may be worn. No extra HP. Cannot change during a mission.

Reyes / Okafor / Park

CERAWEAVE

ARMOUR



DAMAGE REDUCTION 1

Subtract **1 damage from every hit**. Adds to natural armour. Only one armour equipment item may be worn. No extra HP. Cannot change during a mission.

Reyes / Okafor / Park

COMBAT PLATE

ARMOUR



DAMAGE REDUCTION 2

Subtract **2 damage from every hit**. Adds to natural armour. Only one armour equipment item may be worn. No extra HP. Cannot change during a mission.

Chen

EXO-PLATE

ARMOUR



DAMAGE REDUCTION 3

Subtract **3 damage from every hit**. Adds to natural armour. Only one armour equipment item may be worn. No extra HP. Cannot change during a mission.

Voss

MEDKIT

CONSUMABLE



USE 2 AP / DISCARD

Use on self or adjacent soldier: **heal 3 HP** or **revive to 2 HP**. Never exceed max HP. Revived soldiers next act next round; square must be free. Park rank skills may improve this.

Park carries both

MEDKIT

CONSUMABLE



USE 2 AP / DISCARD

Use on self or adjacent soldier: **heal 3 HP** or **revive to 2 HP**. Never exceed max HP. Revived soldiers next act next round; square must be free. Park rank skills may improve this.

Park carries both

BLIND LUCK

COMBAT REFERENCE

6 then 4+

ONE SHOT / ONE POSSIBLE HIT

Accuracy 1+: that many attack dice; any 6 hits.
Accuracy 0 or less: one attack die needs 6. Then roll **1 - accuracy** luck dice; ALL need 4+.
Use different colours. No lower limit. Stop on failure.

Accuracy 0: 1 luck die; -1: 2; -2: 3