

REYES / ACTIONS

4 AP each round. Turning is FREE during your activation.

Move 1 orthogonal square	1
Turn / change facing	0
Open / close adjacent door	1
Pistol attack	1
Shotgun / MG / sniper attack	2
Melee attack	1
Brace (+2 ranged accuracy)	1*
Overwatch setup + reserve	1 + firing AP
Use medkit; discard	2*
Trade / ordinary interact	1

***Recruit skill:** Quick Step: one free orthogonal move per activation.

Start with: Pistol / Knife / Ceraweave. Higher-rank skills can change costs; see soldier card.

One firing cost covers ALL shots, at ONE enemy. No range limits. Overwatch ends activation; reserve full firing cost.

AP LEFT: [4] [3] [2] [1] [0]

Reserved AP: ____ Activated []

CHEN / ACTIONS

4 AP each round. Turning is FREE during your activation.

Move 1 orthogonal square	1
Turn / change facing	0
Open / close adjacent door	1
Pistol attack	1
Shotgun / MG / sniper attack	2
Melee attack	1
Brace (+2 ranged accuracy)	1*
Overwatch setup + reserve	1 + firing AP
Use medkit; discard	2*
Trade / ordinary interact	1

***Recruit skill:** Breach Lead: open one adjacent unlocked door free per activation.

Start with: Shotgun / Knife / Combat Plate. Higher-rank skills can change costs; see soldier card.

One firing cost covers ALL shots, at ONE enemy. No range limits. Overwatch ends activation; reserve full firing cost.

AP LEFT: [4] [3] [2] [1] [0]

Reserved AP: ____ Activated []

VOSS / ACTIONS

4 AP each round. Turning is FREE during your activation.

Move 1 orthogonal square	1
Turn / change facing	0
Open / close adjacent door	1
Pistol attack	1
Shotgun / MG / sniper attack	2
Melee attack	1
Brace (+2 ranged accuracy)	1*
Overwatch setup + reserve	1 + firing AP
Use medkit; discard	2*
Trade / ordinary interact	1

***Recruit skill:** Weapons Platform: brace free (+2 accuracy). MG reduces cover by 1.

Start with: MG / Knife / Exo-Plate. Higher-rank skills can change costs; see soldier card.

One firing cost covers ALL shots, at ONE enemy. No range limits. Overwatch ends activation; reserve full firing cost.

AP LEFT: [4] [3] [2] [1] [0]

Reserved AP: ____ Activated []

OKAFOR / ACTIONS

4 AP each round. Turning is FREE during your activation.

Move 1 orthogonal square	1
Turn / change facing	0
Open / close adjacent door	1
Pistol attack	1
Shotgun / MG / sniper attack	2
Melee attack	1
Brace (+2 ranged accuracy)	1*
Overwatch setup + reserve	1 + firing AP
Use medkit; discard	2*
Trade / ordinary interact	1

***Recruit skill:** Precision: reroll one sniper damage die per activation; keep reroll.

Start with: Sniper / Knife / Ceraweave. Higher-rank skills can change costs; see soldier card.

One firing cost covers ALL shots, at ONE enemy. No range limits. Overwatch ends activation; reserve full firing cost.

AP LEFT: [4] [3] [2] [1] [0]

Reserved AP: ____ Activated []

PARK / ACTIONS

4 AP each round. Turning is FREE during your activation.

Move 1 orthogonal square	1
Turn / change facing	0
Open / close adjacent door	1
Pistol attack	1
Shotgun / MG / sniper attack	2
Melee attack	1
Brace (+2 ranged accuracy)	1*
Overwatch setup + reserve	1 + firing AP
Use medkit; discard	2*
Trade / ordinary interact	1

***Recruit skill:** Field Care: once per activation, 1 AP heals 2 HP on self or adjacent conscious soldier.

Start with: Pistol / Knife / Ceraweave / 2 Medkits. Higher-rank skills can change costs; see soldier card.

One firing cost covers ALL shots, at ONE enemy. No range limits. Overwatch ends activation; reserve full firing cost.

AP LEFT: [4] [3] [2] [1] [0]

Reserved AP: ____ Activated []

WORKER / CONTACTS 1 AND 2**STATS**

HP 5 / AP 4 / Base accuracy +1 / Kill XP 1

ARMOUR

Natural armour 1. No equipped armour.

ATTACKS

Fangs: accuracy +1, shots 1, damage D6+0, 1 AP. Orthogonally adjacent melee only; ignore cover and facing.

ACTIONS

Move one orthogonal square 1 AP; open adjacent unlocked door 1 AP. No brace or overwatch. No facing restriction.

BEHAVIOUR

Target nearest conscious soldier by legal path including door-opening costs. Adjacent: melee. Otherwise warrior fires if visible and affordable; else advance. Workers advance then melee. Ties: lowest HP, then Reyes/Chen/Voss/Okafor/Park. Route ties N/E/S/W.

TIMING

Activate contact 1, then 2, then 3. Spend up to 4 AP each. Resolve overwatch after moves and opened doors before continuing.

Current HP: ____ **AP left:** ____

WARRIOR / CONTACT 3**STATS**

HP 10 / AP 4 / Base accuracy +1 / Kill XP 2

ARMOUR

Natural 1 + carapace 1 = total reduction 2.

ATTACKS

Plasma pistol: accuracy +1, shots 1, damage D6+1, 2 AP. Claws: accuracy +1, shots 1, damage D6+1, 1 AP.

ACTIONS

Move one orthogonal square 1 AP; open adjacent unlocked door 1 AP. No brace or overwatch. No facing restriction.

BEHAVIOUR

Target nearest conscious soldier by legal path including door-opening costs. Adjacent: melee. Otherwise warrior fires if visible and affordable; else advance. Workers advance then melee. Ties: lowest HP, then Reyes/Chen/Voss/Okafor/Park. Route ties N/E/S/W.

TIMING

Activate contact 1, then 2, then 3. Spend up to 4 AP each. Resolve overwatch after moves and opened doors before continuing.

Current HP: ____ **AP left:** ____

ROUND AND TRACKING**ROUND**

1. Soldier refresh to 4 AP; clear brace and reserves.
2. Complete each soldier activation.
3. Aliens activate by contact number.
4. Resolve events; advance round.

BLIND LUCK

At accuracy 0 or below: one attack die must roll 6; then (1 - accuracy) luck dice must ALL roll 4+. No lower limit.

STATUS TOKENS

BRACE: +2 ranged accuracy; lost on move/down/next refresh.

OW: overwatch; record reserved AP.

ACT: activation completed.

USED: once-per-activation skill used.

PENDING: rank unlock next round.

XP

Kill: worker 1 / warrior 2. Marked objective: everyone +1 XP. Ranks 0/4/10/18. Skills unlock next round.

ROUND TRACK

[1] [2] [3] [4] [5] [6]

Scenario A: win by end of round 6.