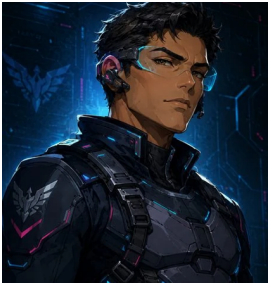


REYES

RECON / COOPERATIVE BASE GAME



ACCURACY +1 AP 4 HP 8

Natural armour 0

Starting armour: Ceraweave / -1 damage

Loadout: Pistol + Combat Knife

HP

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

0 RECRUIT / QUICK STEP

Once per activation: move one legal orthogonal square free. Cancels brace.

4 TROOPER / SPOTTER

Once per activation: mark one visible enemy free. Next ranged attack by another soldier gains +1 accuracy on every shot; then remove mark. One squad mark; replaces old mark; expires next refresh.

10 VETERAN / STEADY HAND

Permanent +1 accuracy. Base accuracy becomes +2.

18 SPECIALIST / PATHFINDER

Quick Step becomes up to two consecutive free squares in one move. No attacks between squares.

XP / Recruit 0 / Trooper 4 / Veteran 10 / Specialist 18

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----

AP left: ____ Reserved: ____ Current base ACC: ____

Pending unlock [] Brace [] Skill used [] Watchful used []

Unlock next round. Activation skills cannot be used on reactions.

CHEN

ASSAULT / COOPERATIVE BASE GAME



ACCURACY +1 AP 4 HP 10

Natural armour 0

Starting armour: Combat Plate / -2 damage

Loadout: Shotgun + Combat Knife

HP

0	1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	---	----

0 RECRUIT / BREACH LEAD

Once per activation: open an adjacent unlocked door free. Closing still costs 1 AP. Reveal contacts normally.

4 TROOPER / CLOSE ASSAULT

Once per activation: reroll one failed attack die of an adjacent shotgun shot. Keep reroll. Never reroll a luck die; resolve luck normally after an attack-die success.

10 VETERAN / STEADY HAND

Permanent +1 accuracy. Base accuracy becomes +2.

18 SPECIALIST / BREACH AND ADVANCE

Immediately after Breach Lead, move one legal square free. Cancels brace. No intervening action.

XP / Recruit 0 / Trooper 4 / Veteran 10 / Specialist 18

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----

AP left: ____ Reserved: ____ Current base ACC: ____

Pending unlock [] Brace [] Skill used [] Watchful used []

Unlock next round. Activation skills cannot be used on reactions.

VOSS

HEAVY / COOPERATIVE BASE GAME



ACCURACY +0 AP 4 HP 12

Natural armour 0

Starting armour: Exo-Plate / -3 damage

Loadout: Machine Gun + Combat Knife

HP

0	1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	---	----	----	----

0 RECRUIT / WEAPONS PLATFORM

Brace free: +2 ranged accuracy. Moving cancels it; brace again free before firing. Turning does not cancel brace. Bonuses never stack.

4 TROOPER / CONTROLLED BURST

Once per activation: reroll one failed attack die of one MG shot. Keep reroll. Never reroll luck dice; resolve luck normally after an attack-die success.

10 VETERAN / FIRE DISCIPLINE

Permanent +1 accuracy. Base accuracy becomes +1.

18 SPECIALIST / SUSTAINED FIRE

Once per activation: one MG attack fires 4 shots instead of 3 at normal AP cost. Declare before rolling; one target.

XP / Recruit 0 / Trooper 4 / Veteran 10 / Specialist 18

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----

AP left: ____ Reserved: ____ Current base ACC: ____

Pending unlock [] Brace [] Skill used [] Watchful used []

Unlock next round. Activation skills cannot be used on reactions.

OKAFOR

MARKSMAN / COOPERATIVE BASE GAME



ACCURACY +2 AP 4 HP 8

Natural armour 0

Starting armour: Ceraweave / -1 damage

Loadout: Sniper Rifle + Combat Knife

HP

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

0 RECRUIT / PRECISION

Once per activation: reroll one sniper damage die before armour. Keep the second result.

4 TROOPER / WATCHFUL

Once per alien phase: turn freely when an alien triggers overwatch, before checking your sight arc. Need unblocked sight and enough reserved firing AP.

10 VETERAN / DEADEYE

Permanent +1 accuracy. Base accuracy becomes +3.

18 SPECIALIST / ARMOUR HUNTER

Sniper hits gain Armour Penetration 1: reduce combined natural and equipped damage reduction by 1, minimum 0. Does not affect cover.

XP / Recruit 0 / Trooper 4 / Veteran 10 / Specialist 18

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----

AP left: ____ Reserved: ____ Current base ACC: ____

Pending unlock [] Brace [] Skill used [] Watchful used []

Unlock next round. Activation skills cannot be used on reactions.

PARK

MEDIC / SYSTEMS / COOPERATIVE BASE GAME



ACCURACY +1 AP 4 HP 9

Natural armour 0

Starting armour: Ceraweave / -1 damage

Loadout: Pistol + Combat Knife / 2 Medkits

HP	0	1	2	3	4	5	6	7	8	9
----	---	---	---	---	---	---	---	---	---	---

0 RECRUIT / FIELD CARE

Once per activation, spend 1 AP: heal self or adjacent conscious soldier by 2 HP, up to maximum. No item used. Cannot revive.

4 TROOPER / EFFICIENT TREATMENT

Medkits cost 1 AP instead of 2. Still discard the item; healing and revival unchanged.

10 VETERAN / STEADY HAND

Permanent +1 accuracy. Base accuracy becomes +2.

18 SPECIALIST / TRAUMA SPECIALIST

Field Care heals 3 HP. Medkit revival restores 3 HP instead of 2. Medkits are still discarded.

XP / Recruit 0 / Trooper 4 / Veteran 10 / Specialist 18

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
---	---	---	---	---	---	---	---	---	---	----	----	----	----	----	----	----	----	----

AP left: ____ Reserved: ____ Current base ACC: ____

Pending unlock [] Brace [] Skill used [] Watchful used []

Unlock next round. Activation skills cannot be used on reactions.

SQUAD REFERENCE

KEEP BESIDE THE FIVE SOLDIER CARDS

ROUND

Refresh to 4 AP; clear old brace/reserves. Activate soldiers one at a time in chosen order, then active aliens by contact number (4 AP each). Resolve events and pressure; advance round.

ACTIONS

Move 1; turn free in own activation; door 1; pistol 1; other starting guns 2; melee 1; brace 1 (Voss free); overwatch setup 1 plus reserved firing AP; medkit 2; trade 1. All costs in AP.

SIGHT AND COVER

Forward 180-degree arc. Walls, closed doors and intervening figures block sight. No range measurements. Strongest directional cover only: soft -1, hard -2, full -3 accuracy.

ACCURACY / EACH SHOT

Positive total: roll that many attack D6; any 6 = one hit. At 0 or below: one attack die needs 6, then (1 - accuracy) luck dice must ALL score 4+. No lower limit.

DAMAGE / EACH HIT

D6 + weapon damage bonus, minus natural and equipped armour. Minimum 0. One target per attack. Multiple sixes never add hits. Shotgun point blank doubles attack strength before armour.

XP AND SKILLS

Kill: worker +1 XP, warrior +2 to killer. Marked primary objective: +1 XP to every soldier, once. Rank at 0/4/10/18; cap 18; reset per mission. Skills accumulate and unlock next round. Rerolls keep second result.

OVERWATCH / RECOVERY

Overwatch ends activation; react to visible alien moving or opening a door using reserved firing AP. Facing fixed except Watchful. At 0 HP: downed. Medkit heals 3 or revives to 2; revived soldier acts next round.