Contained within this Appendix are 104 reference cards to help you manage gameplay. The cards specifically cover skills and equipment that have effects on gameplay that require tracking of some sort. For example, the Splice "Rapid Clotting Pouch" can be used up to 2 times in a scenario has a card, but the Splice "Leg Splicing 1" adds a permanent +1 to Move and does not have a card. You should track this on the character sheet by writing it in and adjusting the base traits appropriately. See the Prebuilt Characters for examples.

The cards are designed to sleeve in with poker sized cards as an optional improvement. If you're unfamiliar with this, you take a normal sized poker card and a card sleeve designed for that size. Place the poker card in the sleeve and then the reference card on top of that.

The reference cards are in the following order:

1. Knowledge Skill Cards
2. Communication Trait Cards
3. Splice Cards
4. Cyber Cards
5. Item Cards
6. Hand Weapon Cards
7. Attach Point Weapon Cards

Glacis Stance
Armorer 1

Once per Scenario

If your Armor is 1 or more, you can sacrifice 1 Action to ignore the first AHP of damage you take until your next turn begins.

Kno

Joint Swing
Armorer 3

Once per Scenario

Make a free Dash action at the beginning of your turn, before any other Action.

Kno

Overpower
Armorer 5

1 Power or 1 BHP

If your Armor score is greater than 1, push your joints past the limit and make a Close Combat check with additional Attack Dice equal to your Bulk. Either use 1 Power or lose 1 BHP.

Kno

Every Single Round
Arsenal 1

Add 10% Ammo, rounded up, to a weapon or piece of equipment that has at least 4 Ammo.

Kno

Found Something
Arsenal 3

Once per Scenario

Spend 1 Action while standing next to a defeated enemy that had a ranged weapon (or could reasonably have had a grenade) and gain 1 Defensive Grenade. If you do not have a free Slot or Hand, you must use the grenade on your next Action. This is a single use grenade, and does not refill for free aboard in between scenarios or campaigns.

Kno

Got Them
Arsenal 5

Once per Scenario

Add 2 to any Attack roll, after your roll, once per Scenario.

Kno

Weak Spot
Engineering 1

Add 1 Damage to any attack doing 1 Damage or more you make against a structure (i.e. door, building, bridge).

Kno

Emergency Power
Engineering 3

Once per Scenario

Add 1 additional Power for 1 BHP damage to your character if your max Power capacity is 4 or less, or for no damage if the max capacity is greater than 4 Power, once per Scenario.

Kno

Weight Balancing
Engineering 5

Can hold up to 3 Slots of items without adding any additional Bulk.

Kno

Jerry Rigged Boom
Explosives 1

Turn any grenade into a timed explosive device. Time is measured in turns, must be at least 1 turn, and explodes when the deploying character takes their next turn.

Kno

Mine Now
Explosives 3

Attempt to recover an explosive device for your own use. Roll against a difficulty of its damage value times 4, with a minimum difficulty of 5. If you succeed, recover it as a placeable timed explosive with the same stats taking up 1 slot of space for every 2 damage. If you fail it goes off immediately.

Kno

Reshape
Explosives 5

Change a 360 degree explosive device that does at least 1 Damage into an 180 degree explosive device. Determine the orientation on placement, add 1 to the Damage, and keep the range the same.

Kno

Trick Wiring
Hacking 1

Reduce Cyber by 1 if total Cyber is 4 or more.

Kno

Cyber Boost
Hacking 3

Add 1 turn to a Cyber ability or device with a turn limit of 2 or more.

Kno

Metal Shoulder
Hacking 5

If Cyber is 3 or more, add 1 AHP.

Kno

Patch Em Up
Medic 1

Can heal 2 BHP in between scenarios on any Character.

Kno

Flexskin Saver
Medic 3

Normally a trauma pack is exhausted after one use. Instead, roll once for the initial use of the trauma pack (if applicable) and subtract the HP used. Trauma pack can be used until HP is reduced to 0.

Kno

Med Packer
Medic 5

Can assume a roll of 3 in lieu of rolling a 1d4 for any medpacks this character uses.

Kno

Living Metal **Piloting 1**	**Redline** **Piloting 3**	**Sierra Hotel** **Piloting 5**
Add 10%, rounded up, to the AHP of a vehicle with at least 5 AHP.	Add 1 to the Move of a vehicle with Move of 6 or more.	Once per Scenario Reroll a failed Piloting check once per Scenario.
Kno	Kno	Kno
Patch Slap **Repair 1**	**Metal Saver** **Repair 3**	**Repair Packer** **Repair 5**
Can heal 2 AHP in between scenarios on any Character.	Normally a repair pack is exhausted after one use. Instead, roll once for the initial use of the repair pack (if applicable) and subtract the HP used. Repair pack can be used until HP is reduced to 0.	Can assume a roll of 3 in lieu of rolling a 1d4 for any repair packs this character uses.
Kno	Kno	Kno
Robust Genetics **Science 1**	**Body Tuning** **Science 3**	**Genome Studies** **Science 5**
If Splice is 3 or more, add 1 BHP.	Can add 1 additional use per Scenario to one mod with a Splice rating.	Reduce Splice by 1 if total Splice is 4 or more.
Kno	Kno	Kno

Alarm Rigger
Security 1

Once per Security Level

Subtract 1 from any difficulty check you perform to disable an alarm with your Security skill. Use this skill once per Security Skill level you have per Scenario.

Kno

Secure Door
Security 3

A door may be secured, forcing any opposing forces to spend an additional Action to open it (they do this automatically).

Kno

Smooth Operator
Security 5

Once per Security Level

Attempts to open doors or other physically locked objects that use your Security skill cost 1 less Action than stated. For most locks this becomes a free Action. Use this skill once per game turn.

Kno

Shadow Hugger
Stealth 1

Can Stealth at 25% with no equipment. Takes 1 Action to enter Stealth in this manner, and there must be no hostile characters in Line of Sight.

Kno

Stealth Overload
Stealth 3

Can use Stealth Armor or Scramble Suit for more than 2 turns, but take 1 BHP damage for every additional turn.

Kno

It Was Nothing
Stealth 5

Once per Scenario

Ignore the results of 1 Detection Roll against this Character once per Scenario.

Kno

Flesh Wound
Survival 1

Once per Scenario

Add +1 to a BHP healing item used by or upon this Character.

Kno

Not Dead Yet
Survival 3

Once per Scenario

If this Character has their BHP lowered to 0 or lower, roll a Survival check against difficulty 7, plus the amount of damage past 0 the Character has taken, if any. If successful, return the Character's BHP to 1. The Character skips their next turn. This skill may only be used once per Scenario.

Kno

Focus
Survival 5

Once per Scenario

Add 1 additional dice for any Knowledge Skill check for yourself. You must be able to roll at least 1 die before adding this bonus.

Kno

I Made It Myself
Traps 1

Use 1 Action to turn any grenade into a trap. Trap activates when a character passes within 1/4" of its center (or same hex). This trap can be thrown like a normal grenade.

Kno

Trap Reversal
Traps 3

Turn a trap you placed into a remotely triggered trap. Sacrifice 1 Action in your next turn to trigger the trap at any point during the opposing force's movement phase.

Kno

Reshaper
Traps 5

Trap now triggers for enemies instead of for you. Roll at a difficulty +2 toSucceed based on the disarm difficulty. If it is a door trap, you can still open the door, and it will now trigger when an enemy character passes through the threshold. Triggers immediately on a failed roll.

Kno

Group Activate
Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It
Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt
Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire
Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Coordination
Communications 7

Once per Scenario

Your Group Activate skill can be used centered around another one of your Characters. Your Squad Leader still gets a turn. The Group Activate number still represents the max number of Allies that may be activated.

Com

Training
Communications 9

Each scenario you complete, you gain 1 additional ARP that you can assign to any of your Allies present for the scenario.

Com

Hormone Booster
Splice

Once per Scenario

Takes 1 Action. Adds 1 Dice to Instinct rolls for 2 turns. Adds 1 Dice to Athletics rolls for 2 turns.

Spl

Cuttle Skin
Splice

Can use 1 Action to gain 25% Stealth when no opposing figures are in LoS. Requires Stealth of at least 1. Adds 1 to existing Stealth skill.

Spl

Rapid Clotting Pouch
Splice

Twice per Scenario

Use 1 Action to restore 1 BHP.

Spl

Advanced Liver and Kidney
Splice

Can remove up to 2 Venom per scenario. Use this ability at any time without using an Action.

Spl

Leg Splicing 3
Splice

Once per Scenario

With Second Heart, allows a free Dash action immediately following a normal Move action. Requires Legs Splicing 2.

Spl

Olfactory Editing
Splice

Treat Stealth at 1 step advantage for detection (ie, for 100% Stealth, roll on 75% table). Not compatible with Armor.

Spl

Cyber Arm
Cyber

Use 1 Power to add 1 to Athletic rolls until the end of your next turn. This takes 1 Action. Adds 1 Attach Point.

Cyb

Defensive Synapse Net
Cyber

Once per Turn

Use 1 Power to change 1 of your Instinct dice to a 1.

Cyb

Synth Leg Muscles
Cyber

Use 1 Power to add 1 Dice to Athletic rolls, 50% to Move, and 50% to Jump (Rounded up) until the end of your next turn. This takes 1 Action.

Cyb

Synth Arm Muscles
Cyber

Use 1 Power to add 1 Dice to Athletic rolls, 100% to Throw, and 50% to Climb (Rounded up) until the end of your next turn. This takes 1 Action.

Cyb

Cyber Legs
Cyber

Use 1 Power to add 2 Dice to Athletic rolls, 50% to Move, and 50% to Jump (Rounded up) until the end of your next turn. This takes 1 Action. Adds 1 AHP and 1 Bulk.

Cyb

Dual Cyber Arms
Cyber

Use 1 Power to add 1 to Athletic Dice Pool for Close Combat Attack. Adds 1 AHP, 1 Bulk, and 2 Attach Points.

Cyb

Crappy Trauma Kit
Item

Restores 1d4-1 BHP. Refills for free any time you're on board the ship.

Ite

Trauma Kit
Item

Restores 1d4 BHP. Refills for free any time you're on board the ship.

Ite

HQ Trauma Kit
Item

Restores 1d4+1 BHP. Refills for free any time you're on board the ship.

Ite

Crappy Armor Kit
Item

Restores 1 AHP. Refills for free any time you're on board the ship.

Ite

Armor Repair Kit
Item

Restores 2 AHP. Refills for free any time you're on board the ship.

Ite

HQ Armor Repair Kit
Item

Restores 1d4+1 AHP. Refills for free any time you're on board the ship.

Ite

Anti Infantry Mine
Item

1 Damage at 2" or 2 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 2 additional Damage. Triggers at the end of a turn where a character passed within 1" or 1 hex of its location. Refills for free any time you're on board the ship.

Ite

Anti Vehicle Mine
Item

2 Damage at impact point or impact hex. 3 Pierce. Triggers immediately when a vehicle or character with Armor 1 or more passes over it. Refills for free any time you're on board the ship.

Ite

Attack Grenade
Hand Weapon

1 Ammo

Throwable. 1 Damage at 1" or 1 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 1 additional Damage. Refills for free any time you're on board the ship.

HWe

Defensive Grenade
Hand Weapon

1 Ammo

Throwable. 1 Damage at 2" or 2 hexes from impact. Refills for free any time you're on board the ship.

HWe

Backpack Battery
Item

Adds 2 Power.

Ite

Extra Ammo
Item

Extra ammo for your weapon. Cannot be used for weapons that recharge with Power. Each Slot holds an amount equal to the Max Ammo / starting ammo of that weapon.

Ite

Attack Grenade
Hand Weapon

1 Ammo

Throwable. 1 Damage at 1" or 1 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 1 additional Damage. Refills for free any time you're on board the ship.

HWe

Defensive Grenade
Hand Weapon

1 Ammo

Throwable. 1 Damage at 2" or 2 hexes from impact. Refills for free any time you're on board the ship.

HWe

EMP Grenade
Hand Weapon

1 Ammo

Throwable. 1 Damage at 1" or 1 hexes from impact. Causes Shock. Refills for free any time you're on board the ship.

HWe

Machine Pistol
Hand Weapon

8 Ammo
1 Damage. -1 toHit. For range > 5, +2 toHit. For range > 10, +6 toHit. Max Range 20.

HWe

Heavy Pistol
Hand Weapon

6 Ammo
1 Damage, Pierce 1. For range > 4, +2 toHit. For range > 8, +6 toHit. Max Range 20.

HWe

Melee Weapon
Hand Weapon

1 Damage in Close Combat.

HWe

Standard Rifle
Hand Weapon

10 Ammo
1 Damage at Normal Difficulty. -2 to Ath Dice in Close Combat.

HWe

Combat Shotgun
Hand Weapon

10 Ammo
1 Damage at -1 toHit. Treats Concealment as Cover. -1 to Ath Dice in Close Combat. Max Range 12.

HWe

Heavy Rifle
Hand Weapon

6 Ammo
1 Damage at +1 toHit. 1 Pierce. -3 to Ath Dice in Close Combat.

HWe

Shock Striker
Hand Weapon

3 Ammo
1 Damage, Close Combat only. Causes Shock to both user and target. Use 1 Power to add 3 Ammo.

HWe

Palm Shocker
Hand Weapon

1 Ammo
1 Damage, 1 Pierce, Close Combat only. Causes Shock. Each hand can hold one Palm Shocker. Can only be used with at least 1 free hand. Must be entangled with opponent to use. Use 1 Power to add 1 Ammo.

HWe

Palm Plasma Jet
Hand Weapon

1 Ammo
2 Damage, 2 Pierce, Close Combat only. Each hand can hold one Palm Jet. Can only be used with at least 1 free hand. Must be entangled with opponent to use.

HWe

Armed Melee Weapon
Hand Weapon

1 Ammo

1 Damage in Close Combat. Use 1 Ammo to cause 1 Pierce and +1 Damage.

HWe

Energy Melee Weapon
Hand Weapon

1 Ammo

1 Damage in Close Combat. Use 1 Ammo to cause Shock damage and +1 Damage. Use 1 Power to add 1 Ammo.

HWe

Energy Staff
Hand Weapon

1 Ammo

1 Damage at 2" or 2 hexes from character using Athletics. Use 1 Ammo to cause Shock damage. When defending against a Close Combat attack, add 1 Instinct Die. Use 1 Power to add 1 Ammo.

HWe

Energy Spear
Hand Weapon

1 Ammo

1 Damage at 2" or 2 hexes from character using Athletics Dice Pool. Use 1 Ammo to cause Shock damage and +1 Damage. Use 1 Power to add 1 Ammo.

HWe

Model 739 Mil Spec M-Rifle
Hand Weapon

20 Ammo

1 Damage at Normal Difficulty. Use 2 Ammo to cause 2 Damage at +2 toHit. -2 to Ath Dice in Close Combat.

HWe

Beam Rifle
Hand Weapon

6 Ammo

1 Damage at Normal Difficulty. If Aimed, for every succesful Die rolled (after subtracting misses) do 1 Damage to target. -2 to Ath Dice in Close Combat. Use 1 Power to add 6 Ammo.

HWe

Model 740 Mil Spec M-Rifle
Hand Weapon

20 Ammo

1 Damage at Normal Difficulty. Use 2 Ammo to cause 2 Damage at +2 toHit. -1 to Ath Dice in Close Combat. Does not use Ammo in Close Combat.

HWe

Grenade Launcher
Hand Weapon

3 Ammo

Grenades can be fired as if from a rifle with a Max Range of 16. The impact point is your target. If you miss, follow the normal rules for a grenade. Takes 1 Action to reload, uses normal grenades. Pick the type of grenades in the launcher at the beginning of the scenario. Rifle holds 1 grenade.

HWe

Model 742 Mil Spec M-Rifle
Hand Weapon

20 Ammo

1 Damage at Normal Difficulty. Use 2 Ammo to cause 2 Damage at +2 toHit. -3 to Ath Dice in Close Combat. Holds 1 grenade that can be fired as if from a rifle with a Max Range of 12. The impact point is your target. If you miss, follow the normal rules for a grenade. Takes 1 Action to reload, uses normal grenades. Pick the type of grenade in the launcher at the beginning of the scenario.

HWe

MagGripper Set
Hand Weapon

Causes 1 Damage on Hit in Close Combat. Cannot use this weapon and another melee weapon, except for palm strike devices. Cannot use with Bulk >0. The power pack for the device will only last for 4 turns per mission, after which the character will fall if they do not reach the ground through normal movement first. It can be recharged in between scenarios with 1 Power, but not during a scenario.

HWe

Tesla Cracker
Hand Weapon

2 Power

Use 2 Power to fire one Range 3 shot or 1 Power to fire a Range 2 shot. 2 Damage, causes Shock, only hits those with Cyber or Systems >0. Does not pass through solid objects and will hit allies. You can use the Power for other systems and can recharge the backpack. Comes with 2 Power.

HWe

Carry Pack
AP Weapon

Adds 2 Backpack Slots.

APW

Armor Melee
AP Weapon

1 Damage. Can hit up to 2 enemies that are w/in 1" of each other and the attacking character.

APW

Missile Launcher
AP Weapon

2 Ammo

3 Damage at 2" or 2 hexes from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 2 additional Damage. If the target is missed, the shot goes 1d6" in a random direction, exploding early if its path takes it into a piece of Cover.

APW

Power Shotgun
AP Weapon

12 Ammo

2 Damage at -2 toHit at a Max Range of 12.

APW

HC Grenade Launcher
AP Weapon

6 Ammo

Grenades can be fired as a normal Ranged attack, Max Range of 16. The impact point is your target. If you miss, follow the normal rules for a grenade. Comes with 6 grenades of your choice.

APW

PW A-Melee
AP Weapon

6 Ammo

Causes Damage equal to Bulk. Can hit up to 2 enemies that are w/in 1" of each other and the attacking character. Use 1 Power to add 1 Pierce, Shock, and 1 to Athletic Dice pool for your next Close Combat attack.

APW

Armor M-Rifle
AP Weapon

30 Ammo

Use 1 Ammo to cause 1 Damage at -1 Difficulty. Use 2 Ammo to cause 2 Damage at +2 Difficulty, 2 Pierce.

APW

PE Cannon
AP Weapon

20 Ammo

Use 1 Ammo to do 1 Damage. Use 2 Ammo to do 2 Damage at +2 Difficulty toHit. Use 1 Power and 3 Ammo to do 1 Damage to all targets at 1" or 1 hex from impact point. Use 1 Power and 1 Action to add 10 Ammo.

APW

Heavy Beam Rifle
AP Weapon

20 Ammo

Use 1 Ammo to do 1 Damage at -1 Difficulty toHit. Use 1 Power to add 1 Pierce and to roll target's Defense dice first, then roll your Attack dice one at a time. Stop rolling dice once you get a successful hit (ie, more successful Attack dice than 1s). Add the remaining unrolled dice as Damage. Use 1 Power to add 20 Ammo, this takes 1 Action.

APW

Plasma Spray
AP Weapon

4 Ammo

Use 1 Ammo to do 1 Damage and 1 Pierce in expanding 3" range cone. Area is 3" wide at 3" distance, tapering down to 1" at 1" distance and 0 at 0. Use same pattern with hexes (3 hexes wide at 3 hex distance, 1 at 1, each following wave must be touching all hexes in previous wave). Use 1 Power to add 4 Ammo, this takes 1 Action.

APW

MBMR
AP Weapon

60 Ammo

Can Attack up to 3 different targets that are all within 1" of the first target with 1 Damage at Normal Difficulty. Use 1 Ammo for each attack you make.

APW

Electrolaser
AP Weapon

Use 1 Power to do 4 Damage at -2 Difficulty to hit with 2 Pierce and Shock. Can only be fired once per turn.

APW