

Characters and Reference Sheets Appendices

There are 4 Appendices contained in this set.

1. Quick Reference
2. Character and Allies
3. Recruit Upgrade Paths
4. Scenario Set Character and Ally Sheets

The first page is the Quick Reference Appendix. This is a one page summary of the game rules. This is regularly used to look up the rules while playing and is probably the most useful of the appendices. These are abbreviated rules that are meant to supplement the full version in the Rulebook.

The next two pages are Appendices CS-1.2 and CS-1.2. These are blank character and ally sheets for those who would like to take a spin at creating their own.

Appendix R1 also has two pages. This is a visual guide and tables for upgrading recruits, marines, infantry, and snipers. Recruits are the base, free unit in the game. They can be upgraded to be just about any customized unit.

The fourth set are the appendices for the last scenario in Scenario Set 1. The first, Appendix SS1.3.1 contains the stats for the recruits allied with your squad. Appendix SS1.3.2 has the last of the recruits, as well as the squad leader for the allied recruit squad. SS1.3.3 has the stats for the squad of power armored opposing forces. SS1.3.4 is the final page in this set, and contains the stats for their squad leader, who is clad in battle suit class armor.

Appendix QR-1 - Quick Reference

Turn Order	Combat Attack Roll
1. Time Progression	Target Size
2. Event Phase	Tiny Small Average Large
3. Squad Leader Phase	8 7 6 5
4. Opposition Phase	
5. Neutrals Phase	
6. Ally Phase	
First Action	Armor = +2 toHit
• Move (normal Move)	Pierce = -Armor
• Jump (1/2 Move (round down) - Bulk)	Venom = if Arm<Ven, -1 Action, -1 Venom each turn
• Use Item	Shock = Stunned for (Sys+Cyb)*Shock# turns. Kno vs (Sys+Cyb)*2
• Aim (add SA/2 round down Att dice to next Att)	on hit and during phase 1 each turn. Lower Stun level by 1 for each
• Close Combat (engagement w/in 1")	success
• Switch Weapons (takes 1 Action)	
• Shoot	Combat Dice Pool
• Throw (Ath Dice*2 dist vs 3, +3 for 1st Cov, +1 after)	+1 Att Die for each character that has attacked same target, max +2
• Use or Prepare Ability	+1 Att Die when attacking Fallen or rear of Bulk >= 1 target
• Stand (only if Fallen)	+1 Def Die for each non engaged Def w/in 1" of Att
• Entangle (Att Ath vs highest of Def Ath+Ins dice)	+1 Def Die for each partial concealment
• Push (Att Ath + Bulk vs 5; Def Ath + Bulk vs 5)	+2 Def Die for each full concealment
• Trip (Att Ath+Bulk vs 5; Def Ath+Bulk+Ins vs 5)	+2 Def Die for each partial cover
• Rotate (If Bulk >0)	+4 Def Die for each full cover
	+2 Def Die for Dodge
Second Action	Shooting into Close Combat
• Move (only if Move not taken as a previous Action this Turn)	If Ally in 180 arc closest to Att, then add +2 Def Dice. If fail, Ally
• Jump (1/2 Move (round down) - Bulk)	takes Damage. If Ally in 180 arc farthest from Att, then if fail, Ally
• Dash (+1/2 Move, rounded down)	takes Damage.
• Dodge (+2 Def Dice, req Move in prev action)	
• Use Item	Stealth
• Close Combat	Enter Stealth outside of enemy LoS. If Stealthed when attacking,
• Switch Weapons	add 1 auto 10 Att Die. If defending, add 3 Def Dice. Stealth requires
• Shoot	Equipment or a Skill.
• Throw	
• Use Ability	Situational Awareness Difficulty Check at Stealth Strength
• Entangle	Distance Full 75% 50% 25%
• Push	<=24 10 10 9 8
• Trip	<=18 10 9 8 7
• Rotate (If Bulk >0)	<=12 9 8 7 6
	<=6 8 7 6 5
	<=3 7 6 5 4
	<=1 4 3 3 --
Rotation	Entangle
If Bulk >0, can only attack in front 180, attacking a character with	Def rolls Ath + Ins dice. Att rolls Ath dice vs highest number from
Bulk >0 from behind grants +1 Attack Die, and defending char gets	Def Dice. If succeeds, Def is entangles and loses 1 Action per turn.
no Def Dice	Att spends 1 Action per turn to maintain Entangle.
Falling	Push
If a char falls from height that is = or > than 50% their height they	Att+Def roll Ath + Bulk vs 5. If Att has more successes than Def,
take Dam = # of body lengths rounded up. Roll Ath vs 7, each suc-	Push Def = 1 + Att Bulk - Def Bulk away from Att. If Def has more
cess = -1 Dam. If any Dam taken, they land Fallen.	successes than Att, Att Falls.
Fallen	Trip
Takes 1 Action to recover, rolls no Def Dice and can perform no	Att rolls Ath + Bulk vs 5. Def rolls Ath + Bulk + Ins vs 5. If Att has
other actions while Fallen. Turn ends when Fallen.	more successes, Def Falls. If Def has more successes, Att Falls.
Jump	
If Move > 3 then 50% Move (round down) - Bulk. Make a Difficulty	
check of Ath vs Jump Distance. If failed, either take 1 BHP or jump	
1/2 attempted distance and are Fallen.	

Appendix CS-1.1 - Character Sheet

Name & Callsign							Rep	
	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Move	
	Ath	Pre	Ins	Awa	Kno	Com	Size	
6 - ***	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Armor	
5½- ***	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Bulk	
5 - 500	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Splice	
4½- 450	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Cyber	
4 - 400	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Systems	
3½- 350	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Fates/Rerolls	
3 - 300	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Gen	<div><div></div></div>
2½- 250	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Ath	<div><div></div></div>
2 - 200	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Pre	<div><div></div></div>
1½- 150	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Ins	<div><div></div></div>
1 - 100	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	Awa	<div><div></div></div>
½ - 000	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>	<div><div></div></div>		
Ath	Pre	Ins	Awa	Kno	Com			

BHP

AHP

Power

Reserve Dice

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1			
Hand/Att Point 2			
Attach Point 3			
Attach Point 4			
Backpack Slot 1			
Backpack Slot 2			
Backpack Slot 3			
Backpack Slot 4			

Knowledge						MES, Skills, Perks, Inventory
Armorer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Arsenal	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Engineering	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Explosives	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Hacking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Medical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Piloting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Repair	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Science	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Security	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Stealth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Survival	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Traps	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Appendix CS-1.2 - Allies

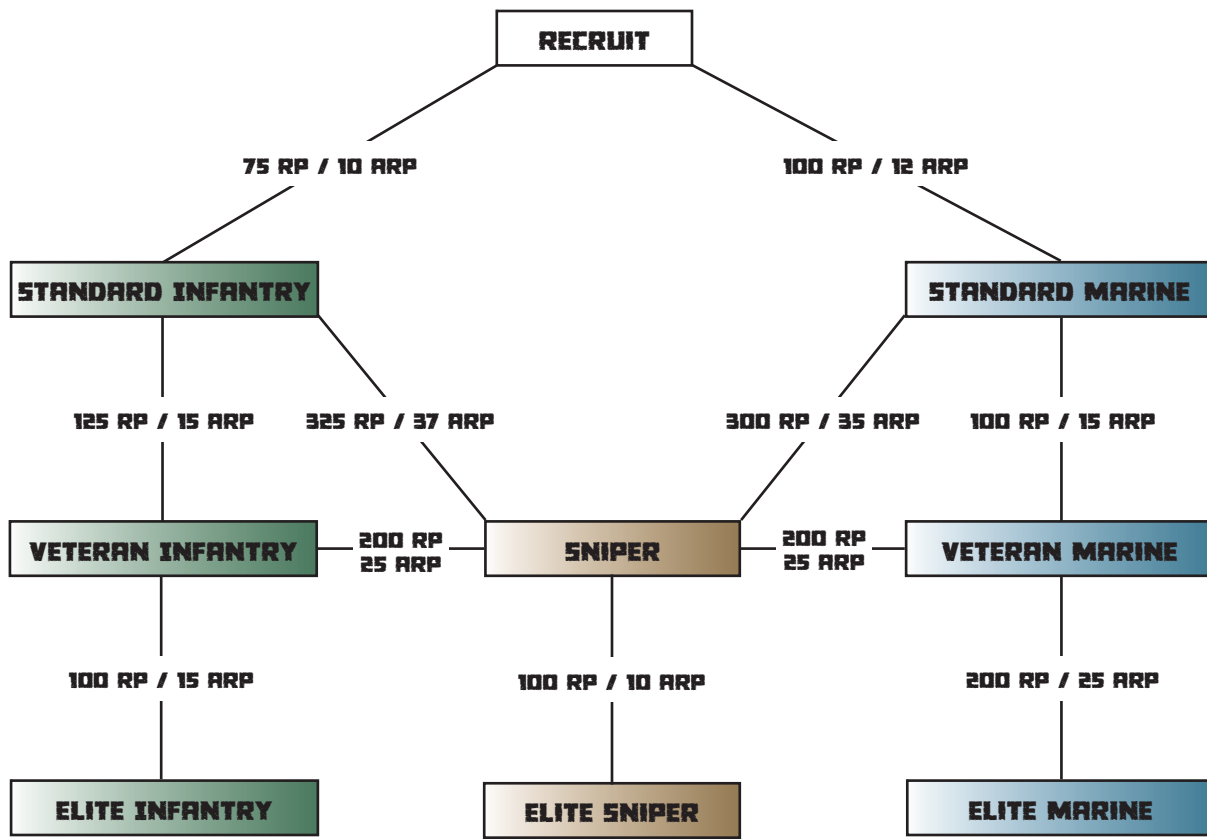
Name & Callsign																		
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	ABSCS						BHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Ath	Pre	Ins	Awa	Kno	Size			Move			AHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Close Combat												Power	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Ranged													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Other													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>

Name & Callsign																		
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	ABSCS						BHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Ath	Pre	Ins	Awa	Kno	Size			Move			AHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Close Combat												Power	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Ranged													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Other													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>

Name & Callsign																		
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	ABSCS						BHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Ath	Pre	Ins	Awa	Kno	Size			Move			AHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Close Combat												Power	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Ranged													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Other													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>

Name & Callsign																		
<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	ABSCS						BHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Ath	Pre	Ins	Awa	Kno	Size			Move			AHP	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	
Close Combat												Power	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Ranged													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
Other													<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>

Appendix R1-1 - Recruit Upgrade



Armor	Upgrade Cost (Req Prev Armor)	Stat Effects									
		(Changes from previous Armor - see Rulebook for absolute values)									
Combat Suit	0 RP / 0 ARP	+1 AHP									
Combat Armor	150 RP / 15 ARP	+3 AHP	+1 AP	-1.5 Ath	-1 Ins	-0.5 Awa				+1 Sys	+1 Arm
Power Suit	150 RP / 15 ARP	-1 AHP	+1 AP	+1 Ath				+4 Pow	+1 Bul	+1 Sys	
Power Armor	300 RP / 30 ARP	+3 AHP		-0.5 Ath				+2 Pow			
Battle Suit	150 RP / 15 ARP	+3 AHP	+2 AP	-0.5 Ath	-0.5 Ins	-0.5 Awa	- 1 Mov	+2 Pow	+1 Bul	+1 Sys	+1 Arm
Battle Armor	150 RP / 15 ARP	+3 AHP						+2 Pow			
Power Suit											
Agile Suit	250 RP / 25 ARP		-1 AP	+0.5 Ath	+0.5 Ins		+1 Mov	-2 Pow	-1 Bul	-1 Sys	
Power Suit											
Stealth Armor*	350 RP / 35 ARP	+1 AHP	-1 AP					-2 Pow			

Appendix R1-2 - Recruit Upgrade

Type	Upgrade Cost								
		Move	Ath	Pre	Ins	Awa	Kno	BHP	Default Skills
Recruit	0 RP / 0 ARP	4	1	1	0	0	0	2	
Standard Infantry	75 RP / 10 ARP	4	1	2	1	1	0	2	Ars 1
Veteran Infantry	+125 RP / 15 ARP	4	2	3	1	2	1	2	Ars 1, Sur 1
Elite Infantry	+100 RP / 15 ARP	4	2	4	1	2	1	3	Ars 1, Exp 1, Sur 1
Recruit	0 RP / 0 ARP	4	1	1	0	0	0	2	
Standard Marine	100 RP / 12 ARP	4	2	2	1	1	0	2	Ars 1
Veteran Marine	+100 RP / 15 ARP	4	3	2	1	1	1	2	Ars 1, Sur 1
Elite Marine	+200 RP / 25 ARP	4	4	3	2	2	1	3	Ars 1, Sur 1, Tra 1
Standard Inf / Mar									
Sniper	325 RP / 37 ARP	4	1	4	1	3	1	3	Ars 1, Ste 1, Sur 1
Elite Sniper	+100 RP / 10 ARP	4	1	4	1	4	1	3	Ars 1, Ste 1, Sur 1



MES	Upgrade Cost	Require	Notes / Stat Effects
Crappy Trauma Kit			1 Slot, Refills for Free
Crappy Repair Kit			1 Slot, Refills for Free
Trauma Kit	20 Rep / 2 ARP	Stand Inf / Mar	1 Slot, Refills for Free
Repair Kit	20 Rep / 2 ARP	Stand Inf / Mar	1 Slot, Refills for Free
HQ Trauma Kit	50 Rep / 5 ARP	Elite Inf / Mar	1 Slot, Refills for Free
HQ Repair Kit	50 Rep / 5 ARP	Elite Inf / Mar	1 Slot, Refills for Free
Attack Grenade			1 Slot, Refills for Free
Defense Grenade			1 Slot, Refills for Free
Anti Infantry Mine	30 Rep / 3 ARP	Stand Inf / Mar	1 Slot, Refills for Free
Anti Vehicle Mine	30 Rep / 3 ARP	Stand Inf / Mar	1 Slot, Refills for Free
Carry Pack	50 RP / 5 ARP		+ 2 Slots, + 1 Mas when > 2 Slots are in use
Second Heart	200 RP / 20 ARP		+1 BHP, +1 Ath
Leg Boosters 1	300 RP / 30 ARP	Arm1+, Mass 1	+1 Move, -1 AP
Arm Boosters 1	300 RP / 30 ARP	Arm1+, Mass 1	+1 Ath, -1 AP
Leg Boosters 2	600 RP / 60 ARP	Arm1+, Mass 2	+1 Move, -1 AP
Arm Boosters 2	600 RP / 60 ARP	Arm1+, Mass 2	+1 Ath, -1 AP

Appendix SS1.3.1 - Recruit Allies

Name & Callsign	Rookie 1 - Bob
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1	1	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	
Size	Average
Move	4

BHP	 
AHP	

Close Combat	1 Damage
Ranged	1 Damage, 1 Pierce, +4 toHit if Range > 5

Power

Equipped with an assault knife and heavy pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat.

Name & Callsign	Rookie 2 - Dani
----------------------------	-----------------

1	1	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	
Size	Average
Move	4

BHP	 
AHP	

Close Combat	1 Damage
Ranged	1 Damage, 1 Pierce, +4 toHit if Range > 5

Power

Equipped with an assault knife and heavy pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat.

Name & Callsign	Rookie 3 - Kevin
----------------------------	------------------

1	1	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	
Size	Average
Move	4

BHP	 
AHP	

Close Combat	1 Damage
Ranged	1 Damage, 1 Pierce, +4 toHit if Range > 5

Power

Equipped with an assault knife and heavy pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat.

Name & Callsign	Rookie 4 - Molly
----------------------------	------------------

1	1	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	
Size	Average
Move	4




BHP	 
AHP	





Close Combat	1 Damage
Ranged	1 Damage, 1 Pierce, +4 toHit if Range > 5

Power

Equipped with an assault knife and heavy pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat.

Appendix SS1.3.2 - Squad Leader Ally

Name & Callsign		Rookie 1 - Bob				
1	1	0	0	0	ABSCS Size Average Move 4	BHP   AHP 
Ath	Pre	Ins	Awa	Kno		
Close Combat		1 Damage				Power
Ranged		1 Damage, 1 Pierce, +4 toHit if Range > 5				
Equipped with an assault knife and heavy pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat.						










Name & Callsign		Rookie Squad Leader Tar				
2	2	2	1	0	ABSCS Size Average Move 4	BHP    AHP 
Ath	Pre	Ins	Awa	Kno		
Close Combat		1 Damage				Power
Ranged		1 Damage, 1 Pierce, +4 toHit if Range > 5				
Other		1 Grenade, 2 Dam at 1"				
Equipped with an assault knife and heavy pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat. If Tar is still holding their grenade upon dying, it automatically explodes centered on their position. Roll Instinct vs 5 for -1 Damage if any Allies are still within range (the OpFor has no Ins).						

Appendix SS1.3.3 - OpFor

Name & Callsign	Power Armor 1 - Devin
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1	2	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	Armor 1, Bulk 2, Sys 2			
Size	Average	Move	4	

BHP	 
AHP	      

Close Combat	2 Damage, hits up to 2 Targets w/in 1" of each other
Ranged	2 Damage at -2 toHit

Power	      
--------------	---

Equipped with Power Armor classed melee weapon and shotgun. Will spend 1 Power every turn they are in Close Combat to add 1 to their Ath skill, Pierce 1, and Shock 1. They will turn to target the weakest enemy or, if multiple enemies at the same health, a random enemy.

Name & Callsign	Power Armor 2 - Cindy
----------------------------	-----------------------

1	2	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	Armor 1, Bulk 2, Sys 2			
Size	Average	Move	4	

BHP	 
AHP	      

Close Combat	2 Damage, hits up to 2 Targets w/in 1" of each other
Ranged	2 Damage at -2 toHit

Power	      
--------------	---

Equipped with Power Armor classed melee weapon and shotgun. Will spend 1 Power every turn they are in Close Combat to add 1 to their Ath skill, Pierce 1, and Shock 1. They will turn to target the weakest enemy or, if multiple enemies at the same health, a random enemy.

Name & Callsign	Power Armor 3 - Sill
----------------------------	----------------------

1	2	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	Armor 1, Bulk 2, Sys 2			
Size	Average	Move	4	

BHP	 
AHP	      

Close Combat	2 Damage, hits up to 2 Targets w/in 1" of each other
Ranged	2 Damage at -2 toHit

Power	      
--------------	---

Equipped with Power Armor classed melee weapon and shotgun. Will spend 1 Power every turn they are in Close Combat to add 1 to their Ath skill, Pierce 1, and Shock 1. They will turn to target the weakest enemy or, if multiple enemies at the same health, a random enemy.

Name & Callsign	Power Armor 4 - Dimitry
----------------------------	-------------------------

1	2	0	0	0
Ath	Pre	Ins	Awa	Kno

ABSCS	Armor 1, Bulk 2, Sys 2			
Size	Average	Move	4	

BHP	 
AHP	      

Close Combat	2 Damage, hits up to 2 Targets w/in 1" of each other
Ranged	2 Damage at -2 toHit

Power	      
--------------	---

Equipped with Power Armor classed melee weapon and shotgun. Will spend 1 Power every turn they are in Close Combat to add 1 to their Ath skill, Pierce 1, and Shock 1. They will turn to target the weakest enemy or, if multiple enemies at the same health, a random enemy.

Name & Callsign		Battle Suit 1 - Squee			
----------------------------	--	-----------------------	--	--	--

1

Ath

2

Pre

0

Ins

0

Awa

0

Kno

ABSCS	Armor 2, Bulk 3, Sys 3		
Size	Average	Move	3

BHP

AHP

Power

Close Combat	3 Damage, hits up to 2 Targets w/in 1" of each other
Ranged	2 Damage at -2 toHit

Equipped with Power Armor classed melee weapon and shotgun. Will spend 1 Power every turn they are in Close Combat to add 1 to their Ath skill, Pierce 1, and Shock 1. They will turn to target the weakest enemy or, if multiple enemies at the same health, a random enemy.