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
1. Time Progression
2. Event Phase
3. Squad Leader Phase
4. Opposition Phase
5. Neutrals Phase
6. Ally Phase

First Action
- Move (normal Move)
- Jump (1/2 Move (round down) - Bulk)
- Use Item
- Aim (add SA/2 round down Att dice to next Att)
- Close Combat (engagement w/in 1")
- Switch Weapons (takes 1 Action)
- Shoot
- Throw (Ath Dice*2 dist vs 3, +3 for 1st Cov, +1 after)
- Use or Prepare Ability
- Stand (only if Fallen)
- Entangle (Att Ath vs highest of Def Ath+Ins dice)
- Push (Att Ath + Bulk vs 5; Def Ath + Bulk vs 5)
- Trip (Att Ath+Bulk vs 5; Def Ath+Bulk+Ins vs 5)
- Rotate (If Bulk >0)

Second Action
- Move (only if Move not taken as a previous Action this Turn)
- Jump (1/2 Move (round down) - Bulk)
- Dash (+1/2 Move, rounded down)
- Dodge (+2 Def Dice, req Move in prev action)
- Use Item
- Close Combat
- Switch Weapons
- Shoot
- Throw
- Use Ability
- Entangle
- Push
- Trip
- Rotate (If Bulk >0)

Rotation
If Bulk >0, can only attack in front 180, attacking a character with Bulk >0 from behind grants +1 Attack Die, and defending char gets no Def Dice

Falling
If a char falls from height that is = or > than 50% their height they take Dam = # of body lengths rounded up. Roll Ath vs 7, each success = -1 Dam. If any Dam taken, they land Fallen.

Fallen
Takes 1 Action to recover, rolls no Def Dice and can perform no other actions while Fallen. Turn ends when Fallen.

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.

Combat Attack Roll

Target Size			
Tiny	Small	Average	Large
8	7	6	5

Armor = +2 toHit
Pierce = -Armor
Venom = if Arm<Ven, -1 Action, -1 Venom each turn
Shock = Stunned for (Sys+Cyb)*Shock# turns. Kno vs (Sys+Cyb)*2 on hit and during phase 1 each turn. Lower Stun level by 1 for each success

Combat Dice Pool
+1 Att Die for each character that has attacked same target, max +2
+1 Att Die when attacking Fallen or rear of Bulk >= 1 target
+1 Def Die for each non engaged Def w/in 1" of Att
+1 Def Die for each partial concealment
+2 Def DIe for each full concealment
+2 Def Die for each partial cover
+4 Def Die for each full cover
+2 Def Die for Dodge

Shooting into Close Combat
If Ally in 180 arc closest to Att, then add +2 Def Dice. If fail, Ally takes Damage. If Ally in 180 arc farthest from Att, then if fail, Ally takes Damage.

Stealth
Enter Stealth outside of enemy LoS. If Stealthed when attacking, add 1 auto 10 Att Die. If defending, add 3 Def Dice. Stealth requires Equipment or a Skill.

Situational Awareness Difficulty Check at Stealth Strength

Distance	Full	75%	50%	25%
<=24	10	10	9	8
<=18	10	9	8	7
<=12	9	8	7	6
<=6	8	7	6	5
<=3	7	6	5	4
<=1	4	3	3	--

Entangle
Def rolls Ath + Ins dice. Att rolls Ath dice vs highest number from Def Dice. If succeeds, Def is entangles and loses 1 Action per turn. Att spends 1 Action per turn to maintain Entangle.

Push
Att+Def roll Ath + Bulk vs 5. If Att has more successes than Def, Push Def = 1 + Att Bulk - Def Bulk away from Att. If Def has more successes than Att, Att Falls.

Trip
Att rolls Ath + Bulk vs 5. Def rolls Ath + Bulk + Ins vs 5. If Att has more successes, Def Falls. If Def has more successes, Att Falls.

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Appendix CS-1.1 - Character Sheet

Name & Callsign		Rep	

	Ath	Pre	Ins	Awa	Kno	Com
6 - ***	☐	☐	☐	☐	☐	☐
5½- ***	☐	☐	☐	☐	☐	☐
5 - 500	☐	☐	☐	☐	☐	☐
4½- 450	☐	☐	☐	☐	☐	☐
4 - 400	☐	☐	☐	☐	☐	☐
3½- 350	☐	☐	☐	☐	☐	☐
3 - 300	☐	☐	☐	☐	☐	☐
2½- 250	☐	☐	☐	☐	☐	☐
2 - 200	☐	☐	☐	☐	☐	☐
1½- 150	☐	☐	☐	☐	☐	☐
1 - 100	☐	☐	☐	☐	☐	☐
½ - 000	☐	☐	☐	☐	☐	☐
	Ath	Pre	Ins	Awa	Kno	Com

Move	
Size	

Armor	
Bulk	
Splice	
Cyber	
Systems	

BHP ☐☐☐☐☐☐☐

AHP ☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Power ☐☐☐☐☐☐☐
☐☐☐☐☐☐☐

Fates/Rerolls

Gen	☐	☐
Ath	☐	☐
Pre	☐	☐
Ins	☐	☐
Awa	☐	☐

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	○○○○○	
Arsenal	○○○○○	
Engineering	○○○○○	
Explosives	○○○○○	
Hacking	○○○○○	
Medical	○○○○○	
Piloting	○○○○○	
Repair	○○○○○	
Science	○○○○○	
Security	○○○○○	
Stealth	○○○○○	
Survival	○○○○○	
Traps	○○○○○	

Name & Callsign	

Ath	Pre	Ins	Awa	Kno

ABSCS			
Size		Move	

BHP

AHP

Power

Close Combat	
Ranged	
Other	

Name & Callsign	

Ath	Pre	Ins	Awa	Kno

ABSCS			
Size		Move	

BHP

AHP

Power

Close Combat	
Ranged	
Other	

Name & Callsign	

Ath	Pre	Ins	Awa	Kno

ABSCS			
Size		Move	

BHP

AHP

Power

Close Combat	
Ranged	
Other	

Name & Callsign	

Ath	Pre	Ins	Awa	Kno

ABSCS			
Size		Move	

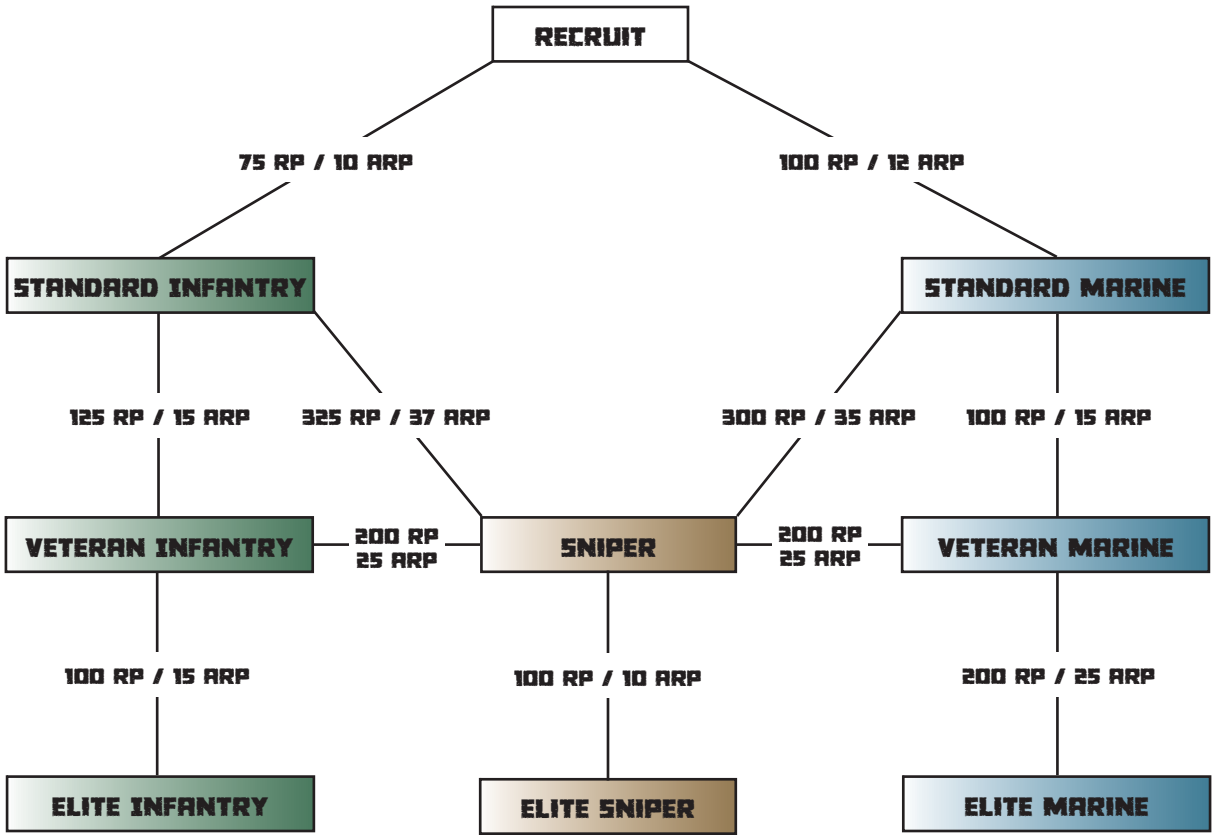
BHP

AHP

Power

Close Combat	
Ranged	
Other	

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

Name & Callsign	Rookie 1 - Bob

Ath	Pre	Ins	Awa	Kno
1	1	0	0	0

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

Ath	Pre	Ins	Awa	Kno
1	1	0	0	0

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

Ath	Pre	Ins	Awa	Kno
1	1	0	0	0

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

Ath	Pre	Ins	Awa	Kno
1	1	0	0	0

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 1 - Bob

Ath	Pre	Ins	Awa	Kno
1	1	0	0	0

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 Squad Leader Tar

Ath	Pre	Ins	Awa	Kno
2	2	2	1	0

ABSCS			
Size	Average	Move	4

BHP ▢ ▢ ▢

AHP ▢

Close Combat	1 Damage
Ranged	1 Damage, 1 Pierce, +4 toHit if Range > 5
Other	1 Grenade, 2 Dam at 1”

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. 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).

Name & Callsign	Power Armor 1 - Devin

Ath	Pre	Ins	Awa	Kno
1	2	0	0	0

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

Ath	Pre	Ins	Awa	Kno
1	2	0	0	0

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

Ath	Pre	Ins	Awa	Kno
1	2	0	0	0

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

Ath	Pre	Ins	Awa	Kno
1	2	0	0	0

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

Ath	Pre	Ins	Awa	Kno
1	2	0	0	0

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.