Prone

Medium/Long Range +1 Diff TBH

Reach/Close Range +2 Mom. When Hit

Prone

Medium/Long Range +1 Diff TBH

Reach/Close Range +2 Mom. When Hit

Prone

Medium/Long Range +1 Diff TBH

Reach/Close +2 Mom. When Hit

Exploiting

Intense +1 to first attack before end of next turn.

Exploiting

Intense +1 to first attack before end of next turn.

Exploiting

Intense +1 to first attack before end of next turn.

+1 Difficulty

- Command 🗀 □ Bravery
- Conn □ □ Control
- Engineering □ □ Empathy Security □
- □ Presence
- Science □ □ Reason
- □ Resilience Medicine □

+1 Difficulty

- □ Bravery
- □ Control
- □ Empathy
- □ Presence
- □ Reason
- Command \Box
- Conn Engineering □
- Security □
 - Science □
- □ Resilience Medicine □

+1 Difficulty

- □ Bravery Command □
- Conn □ Control
- Engineering □ □ Empathy
- □ Presence Security □
- Science □ □ Reason □ Resilience Medicine □

Even Turn

246810

Even Turn: I've Gone

Odd Turn: I'm Waiting **Even Turn:** I've Gone

Odd Turn: I'm Waiting

Aim

Reroll 1d20 on next task

Aim

Reroll 1d20 on next task

Aim

Reroll 1d20 on next task

Guarded Guarded Guarded

+1 Diff to be hit

Cover Dice 5363 = +1 soak

+1 Diff to be hit

Cover Dice 5363 = +1 soak

+1 Diff to be hit

Cover Dice 5161 = +1 soak

Complication Complication Complication

- 19-20
- 18-20
- 17-20
- □ **16-20**

- □ **19-20**
- 18-20
- 17-20
- □ 16-20

- □ 19-20
- 18-20
- 17-20
- □ 16-20

Even Turn: I'm Waiting

Odd Turn: I've Gone

Even Turn: I'm Waiting

Odd Turn: I've Gone

Odd Turn

(1)(3)(5)(7)(9)

Threat	Threat	Threat
Threat	Threat	Threat
Threat	Threat	Threat
Threat	Threat	Threat



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored



Party Maximum 6 Stored