

# 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

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

# +1 Difficulty

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

# +1 Difficulty

- Bravery    Command
- Control        Conn
- Empathy    Engineering
- Presence    Security
- Reason        Science
- 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

+1 Diff to be hit

Cover Dice  
5 6 = +1 soak

# Guarded

+1 Diff to be hit

Cover Dice  
5 6 = +1 soak

# Guarded

+1 Diff to be hit

Cover Dice  
5 6 = +1 soak

# Complication

- 20
- 19-20
- 18-20
- 17-20
- 16-20

Even Turn:  
I'm Waiting

Odd Turn:  
I've Gone

# Complication

- 20
- 19-20
- 18-20
- 17-20
- 16-20

Even Turn:  
I'm Waiting

Odd Turn:  
I've Gone

# Complication

- 20
- 19-20
- 18-20
- 17-20
- 16-20

Odd  
Turn

①③⑤⑦⑨

**Threat**



**Threat**



**Threat**



**Threat**



**Threat**



**Threat**



**Threat**



**Threat**



**Threat**



**Threat**



**Threat**



**Threat**





**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored



**Momentum**

Party Maximum  
6 Stored