

Supplementary Material for Fragments of the Aftermath

You are free to print and copy this pdf for personal use.

This pdf includes:

- Short combat rules
- Empty character sheet
- Premade characters
- Battlefields
- Terrain
- Player and Xeno miniatures

Short Combat Rules

Turn:

- ➔ determine which traits are active
- ➔ Use 1 action and 1 free action in any order or pass your turn

Round:

- ➔ Beginning: everyone draws 4 cards
- ➔ Ends if everyone passes
- ➔ If ends: Discard all but 2 cards and draw 4 new ones

Actions:

See your character sheet, pay with cards from your hand.

You can not use a movement ability in combination with the free action "Step".

Free Actions:

- ➔ Step (move 1 tile)
- ➔ Plan (Peek 1)
- ➔ Coordinate (trade 1)
- ➔ use consumable

Cover:

Enemies that are in cover are only hit with ranged attacks if you roll 7 or less with two D6. Cover on your tile hinders enemies, but not you.

Basic Instinct:

Xenos move directly towards the nearest enemy and attack with their most powerful attack. They will only use save cards if they have no other cards left.

Death:

Players are downed at 0 HP. Downed players can only use "Step" and no other ability. They lose 4 HP every turn, but can be stabilized by other players. They become unconscious at -20 HP.

Conditions:

Powerful X: If this character deals damage, he deals X more.

Tough X: If this character takes damage, he takes X less.

Crippled: A crippled character can move a maximum of 2 tiles with any movement and can't use "Step"

Rooted: Can not use movement abilities or "Step".

Stunned: Loses its next turn.

Weakened X: Deals X less damage.

Vulnerable X: Takes X more damage.

Effects:

Replace X: Discard X cards, then immediately draw X cards.

Peek X: Look at the first X cards from the deck. Choose 1, discard 1

Trade X: Exchange 1 card for 1 card of your ally with his consent.

Gift X: Give X to target.

Attack Properties:

Armor piercing: Allows no armor cards.

Inescapable: Allows no evade cards.

Unpredictable: Allows no anticipate cards.

Unavoidable: This damage can not be reduced by any cards.

Bypass cover X: X is subtracted from cover rolls.

Blast: This attack affects all targets adjacent to the primary target.

Spread X: This attack deals X damage to enemies adjacent to the target.

Step X: You are allowed to move X tiles before this attack.

Push X: You are allowed to move an enemy X tiles after this attack.

Empty Character Sheet

Name: _____

Profession _____

Class _____

HP ____ / ____

Description/Background/Portrait

STR 0 **END** 0

DEX 0 **MOB** 0

INT 0 **WIS** 0

Traits and Skills

Inventory

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Weapons Abilities

Premade Characters

This section contains some premade characters that you can use to play right away. They are all considered level one, although some of their starting equipment is different from the normal starting gear because of their background and small adventures they already had.

Name: Foster

Profession Scout
Class Scoundrel
HP 20/20

As soon as he was old enough Foster enlisted in the Resistance but was turned down, because he lacked the strength a Resistance fighter should have. When his village was destroyed by Arachnids he was able to escape and since then is looking for a new home, travelling the world, working as a mercenary.

STR	6	END	7
DEX	8	MOB	8
INT	7	WIS	6

Traits and Skills

Sneak, Skirmish, Stealthy, Dead Aim, Kevlar West

Inventory

Hunting Rifle, Revolver

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Evade	Any ♣	Sneak	Any	Skirmish	Any 7+
<i>Save, Evade</i>		<i>Movement</i>		<i>Movement</i>	
Reduce incoming damage by 4		Move 2 tiles <u>Peek 1</u>		Move 4 tiles. Tiles adjacent to enemies to not stop this movement.	
Bonus: MOB-2 <u>Draw 1</u>		Bonus: -		Bonus: MOB-2 <u>Replace 1</u>	

Stealthy		Dead Aim		Kevlar West	Any ♦
<i>Trait</i>		<i>Trait</i>		<i>Save, Armor</i>	
You are considered “in cover”		If you deal damage with a ranged attack you deal 1 additional damage		Reduce incoming damage by 2	
Active: If there is a Q+ in your hand		Active: If a ♥5+ is in your hand		Bonus: END Draw 1	

Weapons Abilities

Hunting Rifle:

Shoot	Any	Hunter's Shot	Any 9+	Long Shot	Any ♥
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 5 Deal 3 damage		Range 4: Deal 4 damage. Target is <u>crippled</u> until your next turn.		Range 7 Deal 3 damage	
Bonus: DEX-2 Deal 5 damage instead		Bonus: DEX-4 Target is <u>rooted</u> instead		Bonus: DEX Deal 5 damage instead	

Piercing Shot	Any ♦	Manual Reload	Ranged Weapon
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 3 Deal 5 damage <u>armor piercing</u>		If there is a 2 on your hand you can't use this weapon.	Attacks from this weapon can not be targeted at enemies at range 1
Bonus: DEX Deal 6 damage instead		Active: Always	Active: Always

Revolver:

Shoot	Any	Point Blank	Any 6-	Steady Shot	♥5-
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 3 Deal 4 damage		Range 2 Deal 5 damage		Range 5 Deal 3 damage	
Bonus: 4 Deal 6 damage instead		Bonus: 9 Deal 6 damage instead		Bonus: 5 Deal 4 damage instead	

Shaky Shot	Any 8-	Light Weapon	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 5 Deal 1 damage		Switching this weapon with another secondary weapon is a free action.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: 5 Deal 4 damage instead		Active: Always	Active: Always

Name: Doctor Lee

Profession Scientist
Class Physician
HP 20/20

Doctor Lee worked as a physician in a Cross hospital and was the medical supervisor of that institution that specialized in fighting spores and other terrible diseases. For unknown reasons she had to leave the hospital and is on the run since then, fearing that her past might catch up to her.

STR	6	END	6
DEX	7	MOB	7
INT	8	WIS	8

Traits and Skills

Doctor, Healer, Coward, Heal Wound, Doctor's Bag

Inventory

Invader Pistol, 9mm Pistol

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Anticipate	Any ♠	Healer	Coward
<i>Save, Anticipate</i>		<i>Trait</i>	
Reduce incoming damage by 4		When you use a healing ability, you and your target can <u>peek 1</u> .	
Bonus: WIS-2 <u>Draw 1</u>		Active: Always	
		If you are within melee range of an enemy you have to use your free action to move away, if possible. You are then allowed to use a move ability.	
		Active: Always	

Doctor	Heal Wound	Any ♠	Doctor's Bag	♥7+
<i>Trait</i>		<i>Heal</i>		<i>Heal</i>
If you heal, you heal 2 additional points.		Range 3 Heal 4 on target ally.		Range 2 Heal ally for 6 points
<u>Active:</u> If there is a ♥ in your hand		Bonus: WIS-2 Heal 6 instead		Bonus: 7 <u>Peek 2</u>

Weapons Abilities

invader Pistol

Shoot	Any	Smart Shot	Any J+	Auto Target	♥6+
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 4 Deal 4 damage		Range 4: Deal 4 damage Target is <u>weakened 1</u>		Range 5 Deal 4 damage. <u>Bypass cover 3</u>	
Bonus: INT Deal 5 damage instead		Bonus: INT-1 Deal 6 damage instead		Bonus: INT Deal 5 damage instead	

Auto Fire	Any ♥	Overheating	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 4 Deal 4 damage <u>unpredictable</u> <u>inescapable</u>		If there is a ♥3- on your hand you can't use this weapon.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: INT-4 Deal 6 damage instead		Active: Always	Active: Always

9mm Pistol

Shoot	Any	Quick Shot	Any 5-	Crippling Shot	♥5-
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 3 Deal 4 damage		Range 3 Deal 3 damage You gain a second free action		Range 3 Deal 3 damage. Target is <u>crippled</u>	
Bonus: 7 <u>Replace 1</u>		Bonus: 7 Deal 4 damage instead		Bonus: 4 Target is <u>rooted</u> instead	

Tactical Shot	Any 8-	Light Weapon	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 3 Deal 2 damage <u>Replace 1</u>		Switching this weapon with another secondary weapon is a free action.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: 8 <u>peek 1</u> instead		Active: Always	Active: Always

Name: Cedric

Profession Soldier
Class Protector
HP 20/20

Cedric was a Knight Captain of the Order and as such it was his duty to protect his squad as well as all innocent people. As he failed this duty one day he chose exile, left the Citadel and seeks to redeem himself.

STR	8	END	8
DEX	7	MOB	5
INT	7	WIS	7

Traits and Skills

Protective, Tank, Leader, Strong Armor, White Coat

Inventory

O-R 22 (assault rifle), Order Blade

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Armor	Any ♦	Tank	Protective
<i>Save, Armor</i>		<i>Trait</i>	
Reduce incoming damage by 4		When you use a save you can <u>peek 1</u> .	
Bonus: END-2 Draw 1		Active: Always	

Leader	Strong Armor	♥7+	Order Coat	Any ♣
<i>Trait</i>		<i>Save, Armor</i>		<i>Save, Evade</i>
When you use the free action "Coordinate" you can let two allies <u>trade 1</u> instead of trading yourself.		Reduce incoming damage by 5		Reduce incoming damage by 2
Active: Always		Bonus: END-2 <u>Draw 1</u>		<u>Bonus: MOB</u> Draw 1

Weapons Abilities

O-R 22

Shoot	Any	Full Auto	Any 7+	Aimed Shot	Any ♥
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 4 Deal 4 damage		Range 4: Deal 5 damage		Range 6 Deal 4 damage	
Bonus: STR Deal 5 damage instead		Bonus: STR-4 <u>unavoidable</u>		Bonus: STR-2 Deal 5 damage instead	

Covering Fire	Any 5-	Auto Reload	Ranged Weapon
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 4 Target is <u>crippled</u>		If there is a 3- on your hand you can't use a free action.	Attacks from this weapon can not be targeted at enemies at range 1
Bonus: END-3 Target is <u>rooted</u> instead		Active: Always	Active: Always

Order Blade

Attack	Any	Grapple	Any 6-	Defensive Strike	♥6-
<i>Melee Attack</i>		<i>Melee Attack</i>		<i>Melee Attack</i>	
Range 1 Deal 4 damage		Range 1 Deal 3 damage <u>Push 1</u>		Range 1 Deal 2 damage Target is <u>weakened 1</u>	
<u>Bonus: 7</u> <u>Deal 4 damage instead</u>		Bonus: 7 Deal 4 damage instead		Bonus: 6 Target is <u>weakened 2</u> instead	

Throw	Any 8-	Light Weapon	Critical Hit
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 2 Deal 4 damage		Switching this weapon with another secondary weapon is a free action.	If you deal damage with this weapon, deal 1 additional damage.
Bonus: 7 Move 1 after the attack		Active: Always	Active: If there is a ♥7+ in your hand.

Name: Cole

Profession Scientist
Class Scrapper
HP 20/20

Cole is a scrapper and spends a lot of his time alone in ruins. Nevertheless he has good people skills and often uses them to rip off Savant or Pilgrims looking for valuable artefacts. He would never change Josephine for any other weapon. He built her herself and she saved his life so often, that she is more important to him than any human.

STR	7	END	6
DEX	6	MOB	7
INT	9	WIS	7

Traits and Skills

Cheap Shot, Selfmade Grenade, Invader Grenade, Flee, wrench

Inventory

Josephine (selfie gun), 10mm Pistol

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Anticipate	Any ♠	Cheap Shot	Any 8-	Selfmade Grenade	Any 8+
<i>Save, Anticipate</i>		<i>Melee Attack</i>		<i>Ranged Attack</i>	
Reduce incoming damage by 4		Range 1 Target is <u>stunned</u>		Range 4 Target is <u>weakened 2</u>	
Bonus: WIS-2 <u>Draw 1</u>		Bonus: INT <u>Move 1</u>		Bonus: INT-3 Target is <u>crippled</u>	

Invader Grenade	♥10+	Flee	Any 7+	Wrench	Any 5-
<i>Ranged Attack</i>		<i>Movement</i>		<i>Melee Attack</i>	
Range 4 Deal 2 damage Target is <u>vulnerable 2</u> after this attack		Move 2 tiles. You movement must begin adjacent to an enemy and must end not adjacent to any enemy. <u>Draw 1</u>		Range 1 Deal 3 damage <u>peek 1</u>	
Bonus: INT Deal 4 damage instead		Bonus: WIS-2 <u>Replace 1</u>		Bonus: 5 <u>Peek 2</u>	

Weapons Abilities

Josephine (selfmade rifle)

Shoot	Any	Blunderbuss	Any 8+	Lucky Hit	♥7+
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 4 Deal 4 damage		Range 3 Deal 4 damage. Target is <u>weakened 1</u>		Range 4 Deal 5 damage. <u>Replace 1</u>	
Bonus: INT-2 Deal 6 damage instead		Bonus: INT <u>Weakened 2</u> instead		Bonus: INT <u>Peek 1</u> instead	

Overpowered Shot	Any ♦	Malfunction	Ranged Weapon
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 4 Deal 6 damage <u>armor piercing</u> You take 2 unavoidable damage		If there is a ♥4- on your hand you can't use a free action.	Attacks from this weapon can not be targeted at enemies at range 1
Bonus: WIS-3 You take no damage instead		Active: Always	Active: Always

10mm Pistol

Shoot	Any	Deadly Shot	Any 4-	Save Shot	♥5-
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 3 Deal 4 damage		Range 3 Deal 5 damage		Range 3 Deal 2 damage. <u>Unavoidable</u>	
Bonus: 6 Deal 5 damage instead		Bonus: 8 Deal 6 damage instead		Bonus: 5 Deal 3 damage instead	

Warning Shot	Any 8-	Light Weapon	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 6 <u>Push 1</u>		Switching this weapon with another secondary weapon is a free action.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: 6 Deal 1 damage		Active: Always	Active: Always

Name: Rokk

Profession Soldier
Class Brute
HP 20/20

Rokk was once member of the Resistance and part of the so called hog squad, a very brutal and reckless unit. It was unheard of that somebody was ever dishonorably discharged from that unit, since they tolerate most behaviour or even most crimes, but somehow Rokk managed to do that. Now he travels the world alone, looking for a fight wherever he can.

STR	9	END	7
DEX	7	MOB	7
INT	6	WIS	6

Traits and Skills

Brutal, Bloodthirsty, Bulky Build, Bull Rush, Throwing Knives

Inventory

Sledgehammer, Axe

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Armor	Any ♦	Bulky Build	Bull Rush	Any 7+
<i>Save, Armor</i>		<i>Trait</i>		<i>Movement</i>
Reduce incoming damage by 4		The tile you are on always counts as cover for your allies and enemies, but not for you.		Move 4 tiles. If you end your move adjacent to an enemy, deal 2 damage.
Bonus: END-2 <u>Draw 1</u>		Active: Always		Bonus: END Deal 3 damage instead

Brutal	Bloodthirst	Throwing Knives	Any 6-
<i>Trait</i>		<i>Ranged Attack</i>	
If you deal damage with a melee attack, you deal 1 additional damage.		Range 3 Deal 3 damage	
Active: Always		Bonus: 5 Deal 4 damage instead	

Weapons Abilities

Sledgehammer

Attack	Any	Lunge	Any 7+	Bash	♥6+
<i>Melee Attack</i>		<i>Melee Attack</i>		<i>Melee Attack</i>	
Range 1 Deal 4 damage		Range 1 Deal 4 damage <u>Step 1</u>		Range 1 Deal 6 damage. Target is <u>rooted</u>	
Bonus: STR Deal 6 damage instead		Bonus: STR+1 <u>Push 1</u>		Bonus: STR-2 Target is <u>stunned</u> instead	

Brutal Pummel	Any ♦	Block	Critical Hit
<i>Melee Attack</i>		<i>Trait</i>	<i>Trait</i>
<u>Range 1</u> Deal 4 damage <u>unavoidable</u>		If you take damage from a melee attack this damage is reduced by 1.	If you deal damage with this weapon, deal 1 additional damage.
Bonus: STR <u>Deal 5 damage instead</u>		Active: If you have a ♦ in your hand.	Active: If there is a ♥7+ in your hand.

Axe

Attack	Any	Grapple	Any 6-	Brutal Strike	♥6-
<i>Melee Attack</i>		<i>Melee Attack</i>		<i>Melee Attack</i>	
Range 1 Deal 4 damage		<u>Range 1</u> Deal 3 damage <u>Push 1</u>		Range 1 Deal 4 damage	
Bonus: STR Deal 5 damage instead		Bonus: 7 Deal 4 damage instead		Bonus: STR Deal 6 damage instead	

Throw	Any 8-	Light Weapon	Critical Hit
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 2 Deal 4 damage		Switching this weapon with another secondary weapon is a free action.	If you deal damage with this weapon, deal 1 additional damage.
Bonus: 7 Move 1 after the attack		Active: Always	Active: If there is a ♥7+ in your hand.

Name: The Sheriff

Profession Scout
Class Sheriff
HP 20/20

This old man roams the outskirts of Scaffold and brings outlaws to justice as a vigilante. People simply refer to him as “the Sheriff” and legend has it that he was once a Peacekeeper and abided their rules. But apparently these days are long gone.

STR	6	END	7
DEX	9	MOB	7
INT	6	WIS	7

Traits and Skills

Dead Aim, Eagle Eye, Careful Aim, Throw Dirt, Lasso

Inventory

Dual Revolver, Combat Knife

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Evade	Any ♣	Careful Aim		Throw Dirt	Any 7-
<i>Save, Evade</i>		<i>Trait</i>		<i>Melee Attack</i>	
Reduce incoming damage by 4		Gain <u>powerful 1</u> .		Range 1 Enemy is <u>stunned</u>	
Bonus: MOB-2 <u>Draw 1</u>		Active: If no enemy is at range 3 or closer.		Bonus: MOB Move 2	

Eagle Eye		Dead Aim		Lasso	Any 5-
<i>Trait</i>		<i>Trait</i>		<i>Melee Attack</i>	
Your Ranged Attacks have 1 additional range.		If you deal damage with a ranged attack you deal 1 additional damage		Range 2 Target is <u>crippled</u>	
Active: If there is a ♣J+ in your hand		Active: If a ♥5+ is in your hand		Bonus: 5 Target is <u>rooted</u> instead	

Weapons Abilities

Dual Revolver

Shoot	Any	Double shot	Any ♥	Power Shot	Any ♦
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 3 Deal 5 damage		Range 3: Deal 4 damage. <u>Spread 2</u>		Range 3 Deal 5 damage <u>armor piercing</u>	
Bonus: DEX Deal 6 damage instead		Bonus: DEX-4 <u>Spread 4</u> instead		Bonus: DEX Deal 6 damage instead	

Random Shot	Any ♠	Manual Reload	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 3 Deal 5 damage <u>unpredictable</u>		If there is a 2 on your hand you can't use this weapon.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: DEX Deal 6 damage instead		Active: Always	Active: Always

Combat Knife

Attack	Any	Grapple	Any 6-	Heart Strike	♥4-
<i>Melee Attack</i>		<i>Melee Attack</i>		<i>Melee Attack</i>	
Range 1 Deal 4 damage		<u>Range 1</u> Deal 3 damage <u>Push 1</u>		<u>Range 1</u> Deal 5 damage	
Bonus: 7 Deal 4 damage instead		Bonus: 7 Deal 4 damage instead		Bonus: 10 Deal 6 damage instead	

Throw	Any 8-	Light Weapon	Critical Hit
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 2 Deal 4 damage		Switching this weapon with another secondary weapon is a free action.	If you deal damage with this weapon, deal 1 additional damage.
Bonus: 7 Move 1 after the attack		Active: Always	Active: If there is a ♥7+ in your hand.

Name: Muriel

Profession	Scout
Class	Field Medic
HP	20/20

Muriel is was trained in a Cross facility as a field medic. Now she offers her services to Resistance, Peacekeepers and other people alike, trying to put her healing abilities to good use. She is a pacifist at heart, but has no problem using ray weapons against humans, if it is really necessary.

STR	6	END	6
DEX	8	MOB	8
INT	7	WIS	7

Traits and Skills

Altruist, Healer, First Aid, "Get down!", First Aid Kit

Inventory

Ray Rifle, Ray gun

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Evade	Any ♣	First Aid	Any ♥	Healer
<i>Save, Evade</i>		<i>Heal</i>		<i>Trait</i>
Reduce incoming damage by 4		Range 3 Heal 4 on target ally. Can only target allies with 10 HP or less.		When you use a healing ability, you and your target can <u>peek 1</u> .
Bonus: MOB-2 <u>Draw 1</u>		Bonus: 5 Heal 5 instead		Active: Always

Altruist	"Get down!"	Any ♣	First Aid Kit	Any ♥
<i>Trait</i>		<i>Shout</i>		<i>Heal</i>
When you use the free action "Coordinate" you can <u>gift 1</u> instead of <u>trade 1</u> .		Your allies gain <u>tough 1</u>		Range 3 Heal ally for 4 points
Active: Always		Bonus: MOB+2 You also gain <u>tough 1</u>		Bonus: 5 Heal ally for 6 points instead

Weapons Abilities

Ray Rifle

Shoot	Any	Wide Ray	Any 8+	Paralyzing Ray	♥7+
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 4 Deal 4 damage		Range 4: Deal 3 damage. <u>Spread 1</u>		Range 4 Target is <u>stunned</u> .	
Bonus: DEX Deal 5 damage instead		Bonus: DEX-4 Deal 4 damage instead		Bonus: DEX-2 Deal 2 damage	

Curved Ray	Any ♠	Malfunction	Ranged Weapon
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 4 Deal 4 damage <u>unpredictable</u>		If there is a ♥4- on your hand you can't use a free action.	Attacks from this weapon can not be targeted at enemies at range 1
Bonus: DEX Deal 5 damage instead		Active: Always	Active: Always

Ray Gun

Shoot	Any	Stun Ray	Any 7-	Thermo Ray	♥5-
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 4 Deal 4 damage		Range 4 Deal 2 damage		Range 4 Deal 2 damage Target is <u>vulnerable 1</u> after this attack	
Bonus: 5 Deal 5 damage instead		Bonus: 5 Target is <u>stunned</u>		Bonus: 5 <u>Vulnerable 2</u> instead	

Deterring Ray	Any 9-	Light Weapon	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 4 <u>Push 1</u>		Switching this weapon with another secondary weapon is a free action.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: 5 Deal 2 damage		Active: Always	Active: Always

Name: Brooks

Profession Scientist
Class Scholar
HP 20/20

Brooks left the Academy very early in her live to see the world she learned so much about for herself. She is interested in obtaining pre invasion artefacts and keen on studying invader weapons technology. When it comes to a fight she trusts her ancient Invader rifle more than any other weapon, although it bothers her that she has no idea how it actually works.

STR	6	END	6
DEX	7	MOB	7
INT	9	WIS	7

Traits and Skills

Tactician, Paranoid, Saw it coming, Invader Grenade, Kevlar West

Inventory

Invader Rifle, 9mm Pistol,

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Anticipate	Any ♠	Tactician		Saw it coming	♥7+
<i>Save, Anticipate</i>		<i>Trait</i>		<i>Save, Anticipate</i>	
Reduce incoming damage by 4		When you use the free action "Plan" you can <u>peek 1</u> instead of <u>replace 1</u> .		Reduce incoming damage by 5	
Bonus: WIS-2 <u>Draw 1</u>		Active: Always		Bonus: WIS-2 <u>Draw 1</u>	

Paranoid		Invader Grenade	♥10+	Kevlar West	Any ♦
<i>Trait</i>		<i>Ranged Attack</i>		<i>Save, Armor</i>	
No enemy can choose you as a target for a ranged attack		Range 4 Deal 2 damage Target is <u>vulnerable 2</u> after this attack		Reduce incoming damage by 2	
Active: If a ♥K+ is in your hand		Bonus: INT Deal 4 damage instead		Bonus: END Draw 1	

Weapons Abilities

Invader Rifle

Shoot	Any	Particle Beam	Any 8+	Focussed Beam	♥6+
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 4 Deal 4 damage		Range 4 Deal 3 damage Target is <u>weakened 1</u>		<u>Range 5</u> Deal 4 damage. <u>Replace 1</u>	
Bonus: INT-2 Deal 6 damage instead		Bonus: INT Deal 4 damage instead.		Bonus: INT <u>peek 1</u> instead	

Piercing Beam	Any ♦	Malfunction	Ranged Weapon
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 4 Deal 4 damage <u>armor piercing</u>		If there is a ♥4- on your hand you can't use a free action.	Attacks from this weapon can not be targeted at enemies at range 1
Bonus: INT-2 <u>Replace 1</u>		Active: Always	Active: Always

9mm Pistol

Shoot	Any	Quick Shot	Any 5-	Crippling Shot	♥5-
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 3 Deal 4 damage		Range 3 Deal 3 damage You gain a second free action		Range 3 Deal 3 damage. Target is <u>crippled</u>	
Bonus: 7 <u>Replace 1</u>		Bonus: 7 Deal 4 damage instead		Bonus: 4 Target is <u>rooted</u> instead	

Tactical Shot	Any 8-	Light Weapon	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 3 Deal 2 damage <u>Replace 1</u>		Switching this weapon with another secondary weapon is a free action.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: 8 <u>peek 1</u> instead		Active: Always	Active: Always

Name: Torch

Profession Soldier
Class Blaster
HP 20/20

Torch was once called brother Joreb and a member of the Pilgrims. He lived peaceful as a monk inside a monastery. When his whole convent was wiped out by Xenos he saw that as a sign that he should take up arms and fight for his survival instead of praying for it.

STR	8	END	8
DEX	7	MOB	7
INT	6	WIS	6

Traits and Skills

Thick Skin, Frag Grenades, Incendiary Grenades, Berzerk, Shield

Inventory

Flamethrower, 10mm Pistol

Abilities

Move	Any	Stabilize	Any	Change Weapon	Any
<i>Movement</i>		<i>Heal</i>		<i>Strategy</i>	
Move 3 tiles		Range 1 Heal a downed player back to 1 HP		Change your current primary weapon or secondary weapon with one from your backpack.	

Step	Free	Plan	Free	Coordinate	Free
Move 1 tile.		<u>Replace 1</u>		<u>Trade 1</u> with ally	

Armor	Any ♦	Berzerk	Incendiary Grenade	♦ 10+
<i>Save, Armor</i>		<i>Trait</i>		<i>Ranged Attack</i>
Reduce incoming damage by 4		Gain <u>powerful 1</u> .		Range 3 Deal 4 damage <u>Unavoidable</u>
Bonus: END-2 <u>Draw 1</u>		Active: If there is no ♦ on your hand		Bonus: STR-4 Deal 6 damage instead

Frag Grenade	♥ 10+	Thick Skin	Shield	Any 8-
<i>Ranged Attack</i>		<i>Trait</i>		<i>Tactic</i>
Range 3 <u>Blast</u> Deal 2 damage		You have <u>tough 1</u> as long as there is a ♥ on your hand.		Gain <u>tough 1</u>
Bonus: STR Deal 3 damage instead		Active: Always		Bonus: 5 <u>Replace 1</u>

Weapons Abilities

Flamethrower

Kindle	Any	Ignite	Any 9+	Inferno	Any ♥
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 3 Deal 5 damage		Range 3 Deal 4 damage. <u>Spread 2</u>		Range 3 <u>Blast</u> Deal 3 damage	
Bonus: STR Deal 6 damage instead		Bonus: STR-3 Deal 5 damage instead		Bonus: STR-3 Deal 4 damage instead	

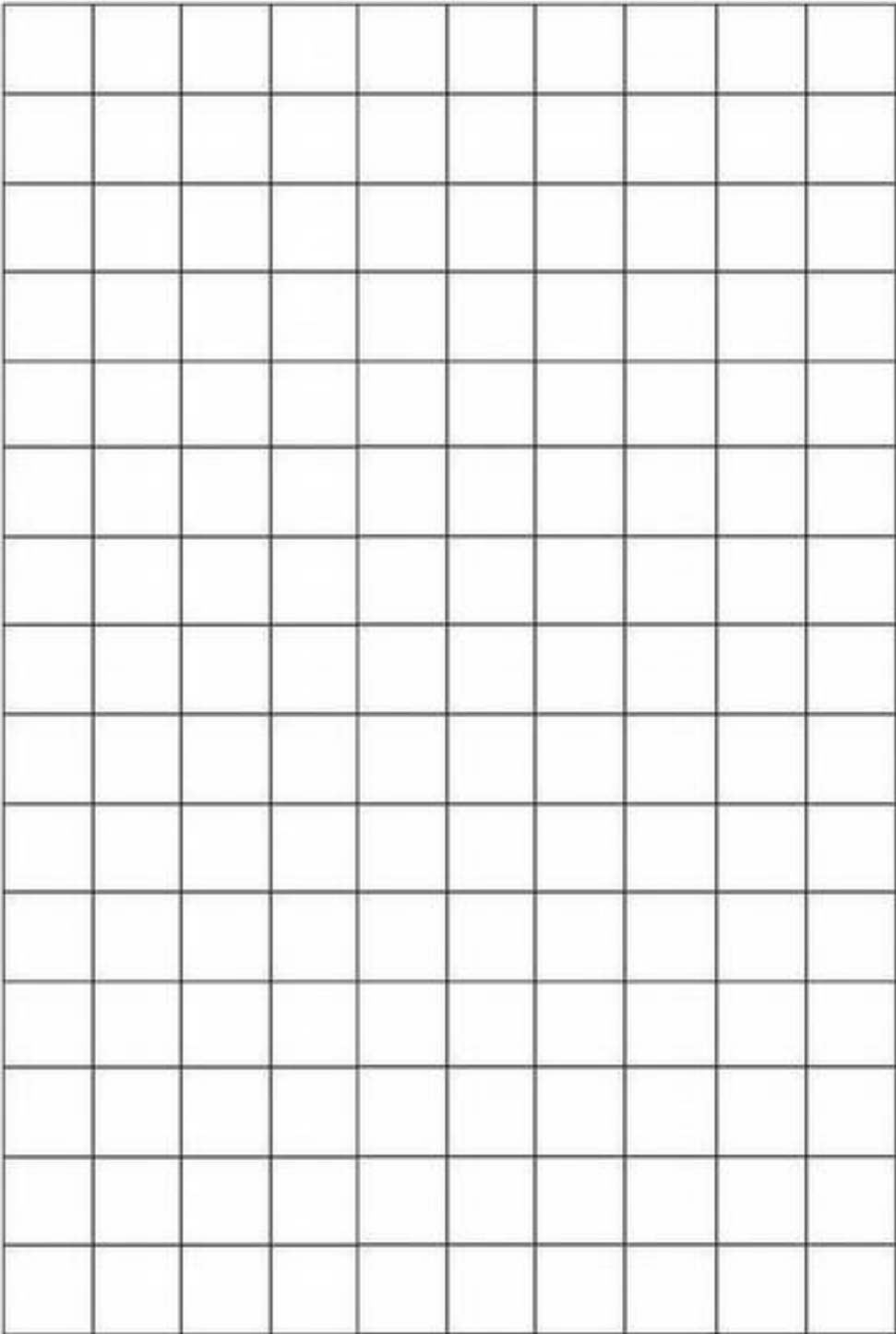
Torch	Any ♣	Out of Fuel	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 3 Deal 5 damage <u>inescapable</u>		If there is a 2 on your hand you can't use this weapon.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: STR-4 Deal 7 damage instead		Active: Always	Active: Always

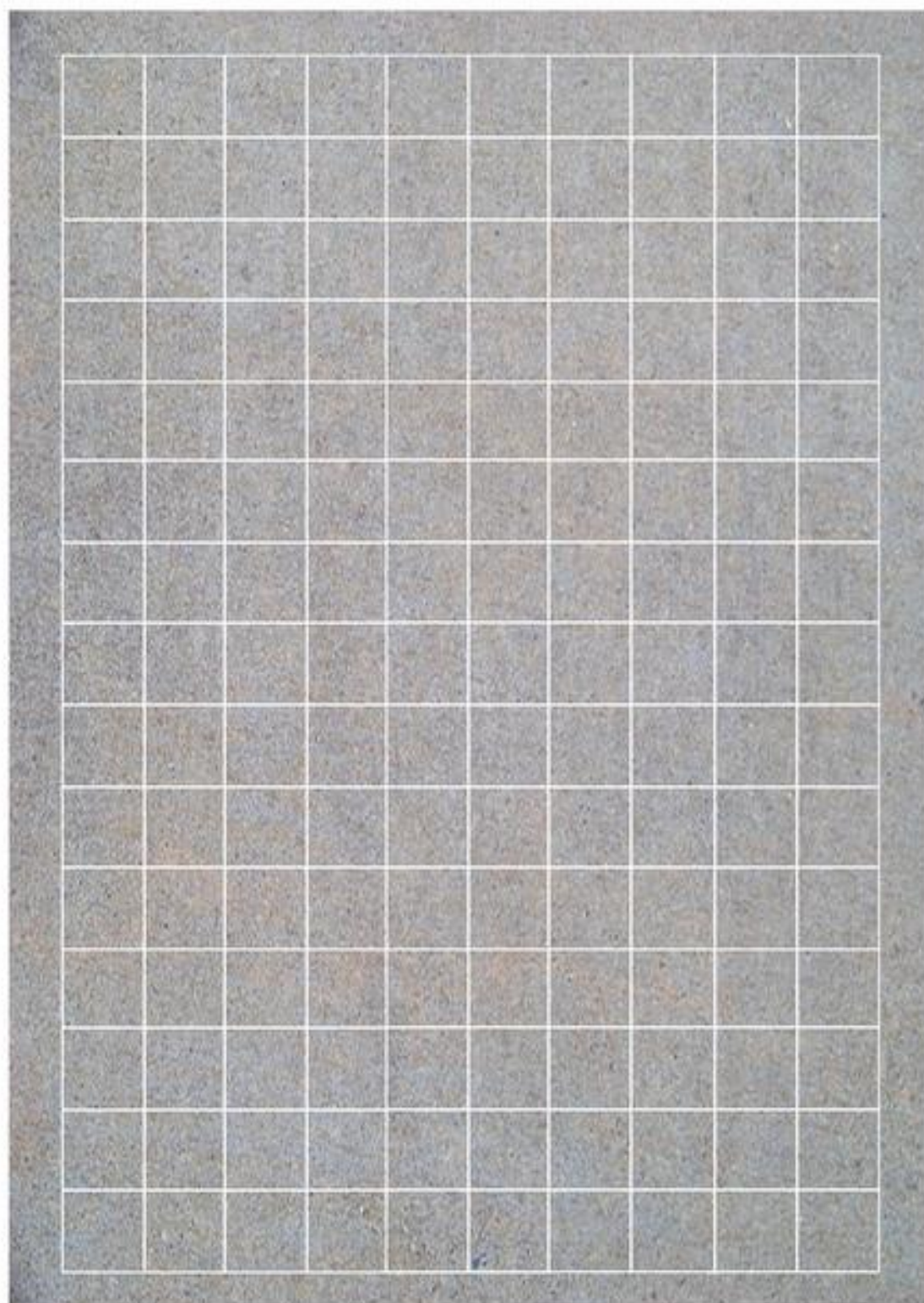
10mm Pistol

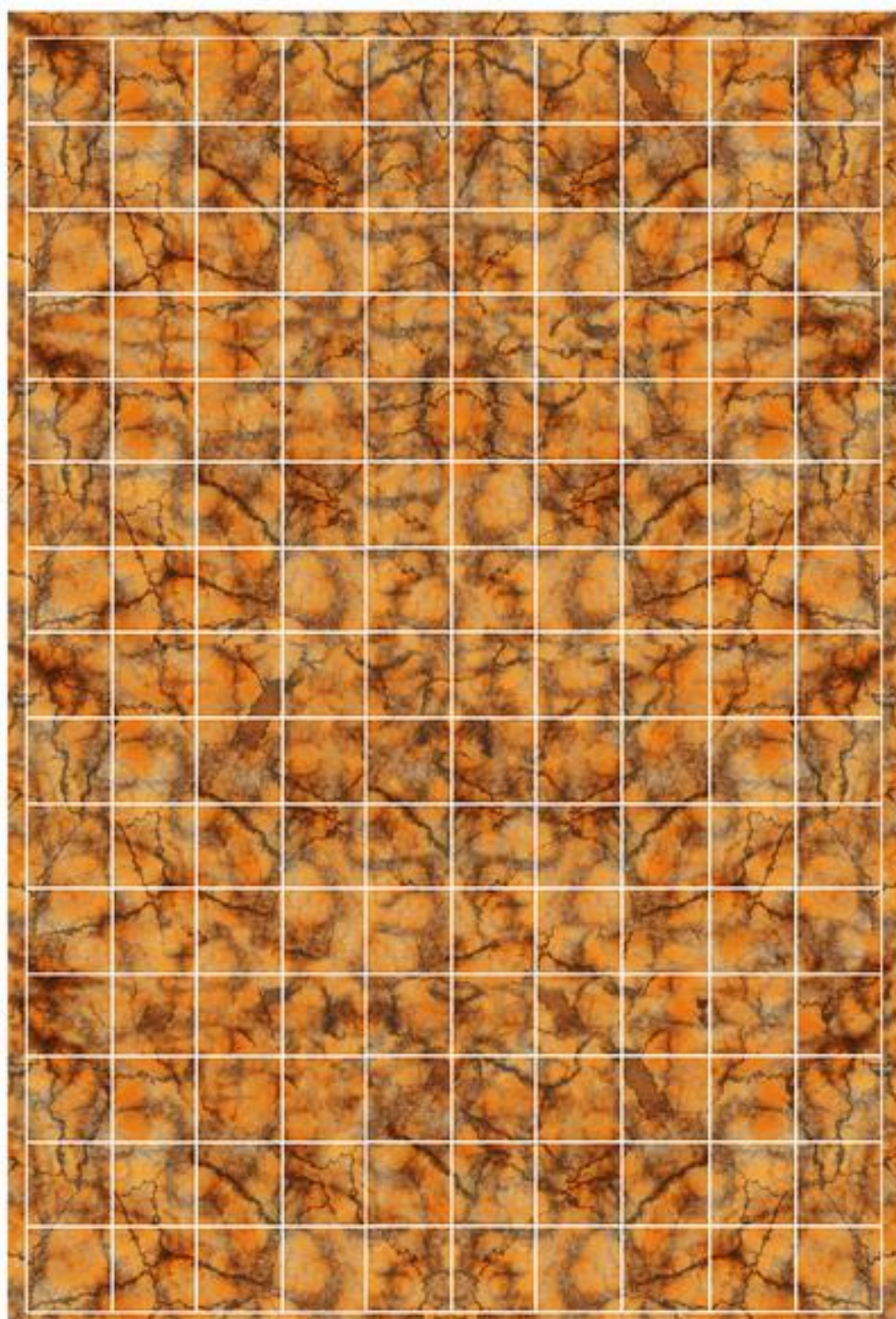
Shoot	Any	Deadly Shot	Any 4-	Save Shot	♥5-
<i>Ranged Attack</i>		<i>Ranged Attack</i>		<i>Ranged Attack</i>	
Range 3 Deal 4 damage		Range 3 Deal 5 damage		Range 3 Deal 2 damage. <u>Unavoidable</u>	
Bonus: 6 Deal 5 damage instead		Bonus: 8 Deal 6 damage instead		Bonus: 5 Deal 3 damage instead	

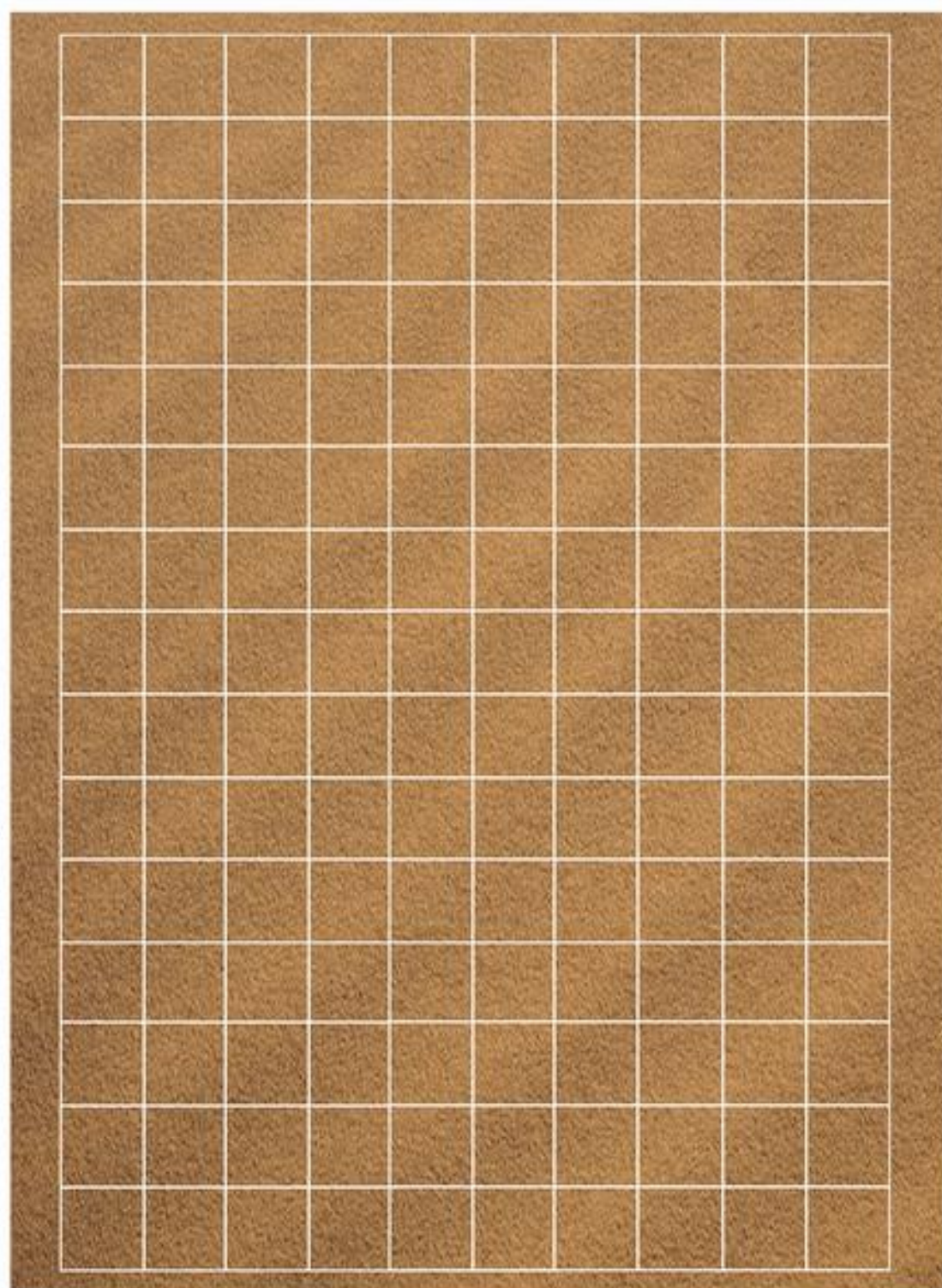
Warning Shot	Any 8-	Light Weapon	Close Combat
<i>Ranged Attack</i>		<i>Trait</i>	<i>Trait</i>
Range 6 <u>Push 1</u>		Switching this weapon with another secondary weapon is a free action.	Attacks from this weapon targeted at enemies at range 1 count as melee attacks, if you want to
Bonus: 6 Deal 1 damage		Active: Always	Active: Always

Battlefields

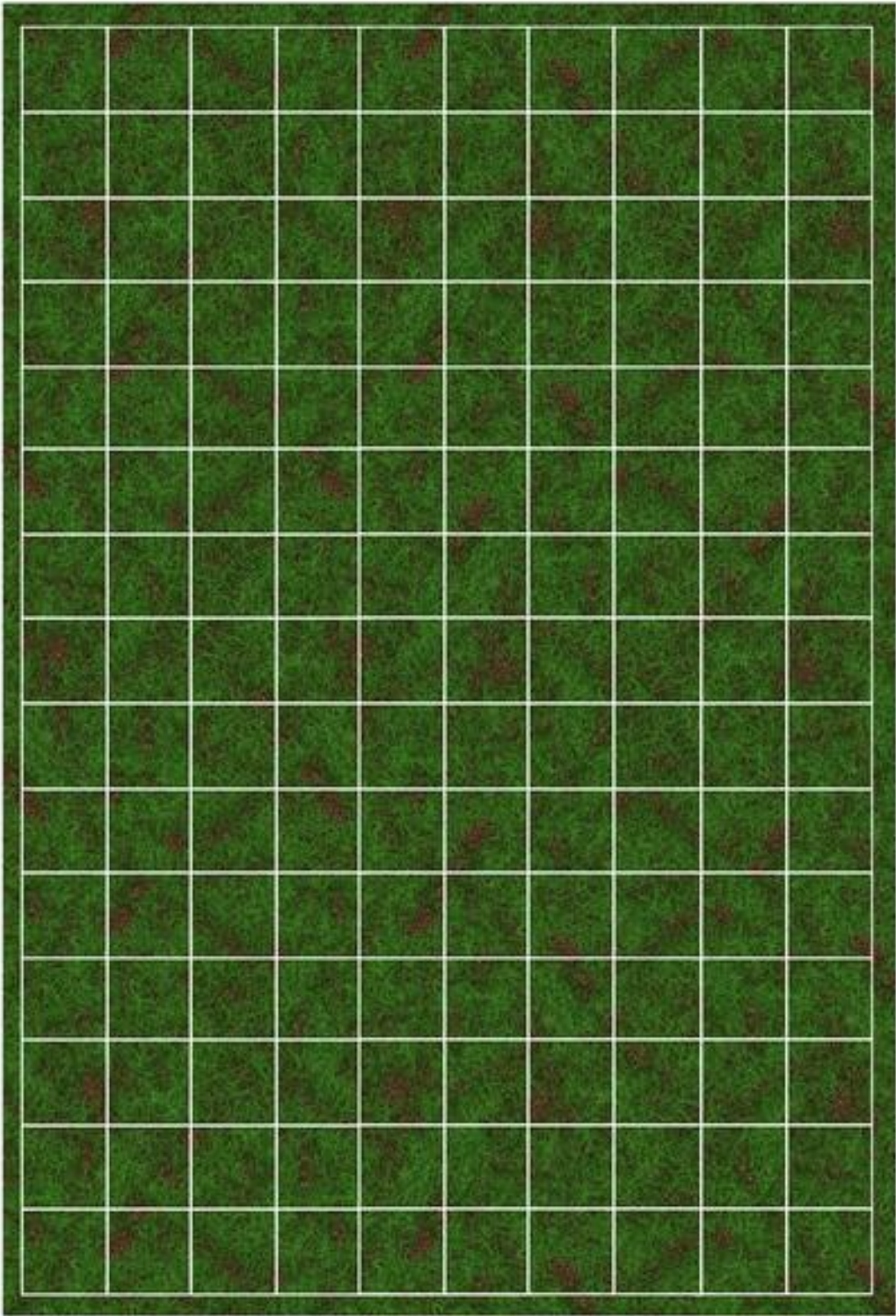












Terrain and Miniatures

