VOIDRAIDER /// PLAYTEST KIT

WARDEN

Frontline fighter · rifle and blade

PLAYER / NOTES ID

HEALTH 8 ☐☐☐☐☐☐☐☐

Mark one box per damage. 0 HP = Downed.

MOVE 6 squares per Move

DEFENSE 4

White shields · 2 base + 2 armor · max 6



BODY	4	4 D6
AGILITY	4	4 D6
MIND	2	2 D6
WILL	2	2 D6
PRESENCE	2	2 D6

Skill check: roll D6 equal to the attribute; each **5 or 6** is a success. Easy 1 · Standard 2 · Hard 3 · Extreme 4. Attributes never add attack or defense dice.

/// WEAPONS

Assault Rifle 4 14 — Ranged · 2 hands · Versatile (trait not yet defined — no effect)

Katana 4 Melee — Adjacent incl. diagonal · 2 hands · Sweeping Cut: on damage, 1 to another adjacent enemy

SIGNATURE ABILITY

COMBAT REFLEXES

Once per round, gain **+1 defense die** against one attack. Declare it **before the attack roll**.

An archetype-specific ability — **not** a universal Brace. The bonus counts toward the 6-die defense cap.

MEDKIT

USES ☐☐

1 action, expend 1 use: restore 2 HP to yourself or an adjacent hero. May revive a Downed hero, who loses their next activation.

STARTING EQUIPMENT

Assault Rifle · Katana · Medkit (2 uses) · Armor (included in Defense 4)

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VOIDRAIDER /// PLAYTEST KIT

CIPHER

Hacker · security systems and data

PLAYER / NOTES ID

HEALTH 5 ☐☐☐☐☐

Mark one box per damage. 0 HP = Downed.

MOVE 6 squares per Move

DEFENSE 3

White shields · 2 base + 1 armor · max 6



BODY	2	2 D6
AGILITY	2	2 D6
MIND	5	5 D6
WILL	3	3 D6
PRESENCE	2	2 D6

Skill check: roll D6 equal to the attribute; each **5 or 6** is a success. Easy 1 · Standard 2 · Hard 3 · Extreme 4. Attributes never add attack or defense dice.

/// WEAPONS

Light Pistol 2 8 — Ranged · 1 hand · **Compact:** usable against an adjacent target

SIGNATURE ABILITY

GHOST PROTOCOL

Once per round, **reroll one failed hacking die**.

Hacking: roll Mind D6 (5 D6). Each 5–6 is a success.

CYBERDECK · HACKS AND CHECKS

Hack **wirelessly within 8 squares and line of sight** (otherwise adjacent). The breaker panel is adjacent only; no Ghost Protocol.

TASK	CHECK	RESULT
Security door	Mind · 2	Open door
Disable alarm	Mind · 2	Prevent reinforcements
Download archive	Mind · 3	Data secured
Breaker panel (Dead Line)	Mind · 2	Call the lift (adjacent only)

1 action each. Utility hacks — not attacks. Failure uses the action; may retry.

MEDKIT

USES ☐☐

1 action, expend 1 use: restore 2 HP to yourself or an adjacent hero. May revive a Downed hero, who loses their next activation.

STARTING EQUIPMENT

Light Pistol · Cyberdeck · Medkit (2 uses) · Armor (included in Defense 3)

Voidraider rules v0.8.2 · stats are provisional playtest values

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VOIDRAIDER /// PLAYTEST KIT

WARDEN

Rules & notes

2 ACTIONS / MAX 1 ATTACK

MOVE	Up to 6 squares. Diagonal costs 1. Use both actions to Move twice.
ATTACK	Roll weapon dice; count skulls. Melee: adjacent, incl. diagonal. Ranged: needs line of sight, no range penalty; adjacent only if **Compact**.
CAST · HACK	1 action. Offensive spells and offensive hacks **are** your attack.
INTERACT · GEAR	1 action (unlock doors, terminals, Medkit, Repair Kit). **Opening** an unlocked door is free.
DEFEND	Automatic — not an action. Roll Defense dice; each **white shield** blocks 1 skull. Each unblocked skull = 1 damage.
COVER	Partial +1 die, heavy +2, full blocks line of sight. Strongest only. Max 6 defense dice.
DOWNED	At 0 HP you are Downed and cannot act. A Medkit can revive you.

No Brace, no opportunity attacks, no reactions except printed abilities. No ammo or reloads.

NOTES

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VOIDRAIDER /// PLAYTEST KIT

CIPHER

Rules & notes

2 ACTIONS / MAX 1 ATTACK

MOVE	Up to 6 squares. Diagonal costs 1. Use both actions to Move twice.
ATTACK	Roll weapon dice; count skulls. Melee: adjacent, incl. diagonal. Ranged: needs line of sight, no range penalty; adjacent only if **Compact**.
CAST · HACK	1 action. Offensive spells and offensive hacks **are** your attack.
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VOIDRAIDER /// PLAYTEST KIT

MAGE

Spellcaster · arcane firepower and protection

PLAYER / NOTES ID

HEALTH 5 ☐☐☐☐☐

Mark one box per damage. 0 HP = Downed.

MOVE 6

squares per Move

DEFENSE 2

White shields · 2 base, no armor bonus · max 6

BODY	2	2 D6
AGILITY	2	2 D6
MIND	2	2 D6
WILL	5	5 D6
PRESENCE	3	3 D6



Skill check: roll D6 equal to the attribute; each **5 or 6** is a success. Easy 1 · Standard 2 · Hard 3 · Extreme 4. Attributes never add attack or defense dice.

/// WEAPONS

Light Pistol 2 · 8 · Ranged · 1 hand · **Compact:** usable against an adjacent target

SIGNATURE ABILITY

ARCANE CHANNEL

Once per round, **reroll one failed attack die** on a spell attack (Arcane Bolt, Fireball).

Roll the new die after the attack roll, before the target defends. For Fireball, the reroll counts against every figure in the area.

DRAIN

MAX 6 · START 0

☐ ☐ ☐ ☐ ☐ ☐ ☐

0 START · 1 · 2 · 3 · 4 · 5 −1 DIE · 6 MAX

- Pay the spell's Drain when casting. You cannot exceed max Drain.
- At 5+: **−1 die on every roll** (attack, defense, checks; min 1). At 6: only 0-Drain spells.
- Rest: spend both actions to remove 2 Drain. Resets between missions.

Arcane Bolt ATTACK · 0 · 8 · Roll **3 attack dice**. The target defends normally.

Fireball ATTACK · 2 · 8 · Roll **4 attack dice once**. **Each figure** in the area defends separately against that roll.

Mana Shield UTILITY · 1 · 4 · **+1 Grey power die** to defense against the next attack on that ally before the Mage's next activation.

STARTING EQUIPMENT

Light Pistol · Spells: Arcane Bolt, Fireball, Mana Shield · No armor bonus (Defense 2)

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VOIDRAIDER /// PLAYTEST KIT

OPERATOR

Drone controller · remote firepower

PLAYER / NOTES ID

HEALTH 6 ☐☐☐☐☐☐

Mark one box per damage. 0 HP = Downed.

MOVE 6

squares per Move

DEFENSE 3

White shields · 2 base + 1 armor · max 6

BODY	2	2 D6
AGILITY	3	3 D6
MIND	5	5 D6
WILL	2	2 D6
PRESENCE	2	2 D6



Skill check: roll D6 equal to the attribute; each **5 or 6** is a success. Easy 1 · Standard 2 · Hard 3 · Extreme 4. Attributes never add attack or defense dice.

/// WEAPONS

SMG 3 · 10 · Ranged · 2 hands · Mobile (trait not yet defined — no effect)

SIGNATURE ABILITY

DRONE LINK

On your activation, choose: activate **the Operator OR the Combat Drone** — never both in the same round. The chosen miniature takes 2 actions, at most 1 attack.

The other miniature does not activate but still defends normally. The drone cannot activate while the Operator is Downed.

REPAIR KIT

USES ☐☐

1 action while adjacent to the drone, expend 1 use: restore 2 drone HP. A destroyed drone can't be restored.

COMBAT DRONE

HP ☐☐☐

3 HP · 7 MOVE · 3 ATK · 2 BLACK · 8 RANGE

Targeting Link: once per round, reroll one failed attack die. **Machine:** immune to poison and bleeding. The drone defends with **black** shields. Full rules on the Combat Drone card.

STARTING EQUIPMENT

SMG · Combat Drone · Repair Kit (2 uses) · Armor (included in Defense 3)

Voidraider rules v0.8.2 · stats are provisional playtest values

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VOIDRAIDER /// PLAYTEST KIT

MAGE

Rules & notes

2 ACTIONS / MAX 1 ATTACK

MOVE	Up to 6 squares. Diagonal costs 1. Use both actions to Move twice.
ATTACK	Roll weapon dice; count skulls. Melee: adjacent, incl. diagonal. Ranged: needs line of sight, no range penalty; adjacent only if **Compact**.
CAST · HACK	1 action. Offensive spells and offensive hacks **are** your attack.
INTERACT · GEAR	1 action (unlock doors, terminals, Medkit, Repair Kit). **Opening** an unlocked door is free.
DEFEND	Automatic — not an action. Roll Defense dice; each **white shield** blocks 1 skull. Each unblocked skull = 1 damage.
COVER	Partial +1 die, heavy +2, full blocks line of sight. Strongest only. Max 6 defense dice.
DOWNED	At 0 HP you are Downed and cannot act. A Medkit can revive you.

No Brace, no opportunity attacks, no reactions except printed abilities. No ammo or reloads.

NOTES

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VOIDRAIDER /// PLAYTEST KIT

OPERATOR

Rules & notes

2 ACTIONS / MAX 1 ATTACK

MOVE	Up to 6 squares. Diagonal costs 1. Use both actions to Move twice.
ATTACK	Roll weapon dice; count skulls. Melee: adjacent, incl. diagonal. Ranged: needs line of sight, no range penalty; adjacent only if **Compact**.
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