ENEMY · GRUNT · MEDIUM — 1 TP

## CORPORATE GUARD

| HP | MOVE | RANGE |
|---|---|---|
| 2 | 6 | 8 |

| ATTACK | DEFENSE | THREAT |
|---|---|---|
| 3 | 2 | 1 TP |

**DEFENDS WITH BLACK SHIELDS**

**RIFLE BUTT**
Melee: **1 attack die** against an adjacent hero. Uses its one attack.

**Not Compact:** can't **shoot** an adjacent hero; strike with Rifle Butt or move away first.

2 actions, max 1 attack. Needs line of sight.

Metahuman · Grunt — v0.8.2 · provisional stats

ENEMY · VETERAN · MEDIUM — 4 TP

## SECURITY SERGEANT

| HP | MOVE | RANGE |
|---|---|---|
| 4 | 6 | 14 |

| ATTACK | DEFENSE | THREAT |
|---|---|---|
| 4 BLACK | 3 BLUE | 4 TP |

**DEFENDS WITH BLACK SHIELDS**

**COMMAND**
Free, once per round: **+1 attack die** to a Corporate Guard in its **line of sight**.

**Not Compact:** can't shoot an adjacent hero; move away first.

2 actions, max 1 attack. Needs line of sight.

Power dice: Black / Blue.

Metahuman · Veteran — v0.8.2 · provisional stats

OBJECTIVE — CHECKPOINT BREACH

## DATA ARCHIVE

| CHECK | COST |
|---|---|
| Mind 3 | 1 ACTION |

- **Download** adjacent to the terminal or by cyberdeck (8 squares, line of sight). Failure uses the action; may retry.
- **Alarm:** it starts active. A failed download while it's active brings 2 Corporate Guards at the start of next round (once only).
- **Win:** a conscious hero carrying the archive (holding this card) reaches extraction.
- **Carrier:** whoever downloads it. Not passed between conscious heroes; from a Downed carrier, an adjacent ally may take it (1 action).

Checkpoint Breach — v0.8.2

ENEMY · GRUNT · MEDIUM — 1 TP

## GHOUL

| HP | MOVE | RANGE |
|---|---|---|
| 2 | 7 | Melee |

| ATTACK | DEFENSE | THREAT |
|---|---|---|
| 2 | 1 | 1 TP |

**DEFENDS WITH BLACK SHIELDS**

**FERAL RUSH**
**+1 attack die** if it moved at least 3 squares this activation before attacking.

2 actions, max 1 attack. Melee: adjacent, incl. diagonal.

Monster · Grunt — v0.8.2 · provisional stats

ENEMY · VETERAN · LARGE 2×2 — 4 TP

## MUTANT BRUTE

| HP | MOVE | RANGE |
|---|---|---|
| 5 | 5 | Melee |

| ATTACK | DEFENSE | THREAT |
|---|---|---|
| 4 LIME | 2 BLUE | 4 TP |

**DEFENDS WITH BLACK SHIELDS**

**SMASH**
On 1+ damage, push the target 1 square directly away. Blocked: **1 extra damage** instead. Same size or smaller only.

2 actions, max 1 attack. Melee: adjacent, incl. diagonal.

Power dice: Lime / Blue.

Monster · Veteran — v0.8.2 · provisional stats

OBJECTIVE — DEAD LINE

## BREAKER PANEL

| CHECK | COST |
|---|---|
| Mind 2 | 1 ACTION |

- **Any hero** may try it from an **adjacent** square. Failure uses the action; may retry.
- Mechanical breaker: **no wireless hacking**, and Ghost Protocol doesn't apply. The drone can't use it.
- **Lift:** arrives at the start of the next round, then stays.
- **Win:** every conscious hero on the lift, and no enemy on it, at the end of a round. The drone needn't board. Lose at the end of round 8.

Dead Line — v0.8.2

COMPANION · OPERATOR — SMALL

## COMBAT DRONE

| HP | MOVE | ATK | DEF | RANGE |
|---|---|---|---|---|
| 3 | 7 | 3 | 2 | 8 |

**OPERATOR OR DRONE**
Each round activate **the Operator or this drone**. The active one takes 2 actions, max 1 attack; the other still defends. No drone activation while its Operator is Downed.

**DEFENDS WITH BLACK SHIELDS**

**TARGETING LINK:** Once per round, reroll one failed attack die, before defense.

**MACHINE:** No Medkit healing. Can't hack. Not Compact.

DAMAGE ☐ ☐ ☐

Uses the Operator's activation — v0.8.2

REFERENCE — PROVISIONAL

## POWER DICE

| DOUBLES | REPLACES |
|---|---|
| ×2 count twice | 1 DIE not extra |

A named power die **replaces** one standard die. Read it the same way: count skulls; heroes block on white, enemies on black.

| | |
|---|---|
| GREY | 1 1 2 1 1 2 |
| LIME | 3 2 1 2 2 1 |
| BLUE | 3 1 1 1 |
| BLACK | 3 2 1 1 |

Mana Shield +1 Grey · Sergeant 1 Black / 1 Blue · Brute 1 Lime / 1 Blue · upgrades: 1 die per level. Caps count dice.

docs/dice.md — v0.8.2

REFERENCE — TABLE RULINGS

## HOUSE RULES IN PLAY

| STATUS | UPDATED |
|---|---|
| Table not rules yet | Nov 8 session 2 |

- **No shooting through teammates** (both sides). A line that only touches a corner of a teammate's square isn't blocked. Hacking and melee are unaffected.
- **Any hero may hack or work a panel** from an adjacent square, rolling their own Mind.
- **Compact** needed to shoot an adjacent hero; Guards may Rifle Butt (1 die melee).
- **Doors:** unlocking takes 1 action; opening an unlocked door is free, even mid-Move.
- **Carry** an adjacent Downed hero (free pick-up) at **half Speed**. Doors stay open.

Player aid — v0.8.2

PLAYTEST KIT · ENEMIES & OBJECTIVES · SHEET 1/3 · PRINT AT 100%

1 INCH

SPELL · MAGE

## ARCANE BOLT

ATTACK

| DRAIN | RANGE | COST |
|---|---|---|
| 0 | 8 | 1 ACTION |

**TARGET** One figure within 8 squares and in line of sight.

**EFFECT** Roll **3 attack dice**. The target defends normally.

**Counts as your one attack** this activation. Rolls combat dice against normal defense.

0 Drain: may be cast even at maximum Drain (v0.8.2 playtest interpretation).

**Drain** max 6 · at 5+: −1 die on every roll · at 6: only 0-Drain spells · Rest (both actions): −2 Drain

Playtest spell text v0.8.2

SPELL · MAGE

## FIREBALL

ATTACK

| DRAIN | RANGE | COST |
|---|---|---|
| 2 | 8 | 1 ACTION |

**TARGET** A 2×2 area within 8 squares, with line of sight to at least one of its squares.

**EFFECT** Roll **4 attack dice once**. **Each figure** in the area defends separately against that roll.

**Counts as your one attack** this activation. Rolls combat dice against normal defense.

Hits **allies** in the area too. Cannot be cast if it would take Drain above maximum.

**Drain** max 6 · at 5+: −1 die on every roll · at 6: only 0-Drain spells · Rest (both actions): −2 Drain

Playtest spell text v0.8.2

SPELL · MAGE

## MANA SHIELD

UTILITY

| DRAIN | RANGE | COST |
|---|---|---|
| 1 | 4 | 1 ACTION |

**TARGET** One visible ally within 4 squares.

**EFFECT** **+1 Grey power die** to defense against the next attack on that ally before the Mage's next activation.

**Not an attack.** No attack roll.

Was +2 standard dice: same average block. Counts as 1 die toward the 6-die cap.

**Drain** max 6 · at 5+: −1 die on every roll · at 6: only 0-Drain spells · Rest (both actions): −2 Drain

Playtest spell text v0.8.2

WEAPON · RANGED

## ASSAULT RIFLE

| ATTACK | RANGE | HANDS |
|---|---|---|
| 4 | 14 | 2 |

- Attacking uses your **one attack action** this activation.
- Needs line of sight. No range penalty.
- Not Compact: cannot attack an adjacent target.
- **Versatile:** trait not yet defined — no effect in this playtest.

Starting gear: Warden v0.8.2

WEAPON · MELEE

## KATANA

| ATTACK | RANGE | HANDS |
|---|---|---|
| 4 | Melee | 2 |

- Attacking uses your **one attack action** this activation.
- Attack an adjacent target, including diagonally.
- **Sweeping Cut:** if the attack damages an enemy, another enemy adjacent to you takes 1 damage (no defense roll).
- **Upgrade:** a Power Katana converts 1 die per level to a Black power die.

Starting gear: Warden v0.8.2

WEAPON · RANGED

## SMG

| ATTACK | RANGE | HANDS |
|---|---|---|
| 3 | 10 | 2 |

- Attacking uses your **one attack action** this activation.
- Needs line of sight. No range penalty.
- Not Compact: cannot attack an adjacent target.
- **Mobile:** trait not yet defined — no effect in this playtest.

Starting gear: Operator v0.8.2

WEAPON · RANGED

## LIGHT PISTOL

| ATTACK | RANGE | HANDS |
|---|---|---|
| 2 | 8 | 1 |

- Attacking uses your **one attack action** this activation.
- Needs line of sight. No range penalty.
- **Compact:** may attack an adjacent target.

Starting gear: Cipher · Mage v0.8.2

WEAPON · RANGED

## LIGHT PISTOL

| ATTACK | RANGE | HANDS |
|---|---|---|
| 2 | 8 | 1 |

- Attacking uses your **one attack action** this activation.
- Needs line of sight. No range penalty.
- **Compact:** may attack an adjacent target.

Starting gear: Cipher · Mage v0.8.2

GEAR · HACKING

## CYBERDECK

| WIRELESS | COST | CHECK |
|---|---|---|
| 8 | 1 ACTION | Mind |

- Hack **wirelessly within 8 squares and line of sight**.
- Hack: 1 action. Roll Mind D6; each 5–6 succeeds. Failure uses the action; may retry.
- Utility hacks (door, alarm, archive) are **not** attacks.

Starting gear: Cipher v0.8.2

1 INCH

GEAR · HEALING

## MEDKIT

| USES | COST | CHECK |
|---|---|---|
| 2 | 1 ACTION | None |

- **1 action, expend 1 use:** restore 2 HP to **yourself or an adjacent hero**.
- May revive a **Downed** hero, who then loses their next activation.
- Can't heal the Combat Drone (Machine).
- No check required.

USES SPENT ☐ ☐

Starting gear: Warden · Cipher — v0.8.2

GEAR · HEALING

## MEDKIT

| USES | COST | CHECK |
|---|---|---|
| 2 | 1 ACTION | None |

- **1 action, expend 1 use:** restore 2 HP to **yourself or an adjacent hero**.
- May revive a **Downed** hero, who then loses their next activation.
- Can't heal the Combat Drone (Machine).
- No check required.

USES SPENT ☐ ☐

Starting gear: Warden · Cipher — v0.8.2

GEAR · DRONE

## REPAIR KIT

| USES | COST | CHECK |
|---|---|---|
| 2 | 1 ACTION | None |

- **1 action while adjacent to the drone, expend 1 use:** restore 2 drone HP.
- Can't restore a **destroyed** drone during a mission.
- No check required.

USES SPENT ☐ ☐

Starting gear: Operator — v0.8.2

REFERENCE — ICON KEY

## READING THE CARDS

| DIE FACES | UNBLOCKED SKULL |
|---|---|
| 3 skull 2 shield 1 shield | 1 DMG |

- **HP** — mark one box per damage.
- **Move** — squares per Move. Diagonal costs 1.
- **Attack dice.** Each skull rolled is a hit.
- **White shield** — heroes block on white.
- **Black shield** — enemies and the Combat Drone block on black.
- **Range** — max squares, longer of across/up.
- **Drain** — Mage spell cost.
- **Action cost.** 2 actions, max 1 attack.
- **Threat points** — enemy budget.

Player aid — v0.8.2

REFERENCE — ICON KEY

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Player aid — v0.8.2

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| | |
|---|---|
| GREY | 1 white shield |
| LIME | 3 skulls |
| BLUE | 3 skulls, 1 white shield, 1 black shield |
| BLACK | 3 skulls, 1 white shield, 1 black shield |

Mana Shield +1 Grey · Sergeant 1 Black / 1 Blue · Brute 1 Lime / 1 Blue · upgrades: 1 die per level. Caps count dice.

docs/dice.md — v0.8.2

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Player aid — v0.8.2

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