

ICONOGRAPHY

 Mission Objective	 VAT Action	 Light Cover Die
 Activation	 Special Action	 Heavy Cover Die
 Danger	 Ranged Weapon	 Aim (2♦ = 10)
 Damage	 Melee Weapon	 Cancel 1 ♦ (Aim)
 Effort	 Small Area Template	 Hit
	 Large Area Template	 Cancel 1 (Hit)
	 Directional Area Template	 Max Power Attack Die
	 Light Defense Die	 Support Attack Die
	 Heavy Defense Die	 Balance Power Attack Die
	 Obscured Vision Die	 Max Precise Attack Die

TERRAIN TYPES

-  **Obstacle / Light Cover**
+1MP to enter
-  **Obstacle / Heavy Cover**
Impassable
-  **Difficult Terrain**
+1MP to enter
-  **Sunken Terrain**
Light Cover to figures inside

WEAPON EFFECTS

BLEED / /

Add 1/2/3  (Bleed) tokens to target. If an effect would add a fourth, +1 damage instead.

BURN

Add a  (Fire) token to the target if they don't already have one.

DISORIENT

Add +X  (Disoriented) tokens to the target.

INCAPACITATING

Apply  (Heroic Effort) tokens **instead of** damage until limit is reached, then damage.

INSPIRE

Add +X  (Inspiration) tokens to the target.

INJURY

Add a  (Injury) token to the target.

MARK TARGET

Add a  (Danger) token to the target.

MOVE X

Target performs a Free Movement action with X MP.

LIMITED AMMO X

Place X  (Ammo) tokens at start of game. Spend 1 from this card to activate dice with dashed borders when using.

HOLD

Active figure gains a  (Parry) token.

PIERCE 1

Reduce target Cover by 1 level. No effect if no Cover.

PIERCE 2

Reduce target Cover by 1 level. If no Cover, reduces Defense by 1 instead.

POINT BLANK

Ignore Range 1 minimum when attacking adjacent enemies.

PULL X

Move target X spaces closer to attacker. Stopped by other figures. Target **falls Prone** if entering **Difficult Terrain or Light Cover**; **falls Prone, stops, and takes 1 damage** if entering **Sunken Terrain**.

PUSH X

Moves target X spaces away from attacker. Target **takes 1 Damage per space** of **Difficult Terrain or Light Cover**; **stops before Impassable or Heavy Cover and takes 1 Damage per remaining Push**; **stops, takes 1 damage, and falls prone** in **Sunken Terrain**

QUICK DRAW

May attack with weapon **during** Movement action.

RAPID FIRE

May make a second attack at a different target within LoS with Base Range reduced by 2.

REACH X

Allows Melee weapons to reach X spaces away. If a **non-adjacent figure with Cover** is targeted, their Cover is upgraded by 1.

RESTRAIN

Add a  (Restrain) token to the target.

SILENT

- *If all Joes Hidden from Start:* Remain Hidden if the attack neutralized the target.
- *If you are Hidden and other Joes aren't:* Remain Hidden after the attack.
- *If you are not Hidden:* If the attack neutralized the target, you may try a Stealth check to *gain* Hidden.

STUN

Add a  (Stun) token to the target **if they don't already have one**. Otherwise, add a  (Disoriented) token instead.

TRIP

The target is knocked Prone (place figure on its side).

CHARACTER STATUSES



BLEED

At start of activation: Take 1 damage per , then remove 1 .



BURN/FIRE (max 1)

At start of activation: Take 1 damage per .



DISORIENTED

-1♦ and -1♦♦ to rolls. +1MP cost to move through non-normal terrain. Effects apply no matter how many tokens present.

At end of activation: Remove 1 token.



HIDDEN

Ignored by enemies. Get +1♦ to attacks.



INSPIRED

+1♦ to next attack, then remove 1 .

+1♦ to next time attacked, then remove 1 .



INJURED

1 or more: -1♦ and -1♦♦ to rolls

2 or more: -1♦ to rolls and -1 Movement Point

3 (Joes): Flip to Wounded side, remove all .

3 (Cobra): Neutralize figure



MARKED (Danger Token)

Treat as if Aggro was 99. Enemies targeting the figure get +1 to their base range.

At end of round: Remove.



PARRY

+1♦ to defense

At start of activation: Remove.

PRONE (figure on side)

Base range reduced to 2.

Attacks against figure from 2+ spaces away suffer +1♦♦.

Enemies adjacent to figure get +1♦ and +1♦ to rolls.

Spend 2MP to get up (unless restrained).



RESTRAINED (max 1)

Cannot perform move actions or stand up if Prone.



STUN (max 1, then)

(Cobra): Can only perform last applicable action on CAC, then remove and their turn ends.

(Joes): Can only perform one action per turn, then remove.

WOUNDED (flipped card)

Flip to Wounded side and discard all tokens except activation and damage > vitality. Neutralized when damage ≥ vitality

BOARD TOKENS



(AMBIENT) FIRE

Difficult Terrain (+1MP). Moving onto a space with Fire inflicts 2 Damage to the figure.



SMOKE

Obscured Terrain. Adds  to defense rolls to figures on space. No effect on movement.

At start of each round: Players select 2  (Smoke) tokens to remove that **are not** adjacent to a  (Fire) token.



SUPPLY TOKENS



MEDICAL KIT

(choose one): Immediately remove 2  or  or save and spend as special action to remove 4  or .



LOADOUT/EQUIPMENT

Unlock a signature card from the tier and equip it.



VALUABLE

(Campaign mode only) +3PP if held at end of successful mission

ACTIVATION PHASE

Activate 1 or 2 Joes

Each Joe may take up to 2 actions (no repeats)

Move: Spend up to MP to move figure.

Attack: Make a single attack with a weapon.

Interact: Search a  (Supply Token), activate a Mission or Numeric Token, or Open a Door.

Rest: Make a Strength or Expertise check to remove  (Damage) or  (Effort) token (respectively) per success.

Special Action: Perform a  (Special Action) on a character sheet or card, or per Mission special rules.

 **Heroic Resolve** can be used during an activation to:

- Move diagonally 1 space.
- Repeat one of the above actions in the same turn.
- Remove a (Disoriented) token before an action.
- Add +2 MP during movement
- Activate Mission-specific effects