

Movement

Difficult terrain: costs 1" of movement for each 2" moved. Aliens not affected.

Dash: Troopers that do not fire or brawl can Dash an additional 2". Aliens can dash 3" but only if it will bring them into contact with a Trooper or they are in the open and have line of sight to a Trooper. Aliens can Brawl after Dashing, Troopers cannot.

Tactical Locations

Reveal within 3".

Roll 1D6+Tech scoring a 5+ to activate.

Failing twice disables the location.

1	Distract	Aliens within 18" can't move next Alien phase.
2-3	Block	2" block sphere. D6 roll of 6 at end of turn removes block end of following turn.
4-5	Neutralize	Remove one Contact marker.
6	Delay	This turn and next two turns, no new Contacts.

1D6	Contact	Effect
1	Stay Frosty	Remove Contact. Add another at farthest edge of table if there are now less than 3.
2	We got movement all over the place!	Move marker 1D6" away, place new Contact at closest point on edge of table.
3-6	CONTACT!	Replace Contact with Aliens.

Evac

After turn 4 you can request evac. trooper must not move and uses a combat action to request evac.

Roll 2d6+complete objectives. 10+, evac arrives at end of next game turn. Otherwise, roll again next turn. Trooper with Tech 1+ can spend their turn stationary and use a combat action to grant a +1 to the roll.

On arrival, place an evac marker anywhere desired. Any trooper within 3" is safely removed from the table. Evac will remain for 3 turns, then must be called again to evac other troops.

When the drop ship arrives, Priority increases by 1 for remainder of mission.

Drop ship has 2 LMGs at combat skill +1 that cannot jam.

Shooting

Trooper with targets within 3" must fire at one of those targets. Otherwise, fire at any target.

Roll 1D6 + combat skill.

Open within 6": 3+

Open within range: 5+

In cover within range: 6+

Area weapons, roll an additional D6. If it is a 1, weapon is out of ammo.

Other weapons, if a natural 6 is rolled to hit, may roll another attack. If 2+ 1s are rolled in one attack, weapon is jammed.

Brawling

Each side rolls 1D6+combat skill. If alien rolls natural 1, it takes a hit and rolls again if it survived. The side with a lower result takes a hit. Both take a hit on draws.

Resolving hits

Armor save, knocked back 1".

1D6 + Damage:

> Toughness, dead

= Toughness, Wounded

< Toughness, stunned

Objective	Achieved when
Patrol	At the end of each game turn, if a trooper is within 6", roll 1D6. On a 4+, the Objective becomes completed.
Scout	This Objective is completed at the end of the turn, where a trooper moved to contact.
Secure	This Objective is completed if at the end of a turn, a trooper is within 6" and no Aliens are within 6".
Retrieve	A trooper moving into contact and spending a Combat Action can pick up the Package. If the figure becomes a casualty, the Package is dropped. To complete the Objective, you must hold the Package when Evac'ing.
Beacon	Move a trooper in contact to complete this Objective, once all Hack, Secure and Scout Objectives have been completed.
Hack	A trooper must move into contact and spend a Combat Action. Roll 1D6+Tech and score a 6+ to complete the Objective.