






Skill	Die	
1	d4	
2	d6	
3	d8	
4	d10	
5	d12	



Rules Summary

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Brackets [] refer to
Core rulebook chapters

Maximum value of a die is replaced with a double roll = two dice of the same type and only the result of the new roll counts. There are no additional double rolls beyond the first [see 4].

Any bonuses are added to the result after all dice rolling is done. If this final result is equal to or over difficulty level (DL) you succeed. Double 1:s = critical failure. Default DL is 4.

Each Risk (R) on a roll makes critical failure more likely. 1R means you also fail critically on a final result of 1, 2R if your roll is a 2 or less etc. [see 4.1]

Degree of success is counted in steps of 5 above the DL. For example when shooting you may draw an additional Wound card for every +5 margin of success. Stunts can be used on actions: +1 bonus and round the result up to the next +5 degree [see 4.2].

Has expertise	+1 bonus
No expertise applied but also not required	No expertise modifier
Lack required expertise	+1R per missing. Result capped at skill level x2.

Stress (S): When at Stress Limit make a panic roll [see 5.2].

Leadership Points (LP): Squad leader can use LP to make leadership (Charisma) rolls. This can be a small speech to remove S from other squad members or provide bonus for physical work.

Health – effect applies when last box is checked [see 6]

- ☒ Light Exhaustion, effect: +1R on all skill rolls.
- ☒ Heavy Exhaustion, effect: Unconsciousness roll, Tou vs DL4 + BL outside Health Bar.
- ☒ Blood Loss (BL), effect: Death roll, End vs DL4 + BL outside Health Bar.

Combat [see 7]

Close combat: Opposed roll, winner draw 2 Wound cards and do unarmed+weapon damage or choose an action [see 7.3].

A soldier who succeed on a shooting roll get to draw a Wound card. For each 5 you are above the DL you get to draw one extra. If it was an aimed shot draw one more. Choose one and resolve effects from it. Damage is determined by ammunition and range [see 8.2].

Subtract any armour and the result of a Toughness roll from incoming damage. If still >0 see result on Wound card and apply effect [see 8].

Ammo	Type	V. short <30m	Short <100m	Medium <200m	Long <500m
10mmx24 AP	Ballistic	18	14	13	11
10mmx28	Ballistic	22	18	18	16
9mm AP	Ballistic	12	9	7	
Shrapnel Small	Sharp	10			

M10 protection vs Ballistic: 10, vs Sharp: 15. HEAP: Add +5 Damage after penetration.

Bleeding causes BL every turn after the turn you take the wound. IV may restore 2BL per patient.