

- COMBAT CARDS -

Download this page as well as your team sheet on our website VanRyderGames.com.

Cut out these cards. They will be used to simulate the fights

CRITICAL HIT!

Damage x3

PIERCING BLOW!

Damage x1

Ignore the enemy's resistance for this attack.

MASTERFUL BLOW!

Damage x4 if cover is 0

Damage x3 if cover is 1

Damage x2 if cover is 2

TOUCHÉ!

Damage x2 if cover is 0

NICE SHOT!

Damage x2

if cover is 0 or 1

Damage x1 if cover is 2+

GO! GO! GO!

Damage x4 if cover is 0

Damage x3 if cover is 1

Damage x1 if cover is 2

HOLD ON!

Damage x1

THEY'RE ON TOP OF US!

No damage this turn

COORDINATED ATTACK!

Damage x3 if cover is 0 or 1

Damage x2 if cover is 2+

I CAN'T GET A CLEAR SHOT!

Damage x1 if cover is 0

Otherwise, no damage this turn.

CHAAAAARGE!

Immediately eliminate 1 enemy of your choice.

Damage x1 to other enemies

WEAPON JAM!

Damage x2

One of your soldier's firearms is jammed. Deduct its value from damage for the rest of the combat.

RELENTLESS ATTACK!

Damage x1

Immediately draw another card and apply its effects.

BULLSEYE!

Damage x4

COUNTERATTACK!

Damage x1

If a member of your team is damaged this turn, immediately perform another 'Damage x1' before starting the next round of combat.