

### TURN SEQUENCE (P. 10)

- Based on the **Mission**, the player who is the **Attacker** begins the Encounter with the **Initiative Token**. The player with the Initiative Token is the **Active player**.
  - The Active player may choose to **Pass** (p. 25). If so, the other player becomes the Active player.
  - In any turn after the first, a player may **Pass** and also **Retreat** (p. 29).
- The Active player chooses a **model** that is not **Exhausted** to become the **Active model**.
- The Active model then makes one or more **Actions** (pp. 25-27). Each Action causes **1 Fatigue**. Once a model has taken **2 Fatigue**, it becomes **Exhausted** (pp. 22-23). A model may end its activation after its first Action, then activate again.
  - The Active player may take a **second Action** with a model if it is not Exhausted.
- The **other player** now becomes the **Active player**.
- Continue until both players have **Passed**.
- Once a player has **Passed**, they can no longer activate any models until the next **Round**.
- The first player to Pass gains the Initiative Token.

### DAMAGE (P. 23)

AMOUNT OF DAMAGE INFLICTED IS ...	OUTCOME
... at least double the model's Endurance.	The model is <b>Incapacitated</b> .
... equal to or greater than the model's Endurance.	The model suffers an <b>Injury</b> and 1 <b>Harm</b> .
... less than the model's Endurance.	The model suffers 1 <b>Harm</b> . If this causes <b>Excess Harm</b> , the model suffers an <b>Injury</b> .

**Harm is not removed from a model when it Suffers an Injury (p. 24).**

**Confusion:** Whenever a model is **Incapacitated**, that model's player must make a **Confusion Test (21)** for each Friendly model that was within 3" of the Incapacitated model before it is removed from play. These Tests are made one model at a time.

- If the model Passes the Test, nothing happens.
- If the model Fails the Test, it becomes **Confused**.

When a model becomes Confused, its player must choose to have the model either **Flee** or **Take Fatigue**. If the player chooses Flee, the model is removed from play. Models that cannot Take Fatigue must choose Flee.

### COMMON CHEMS (P. 97)

<b>Rad-X (5 Caps)</b>	Until the end of the Round, the model does not suffer a penalty to its Endurance as the result of any Radiation Tokens.
<b>Psycho (6 Caps)</b>	When creating a Dice Pool for an attack, add 2 Bonus Dice to the Pool.
<b>Nuka-Cola (8 Caps)</b>	Increase Control Area by 3" until the end of the Turn.
<b>Stimpak (9 Caps)</b>	Recover up to 2 Harm.
<b>Steady (10 Caps)</b>	When creating a Dice Pool for a Ranged Attack, increase the Active model's Perception by 1.
<b>Jet (15 Caps)</b>	Recover 1 Fatigue from any model in your crew.



### WEAPONS TRAITS (P. 95-96)

#### Aim (+X)

The attacking model can Take Fatigue to add X Bonus Dice to the Pool

#### Area (X")

When making an Attack Action with this weapon, the Active player nominates a Target point on the Battlefield instead of a Target model. This must be a point Visible to the attacking model on the Battlefield

surface, or a Terrain Feature. Each model (from either crew) within X" of the selected point counts as a Target model for the attack.

Make a single Attack Test, to which no Bonus Dice can be applied. Then resolve the *Inflict Damage* step once for each Target model, in an order chosen by the Active player. If a rule adjusts the amount of Damage inflicted, or affects the Target model

(for example, the *Ignite (X)* or *Maim* Critical Effects), this does not carry over between models, and is instead tracked on each individual model.

Do not resolve Confusion until Damage has been applied to all models.

#### CQB (Close-Quarters Battle)

This Weapon cannot Target models outside of its Effective Range.

#### Fast

Models with this weapon can make up to two *Open Fire* or *Brawl* Actions within the same Turn, as long as both Actions use this weapon.

#### Reinforcements (x-y)

At the end of the *Inflict Damage* step, place up to X number of Y models previously removed from play within 3" of the Target.

#### Slow

Models with this weapon may only make one Attack Action using it per Round.

#### Storm (+X)

When creating a Dice Pool for an Attack Action with this weapon, add X Bonus Dice to the Pool if the Target is within half of the weapon's Effective Range.

### ACTIONS (P. 26)

UNENGAGED MODELS	<b>Get Moving</b>	The Active model moves 8" and can give other Friendly and Unengaged models within its Control Area orders to do the same (those models Take 1 Fatigue).
	<b>Open Fire</b>	The model targets a visible Enemy with a Ranged Attack.
	<b>Patch Up</b>	The Active model recovers 2 Harm.
	<b>Rummage</b>	The Active model looks for items at a Search Token. Roll 2 dice and consult p. 28.
ENGAGED MODELS	<b>Back Off</b>	The Active model disengages from the enemy, moving 2" away.
	<b>Brawl</b>	The Active model targets an Engaged enemy with a Melee Attack.

### RUMMAGE ACTION (P. 28)

#### ACTION: RUMMAGE (UNENGAGED MODELS)

Choose a Search Token within 1". Roll 2 dice and choose one of the following:

- Find a Chem:** Add a Common Chem with a Cap cost no higher than the total rolled. If total was 18 or higher instead choose a Rare Chem.
- Find Caps and Parts:** Highest result is how many caps you find. Lowest result is how many parts are found

Then, if either of the dice shows a 10, replace the Search Token with a Radiation Token. Otherwise, remove the Search Token from play.

### STANDARD PLOYS (P. 28-29)

You cannot use the same Ploy more than once during a single game (with the exception of *Lucky Break*).

<b>Teamwork</b>	You may enact this Ploy at the end of your Turn. Take another Turn. When choosing an Active model, you cannot choose the Active model from the prior Turn.
<b>Second Wind</b>	You may enact this Ploy at the start of your Turn. When choosing your Active model, you may choose an Exhausted model. If you do, it Recovers 1 Fatigue.
<b>Lucky Break</b>	You may enact this Ploy while making a S.P.E.C.I.A.L. Test for a model, after rolling the Pool and removing Duds, but before the Fortune Smiles step. You may Re-roll all Duds in the Pool.

### CRITICAL EFFECTS (P. 95)

<b>Flush Out (X)</b>	At the end of the <i>Inflict Damage</i> step, the Target is moved X" in a direction chosen by the Active model.
<b>Ignite (X)</b>	At the start of the <i>Inflict Damage</i> step, the opposing player rolls X dice. For each result higher than the Target's Agility, increase Damage inflicted by 1.
<b>Maim</b>	At the end of the <i>Inflict Damage</i> step, the Target model Suffers 1 Harm.
<b>Pierce</b>	During the <i>Inflict Damage</i> step, the Target model's Endurance is treated as 1 lower (to a minimum of 1).
<b>Poison (X)</b>	At the end of the <i>Inflict Damage</i> step, the opposing player rolls X dice. For each result higher than the Target's Endurance, it Suffers 1 Harm, with Excess Harm causing an Injury.
<b>Suppress (X)</b>	At the end of the <i>Inflict Damage</i> step, the opposing player rolls X dice. For each result higher than the Target's Intelligence, it Suffers 1 Fatigue.