



SECURE - KILL - INFILTRATE - RECON - MISSIONS

## INTRODUCTION

Skirm is a miniature- and universe-agnostic table top miniatures skirmish wargame. It is intended to be easy to learn and quick to set up and play.

When designing the game, there were a few principles that guided all decisions on play style and core mechanics:

- Must be **FUN**
- Must be fast to set up and to play
  - Games should not last longer than one hour
  - Each player should only need a handful of miniatures to play (5-10)

- Must be easy for newcomers to learn
  - Simple rules
  - Simple mechanics
- Must not use tokens on the board
  - The last thing you want is a miniature with 6 tokens on it that you have to carry with it when it moves and that would crowd the battle zone
- Must use simple rules and tools
  - No rulers or gauges - Use "Squares" (a simple grid) for measuring distances
  - 6-sided dice for all rolls

## CORE MECHANICS

### DICE ROLLS

Skirm uses 6-sided dice for all rolls. These will be indicated throughout the rules as **d6**.

Some rolls will require more than one die. For those, the number of dice to roll will be indicated before **d6**.

For example, to indicate a roll of 3 dice: **3d6**. To indicate a roll of 1 die: **1d6**.

### MODIFYING A DIE RESULT

Some rolls will require adding a number to a die's value. For example, to indicate a roll whose result should be increased by **2**: **1d6+2**. This means roll a die, then add **2** to its value to get the final value.

### SUCCESSSES AND FAILURES

When rolling against a character or weapon stat, a die roll is a success if its value is equal to or lower than that stat.

Irrespective of any modifiers or Stats, a die roll of **6** is always a failure and a die roll of **1** is always a success.

### RE-ROLLS

Certain rules and events allow you to re-roll a die. In those cases, announce the die to be re-rolled, pick it up, and roll it again. Once a die is re-rolled, its result is final and it cannot be re-rolled again.

### ACTIONS

During its activation, a Unit can perform a number of Actions up to its **ACT** stat (see *StatCards*).

Each Action costs a number of Action Points or **ACT**.

Actions with an **ACT** cost can be performed by spending the Unit's **ACT** Action Points or the Squad's Tactical Orders, or any combination of the two (for example, if a Unit's skill costs **2 ACT**, you can spend **1 ACT + 1 TO** to perform that action).

Actions with a **TO** cost can only be performed by spending the Squad's Tactical Orders.

The first time each Action is performed in a Unit's Activation, it costs its listed **ACT**. Each time that same action is repeated in the same Activation, it costs one additional **ACT**.

## BATTLE MAP

The Skirm Battle Map is a grid of 2 in (or 50mm). All movement and distance/range measurements are done by counting Squares. The total size of the Battle Map is typically 12 by 12 Squares.

### SQUARES

All movement and distance measurements in Skirm are measured in Squares. No need for tape measures, gauges, or rulers!

The game designers selected to use a grid for simplicity of movement and measurement and to avoid imprecision in moving miniatures and checking weapon ranges. But if you don't have a gridded play area, you can use a ruler and convert each Square to 2 in.

### MOVEMENT

See *Basic Actions and Movement*

### ADJACENT SQUARES

All 8 Squares surrounding a given Square are considered to be **Adjacent** to that Square. When selecting a valid target for Melee combat (see *Actions*), the initiator and its target must be in adjacent Squares. Note that two Squares that have a height difference of more than 1 Square are not considered to be adjacent. Note that if a wall that is higher than 1 Square is between two Squares, those two Squares are not considered to be **Adjacent**.

### DISTANCES AND RANGE

To measure the distance between two Squares (for example, to check if a target is within the Range of a given Ranged Weapon), only measure on the Horizontal plane: ignore vertical distance.

The target is considered to be in range of that weapon if the distance in Squares is equal to or lower than the weapon's range.

## GAME CYCLE

A game of Skirm is played in the following order:

#### 1. Mission Start

##### 1. Select Mission

Select a Mission to play. Both players must reach consensus on the Mission to play.

##### 2. Select Squad

Select one of your Squads to take on the Mission

##### 3. Prepare Battle Map

Set up your Battlemat according to the Mission's briefing. This includes placing buildings and other terrain features, placing objectives, and any other actions defined by the selected Mission.

##### 4. Deploy Units

Roll-off to determine the first Squad to deploy their first Unit, lowest score wins (re-roll ties). The winner of the roll-off selects their Deployment zone and places their first Unit, then Squads take turns deploying their Units until all Units have been deployed.

The Mission briefing will determine which Squares are valid for each Squad's Deployment.

#### 2. Turns

##### 1. Turn 1

##### 2. Turn 2

##### 3. Turn 3

##### 4. Turn 4

#### 3. Mission End

At the end of Turn 4, tally the total Mission Points for each Squad. The Squad with the highest number of Mission Points is declared the winner of the battle.

## URNS

During each Turn:

#### 1. Start of Turn

##### 1. Mark all Units as Ready (not Activated)

##### 2. Resolve all "Start of Turn" actions or events

##### 3. Roll-off for Initiative

1. Lowest score wins Initiative: both sides re-roll any ties until a winner is determined

##### 4. Roll for Tactical Orders for the Turn

#### 5. The Squad with the Initiative rolls for the Mission's Events (if any) for this Turn

#### 2. Unit activations

1. The Squad with the Initiative activates their first Unit, then Squads alternate activating their Units until all Units have been activated.

See also Alternate Activations.

#### 3. End Of Turn

1. Resolve all "End of Turn" actions or events

2. Score Mission Points according to the selected Mission

## ALTERNATE ACTIVATIONS

Skirm uses Alternate Activations:

During each turn, players take alternating turns to Activate their Squad's Units. So player 1 activates their first Unit, then player 2 activates their first Unit, followed by player 1 activating their second Unit etc. This ensures dynamic play and avoids having to wait long periods of time before you can actually *do* something with your Squad.

Each player takes alternating turns activating the Units in their Squad. For example, in order:

1. Player 1 activates their first Unit
2. Player 2 activates their first Unit
3. Player 1 activates their second Unit
4. Player 2 activates their second Unit
5. Player 1 activates their third Unit
6. Player 2 activates their third Unit
7. (etc)

At the start of each Turn, all Units are marked as "Ready". As each Unit completes their Activation, they are marked as "Activated".

## SCORING MISSION POINTS AND CONTROLLING OBJECTIVES

Mission Points determine the winner of the battle. Each Mission will define conditions under which a Squad can score Mission Points.

Each Battle Map will have Objectives placed on it. Depending on the mission, these Objectives may need to be controlled to score Mission Points.

A Unit that occupies the same Square as an Objective is said to control that Objective if there are no enemy Units in Adjacent Squares.

At the end of each Turn, your Squad scores one Mission Point for each Objective that one of your Units controls.

## STAT CARDS

StatCards describe your Units and their Weapons with numerical values, and any special Skills they may have. In general, the higher the stat number, the better the Unit or Weapon. Note that in the app and on the website, you can click or tap Special Rules to view what they mean, and Skills or Equipment to get their full description.



<b>1. TOLAND</b> 14-10EP <span style="float: right;">Strike Sergeant</span>			
<b>3</b>	<b>4</b>	<b>4</b>	<b>5</b>
<b>WEAPONS</b>	<b>ROA</b>	<b>DAM</b>	
Vorpil Sword (RND) 4EP	<b>2</b>	<b>2</b>	
Reaper (2RC, FRC, RND) 4EP	<b>3</b>	<b>1</b>	
<b>EQUIPMENT</b>			
Scope 1EP			Radiation Rounds 1EP
<b>SKILLS</b>			
Rally Cry (1 TO)			Scan Battlefield (1 TO)
Strategise (1 ACT)			

**SPECIAL:** LD2, UNQ

During its activation, a Unit can perform a number of Actions up to its **ACT** stat (see [StatCards](#)). Each Action costs a number of Action Points or **ACT**.

Actions with an **ACT** cost can be performed by spending the Unit's **ACT** Action Points or the Squad's [Tactical Orders](#), or any combination of the two (for example, if a Unit's skill costs  $\geq$  **ACT**, you can spend  $1 \text{ ACT} + 1 \text{ TO}$  to perform that action).

Actions with a **TO** cost can only be performed by spending the Squad's [Tactical Orders](#).

Each action costs its listed number of **ACT** the first time it is performed in a Unit's Activation. Each time that same action is repeated in the same Activation, it costs one additional **ACT**.

For example, a Unit with 3 **ACT** may perform 2 Moves in its Activation. The first Move costs 1 **ACT**, and the second one costs 2 **ACT**.

### BASIC ACTIONS

All Units can perform the following Actions during their Activation:

Action	ACT	Description
<b>Move</b>	1	The Unit <a href="#">moves</a> up to 3 Squares.
<b>Dash/Crawl</b>	1	The Unit moves up to 1 Square. This movement follows the same rules as a <a href="#">normal Move</a> .
<b>Ranged Attack</b>	1	The Unit attacks a valid target in <a href="#">Ranged Combat</a> .
<b>Melee Attack</b>	1	The Unit attacks a target in an Adjacent Square in <a href="#">Melee Combat</a> .
<b>Open/Close Door</b>	1	The Unit opens or closes a door that is on one of the edges of its current Square.
<b>Pick Up/Drop</b>	1	The Unit picks up or drops a marker or token in the Square it currently occupies.
<b>Recover</b>	1	The Downed Unit attempts to stand itself back up, or a Standing Unit attempts to stand up a Downed Unit in an Adjacent Square. The Active Unit makes a Save Roll (1D6 against its own <b>ARM</b> ). If the Save Roll is a success, the Downed Unit recovers and goes back to a Standing state.

### MOVEMENT

Movement in Skirm is measured in Squares. Each Square on the battle map is 2 in (or 50 mm). A Battlemap is typically 12 x 12 Squares (or 24 by 24 in).

Units cannot traverse walls: they must move around or climb over them.

### TACTICAL ORDERS

At the start of each turn, each player rolls  $\geq 3D6$  and adds 1 die for each of the Squad's Units' **LDX** Special Rule. For example, if your Leader is still in play and has the **LD2** Special Rule, you would roll  $5D6$  for Tactical Orders (3 base dice for Tactical Orders plus 2 dice provided by your Leader). If you do not have a Unit with the **LDX** Special Rule on the Battlemap, you do not get their Tactical Order bonus and just roll  $\geq 3D6$ .

For each die result of 1-3, you will have one Tactical Order. Tactical Orders allow Units to perform more Actions than their **ACT** Action limit.

At the end of each Turn, any unused Tactical Orders are lost: they do not carry over to the following Turn.

### UNIT STATS

Stat	Title	Description
<b>ACT</b>	<b>Action Points</b>	The maximum number of Action Points this Unit can spend on <a href="#">Actions</a> during its activation.
<b>ARM</b>	<b>Armor</b>	Indicates how well this Unit resists damage during combat (see <a href="#">Combat</a> )
<b>MSK</b>	<b>Melee Skill</b>	The Unit's skill in <a href="#">Melee Combat</a> . In general, Melee Attack rolls equal to or lower than this stat are successes.
<b>RSK</b>	<b>Ranged Skill</b>	The Unit's skill in <a href="#">Ranged Combat</a> . In general, Ranged Attack rolls equal to or lower than this stat are successes.
<b>Special</b>	<b>Special</b>	Special rules for this Unit (see <a href="#">Unit Specials</a> ).
<b>EP</b>	<b>Equipment Points</b>	The cost in Equipment Points (EP) for this Unit. This is split into two numbers: The first number represent the EP cost of the Unit itself, the second number is the total EP cost of added equipment, weapons, and skills.

### WEAPON STATS

Stat	Title	Description
<b>Weapon Type</b>		indicates a Ranged weapon,  indicates a Melee weapon.
<b>ROA</b>	<b>Rate Of Attack</b>	Indicates the number of Attack dice to roll when using this weapon.
<b>DAM</b>	<b>Damage</b>	Indicates how much <a href="#">Damage</a> each successful strike with this weapons inflicts on a Target.
<b>Special</b>	<b>Special</b>	Special rules for this weapon (see <a href="#">Weapon Specials</a> ).

### SKILLS

Some Units will have Skills listed on their StatCard. These are unique properties of that Unit that may allow them to perform a specific unique Action, or gain a bonus (or debuff) for certain game mechanics.

Note that Skills that have a **TO** cost (as above) cannot be performed using the Unit's **ACT** Stat: they must be performed by spending [Tactical Orders](#). Skills that have an AP cost can be performed using the Unit's AP Stat or a [Tactical Order](#).

Skills and Equipment that do not have an **ACT** or **TO** cost are passive skills that do not require spending an Action Point or Tactical Order.

## ACTIONS

If a Unit wants to move vertically (up or down), it must do so against a wall that is marked as Climbable, or whose height is 1 Square tall. Note that this does not apply to slopes or stairs. Stairs and slopes can be treated as horizontal movement and vertical movement is free.

When a Unit moves on the Battle Map, the maximum distance it can travel is 3 Squares. Movement can be done along any cardinal direction (North, South, East, West) or in diagonal (North-East, North-West, South-East, South-West).

### DIAGONAL MOVEMENT

Note that diagonal movement can only happen if the Squares perpendicular to the diagonal direction are not occupied or blocked. For example, for a Unit to move North-West, both Squares at its North and West must be unoccupied and traversable.

### OCCUPIED SQUARES

Two Units cannot share the same Square: each Square can only be occupied by a maximum of 1 Unit.

Note that a Unit cannot pass through a Square that is occupied by or adjacent to Standing enemy Unit. A Unit may end their movement in a Square that is Adjacent to a Standing enemy Unit (to prepare for [Melee Combat](#)).

### DIFFICULT TERRAIN

Some Squares will be marked as "Difficult", indicating that they take more effort to traverse. Entering a Difficult Square only costs 1 Square (as normal), but leaving that Square to another Square costs 2 Squares.

If a Unit moves from one Difficult Square to another Difficult Square, cost remains 2 Squares.

### VERTICAL MOVEMENT

If there is a wall 1 Square high between two Squares (and they are on the same level), moving across that wall costs 2 Squares.

Climbing up vertical terrain costs 1 Square per vertical Square, plus 1 Square for the horizontal direction desired.

Note that for a Unit to climb a wall, that wall must be mutually agreed by both players to be Climbable at the start of the battle. Generally these walls will be easily identifiable with a ladder or other visual marker indicating it is climbable.

Climbing down a wall follows the same rules as climbing up, but vertical movement costs 1 less Square.

### MISSION ACTIONS

Certain Missions will define special Actions that can be performed by Units. Read the Mission Briefing to determine if the Mission defines any such Actions.

Note that rolling for Tactical Orders cannot be modified by using Tactical Orders.

### USING TACTICAL ORDERS

During a Unit's activation, you may spend any number of Tactical Orders you obtained for that Turn on more actions for that Unit. Tactical Orders may be spent to:

- Perform a Unit's **TO** Skill. Note that Skills with a **TO** cost can be executed at any time: they do not have to be performed during the Unit's Activation. Unless otherwise indicated, TO skills cannot be performed more than once per Turn
- Perform an Additional Basic Action (Move, Dash, Shoot, Melee, etc.) during a Unit's Activation.
- Re-roll any one die for any of your rolls (including during one of your opponent's Units' Activations, for example during [Melee combat](#)).

# COMBAT

Ranged and Melee combat uses the same general process for determining strikes and damage. The main difference is in target selection.

## 1. Select Target

1. The Attacker selects one of its weapons of the appropriate type to use in this combat
2. The Attacker selects a valid target

### 1. Ranged Combat: Target must be:

- At least 2 Squares away from the Attacker (i.e. not Adjacent)
- Within the Weapon's range (**RGX**)
- In the Attacker's **Line Of Sight**

Note that a Unit may not perform this action if there is a Standing enemy Unit in an adjacent Square.

### 2. Melee Combat: Target must be in an Adjacent Square to the Attacker.

## 2. Roll Attacks - Determine if the Attacker's weapon reached the Target

1. Attacker rolls one Attack die for each of the selected weapon's **ROA** (Rate of Attack) + applicable **Modifiers**.
2. Each Attack die result that is equal to or lower than the Unit's matching **Skill** (**MSK** for Melee, **RSK** for Ranged) is a successful strike. Note that die results of 1 are always successes, and die results of 6 are always failures.
3. Each successful strike inflicts the weapon's **DAM** value of Damage to the Target (so two successful strikes with **DAM** 2 means 4 total Damage)

## 3. Roll Saves - Determine how much **Damage** the Attacker inflicted on the Target

1. The Target rolls one Save die for each point of **DAM** inflicted by the Attacker's weapon.
2. If a Save die result is equal to or lower than the Target's **ARM**, then the Target's Armor absorbed the damage from this strike (successful Save).
3. If the target has at least one failed Save roll for this Attack, the Target goes from Standing to Downed, or Downed to Out (see **Damage**).

## MODIFIERS

Note that after all Modifiers have been applied, a die roll of 6 is always a failure, and a die roll of 1 is always a success.

In addition to these standard modifiers, some Units' Special Actions, Special Rules, or Skills may apply additional modifiers to the Attack or Save rolls.

## RANGED COMBAT MODIFIERS

Condition	Description	Modifier
High Ground	Attacker is at least 2 Squares higher than target	Attacker <b>RSK</b> +1
Cover	The Target is in <b>cover</b> (only partially visible to the Attacker)	Target gets one automatic Save (without having to roll it)

## MELEE COMBAT MODIFIERS

Condition	Description	Modifier
High Ground	Attacker is 1 Square higher than target	Attacker <b>MSK</b> +1
Support	One or more of the Attacker's Standing Squadmates is in an Adjacent Square to the Target	Attacker <b>ROA</b> +1

## DAMAGE

Each Unit starts in a Standing state.

When a Standing Unit fails a Save roll, it goes to a Downed State. Downed Units are placed on their side in their current Square to indicate their State.

When a Downed Unit fails a Save roll, it is Out and removed from the battlemat.

Downed Units cannot perform any Actions other than Recover or Crawl during their Activation.

## LINE OF SIGHT

A Target is said to be in an Attacker's **Line of Sight** if two uninterrupted lines can be drawn from one of the corners of the Square occupied by the Attacker to two corners of the Square occupied by the Target.

Note that a Unit cannot target an enemy Unit for Ranged Combat if there are other Standing Units on that Line of Sight (i.e. a Unit cannot shot "through" other Standing Units).

## COVER

If a Target is only partially visible to the Attacker (for example, there is a short wall between the two Units), that Target is said to be in cover. Note that Cover only applies to Ranged attacks: there is no Cover benefit for Melee attacks.

To determine whether a Target is in Cover, the following conditions must be met:

- The piece of terrain blocking the Attacker's full view of the Target occupies at least one side of the Target's current Square.
  - The Attacker can "see" no more than 2 of the following: The Target's legs, the Target's torso, the Target's head.
- If the Attacker can see none of these in full, the Attacker cannot fire its weapon at the Target.
- If the Attacker can see all three of these in full, the Target does not get the benefit of cover.

## BUILDING YOUR SQUAD

Build your squad using the [App](#). Squads are typically capped at 100 EP total (including all unit costs and gear costs). When selecting units, weapons, skills, and equipment (collectively, "Gear") for your Squad, any item whose name ends with an asterisk ("\*") cannot be added more than once to your squad (same as [UNQ Weapons and Skills](#)).

### PROGRESSION

As your Squad completes missions and achieved objectives, it grows in skill and available resources. This is represented by the available total EP (Equipment Points) it can spend on units and gear.

Note that Missions may describe additional rules for gained EP.

After each mission, your squad's total available EP can increase according to the following chart:

Event	EP Description
Finished a Mission	+2 After each mission, your squad gains 2 EP (regardless of win or lose).
Victory	+2 After each mission, if your squad won the mission, your Squad gains 2 EP.
Each Enemy Taken Out	+1 For each Enemy that is Taken Out at the end of each Mission, your Squad gains 1 EP.
Each SquadMate Standing	+1 For each Unit in your Squad that is Standing at the end of each Mission, your Squad gains 1 EP.

### FACTIONS

Each faction has its own set of available Units and Gear to choose from. Find the faction that best fits the way you want to play, and start building your squads.

### SHOCK TROOPS

Shock Troops are genetically-enhanced superhuman soldiers who serve as the elite warriors of the Terran Empire. Shock Troops are larger, stronger, and faster than regular humans. They undergo rigorous training and are equipped with the finest weaponry and armor available, making them the ultimate fighting force against the myriad threats facing humanity.

### COVEN OF WAR

The Coven Of War is a fanatical cult of battle, composed of deadly warriors who survive their grueling training and apprenticeship process. Leveraging devastating weaponry and esoteric magicks, these peerless fighters strike fear in the hearts of the enemy wherever they take up arms.

### STONEKIN

Hailing from heavily industrialized and mineral-rich worlds, the StoneKin are a technologically adept and resilient people. They possess a society focused on mining, engineering, and crafting, with a deep reverence for their ancestors and the intricate machinery they built. Their civilization thrives in the depths of asteroid belt and massive underground cities on their homeworlds.

### ANKH REVENANTS

The Ankh Revenants are a race of ancient, undying robotic warriors who once ruled the galaxy with an iron fist. Millennia ago, they were an organic species known as the Philacterites, whose frail bodies and short lifespans drove them to seek immortality. In their quest for eternal life, they made a pact with the malevolent star gods, sacrificing their flesh and souls to become immortal machines.

### THE SWARM

The Swarm is a relentless and voracious alien race that strikes fear into the hearts of all sentient beings across the cosmos. These creatures are bestial in nature, driven solely by their insatiable appetite for consumption. With an instinctual drive to devour all lifeforms and resources in their path, they represent an existential threat to any planet unfortunate enough to encounter them.

## GLOSSARY

- **Activation** (*See [Game Cycle and Actions](#)*)
  - An Activation is the full set of Actions performed by a Unit when they are activated. During each turn, all Units for all players have exactly one Activation.
- **Unit** (*See [Stat Cards](#)*)
  - A Unit is a member of your Squad. Each Unit is represented by a model on the Battle Map and has a matching Stat Card.
- **Die/Dice** (*See [Dice Rolls](#)*)
  - A Die (plural Dice) is a 6-sided die used to determine success or failure of certain actions.
- **Event** (*See [Game Cycle](#)*)
  - Each Mission is in a given Environment, and each Environment has random Events that occur in each Turn.
- **Line Of Sight** (*See [Line Of Sight](#)*)
  - Line Of Sight determines which Units can be targeted by another Unit for Ranged combat (and some special Actions).
- **Roll-Off**
  - A Roll-Off is a special Dice Roll in which each player rolls 1d6 and compares the result. The lowest number is determined to be the winner of the Roll-Off. If both players roll the same value, both players re-roll until a winner is determined.
- **Stat** (*See [Stat Cards](#) and [Dice Rolls](#)*)
  - A Stat is a number that measures a Unit or Weapon's quality. Note that in all cases, higher stats are better.
- **Squad**
  - Your Squad is your team of Units that you send into battle.
- **Squadmate**
  - Two Units are said to be Squadmates if they are in the same Squad. Note that a Unit is not considered to be its own Squadmate.
- **Square** (*See [BattleMap](#)*)
  - A Square is a single Square on your Battle Map. Squares are used for all Movement and Distance measurements.
- **Tactical Order** (*See [Tactical Orders](#)*)
  - A Tactical Order is a "Free" action that can be taken by one of your Units. At the start of each Turn, you will generate a number of Tactical Orders that can be spent on additional Actions by your Units, or free die re-rolls.
- **Turn** (*See [Game Cycle](#)*)
  - A Turn is a full Turn in the game cycle.
- **Weapon** (*See [Stat Cards](#)*)
  - A Weapon is a piece of wargear that a Unit is carrying. Weapons can be Melee weapons or Ranged weapons.

## SPECIAL RULES

These standard Special Rules can be found on various Units and their Weapons. These charts indicate each Special Rule's meaning and interpretation in gameplay.

### UNIT SPECIAL RULES

Rule Title	Description
<b>ZMC Double Melee</b>	This Unit can perform the Melee Combat Action twice for 1 ACT each during each of its Activations (no penalty for repeated Action).
<b>ZRC Double Ranged</b>	This Unit can perform the Ranged Combat Action twice for 1 ACT each during each of its Activations (no penalty for repeated Action).
<b>BLS Blast Shield</b>	Each time this Unit is a secondary target of a weapon (e.g. it is caught in an XPL weapon's explosion, but not the primary target), roll 1D6. On 1-3, the Attacker fails to hit this Unit and does not roll attacks.
<b>BRU Brutal</b>	This Unit may re-roll any number of its Melee Combat attack dice.
<b>CAM Camouflage</b>	Each time this Unit is the primary target of a Ranged Combat attack and the Attacker is more than 3 Squares away, this Unit gets one automatic successful save without rolling it.
<b>CMD Command</b>	This unit may spend 1 ACT to issue an order to a SquadMate in its Line of Sight. That SquadMate immediately performs a Free Action, then this Unit's activation is resumed.
<b>CTR Counter</b>	Each time this Unit is the target of a Melee Attack, if this Unit is still Standing at the end of that Combat, it may immediately perform a Melee Attack against the original Attacker.
<b>DOO Dodge</b>	Each time this Unit is the target of a Melee Combat Attack, if it is Standing, it gets one automatic successful save (without having to roll for it).
<b>INF Infiltrator</b>	This unit may deploy anywhere on the battlemat, more than 4 Squares from enemy Units.
<b>LDX Leader x</b>	While this Unit is Standing, you can roll for an additional x Tactical Orders every turn.
<b>LFX Leap x</b>	This unit may spend 2 ACT to move up to x Squares in a straight line, ignoring vertical movement.
<b>NEQ No Equipment</b>	This Unit cannot be equipped with gear that costs Equipment Points (EQ).
<b>NMB Nimble</b>	The Unit may move through enemy-occupied and enemy-adjacent Squares.
<b>PAR Parry</b>	Each time this Unit is the target of a Melee Attack, if it is Standing, it may choose one of the Attacker's Attack Dice to be re-rolled before rolling Saves, but only if the Attacker hasn't already re-rolled that die.
<b>PRC Precise</b>	This Unit may re-roll any number of its Ranged Combat attack dice.
<b>REP Repulsive</b>	Each time this unit is the target of a Melee Attack, the Attacker's MSK is reduced by 1.
<b>RGR Ranger</b>	This unit is unaffected by difficult terrain and moves through it without penalty.
<b>SWF Swift</b>	Each time this Unit makes a Move or Dash action, it can move 1 additional Square.
<b>TEN Tenacious</b>	Each time this Unit rolls for Recovery, it may re-roll its Recovery.
<b>TGH Tough</b>	Each time this Unit is the target of a Melee attack, it may re-roll any number of its Save dice.
<b>TMP Tempered</b>	Each time this Unit is the target of a Ranged attack, it may re-roll any number of its Save dice.
<b>UNQ Unique</b>	A Squad may only have one of this Unit.

### WEAPON SPECIAL RULES

Rule Title	Description
<b>+SK Improve Skill</b>	Each time this weapon is used in combat, use the Unit's skill (MSK or RSK) + 1 (maximum 5).
<b>ZMC Double Melee</b>	The Unit may perform two Melee Attacks for 1 ACT each during each of its Activations as long as this Weapon is used for at least one of those attacks.
<b>ZRC Double Ranged</b>	The Unit may perform two Ranged Attacks for 1 ACT each during each of its Activations as long as this Weapon is used for at least one of those attacks.
<b>ARP Armor Piercing</b>	Each time this weapon is used in Combat, the Attacker gets one automatic successful strike (without having to roll it)
<b>BRU Brutal</b>	This Unit may re-roll any number of its Melee Combat attack dice each time it uses this weapon.
<b>CHN Chain Reaction</b>	Perform Attack rolls against the original target and up to two other targets in Adjacent Squares to the original target.
<b>HVY Heavy</b>	Firing this weapon after the Unit performed a Move Action costs 1 additional ACT. A Move Action performed after this Unit fired this weapon costs 1 additional ACT. Units can perform a Dash Action with this weapon equipped without any penalties.
<b>LIM Limited Ammo</b>	This weapon can only be used once during each battle.
<b>LNR Linear</b>	Each time this weapon is fired, draw a line from one of the attacker's current Square's corners to one of the target's current Square's corners. Roll attacks against the target and all units (including Squadmates) that occupy a Square that is crossed by this line.
<b>MCR Melee Combat Ranged</b>	This Ranged weapon can target an Enemy in an Adjacent Square to be used in Melee Combat.
<b>PRC Precise</b>	Each time this Weapon is fired, the Unit may re-roll any number of its Attack dice.
<b>PSH Push</b>	Each time this weapon inflicts damage on a Unit, move that Unit up to 2 Squares away from the attacker. If this causes the target to fall off a building, the target receives Damage equal to the height in Square that it fell.
<b>RGx Range x</b>	The weapon's maximum range for target selection is x Squares.
<b>RLT Relentless</b>	Each time this Weapon is used in combat, you may re-roll all die results of 6.
<b>RND Rending</b>	Attack rolls of 1 cause double DAM.
<b>SKx Skill x</b>	Instead of using the Unit's RSK or MSK, use x as the Skill when using this weapon in combat.
<b>STN Stun</b>	Each time this Unit uses this weapon, if one (or more) of its Attack dice is a 1, the target gets -1 ACT in its next Activation (minimum 2).
<b>UNQ Unique</b>	A Squad may only have one of this Weapon.
<b>XPL Explode</b>	Each time the Unit uses this weapon, it fires against the target and any other Unit (including Squadmates) in adjacent Squares to the original target. Roll Attack dice for each affected Unit. Note that this weapon can target an unoccupied Square.