ARMY + STRATAGEMS

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THE ARMORY

FIST
Stat: Brawn
Range: Immediate
Damage: Brawn Score
Ammunition: Infinite

RIFLE
Stat: Brains
Range: Immediate
Damage: Brains Score + 1
Ammunition: 3

PISTOL
Stat: Brains
Range: Long
Damage: Brains Score
Ammunition: Infinite

POWER FIST
Stat: Brawn
Range: Immediate
Damage: Brawn Score + 1
Ammunition: 3

DURAPLATE ARMOR
Effect: Whenever you take a wound, re-roll and instead take the second result.

GRAPPLING GUN
Stat: Either
Range: Long
Effect: Climb or Pull
Ammunition: 3

GRAVITY BOOTS
Stat: Brawn
Effect: Root or Propel Self. Considered Adept vs. forced movement.
Uses: 2. Activate as a reaction. Recharge as a Recon Action.

GRAVITY WELL
Stat: Brains
Range: Long
Effect: Any matter within a short distance from where the it is thrown is pulled toward it and takes 1 point of damage.
Ammunition: 2

REAPER CLOAK
Stat: Brains
Effect: Upon activation, the reaper cloak can completely conceal the cadet from all attacks that require line of sight for the entirety of this round and next.
Uses: 1. Recharge as a Recon Action.

BATTLE SCHOOL

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CADET RECORD

PLAYER

CADET NAME AND TYPE

_____ IS A _____ CADET

CADET STATS

BRAINS D6

WOUNDS

BRAWN D6

DRIVE

SKILLS

Adept = ■

- [ ] ×
- [ ] ×
- [ ] ×
- [ ] ×
- [ ] ×
- [ ] ×
- [ ] ×
- [ ] ×
- [ ] ×
- [ ] ×

ABILITIES + ADVANCEMENTS

ACTIONS

ATTACK (2)
Attempt to harm or damage a target. Ranged attacks use Brains, while melee attacks use Brawn.

CREATE ADVANTAGE (4)
Attempt to gain a bonus of +2 to damage or tests made by your whole Team for the rest of this round and next.

INFLUENCE (3)
Exert your Cadet's presence or personality to sway the situation in your favor. One NPC immediately performs one action that, to their knowledge, would not cause them harm.

Increase the Action Modifier by 1 each to affect additional NPCs.

REPOSITION (1)
Increase your movement to a long distance for this round. You may also take a Recon action.

USE GEAR (2)
Attempt to utilize your equipped gear to accomplish a non-Attack task.

USE SKILL (1)
Utilize your Skills to perform a task directly affecting allies, opponents, or the environment.

(Weaponizing a Skill to cause immediate damage to an individual is considered an Attack action.)

Note: Use Skill directly affects the external situation, whereas Recon that employs a Skill does so without immediate external effects.

AID (-2)
Choose an ally you can see: attempt to grant them +1 on their next test.

DEFEND (-1)
End your turn adjacent to an ally, providing them defensive support. Grant a free Drive to an adjacent Cadet's Defense rolls until the start of your next turn. The defender may take up to half of any damage that would be dealt to the defended Cadet.

DISTRACT (0)
Capture the attention of a hostile individual, then gain a -2 to Defense tests against that target. Grant a free Drive to another Cadet's action when dealing with the distracted individual.

RECOVER (0)
Attempt to help an ally recover from a minor consequence, or regain 1 Wound.

SYNCHRONIZE (-2)
Coordinate with allies to enhance the effectiveness of your collective actions. Next turn, Actions taken that require multiple Cadets working together gain a +2 to their roll.

(Does not apply to Actions that intend to damage a target or NPC.)

RECON
Any intel gathering or preparatory actions that don't directly impact other Cadets—friend or foe—will not impact the Team Modifier and are considered a Recon.

Ex: Perception, Deduction

HOW TO ROLL

ROLL VS. ROUND DC = ALL ACTION MODS + GM MOD
WHAT TO ROLL = BRAINS/BRAWN # OF D6 + SKILL BONUS