

REALITY'S EDGE

QUICK REFERENCE SHEET

ACTIVATION

Stat Test – Mettle, Target Number (TN) 10

Success: Two Action Points (AP), and may activate another model; three AP on Critical.

Fail: 1 AP, and play passes to opponent.

FREE ACTIONS

Drop: Model may go prone.

1 AP ACTIONS

Move: Up to Move stat in inches

Stand: May stand from prone position.

Ranged Attack: Fire weapon once.

Un-jam Weapon: Remove one Jammed Token.

Close Combat Attack: Make a melee attack.

Concentrate: Gain +2 bonus in combat.

Use Ability: Use any special ability.

Climb: Climb 1" of vertical terrain.

Charge: Move and free close combat attack.

Hide: May attempt to hide.

2 AP ACTIONS

Overwatch: Sacrifice all current AP, holding model may interrupt the Active model's action with its own during the turn. May take any action requiring 1 AP; ranged attacks by the holding model may only be in its front 180° arc.

MORALE

Stat Test – Will, TN 10

Morale Test: When model is damaged, leader taken out-of-action, when a model's side is reduced to 50% starting models; when a model's side is reduced to 75% starting models

Success: No effect.

Fail: Figure makes an immediate Move action towards the closest board edge to its starting point, ending in cover if possible.

HIDING AND SPOTTING

Hide: Spend 1 AP to hide if out of enemy LOS.

Spotting: Can spot hidden models in Mettle x2". Spend 1 AP and make Spot Test. If successful, remove Hidden status from enemy.

MELEE COMBAT

Opposed Test - Melee

MELEE MODIFIERS TABLE	
Modifier	Condition
+2	Enemy is prone
+2	Attacker is concentrating
+1	For each additional friendly model in base contact with enemy
-1	Enemy is behind cover

RANGED COMBAT

Stat Test – Aim, TN 10

FIRING MODIFIERS TABLE	
Modifier	Condition
+3	Attacker uses suppressive fire
+2	Attacker uses the concentrate action
+1	Target is at point-blank range*
-1	Attacker moves or stands up from the prone position this turn
-1	Target uses two or more move actions this turn
-1	Target is in light cover
-1	Target is prone and more than 6" away from attacker
-2	Target is in heavy cover

*Point-blank range is 6" unless stated otherwise.

Reliability: Whenever a model rolls a 1 on any to-hit roll while firing the model receives a Jammed Token.

Multiple Shots: Models spending multiple AP to shoot may only target models within a 3" radius.

Suppressive Fire: Target counts as Grazed instead of rolling to wound, unless to hit results in Critical. May be used against hidden models, but do not apply the +3 bonus.

Shooting Through Walls: Attacker must have LOS to target, attack suffers -2 Strength and does 1 less damage.

WOUNDING

Opposed Test – Strength vs. Defense

Failure: Model loses Hit Points equal to the Strength of the Weapon divided by 2.

HACKING

Opposed Test – Cyber V. Fire Wall

Results Varies By App:

Access: Gained Access (various effects).

Digital Damage: Targets loses Digital Hit Points (DHP); goes Offline at 0 DHP.

Disable: Item cannot be used until fixed.

Nerfed: Item suffers penalty to use.

Bricked: Item cannot be used for rest of game.

Control: Gain temporary use of enemy item or bot.

SPECIAL ACTIONS

Blending In Crowds

To blend in, a model must be in base contact with crowd and spend 1 AP to take a Survival Test. On a success, remove model from board they join the crowd. -3 to Survival Test if model's items are not concealable. Blended model may spend 1 AP to enter/leave crowd or travel to another crowd within 9". Must move with crowd if it panics and model must take a Grazed Test should its crowd be dispersed.

Taking Bystanders Hostage

Hostages may be grabbed if in base contact with single bystander by spending 1 AP. While holding a hostage, any shots will hit the hostage unless the shooter rolls a Critical. While holding a hostage, all movement is halved and actions suffer a -2 penalty. At end of NPC Phase, any hostage will attempt to break free, pass a Strength Test or remove the hostage from the game.

BYSTANDER ACTIVATION

Bystanders do not activate; only react to the following:

1. If a model makes a ranged attack within 12" of a bystander, the bystander must make a Panic Test.
2. If a model makes a melee attack within 6" of a bystander, the bystander must make a Panic Test.
3. If a bystander is not forced to make a Panic Test by the end of the Clean-Up Phase, move them in a random direction. Determine direction by either rolling some a scatter die or use the pointy end of the D10, and move them D3" in that direction.

Panic Tests: Roll D10 for bystander(s). On 2–10, they are fine, but will move towards the closest cover within 6" and hide. On a Fumble, roll a D10 and consult the following tables.

SINGLE BYSTANDER PANIC TABLE	
D10 Result	Panic Result
1	Flee – Remove the bystander from the board.
2–9	Flight – Move the bystander D6" toward the nearest board edge. A single bystander skirts any terrain or other models by the shortest distance possible.
10	Fight – The bystander draws a concealed gun and shoots at the closest player-controlled model within 12" (ignore this result if no such target is available). Roll a D10: if the result is 6 or higher, the shot hits. If the result is 5 or less, the shot misses. Resolve all hits as Strength 6 with a Max Damage of 3. Regardless of the result, remove the bystander from the board.

BYSTANDER CROWD PANIC TABLE	
D10 Result	Panic Result
1	Flee – Remove the crowd template from the board and replace it with D3 single bystanders. You must place the bystanders within the bounds of the original template.
2–9	Flight – Move the crowd D6" toward the nearest board edge. They attempt to skirt any terrain, but if they come in contact with a player-controlled model, they may trample them in terror. The crowd stops after making such contact, and the player-controlled model must pass an Agility Test or suffer D3 damage and be knocked Prone.
10	Fight – Move the crowd D6" toward the nearest player-controlled model. If the crowd comes in contact with a model, they attempt to trample it. The crowd stops after making such contact, and the player-controlled model must pass an Agility Test or suffer D3 damage and be knocked Prone.

Wounding Bystanders: If a bystander is hit by any attack, remove them from the game. If a crowd is hit, replace crowd with D6 single bystanders.

