

# 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.

