

SKILLS

The use of a skill is always optional.
A neutralized miniature cannot use their skills.

 **ATTACK** 

 **POISON / ELECTRICITY** 

Allows its possessor, if they manage to exceed their opponent's defense, to inflict [X] automatic wounds, before the attack's wounds are inflicted. The rest of the wounds are then applied as usual.

 **SNEAK ATTACK** 

Allows its possessor to add [X] automatic successes during attacks in their area, if the total menace indexes of allies is equal to or higher than the total menace indexes of the enemies.

 **MELEE ATTACK** 

 **BERSERK** 

Allows its possessor to increase the strength of their melee attacks by adding [X] white dice to each of them. If they are a hero, they must have at least half their energy cubes in their wound zone. If they are a character, they must have lost at least half their life points.

 **CIRCULAR STRIKE** 

After having neutralized an enemy with a melee attack, its possessor can use their remaining successes on [X] other miniatures.



 **COMBO** 

When the possessor neutralizes a miniature during a melee attack, the possessor gains a free melee attack of [X] dice corresponding to their characteristic, without any weapon bonuses, against another miniature.

 **COUNTERATTACK** 

After a melee attack has been resolved against its possessor, they can perform a free melee attack upon the attacker with [X] yellow dice, for which they don't benefit from any weapon bonuses.

 **MARTIAL ARTS** 

Allows its possessor to add [X] automatic successes during a melee attack, if they have obtained at least one success.

 **REACH** 

Allows its possessor to target a miniature that is not present in their area for a melee attack. They must share a clear line of sight and be at a distance lower or equal to [X].

 **SHACKLE** 

Allows the possessor, if they successfully perform a melee attack, to place [X] shackle tokens on the defender. No wounds are inflicted by the attack. The number of successes obtained by the shackled miniature when performing attacks, thoughts, manipulations or defenses are reduced by [X]. These tokens can be removed if the affected miniature (or another allied miniature in the same area) successfully performs a complex manipulation of difficulty [X].



 **RANGE ATTACK** 

 **BURST** 

After having neutralized an enemy with a ranged attack, its possessor can use their remaining successes on [X] other miniatures they share a clear line of sight with.

 **MARKSMAN** 

Allows its possessor to add [X] automatic successes during a ranged attack if they have obtained at least one success.

 **POINT BLANK** 

Allows its possessor to benefit from [X] free rerolls during a ranged attack targeting a miniature in their area.

 **RETALIATION** 

After a ranged attack has been resolved against its possessor, they can perform a free ranged attack upon the attacker with [X] yellow dice, for which they don't benefit from any weapon or elevation bonuses. To use this skill, its possessor must have a ranged weapon.

MANIPULATION

ATTRACTION

Allows its possessor, at the cost of an automatic manipulation, to attract a miniature they share a clear line of sight with and draw it into their area. The target must be at a lower or equal distance than [X] and their size index must be lower or equal to that of its possessor.

BLAST

Allows its possessor, once per turn and at the cost of an automatic manipulation, to trigger a level [X] explosion in their area and in an adjacent area with a clear line of sight.

CRY

Allows its possessor, once per turn, to trigger a level [X] explosion in their area and in an adjacent area with a clear line of sight.

GRENADE

Allows its possessor to trigger a level [X] explosion in a targeted area by performing a complex manipulation. Its difficulty is equal to the distance between its possessor's area and the targeted area. In case of failure, the level [X] explosion is triggered in an area located at a distance equal to the number of successes obtained, along the line of sight.

LOCK PICKING

Allows its possessor to benefit from [X] automatic successes during certain manipulation actions indicated by the missions.

MUNITIONS SPECIALIST

Allows its possessor to benefit from [X] automatic successes during certain manipulation actions indicated by the missions.

THOUGHT

ELITE COMMAND

Allows its possessor to control friendly elite units. They choose an elite level tile from their side and [X] miniatures. These friendly miniatures start the mission in [the possessor]'s area. They can activate them once per turn by performing an automatic thought. Each energy cube spent on defense, reroll, or move for the friendly miniatures is moved to [the possessor]'s thought space.

HENCHMAN COMMAND

This skill works in the same way as the Elite command skill, replacing the term 'elite' with 'henchman'.

HACKING

Allows its possessor to benefit from [X] automatic successes during certain thought actions indicated by missions.

INVESTIGATION

Allows its possessor to benefit from [X] automatic successes during certain thought actions indicated by missions.

TACTICIAN

Allows its possessor to perform an automatic thought to immediately grant [X] free move points to an allied miniature that hasn't been the target of this effect this turn. If the miniature is a character, they also get their Move Point Bonus for the First Movement.

DEFENSE

BODY GUARD

Its possessor increases by [X] automatic successes the defense of allied miniatures located in the same area.

IMPENETRABLE DEFENSE

Allows its possessor to benefit from [X] automatic defense successes against melee attacks.

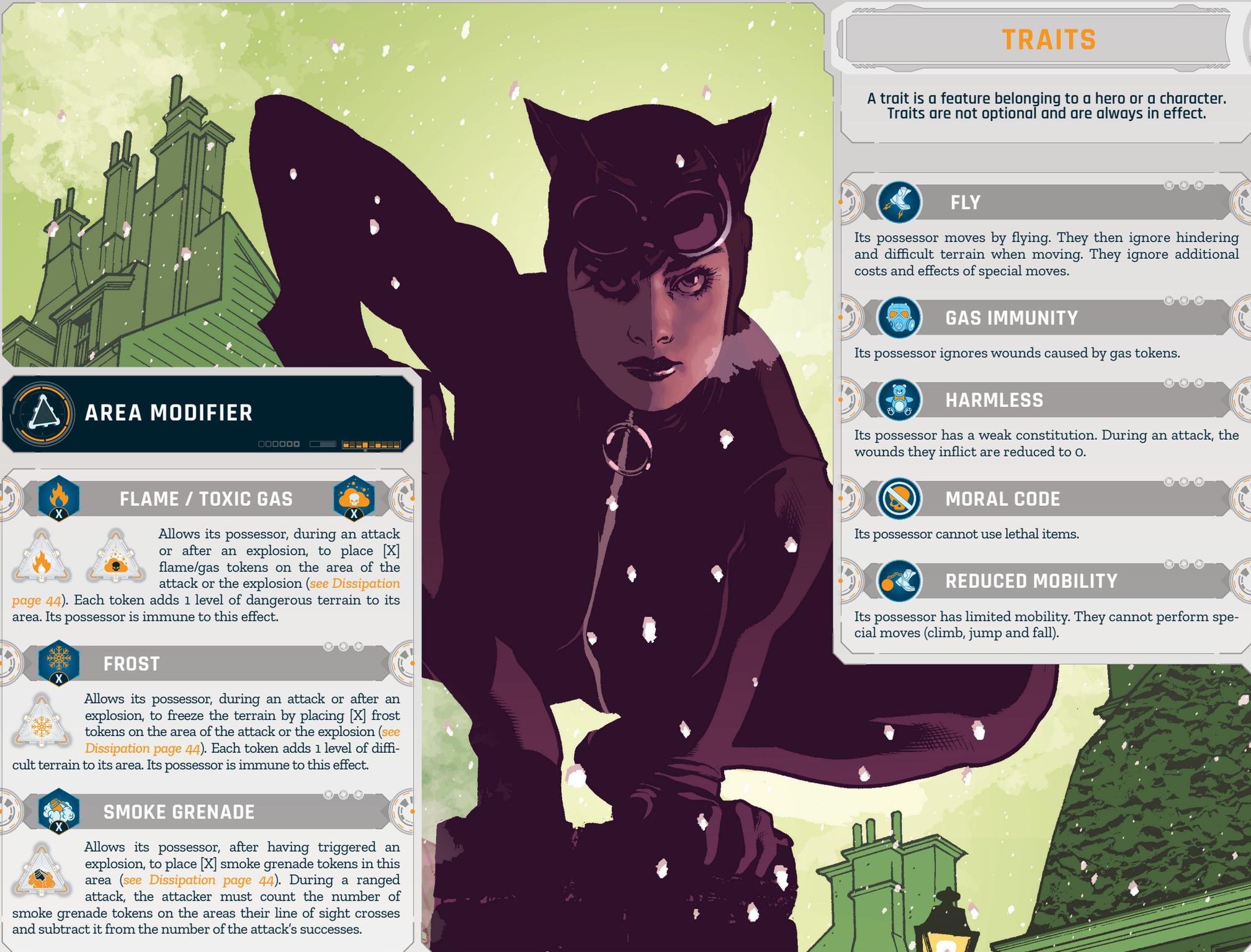
PROTECTED

Allows its possessor, if they are accompanied by at least [X] allied miniatures without this skill, to avoid being the target of an attack.

UNTOUCHABLE

Allows its possessor to benefit from [X] automatic defense successes against ranged attacks.





TRAITS

A trait is a feature belonging to a hero or a character. Traits are not optional and are always in effect.

AREA MODIFIER

Progress bar for Area Modifier trait.

FLAME / TOXIC GAS



Allows its possessor, during an attack or after an explosion, to place [X] flame/gas tokens on the area of the attack or the explosion (see *Dissipation page 44*). Each token adds 1 level of dangerous terrain to its area. Its possessor is immune to this effect.

FROST



Allows its possessor, during an attack or after an explosion, to freeze the terrain by placing [X] frost tokens on the area of the attack or the explosion (see *Dissipation page 44*). Each token adds 1 level of difficult terrain to its area. Its possessor is immune to this effect.

SMOKE GRENADE



Allows its possessor, after having triggered an explosion, to place [X] smoke grenade tokens in this area (see *Dissipation page 44*). During a ranged attack, the attacker must count the number of smoke grenade tokens on the areas their line of sight crosses and subtract it from the number of the attack's successes.

FLY

Its possessor moves by flying. They then ignore hindering and difficult terrain when moving. They ignore additional costs and effects of special moves.

GAS IMMUNITY

Its possessor ignores wounds caused by gas tokens.

HARMLESS

Its possessor has a weak constitution. During an attack, the wounds they inflict are reduced to 0.

MORAL CODE

Its possessor cannot use lethal items.

REDUCED MOBILITY

Its possessor has limited mobility. They cannot perform special moves (climb, jump and fall).