

THREAT LEVEL

0

1

2

3

4

5

6

COMBAT THREAT LEVEL

0

1

2

3

4

5

6

OFFENSE

4

3

2

1

DEFENSE

1

2

3

4

During a turn when enemies are killed the combat threat is reduced
Kills:Combat threat reduction = 1:1 | 3:2 | 6:3 | 10:4 | 15:5 | 21:6
COMBAT COMPLICATIONS: Roll 1D6 + COMBAT THREAT LEVEL

COMBAT COMPLICATIONS

OFFENSE

DEFENCE

1

Player spotted and targeted by enemy on next defence turn

Enemies take cover (+1/+2/+3 ARMOR)

2

3

Player deals half damage

Player gains disadvantage to next combat action

4

5

6

Combat threat level +1

7

8

Player's weapon loses 1 durability

Player's cover/armor loses 1 durability

9

10

Enemy deals half damage

11

Enemy reinforcements arrive

12

Player and enemy trade damage

Threat level +1