

Xeno-Force Crib Sheet: Actions

Move Actions	Actions	Type	Summary
Advance	1	Move	Move character their MOVE distance in inches
Run	2	Move	Character moves their MOVE score and an additional distance (Roll MOVE against target #4).
Climb	1 or 2		Climb one storey. If ladder 1 action if not 2 actions.
Crawl	2	Move	Move half MOVE in inches
Go to Ground	2		Make best use of cover.
Charge	2	Move & Attack	Run followed by a basic CLOSE attack
Consolidate	Bonus		Free move when opponent is killed in CLOSE if character has no actions left. (Roll MOVE target # 4)
Withdraw	All	Move	Flee from CLOSE combat

Attack Actions	Actions	Type	Summary
Basic Attack	1	Attack	Single attack with ranged weapon or close weapon
Full Auto	2	Attack	Shoot at multiple foes and/or for extra damage
Full Attack	2	Attack	Melee with multiple foes and/or for extra damage
Spray Attack	2	Attack	Gain extra dice with a template weapon
Buy Extra Dice	-		FA or Spray attack get extra dice – 1 automatic extra jam each time.
Aimed Shot	1	Attack	Gain benefit from previous AIM actions when shooting
Focused Attack	1	Attack	Gain benefit from previous FOCUS actions when in close.
Aim	1+		Gain bonus to an Aimed shot.
Focus	1+		Gain bonus to Focused attack.
Throw Grenade	1	Throw	Draw prime and throw a grenade.
Offhand attack	1	Offhand	Punch kick head butt or shoot a pistol.

Miscellaneous	Actions	Type	Summary
Bonus Action	0		Does not count against usual action/weapon limits (such as one attack only). Max one/action type/turn.
Call in support	1	Call	Mind (Technical) attack using off table support
Clear	1		Remove one Jam from a weapon
Evade or Block	1		Gain extra dice to Dodge or Parry pool until end phase
First Aid/Repair	1	Heal	Treat dying or injured ally/robot or vehicle target #4
Pick up	1		Pick up something big e.g. a fellow Marine.
Power Up	1		Overcharge weapon with extra power, adds PEN.
Psionic Power Use	Varies		Powers vary greatly
Psionic Channel	1		Roll MIND (Willpower) (target #4) to gain Psi points.
Ready	1+		Prepare a weapon for shooting. Multiple actions may be needed
Regenerate	2		Heal wounds
Reload/Draw	1		Reload a weapon – change ammo type – swap weapons
Going on Reserve	2		Save actions for later in the turn including enemy's turn. Mark character with reserve token. Choose the reserve action when you use it.
Use	1		Use object, do something, trigger something. Requires a hand. Often requires a MIND check.

Reserve Actions	Actions	Type	Summary
Reserve: Evade or Block	Reserve	Evade	Take an Evade or Block action
Reserve: Overwatch	Reserve	As action	Attack enemy after an action or during a move
Reserve: Redeploy	Reserve	Move	Move with one advance
Reserve: Support attack	Reserve	Attack	Add to friendly attack: shooting or close – Optional

Xeno-Force Crib sheet: Attack & Defence

Terrain	Example	Movement
Good	Farm land	No Effect
Obstacle	Wall, ditch	No run or charge
Poor	Scree, pond	No run or charge
Awful	Acid lake	No run or charge & half speed

Weapon Range	Distance	Blast Deviation
CLOSE	Within 2 inches	
CLOSE REACH	Within 3 inches	
GRENADE	Up to 8 inches	Dud
POINT BLANK	Up to 8 inches	1d6
MEDIUM	Up to 16 inches	2d6
LONG	Up to 32 inches	3d6
EXTREME	Beyond 32 inches	4d6

Cover type	Must have 60%+ covered & in one base depth	Soak
SOFT COVER	Hedge, fence, thin wall, tree.	+0
HARD COVER	Solid stone wall, a crater edge, house wall, thick log..	+1
HARDENED COVER	Purpose built trench, armoured wall, ship bulkhead.	+2
GONE TO GROUND	Requires something to hide behind (see actions).	+1

Jamming*	Effect
Mishap: Normal (1s > hits) Full Auto/Full Attack (1s ≥ hits)	1 Jam
Botch: (1s > 0 & Hits = 0) Roll 1d6:	1:Weapon Broken 2-6:Jams = # of 1s
Overheat/Powered up Very Hot (n)	+1 Jam / +1 Jam (n) Auto Jam
FA/Spray Buy Extra Dice	1 Auto Jam
Reliable weapon	Mishap = nothing Botch = 1 Jam
Very Reliable weapon	Never jams

Base close/shooting dice of alien	Ganging up bonus Dice per enemy	Ganging up bonus Automatic Hits per enemy
1-6	+1	+0
7-10	+1	+1 per 2 allies
11-14	+2	+1 per 2 allies
15+	+2	+1

Carrying another marine or very heavy object	
Pick up / put down marine	One action
Moving with another marine	Cannot run or charge Lose use of one arm
While being carried	Cannot take actions

Active Defence	
Dodge	When hit by shooting or blasts roll any/all dice from pool. Target #4. For each success cancel a hit.
Parry	When hit in Close combat roll any/all dice from pool. Target #4. For each success cancel a hit.
End Phase	Dodge and Parry pool refresh
Aliens	Do not roll. Instead cash in 2 dice for 1 automatic success (odd one lost). Aliens must always cancel any hits they receive if they can.
Alien Mobs	One pool for entire mob equal to the best individual from the mob.
Evade or Block Action	Gives extra dice for dodge or parry pool. Number depends on base pool.

Base Dodge or Parry Pool	Evade or Block action: Bonus Dodge or Parry dice
0	+2
1-2	+3
3-4	+4
5+	+5

Turn Order		
Marine Phase	Alien Phase	End Phase