

Traits

<u>Trait</u>	<u>Type</u>	<u>Description</u>	<u>Game Effect</u>
Beast	Alien	This creature has only minimal intelligence.	Beasts do not hide, or use cover, they could make attacks that might harm their allies, they do not use the morale rules.
Adrenaline (n)	Character	Using super adrenal glands, mad berserk rage or combat drugs the character's charge attack becomes faster and more furious.	On a charge +n MOVE and +n CLOSE
Blink (n)	Character	This character has a psionic power or super advanced technology that phases the user out of existence for a second or teleports them a few feet when they are attacked.	When the character takes any damage from an attack roll a D6. If the result is n or less then the blink effect works and the character takes no damage at all. If the roll is greater than n then the blink effect does not help this time, take damage as normal.
Bodyguard	Character	These characters are tasked with the survival of their superior even if it means their own doom.	Attacks against the guarded character are randomised between that character and all the bodyguards in close range.
Controller	Character	These characters are the guiding intelligence that directs other characters with the under control trait.	Effects of losing control should be covered in the scenario. Depending on the type of character the effects will vary. Robots and sentry guns might turn off, bugs might become like beasts, mind controlled soldiers will be confused and then start fighting for their correct side.
Cover Use	Character	These characters can make the most of cover, either by training or by use of technology.	Go to ground 1 action
Double Attack	Character	A character which can focus its attention on two things at once. It can make multiple attacks in an activation.	Aliens with this trait can make two basic attacks (Close or ranged) for two actions.
Fearless	Character	These troops are resistant to degrading morale. Either through advanced training, mind control or psychoactive drugs, they do not experience the fear response.	Uses different morale check results
Flying	Character	Some characters or vehicles can fly. They can skim the ground or soar above the field of battle.	See core rules Movement Section
Hover	Character	This character or vehicle can just float above the battlefield and ignore the worst of the cover, debris etc... on the floor.	Character does not take movement penalties for low lying obstacles or rough terrain.
Indirect Fire	Character	Weapons such as Mortars and howitzers. This weapon can shoot targets it cannot see.	Does not need LOS to shoot. Increase blast accuracy by 1 when shooting like this.
Jump	Character	Creatures with jet packs or super powerful legs can jump across obstacles when advancing across the battlefield.	See core rules Movement Section
Leader (n)	Character	This charismatic or fear inducing leader assists the morale of those under his or her command.	Adds n to morale target number. This applies to any mob within 6 inches of the Leader character.
Living Mine	Character	This character is actually a living creature (or possible mobile robot) whose sole purpose is to move to the enemy and detonate spraying acid or hot plasma over everything nearby. They roll, float or skuttle about randomly until within reach of an enemy when they make a dinal dash and explode.	If the character is not within a move of the enemy it will move randomly. If the character is within a move of the enemy it will move at top speed towards that enemy and then explode.
Mindless	Character	This creature or device simply has no mind. It is primitive or possibly robotic.	This character does not use the morale rule and cannot be affected by psionic powers targeting the mind.
Phasing	Character	This character can phase in and out of real space using a supernatural ability, advanced tech or psionic powers. It might be a ghost like character or one made of living metal that can squeeze through tiny gaps.	When moving can travel through doors and obstacles, but not solid ground, rock/hills etc...
Precision Shot	Character	This character is able to pick out targets others could never hope to.	Character never randomises the target they hit when shooting. They can shoot into close combat and past bodyguards and always hit their intended target.
Psionic Shield	Character	This character's shield does not use the standard electromagnetic force field technology. It might be psionic, magic or some form of dark energy or ectoplasmic goo or other technology unknown to human science.	Shield is not affected by ION weapons
Random Movement	Character	This character moves about the battlefield in a pointless manner.	Determine a random direction and advance creature in that direction each alien phase.
Regeneration (n)	Character	This character is able to heal its wounds in the middle of a battle.	See main rules for regeneration action.
Regeneration Rapid	Character	This character has unprecedented regeneration abilities, powered by advanced technology, nanites or psionic powers. It can reform in seconds from damage that any other creature would instantly die from.	Character can use regeneration once per turn as a bonus action.
Repair (n)	Character	This character is able to repair machines and robots.	Can take the repair action. Rolls n dice.
Robotic	Character	Metal machines able to move and fight independently. Robots could be entirely autonomous or they could be under the control of a central intelligence.	Robotic characters are mindless. They are non-living. They can be repaired, but not healed.
Savage Charge (n)	Character	Driven by berserk rage, super strength or combat drugs, this character deals extra damage when making a charge action.	Adds n to penetration of non-pistol close attacks when charging
Stable firing platform	Character	This character can carry even the heaviest weaponry very easily and hold it rock steady.	Can ADVANCE and Shoot a weapon with a full attack
Swarm	Character	A swarm is made up of hundreds or even thousands of small individuals. They attack together, but are very difficult to damage as killing a few has virtually no effect on the swarm.	Basic, aimed or focused attacks can deal a maximum of one health damage to a swarm. Full auto and full attacks can deal a maximum of two health damage to a swarm. Template weapons and Blast weapons inflict damage as normal to swarms.
Under Control	Character	These characters are under the control of another mind or intelligence. They might be robots controlled from a central beacon, or aliens under the psionic control of their leader.	While under control they will obey every command no matter how suicidal. They are unaffected by the morale rules. If the control is severed they will revert to normal or act like they have the beast trait or the mindless trait depending on the nature of the character. The scenario should detail how to sever control and what effect it has.
Unlimited Shield Energy	Character	The shield on this unit does not degrade when hit multiple times.	This shield has infinite energy. It never gets knocked down. ION weapons can still knock it out.
Unstoppable	Character	These big characters are not concerned by smaller creatures nearby and will move passed them with impunity.	Character locked in combat with opponent. Can move away from combat. Enemy may make a consolidate move if left behind for free. Can shoot (and be shot) while in base contact with an enemy. The enemy can't be though.
Weapon Team (n)	Character	Larger weapon systems can be crewed by multiple light infantry.	These characters form a team "n" members strong to crew a weapon. They can move normally if all the crew are present. For each crewmember missing reduce move by one. Cannot Full Attack if half the crew are dead.

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Civilian Vehicle	Vehicle	This vehicle is not built for combat.	See core rules Vehicle section
Fast Vehicle	Vehicle	This vehicle is built for speed.	Moves twice speed not x1.5 on flat out
Gun slits (n)	Vehicle	This vehicle has slits that passengers can shoot out from.	n passengers can shoot out. But AIMED shots against the vehicle hull get the Weak spot advantage.
Hard Armour	Vehicle	Characters or vehicles with hardened armour are simply able to shrug off damage from lesser weapons.	See core rules Vehicle section
Nimble vehicle	Vehicle	This vehicle can turn on a penny. Easily able to get in (and out) of sticky situations.	Double the allowed turn angle each move
Open top	Vehicle	This vehicle is not covered. Its passengers are vulnerable to enemy fire.	Hits from blast or template weapons also hit passengers. Passengers can be targeted independently.
Transport (n)	Vehicle	This vehicle has spaces for passengers	Can carry n normal troops. Large or bulky troops take up two slots each. Vehicles take up Size*5 slots each.
Unmanouverable	Vehicle	This vehicle is very difficult to turn.	Half the allowed turn angle each move
Anti-Vehicle	Weapon	A weapon capable of penetrating the tough armour of tanks and other armoured vehicles.	See core rules Vehicle section
Bulky	Weapon	This bulky weapon cannot easily be stowed for using alternative weapons.	When using the weapon the only off hand attacks that can be made are improvised attacks. To change weapon even to/from a pistol or other off-hand weapon the character must use the draw action.
Devastating (n)	Weapon	Weapons highly effective against infantry targets, often through sheer volume of fire, or horrific plasma damage.	Every (non-vehicle) target that takes at least one damage takes an additional (n) damage.
Double Shot (Range)	Weapon	Weapons that fire two shots simultaneously or in quick succession.	When making a basic attack at the ranges given for the weapon, make two attacks rather than one. All Jam effects are resolved after the second attack. One can hit the same target twice or two targets. Choose the second target after resolving the first attack.
Grenade	Weapon	Weapon can be thrown	Weapon can be thrown as a grenade using the throw grenade action.
Haywire	Weapon	The weapon causes system overloads to vehicles which may make the vehicle malfunction.	See Vehicle Miscellaneous Rules in core book
Ignores Shields	Weapon	Weapons that completely bypass energy shields.	Completely ignore shields when using this weapon. They neither protect nor lose energy. This ignores Psionic Shields too.
Ion (n)	Weapon	The weapon creates a pulse of EM interference with the intention of knocking out energy shields.	See core rules Energy shields in Damage and Wounds section
Living Mine Launcher	Weapon	This weapon shoots explosives that can move about on their own.	If this weapon misses a target place a living mine at the landing point. The shooter can intentionally shoot into open areas to lay down more mines.
One Use	Weapon	This item is expended once used.	Once this weapon has been used it cannot be used again. Two use etc. also exist
Overheats	Weapon	This weapon is prone to getting very hot. It might need additional time to cool down.	On a mishap the weapon receives one additional JAM token.
Poison (n/m)	Weapon	Self mutating bio toxins which if introduced to the blood stream destroy cells and organs.	If attack causes any damage (toughness, wounds or health for aliens) then it deals (n) extra damage (ignoring all armour and shields) to the target for the next (m) end phases. Non-living characters and bionic limbs are immune. Example Poison (2/3) Deals 2 damage each turn for three turns. Multiple poison does not stack, apply the worst effect each turn.
Power Up (n)	Weapon	This weapon can be overcharged or powered up. The result is a more powerful shot or attack but potentially more risky.	This weapon can be charged up for one action. The next target hit deals an attack with +n Penetration. If the weapon jams when powered up it takes one additional jam token.
Primitive	Weapon	From bows to 20th century firearms. These weapons are now obsolete.	Double the soak of the target before applying penetration.
Reach	Weapon	This weapon can be used in close combat over an increased range.	Can make close attacks against enemies within 3" of the attacker.
Reliable	Weapon	This weapon is simple and rarely jams or breaks.	On a mishap the weapon does not jam, on a botch the weapon receives one jam token.
Setup (n)	Weapon	Weapon requires time to set it up before it can be fired.	Weapon requires n ready actions to setup before it can be used. Each additional crew after 1st reduces this by 1.
Single Shot	Weapon	This weapon uses up all of its charge or ammunition every single shot.	This weapon requires an action to reload between every shot.
Spray (n)	Weapon	This weapon sprays gouts of hot flames or lightning. A sustained burst is more deadly.	When fired with two actions the character can add in (n) extra dice into the attack.
Stun	Weapon	Weapons that use electricity or just bludgeoning force that can knock out an opponent rather than killing them.	When the last health box of a character is filled in using a stun weapon the attacker can choose to knock out the target rather than killing it. This may be relevant for mission objectives.
Sundering	Weapon	The ammunition of this weapon burns, dissolves or melts armour away.	See core rule Damage and Wounds section.
Twin Linked	Weapon	Two identical weapons attached together which shoot in unison.	Adds one to the penetration of any hit. (Already included in published stat blocks).
Very Hot (n)	Weapon	This weapon gets so hot every shot it must be vented or cooled every time it is fired.	Upon firing the weapon automatically receives (n) Jam Tokens.
Very Reliable	Weapon	This weapon is tried and tested and so reliable, even with mistreatment it will rarely break. They often have self regenerating ammunition packs and minimal moving parts.	Cannot jam or break