ICON GLOSSARY

Dice Icons

- Red Attack Die
- Blue Attack Die
- Green Attack Die
- Blue Attack Die
- Light Cover Die
- Heavy Cover Die
- Light Defense Die
- Heavy Defense Die
- Obscured Vision Die
- Hit. 1 = 1 damage. In skill, stealth, or rest rolls, 1 = 1 success.
- Good aim. In skill, stealth and rest rolls, 2 = 1 success.
- Failed hit. In the attack roll, each cancels out one .
- Bad aim. Each cancels out one .
- Unsuccesful attack

General Game Icons

- Heroic Effort
- Instant activation
- Special Action
- Vitality

Area Template Icons

- Small Template
- Large Template
- Directional Template

Loadout Card Icons

- Base Range
- Melée
- Ranged

Weapon Properties & Status Icons

- Limited Ammo
- Free Ammo
- Bleed 1
- Bleed 2
- Bleed 3
- Disorient
- Inspired
- Parry

Cobra Activation Card Icons

Basic Orders Icons

- Movement Activation Order
- Attack Activation Order
- Inspiration Activation Order
- Disorient Activation Order
- Hold Activation Order
- Heal Activation Order

Target Icons

- Self
- One Ally at X Range
- One Ally no Range Limit
- Target: All Allies at X Range
- Target: All Allies no Range Limit
- Closest Enemy
- Enemy in LoS with Lowest Cover
- Enemy in LoS with most Damage
- Enemy in LoS with less Damage
- Melee Range to the Closest Enemy
- Path to Mission Objectives
- Closest Square without LoS against Enemies
- All enemies in LoS
- All enemies in LoS at X Range

Movement Orders

- Search for a Target
- Take Cover
- Push Forward
- Tactical Regroup
- Seek Safety
- Block the Objective

Tokens

- Activation
- Ammo
- Bleed
- 1x Damage
- 3x Damage
- Danger
- Disoriented
- Heroic Effort
- Injury
- Inspiration
- Mission Marker
- Numeric Tokens
- Parry
- Restrained
- Smoke
- Stun
- Supplies
- Timber

COBRA ATTACK TARGET PRIORITY

1. **Designated Target Type:** Prioritize the target type specified by the order (Nearest, Lowest Cover, Less Damage, etc.)
2. **Cover:** Then choose the one with the least cover.
3. **Proximity:** If there's still a tie, select the target closest to you.
4. **Aggro:** If there's still a tie, attack the target with the highest Aggro.

QUICKSTART RULES - WORK IN PROGRESS