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ABOUT THIS DOCUMENT

These Quickstart rules for ***G.I. Joe: Operation Cobra*** are specifically designed to play *Mission 1 - Jungle Secrets*. The goal is to help new players learning the basics of the game, and to give them a first taste of the *G.I. Joe: Operation Cobra* experience.

This document is a condensed ruleset containing the abridged basic core mechanics. It is in no way the full game rulebook, which will develop these core rules more exhaustively and will contain many additional rules and mechanics for a richer and more complete gaming experience.

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QUICKSTART RULES

GAME BOARD

Colored lines indicate terrain types. Crossing a line adds an extra movement cost (base cost is 1), but this applies only when entering a space, not when leaving it. Such terrain may also provide cover against attacks.



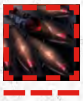
Normal – No border.
Movement Cost: 1.
Cover: None.



Impassable – Thick black border.
This edge represents barriers that cannot be crossed; they block all movement and line of sight.
Momevent Cost: Impossible
Cover: Heavy.



Light Obstacles – Yellow border.
Movement Cost: 2.
Cover: Light.



Heavy Obstacles – Broken red border
Movement Cost: Impossible.
Cover: Heavy.



Difficult Terrain – Orange border.
Movement Cost: 2.
Cover: None.

DICE

Attack Dice (Red, Blue, Green, Yellow)

- This icon represents a hit. Each will inflict one damage on the target. In skill, stealth, or rest rolls, it represents a success. To hit with an attack, it is necessary to achieve at least one in the final roll result.

- This icon represents proficiency, precision, aim, and even a bit of luck, allowing you to reach targets at greater distances, direct hits to critical locations, or apply special effects of the weapons. During skill, stealth and rest rolls, every two also count as one success.

Cover Dice (Gray, Dark Grey)

These dice are used in opposition to attack dice, and their icons cancel out those rolled by attack dice. This type of dice does not stack in the same roll; only the highest is applied.

- This icon represents a failed hit, blocked by armor or cover. Each cancels out one in the attack roll.

- This icon represents a trajectory deviation, a lack of precision due to visibility, or simply a poorly aimed shot. Each cancels one obtained by an attack die.

- This icon indicates a total misfire or unsuccessful attack caused by poor visibility, amazing dodge or an impact against an impenetrable barrier.

Defense Dice (White, Violet, Black)

These dice represent characters' defensive skills, these can stack or multiple dice of the same type can be rolled together. They have the same icons and behaviour as the Cover Dice.

VS Advantage

Each mission specifies when to flip the Versus Advantage Token (VAT), which has two sides: one for G.I. Joe and one for Cobra, allowing that faction characters to activate their VS Advantage skills. Those marked by the symbol must activate instantly, the rest remain active for the whole round, or trigger during a character's activation.

Flipping or tossing the VAT is called a Versus Toss (VST). When a mission calls for a VST, toss the VAT like a coin to decide which faction holds the advantage.

PLAYING THE GAME

Number of Players & Number of Joes

The game allow 2 to 4 players, each player may control more than one Joe. The maximum number of Joes in any mission is 4.

Arrange and Equip your Team!

Each player selects their Joes and equips 2 Loadout Cards (one must be a weapon). Signature Loadout Cards are exclusive to their character, while G.I. Joe logo cards are universal.

Deployment & Spawn Rules

Joes deploy in Joe Spawning spaces or adjacent if occupied. Cobra characters deploy as shown on the mini-map when their Tile or room is revealed.

LINE OF SIGHT (LoS)

To determine if a character has Line of Sight:

1. Draw two imaginary straight lines from any one vertex of the origin square to any two vertex of the target square. These imaginary lines:

   - Cannot pass through spaces outside the board.
   - Cannot pass through impassable terrain lines.
   - Cannot overlap each other.
   - Both lines must originate from the same vertex.

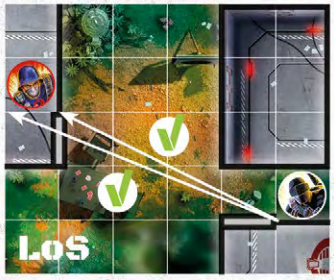
If all these conditions are met, there is Line of Sight (LoS) between the origin square and the target square. If any one of these conditions is not met, there is no LoS between the origin square and the target square.











Adjacent Squares

Squares surrounding a given square (including diagonals) are adjacent unless divided by an impassable terrain line.

In the example, squares labeled A are adjacent, while squares labeled B are not.





Distance

To measure distance, trace the shortest path to the destination, including diagonals, without crossing IMPASSABLE terrain lines (red or thick black). If no valid path exists, the target is "unreachable."



COVER

To check cover:

1. After confirming LoS, draw a third line from the same vertex to another vertex of the target square.

2. If any of the three lines cross a cover edge, apply the highest cover value:

   - Impassable/Heavy Obstacles = Heavy Cover.
   - Light Obstacles = Light Cover.

3. The third line must follow LoS rules, but can cross Impassable Terrain.

Characters in spaces fully covered by specific terrain always have that cover, even in melee — the only way to get cover against melee attacks. To determine cover, consider the path of imaginary lines, but NEVER include the origin square or its boundaries.

Doors

Closed doors are impassable until opened. Once open, the entire side of the square is considered empty normal terrain.

DEFENSE & OBSTRUCTION TO LoS

Some characters and effects grant Defense, adding dice to cover but not counting as cover. Defense dice stack and can be upgraded/downgraded:

a) ➔ ➔ (downgraded, removed if).

b) No defense upgrades to ➔ ➔ .

c) Upgraded has no extra effect.

Characters Obstructing LoS

When determining cover in LoS, friendly/enemy characters or tokens obstructing the line reduce the attack roll by 1 , regardless of how many are present.

VITALITY ♥

- Characters can take damage up to their Vitality.
- For Joes: First, they become Wounded; if already Wounded, they are neutralized and removed.
- For Cobras: They are neutralized and removed.

Wounded

Joes are flipped to indicate the condition and remain in this state for the mission. They:

- Lose main special and VS advantage skills using the ones in flipped character sheet.
- Cannot Rest unless granted Free Rest Actions.
- Remove all status tokens, except Activated and negative/positive ones (e.g., Injury, Bleed, Heroic Effort).
- Excess damage from the initial hit carries over to the Wounded state.

Cobra characters are neutralized when they take damage equal to or exceeding their Vitality and never get Wounded.

HEROIC RESOLVE

Heroic Resolve allows Joes to perform extraordinary feats.

- Adquire a Heroic Effort token (HE) each time Heroic Resolve is used.
- When HE tokens equal Heroic Resolve, no more Heroic Efforts can be performed until resting or removing tokens.

Joes can use Heroic Resolve to:

- Move diagonally during a Movement Action.
- Repeat an action during their turn.
- Add +2 MP during a Movement Action.
- Activate special effects on a Mission.

A Heroic Effort can only be used once per purpose per activation, but multiple HE tokens can be used for different effects in the same turn.

SKILL CHECKS

Skill Checks (Muscle, Stealth, Expertise) require rolling to meet the specified difficulty (e.g., Muscle Check (3), Stealth Check (4)).

- Each is a success.
- Every two ✦ are a success.

If no difficulty is given, aim for as many successes as possible. Some checks may require rolling against defense or cover dice.

LOADOUT CARDS

Loadout cards represent weapons, upgrades, armor, or accessories.

G.I. Joe:
- Players choose their cards for the mission.
- Additional equipment can be found through Supply tokens, exceeding the equipment limit.

Cobra:
- Mission description specifies which cards each character equips.
- All Cobra characters of the same type are equipped the same way.

SUPPLY TOKENS

In most missions, G.I. Joe characters can find useful items, information, and equipment through Supplies Tokens. For this mission, treat them as light obstacles.

GAME RULES

The Game Round & the Game Turn

Each game consists of a Mission divided into Rounds. Each Round has alternating G.I. Joe and Cobra Activation Turns, ending when all figures are activated. The next Round then begins, continuing until the mission's victory or defeat conditions are met.

Round Sequence

Determine Tide of Battle

1.1 Toss the Versus Advantage Token (except the first turn, unless specified).
1.2 Resolve VS Advantage effects.
1.3 Resolve Mission Special Rules for the Start of Round X, if any.

G.I. Joe Activation Turn

2.1 G.I. Joe always takes the first Activation Turn.
2.2 Activate 1 or 2 characters.
2.3 Resolve End of Turn effects.

Cobra Activation Turn

3.1 Activate 1 Cobra Unit with the highest Aggro.
3.2 If it's a Squad, activate each figure, starting with the one closest to a G.I. Joe.
3.3 Resolve End of Turn effects.

Repeat steps 2 and 3 until all figures are activated, then proceed to Step 5.

Resolve End of Round

5.1 Remove one activation token from each figure.
5.2 Remove appropriate Status Tokens.
5.3 Advance the Mission Timer +1.
5.4 Resolve Mission Special Rules for End of Round X, if any.

Start a new Round and continue until the mission ends with Victory or Failure.

TYPES OF ACTIONS

A character's Activation Turn allows them to perform actions. Each action type can be performed once per activation, unless specified otherwise. G.I. Joe characters can use Heroic Effort to repeat any action once. Available actions include:

- **Move**
- **Attack**
- **Interact**
- **Rest**
- **Special Actions**

G.I. Joe characters decide freely, while Cobra actions are determined by an automated system. Both factions follow the same basic rules for each action.

Move Actions

Characters have a Movement value that determines how many Movement Points (MP) they can use. Movement is only orthogonal unless the character has the Nimble skill or uses Heroic Effort.

Some terrain types penalize movement as previously mentioned (p. 2). Moving through a square occupied by an enemy figure costs an additional 1 MP.

Attack Actions

1. **Declare Weapon**
   Choose the weapon for the attack, determining range, dice type, and number.

2. **Declare Target**
   Declare an enemy within LoS and check for cover. Gather the attack dice (including any from skills/effects).

3. **Create Defense Dice Pool**
   The target adds defense dice based on cover, defense, and skills.

4. **Resolve the Roll** - Roll attack and defense dice together:
   Check for
   Substract and from the attack results.
   If all are canceled or there is none, the attack fails.

5. **Check Range**, Spend to increase it according to weapon properties.
   If within base range, the attack hits. If out of range the attack misses.

6. **Assign Damage**
   Each remaining deals 1 damage. Add extra damage and other effects from activating weapon properties.

Interact Actions

- To take tokens or Mission Markers a character must be adjacent and spend an interaction action.

- To open a closed door, a character must be adjacent and spend an interaction action. Once opened, doors cannot be closed again.

Interactions can be performed during a Movement Action. A character can spend part of their MP for an Interaction and continue moving with the remaining MP.

Rest Actions

Joe characters can spend a Rest Action to recover either Vitality or Heroic Resolve,they choose:

- Roll Muscle: Discard one damage token for each success rolled.
- Roll Expertise: Discard one Heroic Resolve token for each success rolled.

Special Actions

Special actions are marked with the symbol . To activate them, a character must use one of their activation actions for the turn. The ability produces the effects described, and it can come from a character, a weapon, or the scenario.

Ranged & Melee Attacks

Melee Weapons

- Can only target adjacent enemies.
- Ignore range requeriment.
- Always succeed in hitting, even with zero , allowing expending ✦ for extra effects.

Ranged Weapons

- Have a Base Range that can be extended with ✦ to reach their target.

Special Rule - Point-Blank Shots

Against adjacent enemies, the weapon's Base Range becomes 0. To hit, you must spend ✦ to activate weapon properties and achieve at least Range 1, after subtracting defense dice. This simulates deflecting or dodging a close-range shot.

ACTIVATING G.I. JOE HEROES

A G.I. Joe character gets two activation actions per turn, can't repeat the same type of action unless using a special skill or Heroic Effort. After activating, they receive an Activation Token and can't activate again until it's removed.

ACTIVATING COBRA CHARACTERS

Players perform movement and dice rolls for Cobra characters, but their actions are determined by a deck of Cobra Activation Cards (CAC). Each Cobra unit has a character sheet and a 7-card CAC deck.

During the Cobra Activation Turn, the character with the highest Aggro (without an activation token) is activated, which could be a Villain or an entire Squad. When activating a Squad, each figure without an activation token activates individually, starting with the one closest to a G.I. Joe character. If two are equally distant, players choose the order.

If a deadlock occurs and the automaton cannot decide between two equal options, players choose the option that most harms the G.I. Joe characters.

Enemy figures are not placed on the map until their zone is revealed. Revealed zones include those with G.I. Joe characters and any connected by a movement path that avoids closed doors or impassable terrain. When a door opens to a new zone, deploy enemies there as shown on the mini-map. Cobra characters in unrevealed zones do not activate.

Cobra Activation Cards (CAC)

Cobra Activation Cards guide the actions of Cobra characters. Each card has an icon system, summarized on the back of the rulebook as a reference:

Each line of icons represents an Activation Order.

Always follow the orders top to bottom.

If an order cannot be completed (e.g., moving when immobilized or attacking with no enemies in sight), skip it and move to the next order.

After using all 7 cards, shuffle the deck for the next round.

Cobra characters make decisions based on a priority system. Players handle movement and dice rolls, while the decisions are driven by the priority rules outlined as follows:

- First: the character will aim to reach the space determined by their Cobra Activation Order.
- Second: they will attempt to do so ending in a space that grant the best possible cover against the highest number of visible enemies.
- Third: if possible also try to position themselves in a space in wich enemies have the worst possible cover against them.

Cobra Activation Orders

Each Cobra Activation Order consists of two icons:

- The first icon indicates the type of activation (e.g., Movement, Attack, etc.).
- The second icon specifies the target of that activation action (e.g., which square to move to, which enemy to attack, etc.).

TIEBREAKER - When a Cobra character needs to choose between targets with tied criteria (such as Distance or Damage Tokens), they always prefer the one with the highest Aggro.

Cobra Movement Orders

Cobra characters use Movement Points (MP) similarly to Joe characters. When a movement action is directed by the Cobra Activation Order, the target space is determined by the second icon, which may involve gaining line of sight, seeking better cover, or fulfilling other tactical objectives. The movement follows these decision-making criteria:

- The character will aim to get as close as possible to the target space.
- Among the possible spaces, it will prioritize the one that provides the best cover. If multiple options provide equal cover, it will choose the one offering the best protection against the greatest number of visible enemies.
- Among spaces with equal cover, the character will choose the one that offers the clearest Line of Sight (LoS) to the enemy, which is the one providing the least cover to the enemy.
- If possible, it will try to stay as close as possible to the Base Range of its Primary Weapon, even if it involves moving closer to or farther from the target.
- If the figure cannot reach a space where it can establish LoS with the target (e.g., no enemy is in LoS), it will move as close as possible to the nearest space from which it could potentially better fulfill the order in future turns.

SEARCH FOR A TARGET

1. Move a space with LoS to the nearest enemy with whom LoS can be established.
2. While doing so, stay in the best cover against the target.
3. Among spaces with equal cover, choose the one that offers the clearest Line of Sight (LoS) to the enemy.
4. If there are still equal options, try to stay as close as possible to the Base Range of the Primary Weapon.

TAKE COVER

1. Move to improve your cover against as many enemies as possible.
2. Among spaces with equal cover, choose the one that offers the clearest Line of Sight (LoS) to the enemy.
3. If there are still equal options, try to stay as close as possible to the Base Range of the Primary Weapon.

With this movement, the character will never end in a space with less cover than where they started, even if it means not moving at all. If don't have LoS at the

start of the action don't move to a spot where you will get LoS if enemies wil also have LoS against you. That won't "improve your cover", only if you can gain LoS without getting in the LoS of new enemies is an improvement of cover.

PUSH FORWARD

1. Move as close as possible to the nearest enemy.
2. End up in a square that provides the best available cover against the most enemies.
3. If can't get adjacent to an enemy, try to have the clearest Line of Sight (LoS) to it.

TACTICAL REGROUP

1. Move as close as possible to the closest ally.
2. End up in a square that provides the best available cover against the most enemies.
3. If can't get adjacent to an enemy, try to have the clearest Line of Sight (LoS) to it.
4. If options are still tied, select the space closest to the nearest Joe, even if LoS is not available.

SEEK SAFETY

1. Move to a space where the fewest enemies have LoS to you.
2. Choose the closest space to your current position.
3. If you can't avoid LoS, find the best cover available.
4. If you can only get cover, move as far away from as many enemies as possible.

BLOCK THE OBJECTIVE

1. Move to obstruct enemy movement access to Mission Objectives as much as possible:
   a. If moving to block Objectives is not possible, move to obstruct the path to Cobra Villains.
   b. If that's not possible, move to obstruct Doors.
2. If possible, seek the best cover available.
3. If possible, aim for the clearest Line of Sight (LoS) against closest enemy.

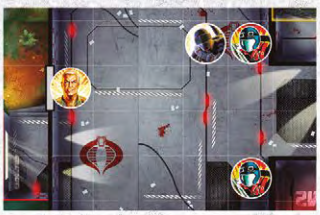
EXAMPLES OF COBRA MOVEMENT ORDERS

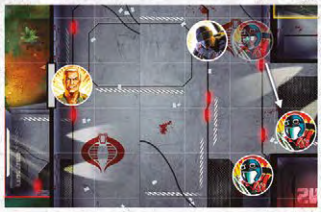


In this example we can see how the Viper must choose Duke as the nearest Joe (because is the one with higher Aggro). The Viper can't reach any space with LOS against Duke that provide him cover, so he chooses to move to a space where Duke has the lower cover against him and also he gets the highest possible cover against the most enemy Joes (in this case only against Snake Eyes).



In this example we can see how the Viper can't reach any space with LOS against any Joe that provide him cover, so he chooses to move to a space where the closest Joe has the lower cover against him (all reachable spaces provide the same cover: none, so all equally valid to targets to be chosen to move).





The first Viper to act cannot move to any square that provides cover from Snake Eyes or Duke, so it moves while maintaining LOS as close as possible to the Weapon's Base Range (3). Ends up as close as possible to the Weapon's Base Range without reaching it.

Cobra Attack Orders

When this order appears, the Cobra character must attack the target indicated after the icon.

Cobra characters will generally use their ranged weapon unless a melee weapon is equipped and the target is within range (adjacent), in which case they will prefer the melee weapon.

If only a ranged weapon is equipped and the enemy is adjacent, they will perform a Point Blank Shot (page 12).

A) The attacker is adjacent to the target and has a Melee weapon equpped in which case they will use the melee

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.

Attack Orders may have bonus to damage, range or extra properties, if any, they will be indicated just below the Order Line.



This order adds +1 Range and also add a Disoriented token to the target.

Other Cobra Orders

HEAL

This order allows Cobra characters to remove damage tokens on the target. The order includes a dice icon with the type of dice rolled for the action. Each result removes one damage token, and each two results removes an extra token. This action may target the acting character, an ally in a specific range or multiple allies. If the acting character must choose among targets will prioritize:

1. The ally in LoS with the highest number of damage counters.

2. If no ally is LoS or Range the character heal Himself.

If a Heal action heal all allies in a determined range, the character also heal himself.

INSPIRE

This order places Inspiration counters on the target. If a number is over the icon it represent that multiple Inspiration counters are placed on the target (e.g.). This action may target the acting character, an ally in a specific range or multiple allies. If the acting character must choose among targets will prioritize:

1. The ally within Line of Sight (LoS) with the highest number of damage counters.

2. If no ally is within LoS or range, the character will inspire themselves.

If an Inspire action affects all allies within a specified range, the character will also inspire themselves.

DISORIENT

This order places Disorientation counters on the target. If a number is over the icon it represents that multiple Disorientation counters are placed on the target. To place Disorientation tokens on enemies the acting character needs LoS.

HOLD

This order places a Parry token on usually himself. This order does not specify other target.

REMEMBER: Do not perform useless actions!
A crucial rule in the game is that if an action does not change the game state in any way, it is ignored without being resolved. This is especially important for automated Cobra characters.

LOADOUT OR EQUIPMENT CARDS

No matter how many weapons a character has equipped, they can only use one at a time in a single action. Here's the breakdown of a weapon's stats:



1. Weapon Name

2. Base Range and Type (Melee or Ranged)

3. Maximum number of and that can be obtained (typically, if you roll many , the number of will be lower, and vice versa).

4. Permanent properties of the weapon that are always active (e.g., Limited Ammo), but only one time per attack.

5. Dice rolled to attack

6. Weapon properties that can be activated to increase Range, Damage, or produce special effects during an attack by expending from the attack roll.

7. Weapons have a TIER indicator for campaign mode.

Main difference between G.I. Joe and Cobra weapons:

- **G.I. Joe weapons:** Players can activate weapon properties in any order and as many times as desired, provided they have the necessary and the attack has hit.

- **Cobra weapons:** Properties must be activated in a strict order from top to bottom on the card. They can be activated as many times as possible, as long as the necessary is available, but once reaching the bottom, the player must activate properties in order until no or activable properties remain.

The most common Weapon Properties are:

- **+X Range Increase:** Activating this property increases the attack range by the specified amount.

- **+X Damage Increase:** Activating this property increases the damage of the attack by the specified amount (Note this don't add to the result; it only increases the damage once the attack has hit).

The remaining properties, along with their icons and effects, can be found in the following section.

Stealth & Hidden

In this introductory version of the rules, stealth mechanics have been simplified for streamlined gameplay. Hidden characters gain to attacks and add a to their defense. They lose the Hidden token if they attack without the Silent property or end their activation in an enemy's LoS without Cover against them.

If any action requires the Joes to perform a Stealth Check, it is treated as a Stealth Check (3).

Weapon Properties & Status Token

A single figure can never have more than three tokens of the same type assigned. If an effect attempts to add a fourth token of the same type, that effect is ignored.

BLEED / / & BLEED TOKEN

A Bleed token damages the character at the end of their turn. If a fourth token is added, it deals 1 damage instead. Characters with 1+ Bleed tokens take 1 damage per token at the start of their activation and remove one token.

DISORIENT & DISORIENTED TOKEN

Disorientation adds Disoriented tokens, causing:

- A -1 penalty to rolls, then removes a token.
- A -1 penalty to defense rolls, then removes a token.
- Increased MP cost to move through non-normal terrain by +1.

After activation, remove one Disoriented token.

INCAPACITATING

This property adds Heroic Effort tokens instead of damage. If the target can't receive more Heroic Effort tokens, it starts taking damage, and each damage token adds a Disoriented token.

INJURY & INJURY TOKEN

Injury tokens cause:

- One Injury token: -1 to rolls.
- Two Injury tokens: -1 to rolls and -1 MP per movement action.
- Three Injury tokens on G.I. Joe: Wounded.
- Three Injury tokens on Cobra: Neutralized.

Only specific effects can remove Injury tokens.

INSPIRED & INSPIRATION TOKENS

Characters with an Inspiration token gain:

- One die for their next attack, then remove the token.
- A penalty of one additional on the next attack against them, then remove the token.

MOVE X

Move X allows a Free Movement Action with X Movement Points.

Cannot increase MP but can use abilities that ignore terrain penalties or allow diagonal movement.

LIMITED AMMO X

Weapons with Limited Ammo X have X uses. Once depleted, the weapon's limited-use properties can't be used. Some weapons have Free Ammo , which doesn't consume ammo tokens.

PARRY & PARRY TOKEN

When activated, gain a Parry token, which adds to defense against adjacent enemies.

Remove the Parry token at the start of the next activation.

PIERCE 1 AND PIERCE 2

Pierce reduces cover:

- Pierce 1: Reduces cover by 1.
- Pierce 2: Reduces cover by 1 or defense by 1 if no cover is present.

POINT BLANK

At close range, the firearm doesn't need a minimum range to attack adjacent targets, though it still requires 1 .

PUSH X

Push the target X spaces away, causing damage for each square pushed through difficult terrain or light cover.

If the push would move through impassable terrain, stop, and damage is dealt.

QUICK-DRAW
Allows an attack during movement, followed by normal movement.

RAPID FIRE
A weapon with Rapid Fire allows an additional attack (after resolving the current one) against another target at the same or shorter range. Rapid Fire can trigger again during the second attack for a third, and so on, but:

a. Each consecutive activation increases the activation cost by +✦.

b. All targets must be DIFFERENT characters.

A Cobra character using this property simply attacks the next closest Joe in LoS, ignoring these restrictions.

RESTRAIN & RESTRAINED TOKEN
A Restrained token prevents movement actions.

Remove the Restrained token at the end of the next activation.

SILENT
Weapons with Silent allow a Hidden character to remain Hidden after attacking. If not Hidden, a successful neutralization grants Hidden status.

STUN & STUN TOKEN
Stun tokens restrict actions.

- Cobra characters perform the last possible action and end their turn.

- Joe characters can perform only one action.

At the end of the turn, remove the token if only one action was performed.

TRIP & PRONE
Knocks down an enemy, reducing their weapon range by 2 and modifying defense based on proximity.

To get up, 2 MP must be spent.

SMOKE TOKENS
Smoke tokens create Obscured terrain, granting defense bonuses and allowing characters to remain Hidden.

At the start of each Round, two smoke tokens are removed if no adjacent fire is present.

Area of Effect Templates

RDT-7 Assault Rifle may apply an Area Template impacting multiple squares around the target.

- Fully covered squares receive the full effect.

- Partially covered squares are affected partially (taking half the damage and half the ✦ to apply effects).

The template's front side highlights the squares that are fully affected.

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.