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Ranged Abilities



Rank 1

Iron Sights

• By taking 5s to aim a shot after charging (rather than the usual 1s) you may extend your range for a ranged weapon to 20m.

Power Shot [3]

• Call YOU: STRIKEDOWN with a charged ranged weapon at a target in range.

Scatter Shot [5]

• Call YOU LOT: PEW.

Ranged Weapon Prowess

Various abilities for different weapon types. You may take this Ability multiple times for different weapon types.

- **Dual Pistols** you may charge these independently of each other.
- Two-Handed reduce the charge time for this weapon by 2s.
- **Launcher** charge for 20s to call YOU: BLAST with this weapon at a target in range. If you are hit with ZAP while charged, you must call KABOOM immediately and discharge.
- Flamethrower charge for 20s to call YOU LOT: BURN. If you are hit with CRUNCH WEAPON

while charging, you must call KABOOM immediately and discharge.

• **Grenade** - you get a cache of 5 Grenades per Encounter.

Rank 2

Scout Sniper

 You may ask a Ref to inform you of what enemies are saying at a distance if you are able to watch them undetected.

Double-Tap [2]

- The charge time to fire at the same target as your previous shot is reduced by 3s.
- You must fire at that target or spend the full time charging to aim at a different one.

Ghost [3]

- Call YOU: KNOCKOUT with a ranged weapon.
- Normal KNOCKOUT rules apply.

Rank 3

Emplacement

Your Energy Regimen is improved by ranged weapon use:

- **Siphoner** hits against you while you are charging a ranged weapon count as 2 hits for producing Energy.
- **Channeller** you produce 1 additional energy from channelling if you are charging a ranged weapon throughout.
- **Generator** when you incapacitate an enemy with a ranged weapon attack, produce 1 Energy.
- **Accumulator** the first ranged weapon call you make during an encounter has its Energy cost reduced by 3.
- **Assimilator** when you call **ASSIMILATE** you instantly charge your ranged weapon.

Recoil [3]

• Call STRIKEDOWN if you are hit in melee while charging a ranged weapon or aiming.

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Explosive Round [5]

Call YOU: BLAST with a charged ranged weapon at a target in range.

Rank 4

Sniper Elite

• By taking 10s to aim a shot after charging, your ranged weapon range extends to 30m.

Headshot [5]

- Call YOU: CRUNCH with a charged ranged weapon at a target in range.
- You may target any body part or weapon if you choose.

EMP [5]

Call YOU: ZAP with a charged ranged weapon at a target in range.

Rank 5

Overheat

- You may reduce the Energy cost of any Ability by 5 by suffering a CRUNCH on your ranged weapon after you use the ability.
- This may not stack with other sources of Energy cost reduction.

Orbital Bombardment [8]

• Call YOU LOT: CRUNCH.

Mutually Assured Destruction [8]

- You may suffer a Severe Injury in order to call YOU: CRUNCH repeatedly on a specific target every 10s until the end of the encounter.
- If that target is incapacitated, you may continue to do this.
- If they die, your power runs out.

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