

COMPLICATIONS IN PLACE OF INJURIES

		BLANK	PIP	EFFECT		
BODY	1-2	Head	Neck	Jaw	Nose	
remove with	3-6	Left Arm	Left Shoulder	Left Elbow	Left Hand	
Control+Medicine	7-8	Left Leg	Left Hip	Left Knee	Left Foot	
(Difficulty 2)	9-12	Right Arm	Right Shoulder	Right Elbow	Right Hand	
	13-14	Right Leg	Right Hip	Right Knee	Right Foot	
	15-20	Torso	Lungs	Spine	Heart	
SENSE	1-2	Impacted Balance	Fitness Tasks +1 Difficulty	Cannot Sprint	Melee attacks against you at -1 Difficulty	
remove with	3-4	Impacted Concentration	Reason Tasks +1 Difficulty	Cannot Aim	Engineering Tasks +1 Difficulty	
Fitness+Medicine	5-6	Impacted Coordination	Control Tasks +1 Difficulty	Melee Attacks +1 Difficulty	Security Tasks +1 Difficulty	
(Difficulty 2)	7-8	Impacted Decision-Making	Daring Tasks +1 Difficulty	Cannot Direct	Medicine Tasks +1 Difficulty	
	9-10	Impacted Direction Sense	Insight Tasks +1 Difficulty	Cannot Guard	Conn Tasks +1 Difficulty	
	11-12	Impacted Hearing	Hear at Close range only	Cannot be Directed	Deafened	
	13-14	Impacted Memory	Cannot Assist	Cannot use a random Focus	Science Tasks +1 Difficulty	
	15-16	Impacted Sight	Ranged Attacks +1/Zone	Targets gain 2 Cover	Blinded	
	17-18	Impacted Time Sense	Maximum one Minor Action	Cannot Ready	Cannot buy a Swift Task	
	19-20	Impacted Voice	Presence Tasks +1 Difficulty	Command Tasks +1 Difficulty	Voice loss	
ENVIRONMENT	1-2	Asset / Machinery	Tasks with asset/machinery +1 Difficulty	Add 1 Threat at start of each Round	Asset or machinery damaged	
remove with	3-4	Bystander	Bystander loses action	Bystander trapped	Bystander takes Injury	
Insight+Security	5-10	Cover	Cover -> Fragile	Cover -> Volatile 1 (each Effect=1 damage & destroys Cover)	Cover -> Uncertain (each Effect adds 1 Threat)	
(Difficulty 2)	11-14	Footing	Terrain -> Hindering	Cannot move unless prone	Ground collapses	
	15-17	Personnel	Complication Range +1 when helping	Personnel neutralized or fled	Member of personnel killed	
	18-20	Structure	Reduce Cover by 1	Falling debris (as 3 Challenge Dice of Improvised Attack)	Structural collapse	
TEAM	1-2	Chaos	Team's Medicine Tasks +1 Difficulty	Team's Complication Range increases by +1	Noise limits Team communications to Reach	
remove with	3-4	Discord	Team's Assist Tasks +1 Difficulty	Cover in each zone protects only one person	Team's Security Tasks +1 Difficulty	
Presence+Command	5-6	Distraction	Team's Extra Minor Actions cost increases by 1	Team may only buy Extra Minor Actions by adding to Threat	Team may only re-roll damage by adding to Threat	
(Difficulty 2)	7-8	Fixation	Team can only Aim if attacking the enemy leader	Team's Swift Tasks must be the same as their first Task	Team cannot do Area Attack or Secondary Target	
	9-10	Isolation	Sudden barrier separates teammates	Teammate trapped	Team may not be Assisted	
	11-12	Miscommunication	Team's Keep the Initiative cost increases by 1	Team may only Keep the Initiative by adding to Threat	Enemies Keep the Initiative at 1 less cost	
	13-14	Panic	Team's initiative order becomes random	Team may not Keep the Initiative	Team's Recover Tasks +1 Difficulty	
	15-16	Combat Paralysis	Team's attacks gain Non-Lethal	Team may not leave their current zone	Team always acts second each Round	
	17-18	Ambushed	Ranged attacks against your Team at -1 Difficulty	Enemy Personnel arrive as backup	Immediately remove an Advantage	
	19-20	Winded	Team's Swift Task cost increases by 1	Team may only Swift Task by adding to Threat	Team's Fitness Tasks +1 Difficulty	
GEAR	1-6	Broken	One use left before breaking	Unusable until repaired	Smithereens	
remove with	7-14	Fumbled	Gear gains Cumbersome	Gear gains Inaccurate	Gear disarmed or dropped	
Daring+Engineering	15-20	Malfunctioning	Complication Range +1 when used	Effects capped at 1	Each use adds 1 Threat	
(Difficulty 2)						

remove another similar Complication for 2 Momentum (Repeatable)