

ODST CAPTAIN

SOCOM Pistol



SPEED 1-2
RANGED 4+
FIGHT 4+
SURVIVE 5+
ARMOR 1
LIFE 3

Tactician 2:

Gain +2 Command Dice.
You may reroll 2 and keep 2.

ODST LIEUTENANT

Avenger



SPEED 1-2
RANGED 4+
FIGHT 4+
SURVIVE 5+
ARMOR 1
LIFE 3

Tactician 1:

Gain +1 Command Dice.

You may reroll 1 and keep 1.

Scout: Free 1-cube move when deploy. Crouch for free when respawn. Keep Crouch token when Advancing.

ODST FIREBREAK CHARLIE

Flamethrower / Demo Charge



SPEED 1-2
RANGED 4+
FIGHT 5+
SURVIVE 5+
ARMOR 1
LIFE 3

ODST FIREBREAK DELTA

Shotgun / Demo Charge



SPEED 1-2
RANGED 4+
FIGHT 5+
SURVIVE 5+
ARMOR 1
LIFE 3

ODST AIR ASSAULT ALPHA

Assault Rifle / Knife



SPEED 1-3
RANGED 5+
FIGHT 4+
SURVIVE 5+
ARMOR 1
LIFE 3

Acrobatic: Each kill counts as 2.
Jump Pack: Not pinned or damaged by falling. No need to climb. Can jump gaps and walls.

ODST AIR ASSAULT BRAVO

SMG / Knife



SPEED 1-3
RANGED 5+
FIGHT 4+
SURVIVE 5+
ARMOR 1
LIFE 3

Acrobatic: Each kill counts as 2.
Jump Pack: Not pinned or damaged by falling. No need to climb. Can jump gaps and walls.

ODST MARKSMAN ECHO

BR55 Battle Rifle



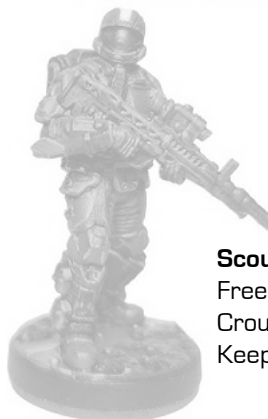
SPEED 1-2
RANGED 4+
FIGHT 5+
SURVIVE 5+
ARMOR 1
LIFE 3

Scout:

Free 1-cube move when deploy. Crouch for free when respawn. Keep Crouch token when Advancing.

ODST MARKSMAN KILO

DMR



SPEED 1-2
RANGED 4+
FIGHT 5+
SURVIVE 5+
ARMOR 1
LIFE 3

Scout:

Free 1-cube move when deploy. Crouch for free when respawn. Keep Crouch token when Advancing.