

GUNNERY SGT EDWARD BUCK

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

Tactician 1

LIFE 3

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

Fast Transition:

When you resolve a normal Shoot action, fire both of your Weapons (short only).

Assault Rifle / Magnum / Knife



CAPTAIN VERONICA DARE

SPEED 1-2
RANGED 4+
FIGHT 6+
SURVIVE 5+
ARMOR 1
LIFE 3

Tactician 2:

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

Stealthy:

The Clear Shot modifier against this figure is only +1 dice.

SOCOM Pistol

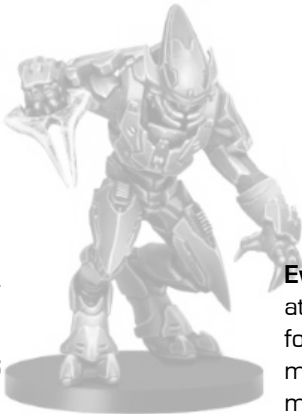


ELITE SWORDMASTER

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

Evade: If you survive a Shoot attack and are not pinned or forced to move, you may make a 1-cube Advance. This may trigger a free Assault.

Energy Sword / Plasma Grenade



ELITE MERCENARY

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

Evade: If you survive a Shoot attack and are not pinned or forced to move, you may make a 1-cube Advance. This may trigger a free Assault.

Pulse Carbine / P-Grenade / E-Daggers

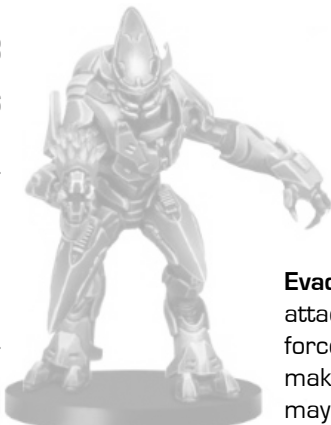


ELITE SOLDIER

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

Evade: If you survive a Shoot attack and are not pinned or forced to move, you may make a 1-cube Advance. This may trigger a free Assault.

Needler / Plasma Grenade / Energy Daggers



PULSE CARBINE

4
RANGE



Weight of Fire: May reroll 1 dice.

ESD: Removes 1 Shield.

AP: Ignores 1 Armor.



BRUTE CAPTAIN

SPEED 1-3
RANGED 4+
FIGHT 4+
SURVIVE 5+
SHIELD 2
ARMOR 2
LIFE 6

Tactician 1.

Jump Pack.

Imposing: +1 Fight and Survive dice during an Assault.

Knockback with Fists.

Hydra



ENERGY DAGGERS

CC
RANGE



Smash: +1 dice.

AP: Ignores 1 Armor.

