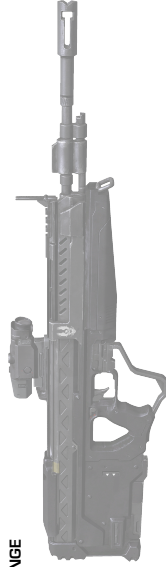


M392 DMR

6

RANGE



Optics: +1 dice, add a dice on 7 or 8.
Lethal: +1 Wound.

M6C/SOCOM PISTOL

4

RANGE



Optics: +1 dice, add a dice on 7 or 8.

BR55 BATTLE RIFLE

5

RANGE

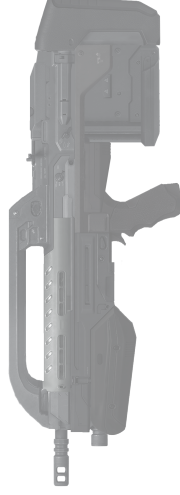


Optics: +1 dice, add a dice on 7 or 8.
Weight of Fire: May reroll 1 dice.
AP: Ignores 1 Armor.

MA5K AVENGER

3

RANGE



Weight of Fire: May reroll 3 dice.

MA40 ASSAULT RIFLE

4

RANGE



Weight of Fire: May reroll 2 dice.
Rapid Fire: Roll 4 dice. Unaffected by crouching.
Success = target loses 1 Shield and is pinned.

M6H2 MAGNUM

3

RANGE



Optics: +1 dice, add a dice on 7 or 8.

ODST COMBAT KNIFE

CC

RANGE



AP: Ignores 1 Armor.

M6C/SOCOM PISTOL

4

RANGE



Optics: +1 dice, add a dice on 7 or 8.