



FREE MARINE
Trooper

SPECIAL ABILITIES

Camouflage (2), Guerilla (5)

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	0	21	2	11	12

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

PUNISHER SHORTSWORD // Reach (1), Vicious

+1

ST+7

—

—

—

—

—

—

20

M50 ASSAULT RIFLE

—

—

12"

+0

13

36"

-2

13

20

🕒 Camouflage (X) // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

🕒 Guerilla (X) // When this Unit performs an Ambush Reaction, perform a Test with a TN equal to X. On a Success, this Unit does not receive an Activation Counter.

🕒 Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

🕒 Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



FREE MARINE MEDIC
Specialist (1:Free Marines)

SPECIAL ABILITIES

Camouflage (2), First Aid (11), Guerilla (5)

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	0	21	2	11	12

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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PUNISHER SHORTSWORD // Reach (1), Vicious

+1	ST+7	—	—	—	—	—	—	20
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M50 ASSAULT RIFLE

—	—	12"	+0	13	36"	-2	13	20
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🕒 Camouflage (X) // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

🕒 First Aid (X) // Once during this Unit's Activation, immediately before or after declaring or performing an Action, this Unit, if in base-to-base contact with a Friendly Unit with one or more Wound Counters, may attempt a TN(X) Test. Success removes a Wound Counter and a natural roll of a "1" removes all Wound Counters. Other Friendly Units within 6" of this Unit are never assigned more than one Wound Counter as a result of a failed Armor Test.

🕒 Guerilla (X) // When this Unit performs an Ambush Reaction, perform a Test with a TN equal to X. On a Success, this Unit does not receive an Activation Counter.

🌀 Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

🌀 Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



SPECIAL ABILITIES

Camouflage (2), Guerilla (5)

DP | **SP**
4 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	0	21	2	11	12

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

PUNISHER SHORTSWORD // Reach (1), Vicious

+1 | ST+7

— | — | —

— | — | —

20

DPAT-9 ROCKET LAUNCHER // Explosive (2), Suppressive

— | —

24" | -1 | 12

48" | -3 | 12

18

🎯 Camouflage (X) // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

🎯 Guerilla (X) // When this Unit performs an Ambush Reaction, perform a Test with a TN equal to X. On a Success, this Unit does not receive an Activation Counter.

💣 Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

🎯 Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

🎯 Suppressive // If all of the Shoot or Strike Tests from a Shoot or Strike Action using this Weapon target the same Enemy Unit (this must be a Primary Target for Area of Effect Weapons), that Enemy Unit receives a Pinned Counter after the action, regardless of the Success of the Shoot or Strike Action.

🎯 Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



FREE MARINE LEADER
Leader (1:Free Marines)

SPECIAL ABILITIES

Camouflage (2), Command (Free Marines),
Guerilla (5), Inspire

DP | **SP**
5 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	14	6	0	21	2	11	14

WEAPONS

CC	SHORT RANGE			LONG RANGE			CF	
PUNISHER SHORTSWORD // Reach (1), Vicious								
+1	ST+7	—	—	—	—	—	20	
M50 ASSAULT RIFLE								
—	—	12"	+0	13	36"	-2	13	20

🕒 Camouflage (X) // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

🕒 Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

🕒 Guerilla (X) // When this Unit performs an Ambush Reaction, perform a Test with a TN equal to X. On a Success, this Unit does not receive an Activation Counter.

🕒 Inspire // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

🌀 Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

🌀 Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



SUNSET STRIKER

Trooper

SPECIAL ABILITIES

Duelist (-2), Fierce Charge

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	15	5	-1	21	2	12	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2 ST+8

—

—

—

—

—

—

20

M50 ASSAULT RIFLE

—

—

12"

+0

13

36"

-2

13

20

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Fierce Charge // This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



SUNSET STRIKER OPERATOR

Specialist (1:Sunset Strikers)

SPECIAL ABILITIES

Duelist (-2), Fierce Charge, Tactical

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	15	5	-1	21	2	12	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
CEREMONIAL BLADES // Reach (1)			
+2 ST+8	— — —	— — —	20
M50 ASSAULT RIFLE			
— —	12" +0 13	36" -2 13	20
FRAG GRENADES // Explosive (2), Indirect			
— —	— — —	ST+4" -1 11	20
SMOKE GRENADES // Cloud (2), Indirect, Smoke			
— —	— — —	ST+4" +0 —	20

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Fierce Charge // This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

Tactical // Once per Turn, this Unit may be assigned a Reaction Counter even if it already possesses one or more Reaction Counters while within 2" of a Scenario Objective. This model gains +4 LD whenever using the Interact Action.

Cloud (X) // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

Indirect // This Weapon may perform Indirect Fire Shoot Actions.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

Smoke // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.



SPECIAL ABILITIES

Duelist (-2), Fierce Charge

DP | **SP**
4 | -1

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	15	5	-1	21	2	12	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CEREMONIAL BLADES // Reach (1)

+2 | ST+8

— | — | —

— | — | —

20

GEHENNA PUKER // Continuous, Projected

— | —

10" | +3 | 13

— | — | —

17

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Fierce Charge // This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

Continuous // If a Unit Fails an Armor Test against this Weapon, it immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

Projected // This Weapon is subject to the Projected Area of Effect Weapon rules.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



SUNSET STRIKER LEADER

Leader (1:Sunset Strikers)

SPECIAL ABILITIES

Command (Sunset Strikers), Duelist (-2),
Fierce Charge, Inspire

DP | **SP**
5 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	16	5	-1	21	2	12	15

WEAPONS

CC	SHORT RANGE			LONG RANGE			CF	
CEREMONIAL BLADES // Reach (1)								
+2	ST+8	—	—	—	—	—	20	
M516 SHOTGUN								
—	—	6"	+0	12x2	18"	-3	11	20

Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Fierce Charge // This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

Inspire // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



MARTIAN BANSHEE
Trooper

SPECIAL ABILITIES

Flight, Impact (2), Nerves of Steel

DP | **SP**
5 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	12	6	0	23	2	12	14

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
CAR-24 SMG // Burst (2)								
—	—	6"	+0	12	18"	-1	11	19
M13 HANDGUN								
-1	12	6"	+0	12	18"	-2	11	20
FRAG GRENADES // Explosive (2), Indirect								
—	—	—	—	—	ST+4"	-1	11	20

🕒 Flight // This Unit may perform the Fly Action.

🕒 Impact (X) // After this Unit has completed a Fly Action, all other Units within X inches of this Unit must Succeed at a TN(LD) Test or receive a Reaction Counter.

🕒 Nerves of Steel // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

🔫 Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

🔫 Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

🔫 Indirect // This Weapon may perform Indirect Fire Shoot Actions.



SPECIAL ABILITIES

Flight, Impact (2), Nerves of Steel

DP | **SP**
5 | -1

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	12	6	0	23	2	12	14

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
GEHENNA PUKER // Continuous, Projected								
—	—	10"	+3	13	—	—	—	17
M13 HANDGUN								
-1	12	6"	+0	12	18"	-2	11	20
FRAG GRENADES // Explosive (2), Indirect								
—	—	—	—	—	ST+4"	-1	11	20

🌀 Flight // This Unit may perform the Fly Action.

🌀 Impact (X) // After this Unit has completed a Fly Action, all other Units within X inches of this Unit must Succeed at a TN(LD) Test or receive a Reaction Counter.

🌀 Nerves of Steel // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

🌀 Continuous // If a Unit Fails an Armor Test against this Weapon, it immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

🌀 Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

🌀 Indirect // This Weapon may perform Indirect Fire Shoot Actions.

🌀 Projected // This Weapon is subject to the Projected Area of Effect Weapon rules.



MARTIAN BANSHEE LEADER

Leader (1: Martian Banshees)

SPECIAL ABILITIES

Command (Martian Banshees), Flight, Impact (2), Inspire, Nerves of Steel

DP | **SP**
6 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	0	23	2	12	16

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
CAR-24 SMG // Burst (2)								
—	—	6"	+0	12	18"	-1	11	19
M13 HANDGUN								
-1	12	6"	+0	12	18"	-2	11	20
FRAG GRENADES // Explosive (2), Indirect								
—	—	—	—	—	ST+4"	-1	11	20

☉ Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

☉ Flight // This Unit may perform the Fly Action.

☉ Impact (X) // After this Unit has completed a Fly Action, all other Units within X inches of this Unit must Succeed at a TN(LD) Test or receive a Reaction Counter.

☉ Inspire // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from

a Friendly Unit within 12" and non-Blocked LOS.

☉ Nerves of Steel // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

☉ Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

☉ Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

☉ Indirect // This Weapon may perform Indirect Fire Shoot Actions.