



BLOOD BERET
Trooper

SPECIAL ABILITIES

Camouflage (1), Rebreather (3), Shake It Off

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	-1	22	2	10	12

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
BLADE/BAYONET // Thrust (3)			
+0 ST+5	— — —	— — —	19
INVADER ASSAULT RIFLE			
— —	12" +0 14	36" -2 13	20
AGGRESSOR HANDGUN			
-1 12	6" +0 12	18" -3 11	20

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

☉ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ Shake It Off // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

☉ Thrust (X) // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



BLOOD BERET MEDIC
Specialist (1:Blood Berets)

SPECIAL ABILITIES

Camouflage (1), First Aid (11),
Rebreather (3), Shake It Off

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	-1	22	2	10	12

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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BLADE/BAYONET // Thrust (3)

+0	ST+5	—	—	—	—	—	—	19
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INVADER ASSAULT RIFLE

—	—	12"	+0	14	36"	-2	13	20
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AGGRESSOR HANDGUN

-1	12	6"	+0	12	18"	-3	11	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.

☉ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ Shake It Off // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

☉ Thrust (X) // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



BLOOD BERET RPG
Support

SPECIAL ABILITIES

Camouflage (1), Rebreather (3), Shake It Off

DP | **SP**
4 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	-1	22	2	10	12

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
SOUTHPAW RPG // Explosive (2), Suppressive			
—	—	24" -2 13	48" -4 13 18
AGGRESSOR HANDGUN			
-1	12	6" +0 12	18" -3 11 20

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

☉ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ Shake It Off // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

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

☉ 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.



BLOOD BERET LEADER
Leader (1:Blood Berets)

SPECIAL ABILITIES

Camouflage (1), Command (Blood Berets),
Inspire, Rebreather (3), Shake It Off

DP | SP
5 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	14	6	-1	22	2	10	14

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
CHAINRIPPER // Continuous, Reach (1)			
-1 13x2	—	—	19
MANDIBLE SHOTGUN			
—	6" +0 14x2	18" -3 12	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.

☉ 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.

☉ Rebreather (X) // When performing an Armor Test against a

weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ Shake It Off // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

☉ 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.

☉ 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.



GOLDEN LION
Trooper

SPECIAL ABILITIES

Focused Fire, Rebreather (3)

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	12	6	0	22	2	11	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

INTERCEPTOR SMG // Burst (2)

—

—

6"

+0

12

18"

-1

12

19

AGGRESSOR HANDGUN

-1

12

6"

+0

12

18"

-3

11

20

🎯 Focused Fire // This Unit's Shoot Actions gain a cumulative +1 DAM for each prior Shoot Action Test Success against the same Target this Activation. DAM increase applies to only the Primary Target for Area of Effect weapons.

🎯 Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

🎯 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.



GOLDEN LION OPERATOR
Specialist (1:Golden Lions)

SPECIAL ABILITIES

Focused Fire, Rebreather (3), Tactical

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	12	6	0	22	2	11	13

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
PLASMA CARBINE // Continuous, Explosive (1)								
—	—	8"	+0	12	24"	-1	12	18
AGGRESSOR HANDGUN								
-1	12	6"	+0	12	18"	-3	11	20
PLASMA GRENADES // Continuous, Explosive (1), Indirect								
—	—	—	—	—	ST+4"	-1	12	19
SMOKE GRENADES // Cloud (2), Indirect, Smoke								
—	—	—	—	—	ST+4"	+0	—	20

☉ **Focused Fire** // This Unit's Shoot Actions gain a cumulative +1 DAM for each prior Shoot Action Test Success against the same Target this Activation. DAM increase applies to only the Primary Target for Area of Effect weapons.

☉ **Rebreather (X)** // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ **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.

☉ **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.

☉ **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.



GOLDEN LION LMG
Support

SPECIAL ABILITIES

Focused Fire, Rebreather (3)

DP | **SP**
4 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	12	6	0	22	2	11	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
DESTROYER LMG // Burst (2), Recoil (4)			
—	—	12" +0 14	36" -2 13 19
AGGRESSOR HANDGUN			
-1	12	6" +0 12	18" -3 11 20

🎯 Focused Fire // This Unit's Shoot Actions gain a cumulative +1 DAM for each prior Shoot Action Test Success against the same Target this Activation. DAM increase applies to only the Primary Target for Area of Effect weapons.

🎯 Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

🎯 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.

🎯 Recoil (X) // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.



GOLDEN LION LEADER
Leader (1:Golden Lions)

SPECIAL ABILITIES

Command (Golden Lions), Focused Fire,
Inspire, Rebreather (3)

DP | SP
5 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	15	13	6	0	22	2	11	15

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
CHAINRIPPER // Continuous, Reach (1)			
-1 13x2	—	—	19
PLASMA CARBINE // Continuous, Explosive (1)			
—	8" +0 12	24" -1 12	18

☉ 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.

☉ Focused Fire // This Unit's Shoot Actions gain a cumulative +1 DAM for each prior Shoot Action Test Success against the same Target this Activation. DAM increase applies to only the Primary Target for Area of Effect weapons.

☉ 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.

☉ Rebreather (X) // When performing an Armor Test against a

weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ 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.

☉ 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.



TRENCHER

Trooper

SPECIAL ABILITIES

Entrenched, Group (2), Rebreather (2), Recruit

DP | SP
3 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	11	10	4	0	21	2	10	11

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

BLADE/BAYONET // Thrust (3)

+0

ST+5

—

—

—

—

—

—

19

INVADER ASSAULT RIFLE

—

—

12"

+0

14

36"

-2

13

20

AGGRESSOR HANDGUN

-1

12

6"

+0

12

18"

-3

11

20

🛡️ Entrenched // If this Unit is not placed on a Terrain Feature during Game Setup, place a counter next to it to denote it is entrenched. While entrenched, this Unit receives a -1 bonus to its DEF Characteristic and a +2 AR bonus for Armor Tests in response to Shoot Actions. Remove the entrenched counter if this Unit moves for any reason.

🛡️ Group (X) // During Game Setup, X number of Units of this Unit Type must be deployed at the same time all within 6" of each other. When any Unit of this Unit Type is Activated, X Units of this Unit Type without an Activation Counter must be Activated as a single Activation, the player choosing the order in which each of these Units is Activated, performing

the Actions of each Unit independent of the other Units in the Group. If a player cannot deploy or activate X number of Units of this Unit Type, the player must deploy or activate as many as possible.

🛡️ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

🛡️ Recruit // This Unit must succeed at a TN(LD) Test to remove a Pinned Counter as part of a Rally Action.

🔪 Thrust (X) // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



TRENCHER HMG
Support

SPECIAL ABILITIES

Entrenched, Group (2), Rebreather (2), Recruit

DP | SP
3 | -3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	11	10	4	0	21	2	10	11

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
CHARGER HMG // Burst (3), Recoil (4)			
—	—	24" +1 14	48" -3 14 18
AGGRESSOR HANDGUN			
-1	12	6" +0 12	18" -3 11 20

🛡️ Entrenched // If this Unit is not placed on a Terrain Feature during Game Setup, place a counter next to it to denote it is entrenched. While entrenched, this Unit receives a -1 bonus to its DEF Characteristic and a +2 AR bonus for Armor Tests in response to Shoot Actions. Remove the entrenched counter if this Unit moves for any reason.

🛡️ Group (X) // During Game Setup, X number of Units of this Unit Type must be deployed at the same time all within 6" of each other. When any Unit of this Unit Type is Activated, X Units of this Unit Type without an Activation Counter must be Activated as a single Activation, the player choosing the order in which each of these Units is Activated, performing the Actions of each Unit independent of the other

Units in the Group. If a player cannot deploy or activate X number of Units of this Unit Type, the player must deploy or activate as many as possible.

🛡️ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

🛡️ Recruit // This Unit must succeed at a TN(LD) Test to remove a Pinned Counter as part of a Rally Action.

🔫 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.

🔫 Recoil (X) // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.



TRENCHER LEADER

Leader (2:Trenchers)

SPECIAL ABILITIES

Command (Trenchers), Entrenched, Group (2), Inspire, Rebreather (2), Recruit

DP | SP
4 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	11	4	0	21	2	10	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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BLADE/BAYONET // Thrust (3)

+0	ST+5	—	—	—	—	—	—	19
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INVADER ASSAULT RIFLE

—	—	12"	+0	14	36"	-2	13	20
---	---	-----	----	----	-----	----	----	----

AGGRESSOR HANDGUN

-1	12	6"	+0	12	18"	-3	11	20
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☉ 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.

☉ Entrenched // If this Unit is not placed on a Terrain Feature during Game Setup, place a counter next to it to denote it is entrenched. While entrenched, this Unit receives a -1 bonus to its DEF Characteristic and a +2 AR bonus for Armor Tests in response to Shoot Actions. Remove the entrenched counter if this Unit moves for any reason.

☉ Group (X) // During Game Setup, X number of Units of this Unit Type must be deployed at the same time all within 6" of each other. When any Unit of this Unit Type is Activated, X Units of this Unit Type without an Activation Counter must be Activated as a single Activation, the player

choosing the order in which each of these Units is Activated, performing the Actions of each Unit independent of the other Units in the Group. If a player cannot deploy or activate X number of Units of this Unit Type, the player must deploy or activate as many as possible.

☉ 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.

☉ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ Recruit // This Unit must succeed at a TN(LD) Test to remove a Pinned Counter as part of a Rally Action.

☉ Thrust (X) // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.