



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

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.

🕒 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.



FREE MARINE RPG
Support

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	— — —	— — —
DPAT-9 ROCKET LAUNCHER // Explosive (2), Suppressive			
—	—	24" -1 12	48" -3 12

🕸 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	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
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CEREMONIAL BLADES // Reach (1)

+2	ST+8	—	—	—	—	—	—	20
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M50 ASSAULT RIFLE

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

FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20
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SMOKE GRENADES // Cloud (2), Indirect, Smoke

—	—	—	—	—	ST+4"	+0	—	20
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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.



SUNSET STRIKER FLAMETHROWER
Support

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.



MARTIAN BANSHEE FLAMETHROWER
Support

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)

DP | SP
6 | +2

SPECIAL ABILITIES

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

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
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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.