



VENUSIAN RANGER Trooper

SPECIAL ABILITIES

Camouflage (1), Determination, Precise Senses

DP | **SP**
4 | 0

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

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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AG-17 ASSAULT RIFLE

—	—	12"	+0	12	36"	-1	12	20
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MP-105 HANDGUN

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

🕒 Determination // This Unit may re-roll any TN (PW) or TN (LD) Tests Failures.

🕒 Precise Senses // This Unit ignores the Camouflage Unit Special Ability when performing Shoot Action Tests.



VENUSIAN RANGER MEDIC

Specialist (1:Venusian Rangers)

SPECIAL ABILITIES

Camouflage (1), Determination,
First Aid (12), Precise Senses

DP | SP
4 | 0

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

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

AG-17 ASSAULT RIFLE

—

—

12"

+0

12

36"

-1

12

20

MP-105 HANDGUN

+0

12

6"

+1

12

18"

-1

12

20

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

🕒 Determination // This Unit may re-roll any TN (PW) or TN (LD) Tests Failures.

🕒 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.

🕒 Precise Senses // This Unit ignores the Camouflage Unit Special Ability when performing Shoot Action Tests.



VENUSIAN RANGER HMG Support

SPECIAL ABILITIES

Camouflage (1), Determination, Precise Senses

DP | SP
4 | -3

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

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
MG-80 HMG // Burst (3), Recoil (4)								
—	—	24"	+0	14	48"	-2	13	19
MP-105 HANDGUN								
+0	12	6"	+1	12	18"	-1	12	20

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

🕒 Determination // This Unit may re-roll any TN (PW) or TN (LD) Tests Failures.

🕒 Precise Senses // This Unit ignores the Camouflage Unit Special Ability when performing Shoot Action Tests.

🕒 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.



VENUSIAN RANGER LEADER

Leader (1:Venusian Rangers)

SPECIAL ABILITIES

Camouflage (1), Command (Venusian Rangers),
Determination, Inspire, Precise Senses

DP | SP
5 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	15	13	6	0	22	2	12	14

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
HG-14 SHOTGUN								
—	—	6"	+1	13x2	18"	-2	11	20
MP-105 HANDGUN								
+0	12	6"	+1	12	18"	-1	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.

🕒 Determination // This Unit may re-roll any TN (PW) or TN (LD) Tests Failures.

🕒 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.

🕒 Precise Senses // This Unit ignores the Camouflage Unit Special Ability when performing Shoot Action Tests.



BLITZER
Trooper

SPECIAL ABILITIES

Blitz, Trailblaze

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	5	-1	21	2	11	12

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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MP-103 SMG // Burst (2)


—	—	6"	+0	12	18"	-1	11	19
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MP-105 HANDGUN

+0	12	6"	+1	12	18"	-1	12	20
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ABILITIES

 **Blitz** // When this Unit completes a Shoot Action that resulted in an Armor Test Failure for at least one Enemy Unit, this Unit may immediately perform a free Move Action.

 **Trailblaze** // This Unit ignores the Rough Terrain Trait.

 **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.



BLITZER OPERATOR

Specialist (1:Blitzers)

SPECIAL ABILITIES

Blitz, Tactical, Trailblaze

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	5	-1	21	2	11	12

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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MP-103 SMG // Burst (2)

—	—	6"	+0	12	18"	-1	11	19
---	---	----	----	----	-----	----	----	----

MP-105 HANDGUN

+0	12	6"	+1	12	18"	-1	12	20
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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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⚡ Blitz // When this Unit completes a Shoot Action that resulted in an Armor Test Failure for at least one Enemy Unit, this Unit may immediately perform a free Move 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.

⚡ Trailblaze // This Unit ignores the Rough Terrain Trait.

☄ 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.

☄ 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.

☄ 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.



BLITZER FLAMETHROWER

Support

SPECIAL ABILITIES

Blitz, Trailblaze

DP | SP
4 | -1

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	5	-1	21	2	11	12

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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GEHENNA PUKER // Continuous, Projected

—	—	10"	+3	13	—	—	—	17
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MP-105 HANDGUN

+0	12	6"	+1	12	18"	-1	12	20
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⚡ Blitz // When this Unit completes a Shoot Action that resulted in an Armor Test Failure for at least one Enemy Unit, this Unit may immediately perform a free Move Action.

⚡ Trailblaze // This Unit ignores the Rough Terrain Trait.

🎯 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.



BLITZER LEADER

Leader (1:Blitzers)

SPECIAL ABILITIES

Blitz, Command (Blitzers), Inspire, Trailblaze

DP | SP
5 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	14	14	5	-1	21	2	11	14

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
HG-14 SHOTGUN								
—	—	6"	+1	13x2	18"	-2	11	20
MP-105 HANDGUN								
+0	12	6"	+1	12	18"	-1	12	20

⚡ Blitz // When this Unit completes a Shoot Action that resulted in an Armor Test Failure for at least one Enemy Unit, this Unit may immediately perform a free Move Action.

⚡ 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.

⚡ Trailblaze // This Unit ignores the Rough Terrain Trait.



ETOILES MORTANT Trooper

SPECIAL ABILITIES

Awareness, Dodge, Evasive (-2)

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	12	15	6	-2	20	2	13	13

WEAPONS

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

+1	ST+7	—	—	—	—	—	20
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PUNISHER HANDGUN

-2	12	6"	+0	13	18"	-2	12	20
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Awareness // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

Dodge // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

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

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.



ETOILES MORTANT SNIPER

Support

SPECIAL ABILITIES

Awareness, Dodge, Evasive (-2)

DP | SP
4 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	12	15	6	-2	20	2	13	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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PSG-99 SNIPER RIFLE // Accurate (3)

—	—	24"	+1	14	48"	+1	13	20
---	---	-----	----	----	-----	----	----	----

PUNISHER HANDGUN

-2	12	6"	+0	13	18"	-2	12	20
----	----	----	----	----	-----	----	----	----

Awareness // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

Dodge // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

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

Accurate (X) // Shoot Actions performed with this Weapon score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."



ETOILES MORTANT LEADER

Leader (1:Etoiles Mortant)

SPECIAL ABILITIES

Awareness, Command (Etoiles Mortant),
Dodge, Evasive (-2), Inspire

DP | SP
5 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	16	6	-2	20	2	13	15

WEAPONS

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

+1	ST+7	—	—	—	—	—	20
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PUNISHER HANDGUN

-2	12	6"	+0	13	18"	-2	12	20
----	----	----	----	----	-----	----	----	----

⦿ Awareness // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

⦿ 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.

⦿ Dodge // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

⦿ Evasive (X) // This Unit modifies the Rating of its DEF Characteristic by

X when targeted by an Enemy Unit's Shoot 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.

⦿ 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.