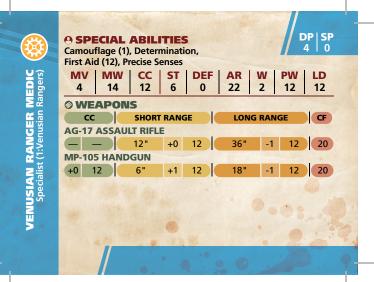
Camouflage MV MI 4 14	N CC	ST 6	ON, Prec DEF 0	AR 22	w 2	<b>PW</b> 12	LD 12
<b>Ø WEAPONS</b>							
СС	SHOR	RANG	je 🛛	LON	G RANG	GE	CF
AG-17 ASSAULT RIFLE							
	12"	+0	12	36"	-1	12	20
MP-105 HANDGUN							
+0 12	6"	+1	12	18"	-1	12	20

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.

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





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.





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.



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	O SPECIAL ABILITIES								
	Camouflage (1), Command (Venusian Rangers), 5 +3								
-	Determination, Inspire, Precise Senses								
ers)	MV MW CC ST	DEF AR W	PW LD						
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<b>A</b> Ë	MP-105 HANDGUN								
e e	+0 12 6" +1	12 18" -1	12 20						
AN RANGER L Leader (1:Venusian									
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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.





• 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.





◆ 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.





• 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.





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.





• 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.



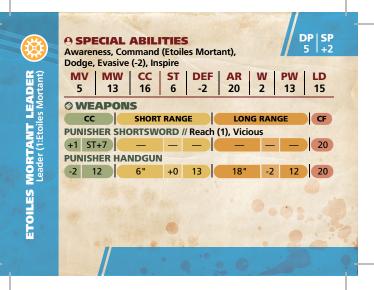


Awareness // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

 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."





• 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.

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