



DR. DIANA

Specialist (1:Chasseurs)

• SPECIAL ABILITIES

Awareness, First Aid (13), Networked, Shake it Off

DP | SP
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
6	12	11	6	-1	22	2	11	13

• WEAPONS

CC	SHORT RANGE	LONG RANGE	CF					
P1000 HANDGUN								
+0	12	6"	+1	12	18"	-1	12	20

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

● 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.

● Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

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



DR. DIANA

Leader (2:Chasseurs)

• SPECIAL ABILITIES

Awareness, First Aid (13), Inspire,
Networked, Shake it Off

DP | SP
5 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
6	12	11	6	-1	22	2	11	13

• WEAPONS

CC	SHORT RANGE	LONG RANGE	CF					
P1000 HANDGUN								
+0	12	6"	+1	12	18"	-1	12	20

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

● 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.

● 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.

● Networked // Before declaring a Reaction, this Unit may relocate one of its Reaction Counters to a Friendly Unit with the Networked Unit Special Ability within 8" that doesn't currently have a Reaction Counter. If this Unit also has the Command Unit Special Ability, it may ignore the LOS requirements when using Command to target a Friendly Unit that also has the Networked Unit Special Ability.

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