



COMMANDO
Trooper

SPECIAL ABILITIES

Fierce Charge, Unstoppable

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	12	14	6	-1	21	2	10	12

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

PUNISHER SHORTSWORD // Reach (1), Vicious

+1 | ST+7

—

—

—

—

—

—

20

AGGRESSOR HANDGUN

-1 | 12

6"

+0

12

18"

-3

11

20

Fierce Charge // This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

Unstoppable // This Unit cannot be targeted by an Ambush Reaction during 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.

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.