



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.



COMMANDO // HMG
Support

SPECIAL ABILITIES

Fierce Charge, Unstoppable

DP | **SP**
4 | -3

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

AGGRESSOR HANDGUN

-1

12

6"

+0

12

18"

-3

11

20

CHARGER HMG // Burst (3), Recoil (4)

—

—

24"

+1

14

48"

-3

14

18

👤 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.

🔫 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.



COMMANDO // CHIEFTAIN

Leader (1:Commandos)

SPECIAL ABILITIES

Command (Commandos), Fierce Charge,
Inspire, Unstoppable

DP | SP
6 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	16	6	-2	22	3	12	14

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
----	-------------	------------	----

CLAYMORE // Reach (2), Thrust (2)

-1	ST+9	—	—	—	—	—	—	20
----	------	---	---	---	---	---	---	----

AGGRESSOR HANDGUN

-1	12	6"	+0	12	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.

👤 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.

👤 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.

🌀 Thrust (X) // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



HEADHUNTER Trooper

SPECIAL ABILITIES

Executioner (5), Fierce Charge, Unstoppable

DP	SP
5	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	11	14	7	-1	21	2	10	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

AGGRESSOR HANDGUN

-1

12

6"

+0

12

18"

-3

11

20

BATTLEAXE // Multi-Strike (2), Reach (2)

-1

ST+9

—

—

—

—

—

—

20

☠ Executioner (X) // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

☠ 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.

🌀 Multi-strike (X) // For each Strike Action with this Weapon, a Strike Action Test may be assigned to up to X Enemy Units.

🌀 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.