

Limit/Model: 1

2 CHARACTER UPGRADE
AUGMENTATIONS

Before the game begins, choose one of the following bonuses:

- +1 Reflex (↘)
- +1 Resistance (🛡️)
- +1 Command Point (👑)
- +1 Inch Movement (➡️)

V1.0

Limit/Model: 1

2 CHARACTER UPGRADE
ENHANCED REFLEXES

You may redraw one to-hit card for each melee attack (🗡️).

V1.0

Limit/Model: 1

2 CHARACTER UPGRADE
SMARTLINK

You may redraw one to-hit card for each ranged attack (🔫).

V1.0

Limit/Model: 1 2 3

1 ARMOUR UPGRADE
ENERGY SHIELD

Increase the model's Resistance by +1 for each Energy Shield it has for the first damage flip it receives each round.

V1.0

Limit/Model: 1

1 ARMOUR UPGRADE
ADRENALINE PUMP

This model is immune to the effects of Respawn Shock.

Other effects still apply to the model as normal.

V1.0

Limit/Model: 1 2 3

2 ARMOUR UPGRADE
MIRROR FIELD

Use at the start of this model's activation.

Until the start of its next activation, it gains +3 Reflex (↘), and models more than 6" away from it cannot draw line of sight to it.

Usable once per game.

V1.0

Limit/Model: 1

2 ARMOUR UPGRADE
CLOAKING FIELD

As long as this model is in cover, its cover bonus is increased by +2.

V1.0

Limit/Model: 1

1 ARMOUR UPGRADE
INFRARED SENSOR

This model ignores enemy bonuses granted by Cloaking Field, Mirror Field, and Shimmer Field.

V1.0

Limit/Model: 1

2 ARMOUR UPGRADE
JUMP PACK

This model gains the following action:

Jump (1 AP):
Reposition this model within 6".

Usable once per activation.

V1.0

Limit/Model: 1

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**WEAPON UPGRADE
LIFE SUPPORT**

When this model loses its last Health point, it is not incapacitated and instead immediately recovers 1 health point (+).


Usable once per game.



V1.0

Limit/Model: 1 2

1

**WEAPON
SWORD**

Sword 
R:1" MV:2↔ S:2


If this model already has a **Sword**, both weapons form a weapon pair () and the model's to-hit flip is boosted by ↔.



V1.0

Limit/Model: 1 2

1

**WEAPON
PISTOL**

Pistol 
R:10" RV:2↔ S:2
Sidearm





If this model already has a **Pistol**, both weapons form a weapon pair () and the model's to-hit flip is boosted by ↔.

V1.0

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**WEAPON
TACTICAL SHIELD**

The bearer gains +2 Reflex (↖) against attacks coming from its front arc. It loses 1" of Movement (↗) for each Move action it performs. Its Hit Flips with Melee () and Ranged () weapons suffer ↔.


Not cumulative with the **Acrobat** ability.

V1.0

Limit/Model: 1

0

**WEAPON
COMBAT KNIFE**

Each model is automatically equipped with a Combat Knife ()

R:0" MV:1↔↔ S:0

V1.0

Limit/Model: 1

2

**WEAPON UPGRADE
TARGETING DEVICE**

This model's ranged value is increased by +1.


This applies to all its ranged weapons ().

V1.0

Limit/Model: 1 2

2

**WEAPON UPGRADE
CUSTOM-MADE WEAPON**

Before the game begins, choose one of the following upgrades for all melee weapons () of this model:

- +1 Melee Value
- +1 Strength
- + Shock

V1.0

Limit/Model: 1

1

**WEAPON UPGRADE
EXTENDED BARREL**

The model gains +2 inches range for all its ranged weapons ().

V1.0

Limit/Model: 1

2

**WEAPON UPGRADE
SPECIAL AMMUNITION**

The model receives one of the following upgrades for all its ranged weapons () (declare at the start of the game):

- +1 Strength
- + Shock
- + Fire

V1.0

Limit/Model: 1 2

1

**WEAPON UPGRADE
COMBAT TOXIN**

The model receives the **poison** special rule for all its melee or ranged weapons (declare at the start of the game):

- Melee (M)
- Ranged (R)

V1.0

Limit/Model: 1 2

1

**WEAPON UPGRADE
ARMOUR PIERCING**

The model gains the following special rule for all its melee or ranged weapons (declare at the start of the game):

Armour piercing (1):
Weapon strength is increased by +1 against models with a resistance of 6 or higher.

- Melee (M)
- Ranged (R)

V1.0

Limit/Model: 1 2 3

1

**SPECIAL GEAR
COMBAT DRUG**

Use at the start of this model's activation.
The model receives an additional action point in this round.

In the next round, the model loses one action point.

Usable twice per game.

V1.0

Limit/Model: 1 2 3

1

**SPECIAL GEAR
TELEPORTER**

This model gains the following action:

Teleport (1 AP):
Reposition this model within 12".

Usable once per game.

V1.0

Limit/Model: 1

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**SPECIAL GEAR
RESPAWN BEACON**

When a friendly model respawns, it may be placed within 2 inches of this model instead of its deployment zone.

Every leader is automatically equipped with a Respawn Beacon.

V1.0

Limit/Model: 1 2 3

1

**SPECIAL GEAR
STIM PACK**

Use at the start of this model's activation.
The model receives the following bonuses until the start of its next activation:

- +1 Reflex (X)
- +1 Melee (M)
- +1 Ranged (R).

Usable twice per game.

V1.0

Limit/Model: 1 2 3

1

**SPECIAL GEAR
NANOBOT INJECTOR**

This model gains the following action:

Healing (0 AP):
This model or another friendly model in base contact immediately heals up to 3 previously lost health points and may remove a shock, fire or poison marker.

Usable once per game.

V1.0

5 6 7

**OBJECTIVE
ENERGY CORE**

Stationary, Energy Shield (3)

Game Size

	Small	Medium	Big
3 VP	●●●	●●●	●●●
6 VP	●●●●●●	●●●●●●	●●●●●●
9 VP	●●●●●●●	●●●●●●●	●●●●●●●

V1.0

8

**GADGET
DEFENSE SYSTEM**

The defense system is automatically set to overwatch during every start phase.

Minigun R
R:6 RV:2⇄ S:2

Ability: All-round vision

The defense system is destructible (Stationary, 8, +3).

V1.0

Limit/Modell: 1

**POWER-UP
REDEEMER**

R:12" RV:2 S:5
Explosive, Heavy

Explosive: Cover against attacks with this weapon is determined from the center of the explosive template instead of from the shooter.

Heavy: Ranged attacks with this weapon cost 2 AP, and cannot be used during overwatch.

V1.0

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**MARKER
MINE**

The mine is automatically set to overwatch immediately after placement and in each start phase (only ranged attack possible).
The marker is removed after the first shot.

R: Fire RV:2 S:2

The Marker is destructible (Stationary, 5, +1).

V1.0

1

Limit/Model: 1 2 3

**SPECIAL GEAR
COMBAT DRUG**

Use at the start of this model's activation.
The model receives an additional action point in this round.

In the next round, the model loses one action point.

Usable twice per game.

V1.0

2

Limit/Model: 1 2

**WEAPON UPGRADE
CUSTOM-MADE WEAPON**

Before the game begins, choose one of the following upgrades for all melee weapons (M) of this model:

- +1 Melee Value
- +1 Strength
- + Shock

V1.0

2

Limit/Model: 1

**WEAPON UPGRADE
SPECIAL AMMUNITION**

The model receives one of the following upgrades for all its ranged weapons (R) (declare at the start of the game):

- +1 Strength
- + Shock
- + Fire

V1.0

2

Limit/Model: 1

**CHARACTER UPGRADE
AUGMENTATIONS**

Before the game begins, choose one of the following bonuses:

- +1 Reflex (R)
- +1 Resistance (R)
- +1 Command Point (C)
- +1 Inch Movement (M)

V1.0

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Limit/Model: 1 2 3

**ARMOUR UPGRADE
ENERGY SHIELD**

Increase the model's Resistance by +1 for each Energy Shield it has for the first damage flip it receives each round.

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Limit/Model: 1 2

**WEAPON UPGRADE
COMBAT TOXIN**

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- Melee (M)
- Ranged (R)

V1.0

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Limit/Model: 1 2

**WEAPON UPGRADE
ARMOUR PIERCING**

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Armour piercing (1):
Weapon strength is increased by +1 against models with a resistance of 6 or higher.

- Melee (M)
- Ranged (R)

V1.0