

# **SPECIAL ABILITIEZ**

Leadership 2: While this model is in play you get a +2 to your Initiative roll.

Fall Back: Model is allowed to make 1 Break-Away Action per Turn for free.

### WEADONZ

N/A

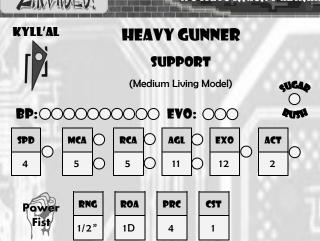
### TALENTZ

Task Master: This allows the model to grant one of their team 1 extra ACT point. This Action must be used on the Turn it was granted, during the receiving models Turn. Mark Task Master as used



Grenade

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PRC

CST

AMMO

ROA

# **SPECIAL ABILITIEZ**

**Scrappy 6:** When this models last BP circle will be filled, roll a D10. On a 6 or higher do not fill the BP circle.

#### WEAPONZ

Power Fist: This weapon causes 2 Damage on a successful PRC roll. On a successful Melee hit (even if Damage is not taken) this model may choose to move the target directly away D5".

Grenade (7): This weapon is a Burst Weapon 1 (BW1), and follows the rules for Grenade and Strav.

Heavy M. Gun: This weapon causes 2 Damage on a successful PRC roll.

### TALENT7

**Sugar Rush:** Gives this model a +3 to their SPD stat for 1 Turn.







1D



Knife





### **SPECIAL ABILITIEZ**

Fortify: Model gains an additional +1 to AGL while in Cover.

# WEAPONZ

**Sniper Rifle:** This weapon causes 2 damage on a successful PRC roll.

### TALENTZ

Holo-Field: This model may ignore 1 successful Attack and may move up to 3" in any direction. The use of this Talent must be declared before a PRC roll is made.

