

KYL'AL



SERGEANT

LEADER

(Small Living Model)



BP: ○○○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
5	7	6	12	11	2



RNG	ROA	PRC	CST
1/2"	1D	5	1



RNG	ROA	PRC	CST	AMMO
10"	1D	5	1	○○○○○



RNG	ROA	PRC	CST	AMMO
10"	2D	7	1	○○○○○

SPECIAL ABILITIESZ

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.

WEAPONZ

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.



KYL'AL



HEAVY GUNNER

SUPPORT

(Medium Living Model)



BP: ○○○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	5	5	11	12	2



RNG	ROA	PRC	CST
1/2"	1D	4	1



RNG	ROA	PRC	CST	AMMO
8"	1D	6	1	○○○○○



RNG	ROA	PRC	CST	AMMO
15"	3D	6	2	○○○○○

SPECIAL ABILITIESZ

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 Stray.

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

TALENTZ

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



KYL'AL



SNIPER

SCOUT

(Small Living Model)



BP: ○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	4	9	12	10	3



RNG	ROA	PRC	CST
1/2"	1D	5	1



RNG	ROA	PRC	CST	AMMO
10"	1D	5	1	○○○○○



RNG	ROA	PRC	CST	AMMO
20"	1D	8	2	○○○○○

SPECIAL ABILITIESZ

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.

