

SHAVITAL SOLDIER REGULAR - MEDIUM MODEL 121 POINTS 3 MOV 3 ATT 4 MRK 4 DEF 4 IV 5 WP 4 ARM 2 EN 3 DAM EQUIPMENT HAND WEAPON MEDIUM ARMOUR - FIREWALL: 5 - TARGETING UPGRADE ENERGY ASSAULT RIFLE - RANGE: 16" - DAM: 5 - ROF: 3 PLASMA GRENADE - RANGE: 8" - DAM: 5 - NO ARMOUR BONUSES PERK BULL TRUE - MAKE FREE STRIKE AGAINST CHARGING OPPONENT ABILITIES SOLDIER - REROLL 1'S WHEN ROLLING TO HIT MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥	SHAVITAL TRENCHER REGULAR - MEDIUM MODEL 96 POINTS 3 MOV 3 ATT 3 MRK 4 DEF 5 IV 5 WP 5 ARM 2 EN 3 DAM EQUIPMENT HAND WEAPON MEDIUM ARMOUR - FIREWALL: 5 - ARMOUR UPGRADE SHOTGUN - RANGE: 12" - DAM: 5 - ROF: 3 SMOKE GRENADE - RANGE: 6" - DAM: 5 - EXPLOSIVE PERK LIGHTNING REFLEXES ABILITIES SOLDIER - REROLL 1'S WHEN ROLLING TO HIT MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥	SHAVITAL MARKSMAN REGULAR - MEDIUM MODEL 103 POINTS 4 MOV 2 ATT 6 MRK 4 DEF 4 IV 5 WP 3 ARM 2 EN 3 DAM EQUIPMENT HAND WEAPON LIGHT ARMOUR - FIREWALL: 6 - TARGETING UPGRADE ENERGY MARKSMAN RIFLE - RANGE: 24" - DAM: 5 - ROF: 2 ADAPTIVE CAMO - +1 DEF AGAINST RANGED ATTACKS PERK MARKSMAN ABILITIES BOOM! HEADSHOT!! - REROLL 1'S WHEN ROLLING TO HIT WITH RANGED WEAPONS MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥	SHAVITAL GRENADIER REGULAR - MEDIUM MODEL 93 POINTS 3 MOV 2 ATT 5 MRK 4 DEF 4 IV 5 WP 4 ARM 2 EN 3 DAM EQUIPMENT HAND WEAPON MEDIUM ARMOUR - FIREWALL: 5 - TARGETING UPGRADE GRENADE LAUNCHER - RANGE: 24" - DAM: 5 - ROF: 1 - PLASMA PERK HARD TARGET - GAIN +1 DEV AGAINST RANGED ATTACKS ABILITIES BOOM! HEADSHOT!! - REROLL 1'S WHEN ROLLING TO HIT WITH RANGED WEAPONS MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥
SHAVITAL INFILTRATOR REGULAR - MEDIUM MODEL 111 POINTS 4 MOV 4 ATT 3 MRK 4 DEF 4 IV 5 WP 4 ARM 2 EN 3 DAM EQUIPMENT TWO HAND WEAPONS MEDIUM ARMOUR - FIREWALL: 5 - STABILIZERS ENERGY SMG - RANGE: 8" - DAM: 5 - ROF: 5 PLASMA GRENADE - RANGE: 8" - DAM: 5 - NO ARMOUR BONUSES PERK FAST ABILITIES SOLDIER - REROLL 1'S WHEN ROLLING TO HIT MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥	SHAVITAL MEDIC REGULAR - MEDIUM MODEL 89 POINTS 4 MOV 2 ATT 5 MRK 4 DEF 4 IV 5 WP 3 ARM 2 EN 3 DAM EQUIPMENT HAND WEAPON LIGHT ARMOUR - FIREWALL: 6 - TARGETING UPGRADE ENERGY ASSAULT RIFLE - RANGE: 16" - DAM: 5 - ROF: 3 MEDKIT - USE ON WOUNDED MODEL IN BASE CONTACT. WOUNDED MODEL - MAKES EN TEST, TN: 6, REGAIN +1 EN FOR EACH SUCCESS. PERK HEALER - MAY REVIVE INCAPACITATED MODELS. MAKE WP ROLL, TN: 6 ABILITIES BOOM! HEADSHOT!! - REROLL 1'S WHEN ROLLING TO HIT WITH RANGED WEAPONS MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥	SHAVITAL HACKER VETERAN - MEDIUM MODEL 124 POINTS 3 MOV 2 ATT 3 MRK 4 DEF 5 IV 6 WP 4 ARM 3 EN 3 DAM EQUIPMENT ENERGY HAND WEAPON MEDIUM ARMOUR - FIREWALL: 4 - ENHANCED FIREWALL ENERGY ASSAULT RIFLE - RANGE: 16" - DAM: 5 - ROF: 3 SMOKE GRENADE ICE PICK PERKS LIGHTNING REFLEXES ARTFUL DODGER - +1 DEF AGAINST FREE STRIKES ABILITIES NETWORKING - TREAT OTHER MODELS WITH THIS ABILITY AS A HUB, AND CAN AFFECT OTHER MODELS WITHIN 12" OF THAT HUB WITH THEIR PCA WHEN HACKING. MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥ ♥	SHAVITAL OPERATIVE VETERAN - MEDIUM MODEL 181 POINTS 5 MOV 5 ATT 4 MRK 4 DEF 5 IV 6 WP 4 ARM 3 EN 3 DAM EQUIPMENT TWO ENERGY HAND WEAPONS MEDIUM ARMOUR - FIREWALL: 5 - DROP GEAR ENERGY SMG - RANGE: 8" - DAM: 5 - ROF: 3 PLASMA GRENADE - RANGE: 8" - DAM: 5 - NO ARMOUR BONUSES JUMP JETS PERKS NATURAL BORN KILLER DASH - LOWER TN BY 2 WHEN CHARGING OR MOVING OVER DIFFICULT TERRAIN ABILITIES OPERATIVE - SPEND 1 AP TO REROLL ALL DICE FOR A SINGLE TEST MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY OTHER ATTRIBUTE HEALTH ♥ ♥ ♥

SHAVITAL SNIPER

163

VETERAN - MEDIUM MODEL

POINTS

3
MOV

EQUIPMENT

MEDIUM ARMOUR - FIREWALL: 5 - TARGETING UPGRADE
ENERGY PISTOL - RANGE: 8" - DAM: 2 - ROF: 4
ENERGY SNIPER RIFLE - RANGE: 24" - DAM: 7 - ROF: 1
SMOKE GRENADE
SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO

5
MRK

PERKS

LIGHTNING REFLEXES
TARGET SHOOTER - ADD +1 DIE TO NEXT ROLL AFTER MAKING A
SUCCESSFUL RANGED ATTACK. THIS IS CUMULATIVE FOR 1 TURN.

4
DEF

5
IV

ABILITIES

HARDENED - REROLL FAILED DICE WHEN MAKING A BRAVERY TEST
MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY
OTHER ATTRIBUTE

6
WP

4
ARM

3
EN

3
DAM

HEALTH   

SHAVITAL MARINE

223

VETERAN - MEDIUM MODEL

POINTS

3
MOV

EQUIPMENT

ENERGY HAND WEAPON
HEAVY ARMOUR - FIREWALL: 4 - TARGETING UPGRADE - COMMS UPGRADE
ENERGY ASSAULT RIFLE - RANGE: 16" - DAM: 5 - ROF: 3
PLASMA GRENADE - RANGE: 6" - DAM: 5 - NO ARMOUR BONUSES
ADAPTIVE CAMO - +1 DEF AGAINST RANGED ATTACKS
COUNTER MEASURES - ENEMY ROF IS REDUCED TO 0

6
MRK

PERKS

LIGHTNING REFLEXES
MARKSMAN

3
DEF

6
IV

ABILITIES

HARDENED - REROLL FAILED DICE WHEN MAKING A BRAVERY TEST
MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY
OTHER ATTRIBUTE

6
WP

5
ARM

3
EN

3
DAM

HEALTH   

SHAVITAL HEAVY GUNNER

224

VETERAN - MEDIUM MODEL

POINTS

4
MOV

EQUIPMENT

ENERGY HAND WEAPON
HEAVY ARMOUR - FIREWALL: 4 - MOBILITY UPGRADE
ENERGY LIGHT MACHINE GUN - RANGE: 36" - DAM: 6 - ROF: 4
PLASMA GRENADE - RANGE: 6" - DAM: 5 - NO ARMOUR BONUSES
SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO
COUNTER MEASURES - ENEMY ROF IS REDUCED TO 0

4
MRK

PERKS

POWER SHOT - MAY MAKE RANGED POWER ATTACKS
MARKSMAN

4
DEF

4
IV

ABILITIES

HARDENED - REROLL FAILED DICE WHEN MAKING A BRAVERY TEST
MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY
OTHER ATTRIBUTE

6
WP

5
ARM

3
EN

3
DAM

HEALTH   

SHAVITAL ROCKETEER

243

VETERAN - MEDIUM MODEL

POINTS

3
MOV

EQUIPMENT

ENERGY HAND WEAPON
HEAVY ARMOUR - FIREWALL: 4 - ARMOUR UPGRADE - TARGETING UPGRADE
MISSILE LAUNCHER - RANGE: 36" - DAM: 8 - ROF: 1 - EXPLOSIVE
PLASMA GRENADE - RANGE: 6" - DAM: 5 - NO ARMOUR BONUSES
SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO
COUNTER MEASURES - ENEMY ROF IS REDUCED TO 0

6
MRK

PERKS

HARD TARGET - +1 DEF AGAINST RANGED ATTACKS
MARKSMAN

3
DEF

4
IV

ABILITIES

HARDENED - REROLL FAILED DICE WHEN MAKING A BRAVERY TEST
MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY
OTHER ATTRIBUTE

6
WP

6
ARM

3
EN

3
DAM

HEALTH   

SHAVITAL CAPTAIN

260

HERO - MEDIUM MODEL

POINTS

5
MOV

EQUIPMENT

ENERGY HAND WEAPON
POWER ARMOUR - FIREWALL: 3 - TARGETING UPGRADE
COMMS UPGRADE - STABILIZERS
ENERGY ASSAULT RIFLE - RANGE: 16" - DAM: 5 - ROF: 3
PLASMA GRENADE - RANGE: 6" - DAM: 5 - NO ARMOUR BONUSES
ADAPTIVE CAMO - +1 DEF AGAINST RANGED ATTACKS
SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO
JUMP JETS

4
ATT

7
MRK

4
DEF

PERKS

LIGHTNING REFLEXES
MARKSMAN
FEARLESS

7
IV

6
WP

ABILITIES

LEADER - MAY TRANSFER AP TO VETS AND REGULARS WITHIN 16"
MIND OVER MATTER - SPEND 1 AP TO BE ABLE TO USE WP INSTEAD OF ANY
OTHER ATTRIBUTE

7
ARM

4
EN

4
DAM

HEALTH    