

TERRAN SOLDIER REGULAR - MEDIUM MODEL 3 MOV 4 ATT 4 MRK 4 DEF 3 IV 3 WP 3 ARM 3 EN 4 DAM	99 POINTS	TERRAN TRENCHER REGULAR - MEDIUM MODEL 3 MOV 4 ATT 3 MRK 4 DEF 4 IV 3 WP 5 ARM 3 EN 5 DAM	94 POINTS	TERRAN MARKSMAN REGULAR - MEDIUM MODEL 4 MOV 3 ATT 6 MRK 4 DEF 3 IV 3 WP 3 ARM 3 EN 4 DAM	89 POINTS	TERRAN GRENADIER REGULAR - MEDIUM MODEL 3 MOV 3 ATT 5 MRK 4 DEF 3 IV 3 WP 4 ARM 3 EN 4 DAM	89 POINTS
EQUIPMENT HAND WEAPON MEDIUM ARMOUR - FIREWALL: 5 - TARGETING UPGRADE FAR ASSAULT RIFLE - RANGE: 15" - DAM: 5 - ROF: 3 FRAG GRENADE - RANGE: 6" - DAM: 5 - EXPLOSIVE		EQUIPMENT HAND WEAPON MEDIUM ARMOUR - FIREWALL: 5 - ARMOUR UPGRADE SHOTGUN - RANGE: 12" - DAM: 5 - ROF: 3 SMOKE GRENADE - RANGE: 6" - DAM: 5 - EXPLOSIVE		EQUIPMENT HAND WEAPON LIGHT ARMOUR - FIREWALL: 6 - TARGETING UPGRADE FAR MARKSMAN RIFLE - RANGE: 24" - DAM: 5 - ROF: 2 ADAPTIVE CAMO - +1 DEF AGAINST RANGED ATTACKS		EQUIPMENT HAND WEAPON MEDIUM ARMOUR - FIREWALL: 5 - TARGETING UPGRADE GRENADE LAUNCHER - RANGE: 24" - DAM: 5 - ROF: 1 - FRAG/EXPLOSIVE	
PERK BULL TRUE - MAKE FREE STRIKE AGAINST CHARGING OPPONENT		PERK LIGHTNING REFLEXES		PERK MARKSMAN		PERK HARD TARGET - GAIN +1 DEF AGAINST RANGED ATTACKS	
ABILITIES SOLDIER - REROLL 1'S WHEN ROLLING TO HIT TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS		ABILITIES SOLDIER - REROLL 1'S WHEN ROLLING TO HIT TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS		ABILITIES BOOM! HEADSHOT!! - REROLL 1'S WHEN ROLLING TO HIT WITH RANGED WEAPONS TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS		ABILITIES BOOM! HEADSHOT!! - REROLL 1'S WHEN ROLLING TO HIT WITH RANGED WEAPONS TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS	
HEALTH   		HEALTH   		HEALTH   		HEALTH   	

TERRAN INFILTRATOR REGULAR - MEDIUM MODEL 5 MOV 5 ATT 3 MRK 4 DEF 3 IV 3 WP 3 ARM 3 EN 5 DAM	94 POINTS	TERRAN MEDIC REGULAR - MEDIUM MODEL 4 MOV 3 ATT 6 MRK 4 DEF 3 IV 3 WP 3 ARM 3 EN 4 DAM	89 POINTS	TERRAN HACKER VETERAN - MEDIUM MODEL 3 MOV 3 ATT 3 MRK 4 DEF 4 IV 4 WP 4 ARM 4 EN 4 DAM	102 POINTS	TERRAN OPERATIVE VETERAN - MEDIUM MODEL 5 MOV 6 ATT 4 MRK 4 DEF 4 IV 4 WP 4 ARM 4 EN 5 DAM	166 POINTS
EQUIPMENT TWO HAND WEAPONS MEDIUM ARMOUR - FIREWALL: 5 - STABILIZERS FAR SMG - RANGE: 8" - DAM: 5 - ROF: 3 INCENDIARY GRENADE - RANGE: 6" - DAM: 5		EQUIPMENT HAND WEAPON LIGHT ARMOUR - FIREWALL: 6 - TARGETING UPGRADE FAR ASSAULT RIFLE - RANGE: 15" - 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.		EQUIPMENT VIBRO HAND WEAPON MEDIUM ARMOUR - FIREWALL: 4 - ENHANCED FIREWALL FAR ASSAULT RIFLE - RANGE: 15" - DAM: 5 - ROF: 3 SMOKE GRENADE ICE PICK		EQUIPMENT TWO VIBRO HAND WEAPON MEDIUM ARMOUR - FIREWALL: 5 - DROP GEAR FAR SMG - RANGE: 8" - DAM: 5 - ROF: 3 INCENDIARY GRENADE - RANGE: 6" - DAM: 5 JUMP JETS	
PERK FAST		PERK HEALER - MAY REVIVE INCAPACITATED MODELS. MAKE WP ROLL, TN: 6		PERKS LIGHTNING REFLEXES ARTFUL DODGER - +1 DEF AGAINST FREE STRIKES		PERKS NATURAL BORN KILLER DASH - LOWER TN BY 2 WHEN CHARGING OR MOVING OVER DIFFICULT TERRAIN	
ABILITIES SOLDIER - REROLL 1'S WHEN ROLLING TO HIT TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS		ABILITIES BOOM! HEADSHOT!! - REROLL 1'S WHEN ROLLING TO HIT WITH RANGED WEAPONS TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS		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. TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS		ABILITIES OPERATIVE - SPEND 1 AP TO REROLL ALL DICE FOR A SINGLE TEST TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS	
HEALTH   		HEALTH   		HEALTH    		HEALTH    	

TERRAN SNIPER VETERAN - MEDIUM MODEL 141 POINTS	TERRAN TRENCHER REGULAR - MEDIUM MODEL 94 POINTS	TERRAN HEAVY GUNNER VETERAN - MEDIUM MODEL 221 POINTS	TERRAN ROCKETEER VETERAN - MEDIUM MODEL 243 POINTS
3 MOV 4 ATT 5 MRK 4 DEF 5 IV 4 WP 4 ARM 4 EN 4 DAM EQUIPMENT MEDIUM ARMOUR - FIREWALL: 5 - TARGETING UPGRADE FAR PISTOL - RANGE: 8" - DAM: 2 - ROF: 4 FAR SNIPER RIFLE - RANGE: 24" - DAM: 7 - ROF: 1 SMOKE GRENADE SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO PERKS LIGHTNING REFLEXES TARGET SHOOTER - ADD +1 DIE TO NEXT ROLL AFTER MAKING A SUCCESSFUL RANGED ATTACK. THIS IS CUMULATIVE FOR 4 TURN. ABILITIES HARDENED - REROLL FAILED DICE WHEN MAKING A BRAVERY TEST TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS HEALTH	3 MOV 4 ATT 3 MRK 4 DEF 4 IV 3 WP 5 ARM 3 EN 5 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 TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS HEALTH	4 MOV 4 ATT 5 MRK 4 DEF 4 IV 4 WP 5 ARM 4 EN 5 DAM EQUIPMENT VIBRO HAND WEAPON HEAVY ARMOUR - FIREWALL: 4 - MOBILITY UPGRADE FAR LIGHT MACHINE GUN - RANGE: 36" - DAM: 6 - ROF: 4 FRAG GRENADE - RANGE: 6" - DAM: 5 - EXPLOSIVE SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO COUNTER MEASURES - ENEMY ROF IS REDUCED TO 0 PERKS POWER SHOT - MAY MAKE RANGED POWER ATTACKS MARKSMAN ABILITIES HARDENED - REROLL FAILED DICE WHEN MAKING A BRAVERY TEST TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS HEALTH	3 MOV 4 ATT 6 MRK 3 DEF 3 IV 4 WP 6 ARM 4 EN 5 DAM EQUIPMENT VIBRO HAND WEAPON HEAVY ARMOUR - FIREWALL: 4 - ARMOUR UPGRADE - TARGETING UPGRADE MISSILE LAUNCHER - RANGE: 36" - DAM: 8 - ROF: 1 - EXPLOSIVE FRAG GRENADE - RANGE: 6" - DAM: 5 - EXPLOSIVE SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO COUNTER MEASURES - ENEMY ROF IS REDUCED TO 0 PERKS HARD TARGET - +1 DEF AGAINST RANGED ATTACKS MARKSMAN ABILITIES HARDENED - REROLL FAILED DICE WHEN MAKING A BRAVERY TEST TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS HEALTH
TERRAN CAPTAIN HERO - MEDIUM MODEL 279 POINTS			
5 MOV 5 ATT 7 MRK 4 DEF 6 IV 4 WP 7 ARM 5 EN 6 DAM EQUIPMENT VIBRO HAND WEAPON POWER ARMOUR - FIREWALL: 3 - TARGETING UPGRADE COMMS UPGRADE - STABILIZERS FAR ASSAULT RIFLE - RANGE: 15" - DAM: 5 - ROF: 3 FRAG GRENADE - RANGE: 6" - DAM: 5 - EXPLOSIVE ADAPTIVE CAMO - +1 DEF AGAINST RANGED ATTACKS SMART VISOR - IGNORE SMOKE AND ADAPTIVE CAMO JUMP JETS PERKS LIGHTNING REFLEXES MARKSMAN FEARLESS ABILITIES LEADER - MAY TRANSFER AP TO VETS AND REGULARS WITHIN 16" TRUE GRIT - REROLL 1'S WHEN ROLLING TO NEGATE WOUNDS HEALTH			