



**ADRENALINE SURGE** COST 1

When this unit uses a Dodge (🛡️) defense, you can discard this card to push it up to 4" instead of the normal 2".

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**BRAZEN** COST 1

Reduce the damage of enemy ranged and AOE attacks targeting this unit by 2 if it was not in cover or obscured during the attack.

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**BULWARK** COST 1

You can discard this card at the start of the Apply Defense Modifiers step of an attack targeting this unit.

If you do so, attack modifiers are not applied during this attack.

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**CAUTIOUS** COST 1

Reduce the damage of enemy ranged and AOE attacks targeting this unit by 2 if it was in cover or obscured during the attack.

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**CONCEALMENT GRENADE** COST 1

As a free action during this unit's activation, you can discard this card to place a Size-40 marker completely within 6" of it.

The marker is obscuring terrain. Remove at the start of your first turn next round.

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**DEFENSIVE STANCE** COST 1

Reduce the damage of enemy melee attacks targeting this unit by 2.

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**DEPOSITOR SACS** COST 1

Immediately after a non-AOE attack performed by this unit that hits is resolved, you can exhaust this card to assign the target one Infest token (🐛).

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**HIGH-EX GRENADE** COST 1

When this unit performs an ATTACK action, you can discard this card to perform that attack using the following weapon:

HIGH-EX GRENADE			
RNG	AGE	ACC	2+ 5+ 8+
6"	2"	4	6 9 12

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**INTERLOCKED CARAPACE** COST 1

While this unit is unactivated, reduce the damage of attacks targeting it by 2.  
(A unit is unactivated if it has not yet activated in the current round.)

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**LEAP** COST 1

As a free action during this unit's activation, you can discard this card to place it completely within 3" of its current location.

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**NANOWEAVE COMPOSITE** COST 1

When this unit uses an Armor (🛡️) defense, you can discard this card to increase the value of that defense by 4.

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**ONSLAUGHT** COST 2

Immediately after a melee attack performed by this unit that hits is resolved, you can exhaust this card to move it up to 3".

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**PENETRATOR AMMUNITION** COST 1

During the Apply Attack Modifiers step of a ranged attack performed by this unit, you can exhaust this card to add the Armor Piercing (🔪) and Rend (🩸) modifiers to the attack.

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**NUTRIENT RESERVES** COST 1

When this unit is destroyed by an enemy, you can assign its Fury tokens to a friendly regular within 2".

In addition, this unit has **NUTRIENT STORE** (When a friendly performs a **CONSUME** action targeting this unit, that friendly heals up to 6 damage and can be assigned this unit's Fury tokens).

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**RESILIENT** COST 2

During the Apply Damage Modifiers step of an attack targeting this unit, you can exhaust this card to reduce the damage of that attack by 4.

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**OATH OF RESOLUTION** COST 1

Reduce the damage of enemy attacks targeting this unit by 1 for each Fury token (🔥) currently assigned to it.

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**EQUIPMENT RESUPPLY CACHE** COST 1

As a free action during their activation, friendly units in base contact with this unit can re-equip or ready one of their upgrades.

A unit may only have one upgrade readied or re-equipped this way each round.

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**OATH OF SERENITY** COST 1

When this unit is assigned a Fury token (🔥), you can exhaust this card to assign that token to another friendly regular within 6" instead.

This unit cannot be assigned Fury tokens while this card is exhausted.

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**SHARPSHOOTER** COST 3

Targets of this unit's ranged attacks are not considered to be in cover or obscured during its attacks.

When this unit targets an enemy that would otherwise be in cover, the attack suffers -1 Acc instead.

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**OATH OF THE SHIKAR** COST 2

When this unit spends a Fury token (🔥) to pay the cost of the **ATTACK** action, the resulting attack can be performed with a ranged weapon instead of a melee weapon.

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**TACTICAL** COST 2

Immediately after a ranged attack performed by this unit that hits is resolved, you can exhaust this card to move it up to 3".

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**TRACELOCK AMMUNITION** COST 2

Immediately after a ranged attack performed by this unit that hits is resolved, you can exhaust this card to assign the target one Concentrated Fire token (🔥).

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**BREACHING SPECIALIST** COST 1

This unit has the **Breach** action:

**BREACH**  
Target Obstruction that this unit is touching becomes **BREACHED** for your team until the end of the game.

This unit gains +2 to Breaching test rolls.

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**COMBAT ENGINEER** COST 3

This unit has the **Re-Equip** action:

**RE-EQUIP**  
You can re-equip up to 1 discarded upgrade to one friendly regular within 3" (including this unit).

This unit gains +2 to Engineering test rolls.

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**FIELD MEDIC**

**COST**  
**2**

This unit has the **Medicate (2)** action:

**MEDICATE (2)**

You can heal up to 2 damage and discard up to 2 tokens from target friendly Regular within 3".

This unit gains +2 to Medicine test rolls.

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**HACKING SPECIALIST**

**COST**  
**1**

This unit has the **Spot Jamming** action:

**SPOT JAMMING**

Assign 1 Suppression token to target unit (*friendly or enemy*) within 6".

This unit gains +2 to Hacking test rolls.

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**INVESTIGATOR**

**COST**  
**3**

This unit has the **Explore** action:

**EXPLORE**

This unit can move up to 3" and then perform one **INTERACT** action as if it were a free action (if it has the **INTERACT** action on its profile).

This unit gains +2 to Investigate test rolls.

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**NATURAL LEADER**

**COST**  
**1**

This unit has the **Encourage** action:

**ENCOURAGE**

The next non-AOE attack performed this round by target other friendly regular within 6" gains +1 Acc.

This unit gains +2 to Diplomacy test rolls.

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**FEROCITY**

**COST**  
**2**

Melee attacks this unit performs gain +1 Acc if it has two or more enemies currently within 2" of it.

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**GUNSLINGER**

**COST**  
**2**

This unit may perform ranged attacks (*not AOE attacks*) while engaged.

Targets of this unit's ranged attacks do not benefit from engagement (*this means that the attack does not suffer the normal -1 Acc penalty for targeting an engaged enemy*).

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**INTIMIDATING PRESENCE**

**COST**  
**1**

Increase the size of this unit's engagement zone by 1" (*the distance at which enemies are considered engaged with it is increased by 1", for example from 1" to 2"*).

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**STOICISM**

**COST**  
**1**

As a free action during this unit's activation, you can discard this card to discard any number of tokens currently assigned to it.

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