



SPECIAL ABILITIES

Awareness, Command (Etoiles Mortant),
Dodge, Evasive (-2), Inspire

DP | **SP**
5 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	16	6	-2	20	2	13	15

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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PUNISHER SHORTSWORD // Reach (1), Vicious

+1	ST+7	—	—	—	—	—	—	20
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PUNISHER HANDGUN

-2	12	6"	+0	13	18"	-2	12	20
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 **Awareness** // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

 **Command (X)** // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

 **Dodge** // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

 **Evasive (X)** // This Unit modifies the Rating of its DEF Characteristic by

X when targeted by an Enemy Unit's Shoot Action.

 **Inspire** // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS

 **Reach (X)** // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

 **Vicious** // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



ETOILES MORTANT

Trooper

SPECIAL ABILITIES

Awareness, Dodge, Evasive (-2)

DP	SP
4	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	12	15	6	-2	20	2	13	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

PUNISHER SHORTSWORD // Reach (1), Vicious

+1

ST+7

—

—

—

—

—

—

20

PUNISHER HANDGUN

-2

12

6"

+0

13

18"

-2

12

20

👁 Awareness // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

🛡 Dodge // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

👁 Evasive (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Shoot Action.

🔫 Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

🔫 Vicious // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



SPECIAL ABILITIES

Awareness, Dodge, Evasive (-2)

DP | **SP**
4 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	12	15	6	-2	20	2	13	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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PSG-99 SNIPER RIFLE // Accurate (3)

—	—	24"	+1	14	48"	+1	13	20
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PUNISHER HANDGUN

-2	12	6"	+0	13	18"	-2	12	20
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 **Awareness** // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

 **Dodge** // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

 **Evasive (X)** // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Shoot Action.

 **Accurate (X)** // Shoot Actions performed with this Weapon score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."