



MARTIAN BANSHEE // LEADER

Leader (1: Martian Banshees)

SPECIAL ABILITIES

Command (Martian Banshees), Flight, Impact (2), Inspire, Nerves of Steel

DP | **SP**
6 | +2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	13	6	0	23	2	12	16

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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CAR-24 SMG // Burst (2)

—	—	6"	+0	12	18"	-1	11	19
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M13 HANDGUN

-1	12	6"	+0	12	18"	-2	11	20
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FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20
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☉ 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.

☉ Flight // This Unit may perform the Fly Action.

☉ Impact (X) // After this Unit has completed a Fly Action, all other Units within X inches of this Unit must Succeed at a TN(LD) Test or receive a Reaction Counter.

☉ 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.

☉ Nerves of Steel // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

🌀 Burst (X) // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

🌀 Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

🌀 Indirect // This Weapon may perform Indirect Fire Shoot Actions.



MARTIAN BANSHEE

Trooper

SPECIAL ABILITIES

Flight, Impact (2), Nerves of Steel

DP	SP
5	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	12	6	0	23	2	12	14

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

CAR-24 SMG // Burst (2)

—	—	6"	+0	12	18"	-1	11	19
---	---	----	----	----	-----	----	----	----

M13 HANDGUN

-1	12	6"	+0	12	18"	-2	11	20
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FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20
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 **Flight** // This Unit may perform the Fly Action.

 **Impact (X)** // After this Unit has completed a Fly Action, all other Units within X inches of this Unit must Succeed at a TN(LD) Test or receive a Reaction Counter.

 **Nerves of Steel** // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

 **Burst (X)** // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

 **Explosive (X)** // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

 **Indirect** // This Weapon may perform Indirect Fire Shoot Actions.



SPECIAL ABILITIES

Flight, Impact (2), Nerves of Steel

DP | SP
5 | -1

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	12	6	0	23	2	12	14

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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GEHENNA PUKER // Continuous, Projected

—	—	10"	+3	13	—	—	—	17
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M13 HANDGUN

-1	12	6"	+0	12	18"	-2	11	20
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FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20
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 **Flight** // This Unit may perform the Fly Action.

 **Impact (X)** // After this Unit has completed a Fly Action, all other Units within X inches of this Unit must Succeed at a TN(LD) Test or receive a Reaction Counter.

 **Nerves of Steel** // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

 **Continuous** // If a Unit Fails an Armor Test against this Weapon, it immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

 **Explosive (X)** // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

 **Indirect** // This Weapon may perform Indirect Fire Shoot Actions.

 **Projected** // This Weapon is subject to the Projected Area of Effect Weapon rules.