AGENT
Trooper, Advisor

SPECIAL ABILITIES

Nerves of Steel, Scout Ahead, Tactical

DP	SP
7	0

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	13	5	-2	21	3	13	13

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
PUNISHER HANDGUN								
-2	12	6"	+0	13	18"	-2	12	20
FRAG GRENADES // Explosive (2), Indirect								
—	—	—	—	—	ST+4"	-1	11	20
SMOKE GRENADES // Cloud (2), Indirect, Smoke								
—	—	—	—	—	ST+4"	+0	—	20

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

Scout Ahead // This Unit is not deployed during Game Setup. Instead, when Activated in the first Turn, it spends its first Action to be deployed anywhere on the Battlefield other than the Enemy Force's Deployment Area and not within 6" of an Enemy Unit or a Scenario Objective counter.

Tactical // Once per Turn, this Unit may be assigned a Reaction Counter even if it already possesses one or more Reaction Counters while within 2" of a Scenario Objective. This model gains +4 LD whenever using the Interact Action.

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

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.

Smoke // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.