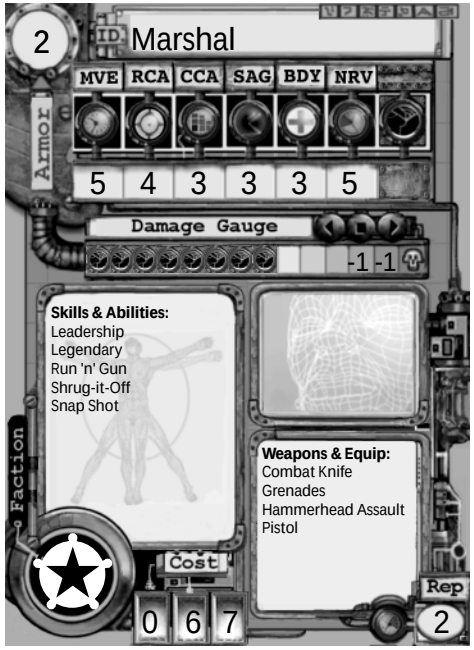
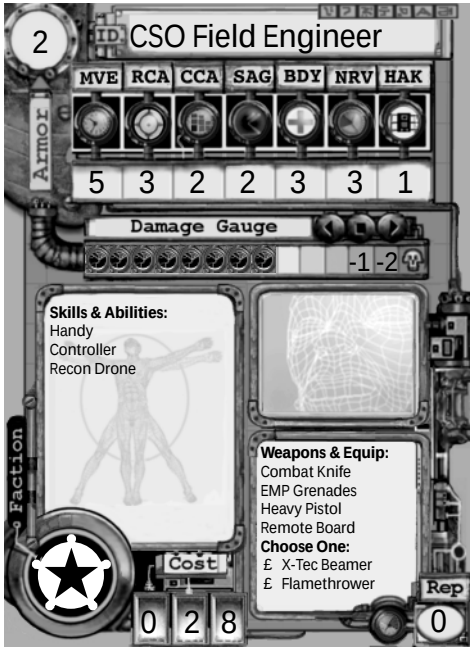
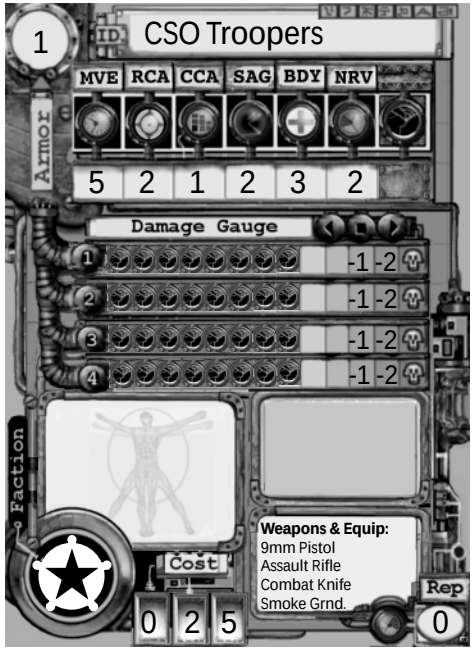
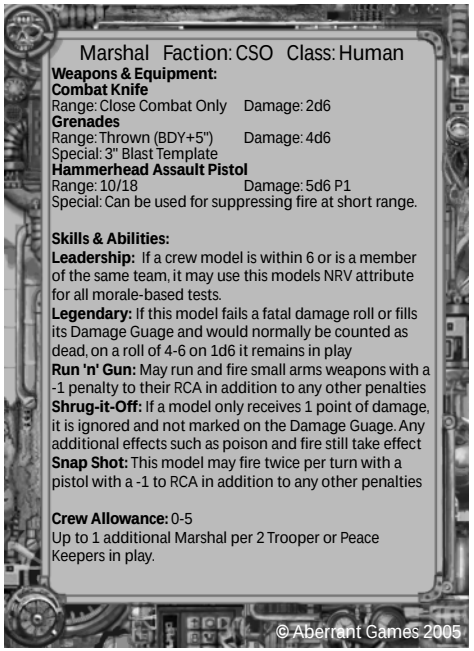

2
ID Marshal
MVE RCA CCA SAG BDY NRV
Armor
5 4 3 3 3 5
Damage Gauge
-1 -1
Skills & Abilities:
Leadership
Legendary
Run 'n' Gun
Shrug-it-Off
Snap Shot
Weapons & Equip:
Combat Knife
Grenades
Hammerhead Assault Pistol
Faction
Cost
0 6 7
Rep
2


2
ID CSO Field Engineer
MVE RCA CCA SAG BDY NRV HAK
Armor
5 3 2 2 3 3 1
Damage Gauge
-1 -2
Skills & Abilities:
Handy
Controller
Recon Drone
Weapons & Equip:
Combat Knife
EMP Grenades
Heavy Pistol
Remote Board
Choose One:
£ X-Tec Beamer
£ Flamethrower
Faction
Cost
0 2 8
Rep
0


1
ID CSO Troopers
MVE RCA CCA SAG BDY NRV
Armor
5 2 1 2 3 2
Damage Gauge
1 -1 -2
2 -1 -2
3 -1 -2
4 -1 -2
Weapons & Equip:
9mm Pistol
Assault Rifle
Combat Knife
Smoke Grnd.
Faction
Cost
0 2 5
Rep
0


Marshal Faction: CSO Class: Human
Weapons & Equipment:
Combat Knife
Range: Close Combat Only Damage: 2d6
Grenades
Range: Thrown (BDY+5") Damage: 4d6
Special: 3" Blast Template
Hammerhead Assault Pistol
Range: 10/18 Damage: 5d6 P1
Special: Can be used for suppressing fire at short range.
Skills & Abilities:
Leadership: If a crew model is within 6 or is a member of the same team, it may use this models NRV attribute for all morale-based tests.
Legendary: If this model fails a fatal damage roll or fills its Damage Guage and would normally be counted as dead, on a roll of 4-6 on 1d6 it remains in play
Run 'n' Gun: May run and fire small arms weapons with a -1 penalty to their RCA in addition to any other penalties
Shrug-it-Off: If a model only receives 1 point of damage, it is ignored and not marked on the Damage Guage. Any additional effects such as poison and fire still take effect
Snap Shot: This model may fire twice per turn with a pistol with a -1 to RCA in addition to any other penalties
Crew Allowance: 0-5
Up to 1 additional Marshal per 2 Trooper or Peace Keepers in play.
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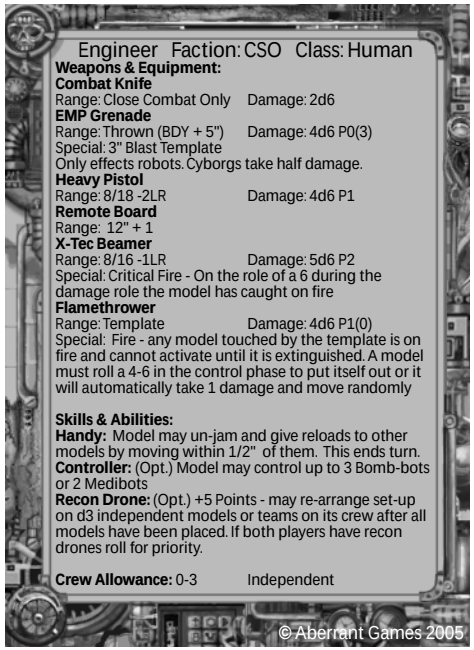
Engineer Faction: CSO Class: Human
Weapons & Equipment:
Combat Knife
Range: Close Combat Only Damage: 2d6
EMP Grenade
Range: Thrown (BDY + 5") Damage: 4d6 P0(3)
Special: 3" Blast Template
Only effects robots. Cyborgs take half damage.
Heavy Pistol
Range: 8/18 -2LR Damage: 4d6 P1
Remote Board
Range: 12" + 1
X-Tec Beamer
Range: 8/16 -1LR Damage: 5d6 P2
Special: Critical Fire - On the role of a 6 during the damage role the model has caught on fire
Flamethrower
Range: Template Damage: 4d6 P1(0)
Special: Fire - any model touched by the template is on fire and cannot activate until it is extinguished. A model must roll a 4-6 in the control phase to put itself out or it will automatically take 1 damage and move randomly
Skills & Abilities:
Handy: Model may un-jam and give reloads to other models by moving within 1/2" of them. This ends turn.
Controller: (Opt.) Model may control up to 3 Bomb-bots or 2 Medibots
Recon Drone: (Opt.) +5 Points - may re-arrange set-up on d3 independent models or teams on its crew after all models have been placed. If both players have recon drones roll for priority.
Crew Allowance: 0-3 Independent
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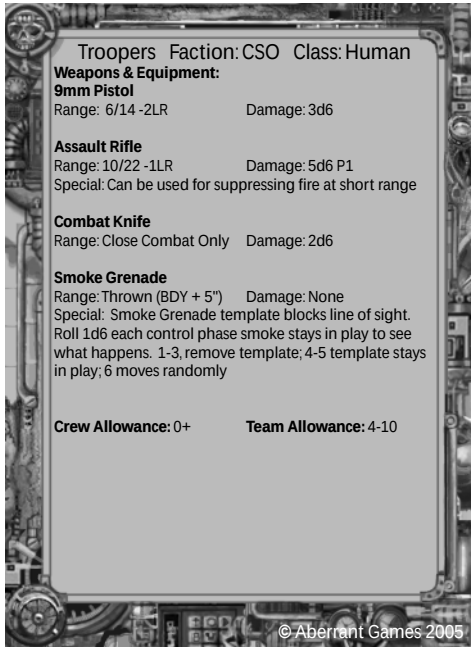
Troopers Faction: CSO Class: Human
Weapons & Equipment:
9mm Pistol
Range: 6/14 -2LR Damage: 3d6
Assault Rifle
Range: 10/22 -1LR Damage: 5d6 P1
Special: Can be used for suppressing fire at short range
Combat Knife
Range: Close Combat Only Damage: 2d6
Smoke Grenade
Range: Thrown (BDY + 5") Damage: None
Special: Smoke Grenade template blocks line of sight. Roll 1d6 each control phase smoke stays in play to see what happens. 1-3, remove template; 4-5 template stays in play; 6 moves randomly
Crew Allowance: 0+ Team Allowance: 4-10
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