

**2** ID **Charlie**

MVE RCA CCA SAG BOY NRV

ARMOR

5 3 \* 3 3 3

DAMAGE GAUGE

-1-2

**Skills & Abilities:**  
 Act as Maven  
 Hatred of Dravani  
 \*Intuitive  
 Psychic Interference  
 Psychic Ward  
 Run 'n' Gun  
 Shrug-it-Off  
 Snap Shot  
 Transformation



**Weapons & Equipment:**  
 LA-13 Smart Pistol  
 Concussion Grenades

COST

1 2 5

REP

1

**Charlie Faction: Ronin Class: Human**

**Skills & Abilities: (continued)**  
**Run 'n' Gun:** May run and fire small arms weapons with a -1 penalty to their RCA score in addition to any others incurred.  
**Shrug-it-Off:** (Only used for attacks from any member of a Dravani force, Mercs Included) If a model only receives 1 point of damage, it is ignored and not marked on the Damage Gauge. Any additional effects such as Poison or Fire still take effect.  
**Snap Shot:** Model may fire twice in a turn with weapons that are classified as pistols. Each shot suffers a -1 modifier to their RCA score in addition to any others that are incurred.  
**Transformation:** On activation, if Charlie is within 8" of hostile action, roll NRV test. If she fails she will transform. If Charlie takes a wound, roll a NRV test; if she fails she will transform into the SAD-006. If Charlie goes into fatal damage, roll 1d6 in place of the standard fatal damage roll. On 1 or 2, the SAD-006 teleports Charlie off the table and out of the game to safety; 3+ Charlie transforms into the SAD-006. Any Transformation can be blocked by Psychic Interference. Charlie should only roll for Transformation once per turn. On Transformation replace the Charlie model with the SAD-006 model, transferring all damage points taken by Charlie to the SAD-006 and marking them on the SAD-006 Damage Gauge.

**3** ID **SAD-006**

MVE RCA CCA SAG BOY NRV

ARMOR

6 4 4 3 4 6

DAMAGE GAUGE

-1-1

**Skills & Abilities:**  
 All-Terrain  
 Chameleon  
 Psychic Ward  
 Regenerate  
 Shrug-it-Off  
 Swift



**Weapons & Equipment:**  
 Bio-Plasma Gun  
 Green Fire  
 Scything Blades

COST

0 0 0

REP

2

**Charlie Faction: Ronin Class: Human**

**Weapons & Equipment:**  
**LA-13 Smart Pistol**  
 Range: 8/18" -1LR      Damage: 5d6 P1  
 Special: At close range may shoot at two targets within 4" of each other with no penalty.

**Concussion Grenades**  
 Range: Thrown (BDY+5")      Damage: See Special  
 Special: 2" Blast template. For any model touched by the template roll 1d6. On a 4-6 the model is concussed. Models in Sealed Suits are concussed on a 6. While concussed, SAG and NRV are 0. During the control phase, for each concussed model roll 1d6. 1-3, stay concussed; 4-6 recovered, and SAG and NRV returned to their previous values.

**Skills & Abilities:**  
**Act as Maven:** When used in a Ronin force, Charlie will always act as Maven and no other Maven is allowed, except if Bang-Bang is present, then Bang-Bang will act as Maven.  
**Hatred of Dravani:** Gains the Shrug-it-Off ability for all attacks from any member of a Dravani force, Mercs included.  
**\*Intuitive:** In close combat, this model will always have the same CCA as their attacker.  
**Psychic Interference:** If Charlie is within 8" of a Craft user, her ability to transform is blocked and she cannot transform regardless of any roll that would normally force her Transformation.  
**Psychic Ward:** Roll 1d6 against non-physical Craft attacks. Attack has no effect on a roll of 5+  
**Crew Allowance:** 0-1 Named Character      Independent

**SAD-006 Faction: Ronin Class: Human/Alien**

**Skills & Abilities: (continued)**  
**Chameleon:** The SAD-006 can only be targeted by models more than 8" away if spotted. Roll 2d6 + 8" to get the spotting distance from a model. A model less than 8" can target this model as normal.  
**Psychic Ward:** Roll 1d6 against non-physical Craft attacks. Attack has no effect on a roll of 5+  
**Regenerate:** Regenerates d3 wounds per control phase.  
**Shrug-it-Off:** If a model only receives 1 point of damage, it is ignored and not marked on the Damage Gauge. Any additional effects such as Poison or Fire still take effect.  
**Swift:** Model may charge up to double its MVE.

**SAD-006 Faction: Ronin Class: Human/Alien**

**Weapons & Equipment:**  
**Bio-Plasma Gun**  
 Range: 8/18" -1LR      Damage: Variable  
 Special: 3" Blast template. If the Bio-Plasma Gun hits direct target, damage is 5d6 P1; splash damage is 2d6 P1 for any other model touched by the template. If the Bio-Plasma Gun causes damage, roll 1d6. If roll is greater than BDY value of damaged model, that model is disintegrated. If roll is BDY value or less, damage is still taken, but model is safe from disintegration that turn.

**Green Fire**  
 Range: 10-32"      Damage: Variable  
 Special: Indirect fire. Does not need to target a model. Target Number 10 for a direct hit.  
 3" blast template 4d6 P1 and d3 x 2" blast template 3d6 P1. If a direct hit is rolled the 3" blast template will scatter d3". If missed 3" blast template will scatter d6". The 2" blast templates will scatter d6" from the point of impact of the 3" blast template.

**Scything Blades**  
 Range: Close Combat only. Reach +2" Damage: 6d6 P2  
 Special: Parry - model may add +2 to their CCA score in close combat, but if their score is greater than their opponent they do no damage and the combat is considered a draw.

**Skills & Abilities:**  
**All-Terrain:** Ignores difficult terrain and obstacles up to 1" in height. Cannot be knocked prone.  
**Crew Allowance:** 0-1 Named Character      Independent  
 SAD-006 can only be used to replace Charlie when she transforms