

RENEGADES

CREATE YOUR SQUAD



EDITION ZERO V3

www.playrenegades.com

CONTENTS

SOLDIERS	3
MINIONS	3
TROOPERS	4
ELITES	4
HEAVIES	5
👑 PROMOTE A LEADER	6
👁️ TRAIN A PSYMANCER	7
EQUIPMENT	8
RANGED WEAPONS	8
MELEE WEAPONS	9
ITEMS	10
SQUAD MASTERIES	11
GENERAL	11
RANGED	13
MELEE	15
MOBILITY	16
STEALTH	17
WILDCARD	18

Create Your Squad - Edition Zero V3
Check www.playrenegades.com for updates!

This is the **Create Your Squad** handbook, a supplement to the **RENEGADES** rulebook!

This document contains all of the game's *soldiers*, *equipment* and *squad masteries*. To use it with a wide range of different miniatures, here are a few tips & tricks.

♦ Find the right rules

The *soldiers* and *equipment* in this document may sound unfamiliar at first, but may have rules that fit your miniatures extremely well!

♦ Create your own specialists

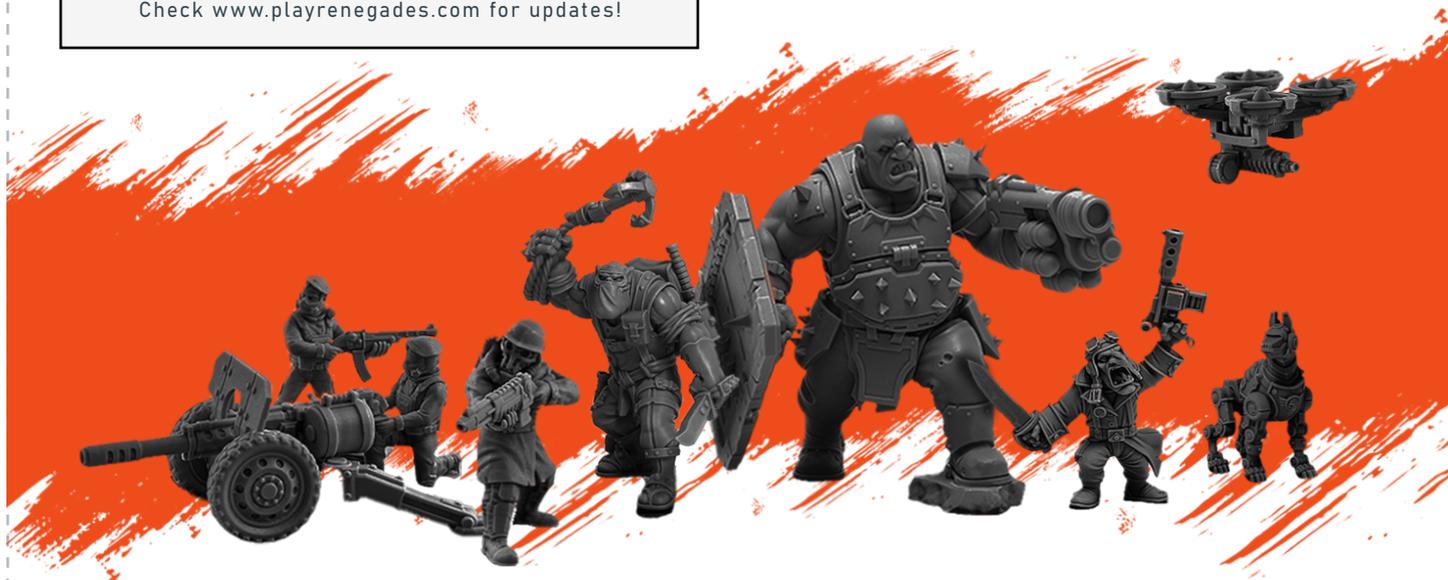
Use combinations of weapons and *items* to create specialist *soldiers*. For example, use a *sniper rifle* and *chameleon weave* to get a sneaky sharpshooter!

♦ Use "counts-as"

Occasionally, the rules for one thing are well-suited to represent something else (e.g. a terrifying claw can use the rules of a *big melee weapon*).

♦ Keep it consistent

To keep things clear and less confusing, apply the rules consistently across your squad's miniatures.



CREDITS

Created by
Patrick Murphy

Cover Art
Joakim Ericsson

Example Miniatures



Icons
Lorc
Delapouite
Skoll
sbed
DarkZaitzev
SpencerDub
Quoting
Carl Olsen

Playtesting
Aron Ahlbäck
Michael Anderson
Oliver Boson
Pontus Petridis
Thomas Ulfström

SOLDIERS

▼ **MINIONS:** Evasive and hard to pin down. Excellent harassers.



MINION

3

♥ 1 🛡️ 1 📦 AP 2 🚶 6" +D6

A regular minion is a meek, goblinesque creature, not capable of heroics... or?

Evasive Rascal - Gains a permanent +2 defense from their small body type and, once per activation, after *Fighting*, *Firing* or *Interacting*, they may perform a free "Scamper!" *Move* (even if they have *Moved*). It allows them to *Move D6*" and *retreat* without consequences - but not *charge*.

Low Standing - May only equip non-rare equipment.

+ UPGRADE: **BIG LIL' SOLDIER** + 3

Small abhumans or aliens that punch above their weight.

Big Personality - Gains *Vitality 2*. Can equip *rare*s.

+ UPGRADE: **EXTRA SLOT** + 1

+1 **Slot**: Gains an additional *inventory slot*.



HOVER DRONE

5

♥ 1 🛡️ 2 📦 AP 2 🚶 9" +D6

Light, hovering automata serve as scouts or gun platforms. At times skull-based.

Evasive Rascal - Shared rule, see *Minion profile*.

Anti-Grav Motor - Gains *leap movement*. Its "Scamper!" *Move* becomes *6*" (instead of *D6*).

+ UPGRADE: **TARGETING SCANNER** + 1

Short-range scanners expose enemies and their weakpoints.

Exposed Target - While the drone is within *proximity (3")* of enemies, they can't gain the benefit of *cover*, *defense* or the *items* *chameleon weave* and *cloaking field*.

+ UPGRADE: **ADVANCED COMBAT DRONE** + 4

A large, levitating killing machine.

XL Drone - Gains *Vitality 2* and *Slots 3*.



HOUND

5

♥ 1 🛡️ - 📦 AP 2 🚶 9" +2D6

Man's best friend. Or, when tracked by one, his worst enemy.

Evasive Rascal - Shared rule, see *Minion profile*.

Clenching Bite - A hound has a single *1 damage* biting strike. When a *target* takes *damage* from it, they cannot *retreat* and count as *shaken* until the hound is *taken out*, *retreats* or *targets* a different enemy. Hounds use *grounded movement* and can't equip anything.

+ UPGRADE: **DIREHOUND** + 4

Large, ravenous pooch of xenos, cybernetic or demonic origin.

Killer K9 - Gains *Vitality 2*. The bite becomes *piercing*.



SWARM

9

♥ + 4 🛡️ - 📦 AP 2 🚶 6" +D6

Vile critters that swarm endlessly, unless they are stamped out decisively.

Evasive Rascal - Shared rule, see *Minion profile*.

Pesky Swarm - Each point of a swarm's *vitality* grants it a *1 damage fluke strike*. Gains *regen*, but takes *double damage* from *flame* and *blast weapons*. Can't equip anything.

+ UPGRADE: **SOARING SWARM** + 3

Some swarms have the ungodly blessing of wings or similar.

Airborne Vermin - Gains *9" (+D6) leap movement*.



TROOPER

6

♥ 2 🛡️ 2 📄 AP 2 🚶 6" +D6

The common infantryman (or alien), ready to reinforce the frontlines.

Reinforcements! - Once per game, in game turn 4 or later, a player may bring back any lost troopers as reinforcements. This is always done before first *activation*, starting with the player who won the *initiative*. The troopers are *redeployed* within *proximity* (3") of any friendly *reinforcement site*. However, if any enemy *soldier* is within *proximity* (3") of a site, reinforcements are blocked from using it.

+ UPGRADE: **HARDENED** + 3

Tough as nails troopers. Famously used by the "tomb legions".

Hardened - Gains the *hardened* universal *special rule*.

+ UPGRADE: **L.E.A.P DEVICE** + 4

Few troopers have great agility or jetpacks, but it does happen.

Leap Into Battle - Gains *leap* movement 9" (+D6).

+ UPGRADE: **MOUNT** + 6

An anachronistic steed, gas-guzzling bike or similar mount.

Blessing of Speed - Gains *grounded* 9" (+2D6) movement. Can't *Defend*, but gains +1 *defense* when *Moving* (1 AP) and +2 *defense* when *Dash Moving* (2 AP).

+ UPGRADE OPTION: **MOUNT-ATTACHED GUN** + 2

Servo Gun - Allows a *ranged weapon* to be bought and attached to the mount as a *servo gun*.

+ UPGRADE: **EXTRA SLOT** + 1

+1 *Slot*: Gains an additional *inventory slot*.



GUN CREW ★

15

♥ 4 🛡️ 4 📄 AP 2 🚶 6" +D3

A dedicated duo that specialize in defensive gun positions. Vulnerable up close.

Reinforcements! - Shared rule, see *Trooper* profile.

Big Bulky Gun - May use the *Fire* action *twice* per *activation*. However, the crew uses *grounded* movement and can't *Fire* after *Moving* in a *game turn* (*reinforcing* counts as *Moving*). They can't equip *items* or *melee weapons* and the *strike difficulty* to *Fight* against them is fixed at 1.

+ UPGRADE: **GUN SHIELD** + 3

It ain't much, but it's better than nothing.

Bit of Protection - Gains a permanent +1 *defense* buff.



ELITE

10

♥ 3 🛡️ 3 📄 AP 3 🚶 6" +D6

Experienced soldiers of action. Here's a tip: don't mess with them.

Instinctive Reactions - After elites have been *targeted* by a futile *Fire* or *Fight* action, i.e. an attack that doesn't cause any *hit* or *shaken* effect, they may perform a 1 AP action of choice as a *reaction*, but any rolls are *desperate*.

+ UPGRADE: **HARDENED** + 7

Elites in power armour or similarly advanced protection.

Hardened - Gains the *hardened* universal *special rule*.

+ UPGRADE: **L.E.A.P DEVICE** + 5

These rapid-response elites have some kinda jetpack or similar.

Leap Into Battle - Gains *leap* movement 9" (+D6).

+ UPGRADE: **MOUNT** + 7

Elite "cavalry", usually on bikes. Spearhead specialists.

Blessing of Speed - Gains *grounded* 9" (+2D6) movement. Can't *Defend*, but gains +1 *defense* when *Moving* (1 AP) and +2 *defense* when *Dash Moving* (2 AP).

+ UPGRADE OPTION: **MOUNT-ATTACHED GUN** + 3

Servo Gun - Allows a *ranged weapon* to be bought and attached to the mount as a *servo gun*.

+ UPGRADE: **HYPER ELITE ★** + 5

These keen, ninja-like warriors have incredible reflexes.

Hyper-Active - Gains AP 4. Becoming *shaken* reduces the *soldier* to 2 AP, instead of 1. *Reactions* caused by **Instinctive Reactions** no longer use *desperate* rolls.

+ UPGRADE: **EXTRA SLOT** + 1

+1 *Slot*: Gains an additional *inventory slot*.

▼ **HEAVIES:** Brutes that will create ripples in your glass of water. And cause immense carnage.



HEAVY

16

4 4 AP 2 6" +D6

Forget about finesse; these mighty ogre-sized warriors don't know the meaning.

Unstoppable Juggernaut - Heavies are *hardened* and have *breach* and *grounded* movement. They don't get *shaken*, except from *squad abilities*.

+ UPGRADE: **BATTLESUIT** ★ + 18

Advanced battlesuits are heavies with superior mobility.

Thrusters & Stabilizers - Gains *leap* movement **9" (+D6)** and all equipped *ranged weapons* gain *hip fire*.

+ UPGRADE: **TACTICAL IRONCLAD ARMOUR** ★ + 18

Use *piercing weapons* against these heavy, high-TEQ warsuits!

Ironclad - *Piercing weapons* must roll *hardened rolls* against *ironclad* armour, while *non-piercing weapons* must use *fluke rolls* for their *hardened rolls*! Also, *dash rolls* are reduced to **D3**.

+ UPGRADE: **ATTACHED GUN** (2x allowed) + 3

Servo Gun - Allows a *ranged weapon* to be bought and attached to the heavy as a *servo gun*.

+ UPGRADE: **EXTRA SLOT** (2x allowed) + 1

+1 Slot: Gains one additional *inventory slot*.



MONSTROSITY ★★

38

6 6 AP 2 6" +D6

An imposing, otherworldly behemoth, capable of great feats.

Unstoppable Juggernaut - Shared rule, see *Heavy* profile.

Horrid Physiology - Gains *regen*. At the start of each *activation*, select **one special rule** for use this *game turn*:

- **Thunderous Advance**: Increases *dash roll* to **2D6**.
- **Dreadful Reach**: May *Fight* against any *targets* within **3 + D6"** (roll at start of *activation*).
- **Terrifying Roar**: May use a free *Interaction* (*difficulty 0*) to *shake enemy soldiers* within *short range* (9").
- **Fierce Toss**: May use a free *Interaction* (*difficulty = target's vitality*) where, if *successful*, **1 soldier** within *proximity* (3") may be *repositioned*, and *shaken*, to a *playable surface* within *short range* (9").

+ UPGRADE: **LEAPING TERROR** ★ + 6

Sinewy muscles or *great wings* allow the *monstrosity* to *leap*.

Movement is changed to *leap 9" (+D6)*.

?

MISSING SOMETHING?

This is the end of the *soldiers* section! Is there a type of *soldier* that you feel is missing? Please get in touch to give feedback on changes or additions!

www.playrenegades.com or playrenegades@gmail.com

PROMOTE A LEADER

It is optional to promote a *squad leader*, but what's a squad without a badass in charge?

Pick a single soldier in your *squad roster* to promote to *squad leader*. The promotion *credit cost* is equal to the leader's starting *vitality*. Once a *squad leader* is promoted, they may choose **one** *leadership bonus* from this page.

DRILL SERGEANT

A drill sergeant gains the ability to inspire his soldiers using an *Interaction*.

Is That All You Got? (*Interaction*)

The drill sergeant may *target* an *expended* friendly soldier within *proximity* (3"). The *interaction difficulty* is 1. If *successful*, the ally may immediately perform a 1 AP action as a *reaction*. On a *critical success*, they may perform a 2 AP action instead.

MASTER TACTICIAN

A master tactician may pause and carefully consider the combat situation at any time.

Tactical Reassessment (*Interaction*)

The *interaction difficulty* is 1. If *successful*, the squad gains 1 additional *squad point* (SP). On a *critical success*, the squad gains 2 additional *squad points* (SP).

SPECIALIST

These skillful experts automatically *succeed* when *Interacting* (1 AP) and automatically *critically succeed*, if applicable, when *Frantically Interacting* (2 AP).

MASTER CRAFTER

All weapons and *items* in a master crafter's squad may *reroll* one *shot* and *strike* roll of 1 during each *Fire* or *Fight* action. Additionally, any *rare equipment* that a master crafter equips does not count towards your total amount of *rares*.

CHAMPION

A champion always uses a *strike difficulty* of 1 when *Fighting*. The only exception is when they are *Fighting* another champion, where normal rules are used.

HERALD OF FURY

Friendly soldiers within *short range* (9") of the herald gain 1 extra *strike* with an equipped *melee weapon* (includes the herald).

PATHFINDER

Every *game turn*, just before the first *activation*, the pathfinder, and any friendly soldier within *short range* (9"), may *Move D6*". This *Move* counts as a *reaction* (no AP cost), but may not be used to *charge* or *retreat*.

SALVO MASTER

The salvo master reduces the cost of all friendly *Firing* actions within *proximity* (3") by 1 *action point* (includes the master).

LORD PROTECTOR

Friendly soldiers within *proximity* (3") of the lord gain 1 extra point of *defense*, up to an unheard of limit of 3 (includes the lord), allowing more *defense* than normal.

THE FACELESS

Masters of blending in and leading through hushed whispers. A faceless squad leader, and any friendly soldier within *proximity* (3"), may only be *targeted* by enemies when they are the closest visible *target* or when they are within *proximity* (3") of the enemy attacking.

TRAIN A PSYMANCER

Through training, *soldiers* can master the psychic and ethereal realm. A single soldier in your *squad roster*, which can be your *squad leader*, may be trained as either a *psyman* or a *master psyman* and gain *psychic powers* from this page.

- **Psyman**
May choose **two** *psychic powers*. The training *credit cost* is equal to **twice** the *psyman's* starting *vitality*.
- **Master Psyman**
May choose **three** *psychic powers*. Also, the cost of *Interacting* is reduced by **1 action point (AP)** when using a *psychic power*. The training *credit cost* is equal to **three** times the *master psyman's* starting *vitality*.



NETHER SHIELD

Using this ability, as an *Interaction* with a difficulty of **2**, the *psyman* provides arcane protection to a friendly *soldier* within *short range (9")*, or themselves. The shield grants **+1 defense (+2 on a critical success)** with a *duration* of **2**. Provides immunity to *psychic powers*.



THE EXALTED ONE

The *psyman* calls on otherworldly forces to bless a friendly *soldier* within *short range (9")*, or themselves, using an *Interaction* with a difficulty of **2**. If *successful*, the friendly *soldier* gains **1 extra action point (AP)** and **1 extra point of damage** to all their *shots* and *strikes* during their next *activation* (place a *special effects token* next to them). However, if celestial favour is not gained and an *interact roll* of **1** is scored, the *targeted soldier* loses **1 point of vitality** instead.



SUMMONING CALL

The *psyman* may use an *Interaction* to reposition a friendly *soldier* to a *playable surface* within the *psyman's proximity (3")*, but outside of *melee range (1")* of enemies. The ally can be any friendly *soldier* that is still in the *combat zone* or a friendly *trooper* that has been *taken out* (who's summoned back instead of using the **Reinforcements!** rule). The *interaction difficulty* is equal to the summoned *soldier's* starting *vitality*.



SHATTER MIND

The *psyman* directs violent cosmic energy at a single enemy *target* within *short range (9")*, using an *Interaction*. The *interaction difficulty* is **2**. If *successful*, the target takes **1 point of piercing damage (2 if a critical success is scored)**. This attack doesn't require *line-of-sight*.



WALL OF TORMENT

Using an *Interaction* with a difficulty of **4**, a *psyman* may conjure an infernal, painful barrier which deals **1 point of piercing damage** to enemies that *Move* through it. Choose a start and end point within *short range (9")* of each other and the *psyman*. Use *special effects tokens* to mark the positions. The wall has a *duration* of **2**. Only one may be active per player.



PUPPET MASTER

Using an *Interaction*, the *psyman* deviously attempts to influence the movement of a single enemy *target* within *medium range (18")*, without the need for *line-of-sight*. The *interaction difficulty* is equal to the *target's* current *vitality*. If *successful*, the target may be moved up to **3"** or have their regular *movement distance* reduced to **3"** for the rest of the *game turn*.



BLOOD RITUAL

In a dark ritual, an *Interaction* with a difficulty of **3**, the *psyman* sacrifices a friendly *soldier* within *proximity (3")*. If *successful*, remove the *soldier* as if they'd been *taken out*, but take note of their current *vitality*. This number may be added to the result of all dice rolls (up to a maximum of **6**) performed by the *squad* for the rest of the *game turn*. May only be used once per game.



SPIRIT SURGE

When the *psyman* is about to lose their last point of *vitality* and be *taken out*, an immense surge of ethereal energy is released, restoring the *psyman* back to **1 point of vitality**. Also, any *soldier*, friend or enemy, within *proximity (3")* of the *psyman* is knocked back **D6"**, becoming *shaken*. This can only happen once per game.

EQUIPMENT

▼ RANGED WEAPONS: If you don't want blood on your hands... deal death from afar!

	NAME			RANGE	SHOTS	DMG	SPECIAL RULES
	Pistol	1	1	Short (9")		1	Hip Fire, Akimbo
	Machine Pistol	4	1	Short (9")		1	Hip Fire, Akimbo, Suppressive, Desperate Rolls
	Plasma Pistol ★	4	1	Short (9")		2	Hip Fire, Akimbo, Piercing
	Smelta Pistol ★	5	1	6"		4	Hip Fire, Akimbo, Piercing

	Shotgun	3	2	Short (9")		1	Hip Fire, Desperate Rolls
	Smeltagun ★	6	2	Short (9")		4	Hip Fire, Piercing

	Rifle	3	2	Medium (18")		1	Auto
	Carbine	3	2	12"		1	Auto, Hip Fire
	Storm Carbine	6	2	12"		1	Auto, Hip Fire, Suppressive
	Plasma Rifle ★	7	2	Medium (18")		2	Auto, Piercing

	Machine Gun ★	8	3	Long (∞)		1	Suppressive
	Auto Cannon ★	10	4	Long (∞)		2	Suppressive
	Whirlwind Cannon ★	13	4	Medium (18")		1	Hip Fire, Suppressive, Split Fire

	Marksman Rifle	5	2	Long (∞)		1	Precise
	Sniper Rifle ★	9	2	Long (∞)		2	Precise, Piercing
	Deathray Laser ★ ★	14	3	Long (∞)		3	Precise, Piercing

	Grenade Launcher ★	6	2	Medium (18")		1	Blast
	Mortar ★	9	4	Long (∞)		2	Blast, Ordnance, Duration 2
	Missile Launcher ★	9	3	-	-	-	(When Firing, choose a fire mode below)
	- Blast Missile	-	-	Long (∞)		1	Blast
	- Piercing Missile	-	-	Long (∞)		2	Piercing
Plasma Launcher ★	12	3	Medium (18")		2	Blast, Piercing	

	Hand Flamer ★	4	1	6"		1	Flame, Hip Fire, Akimbo
	Flamer ★	5	2	Short (9")		1	Flame, Hip Fire
	Heavy Flamer ★	8	3	Short (9")		2	Flame, Hip Fire

	Multi-Weapon Crafting	Choose two different <i>ranged weapons</i> to combine. Pay the <i>credits</i> cost for both weapons, but only use the <i>slots</i> value of the larger weapon. Voila, you have a multi-weapon, where both weapons gain the <i>akimbo</i> rule. They can be <i>Fired</i> individually for more accuracy or together for more firepower!					
---	------------------------------	---	--	--	--	--	--

▼ MELEE WEAPONS: Sharp and blunt weapons, not suitable for the faint of heart.

	NAME			RANGE	STRIKES	DMG	SPECIAL RULES
	Small Melee Weapon	1	1	Melee (1")		1	-
	Melee Weapon	2	2	Melee (1")		1	-
	Big Melee Weapon	3	3	Melee (1")		1	-
	Massive Melee Weapon	4	4	Melee (1")		1	-
	Power Blade ★	4	2	Melee (1")		1	<i>Piercing, Riposte</i>
	Big Power Blade ★	6	3	Melee (1")		1	<i>Piercing, Riposte</i>
	Massive Power Blade ★	8	4	Melee (1")		1	<i>Piercing, Riposte</i>
	Power Spear ★	4	2	Melee (1")		1	<i>Piercing, Reach</i>
	Big Power Spear ★	6	3	Melee (1")		1	<i>Piercing, Reach</i>
	Massive Power Spear ★	8	4	Melee (1")		1	<i>Piercing, Reach</i>
	Power Basher ★	6	2	Melee (1")		2	<i>Piercing, Cataclysmic</i>
	Big Power Basher ★	9	3	Melee (1")		2	<i>Piercing, Cataclysmic</i>
	Massive Power Basher ★	12	4	Melee (1")		2	<i>Piercing, Cataclysmic</i>

JAWS, CLAWS & FISTS

Certain *soldiers* might be feral beasts or grotesque monsters and don't necessarily "carry" *melee weapons* such as blades or spears.

For these types of *soldiers*, use the *melee weapons* listed on this page to represent the various jaws, claws and fists that they might have. Use regular *melee weapons* to represent modest natural armaments and let power weapons serve as particularly vicious and deadly limbs (or similar).

EMPTY-HANDED?

Remember, *soldiers* don't have to equip any *melee weapons* in order to *Fight!* As per the *Fight action* rules, *soldiers* that haven't gained any *strikes* from equipping *melee weapons* always get a single *desperate strike* when *Fighting*.

▼ **ITEMS:** Handy tools and gadgets can be just as essential as weapons.



MEDPACK

3 0

Using an *Interaction*, a *soldier* with a medpack can heal allies within *proximity* (3"). The *interaction difficulty* is equal to the ally's starting *vitality*. If *successful*, the ally gains **1** point of *vitality* back. On a *critical success*, they gain **2**.



TARGETING SCOPE ★

5 1

A targeting scope can be used to expose the weakpoints of an enemy *soldier* using an *Interaction*. The enemy must be in *line-of-sight* and the *interaction difficulty* is equal to the enemy's current *vitality*. If successful, the enemy doesn't gain the benefit of *cover*, *defense* or the *items* chameleon weave and cloaking field for the rest of the *game turn*.



RALLYING BANNER ★

5 1

A glorious banner or icon that inspires *soldiers* within *short range* (9") and serves as a beacon for arriving *reinforcements*. Friendly *shaken soldiers* that are *activated* within its *range* may recover their lost *action points* (AP) on an even roll of a *desperate D6*. The banner also serves as a *reinforcement site*, sharing the rules of one.



COMMS UNIT ★

7 0

A comms unit allow *squad abilities* to be ordered more effectively across the squad. While a *soldier* with a comms unit is in the *combat zone*, roll a *desperate D6* for each *squad point* (SP) spent by their squad. On every *even* roll, an SP is refunded.



MISSING SOMETHING?

Is there a gun or item missing? Get in touch!

www.playrenegades.com or playrenegades@gmail.com



TACTICAL SHIELD

2 1

A tactical shield, which grants a permanent **+1** *defense*.



BULWARK SHIELD

3 2

A big, sturdy shield, which grants a permanent **+2** *defense* and adds a shield bash *strike*, a *strike* that can only cause the *target* to be *shaken* (instead of causing *damage*).



GUARDIAN FIELD ★

2X 0

An advanced force field which grants a permanent **+2** *defense*, without the need for any *slot* usage.



CHAMELEON WEAVE

2X 0

Sheathed in chameleon weave, *soldiers* blend right in! They cannot be attacked beyond *medium range* (18") and attacks beyond *short range* (9") become *desperate*.



CLOAKING FIELD ★

3X 0

High-tech cloaking fields make *soldiers* near-invisible! They cannot be attacked beyond *short range* (9") and all other attacks become *desperate*.

✕ VARIABLE CREDIT COST

Some *items* have a *credit* cost containing an "X". In these cases, simply use the *soldier's* starting *vitality* instead of the X to calculate the actual cost.

For example, a *soldier* with a starting *vitality* of 3 would have to pay 6 *credits* to equip an item listed for "2X" and 4 *credits* for an item listed for "X+1".

SQUAD MASTERIES

▼ **GENERAL:** A varied mix of masteries that provide combat utility in many different ways.



HUNTERS

"Honor and skill. This must be our path. Or the lands will eat us alive." - Thulafr, the pale hunter. Dedicated huntsmen use coordinated attacks and traps to bring down their prey.



EPIC: HUNT TARGET 1 SP

During your *activation*, select a single enemy soldier and place a *special effects token* next to them. For the rest of the *game turn*, any rolls of 1 against this *target* count as *critical hits*.



EPIC: LAY TRAP 1 SP

Allows your *active soldier* to perform an *Interaction* (difficulty 1) to lay a trap within their *proximity* (3"), using a *special effects token*. Any enemy that *Moves* within *melee range* (1") of the trap is immediately immobilized, loses any remaining *action points* (AP) and must perform an *Interaction* (difficulty 2) to disarm the trap and regain the ability to *Move*. The trap is removed when triggered. Only 3 traps may be active at once. Cannot be performed while *engaged*.



GRENADIERS

Few appreciate the art of a finely chucked grenade as much as grenadiers do. Their combat vests and backpacks are usually overloaded with delightful, shrapnel-spewing explosives.



THROW GRENADE 1 SP

Allows your *active soldier* to throw a grenade using a *Firing action*, instead of using a normal *ranged weapon*. A grenade is a *ordnance weapon* with *short range* (9"), *damage* 1 and a *duration* of 1.



EPIC: THROW BUNDLED GRENADE 2 SP

Works exactly like a regular **GRENADE** (see above), except that *range* is reduced to **3+D3"**, or **3+D6"** when *Focus Firing* (2 AP), the *damage* is increased to 2 and the attack becomes *piercing*. *Range* is determined before deciding on a *target*.



DIE-HARDS

There are some squads that simply possess unwavering grit. They will not waiver. They will not yield. They will fight until the very end in the pursuit of their mission.



DESPERATE LAST STAND 1 SP

When a friendly *soldier* is reduced to 0 *vitality* and about to be *taken out*, this ability allows them to perform a final 1 AP *action* as a *reaction*, but any rolls become *desperate*. If this final *action* triggers a *free action* of some kind, they may perform that too. If they manage to take out their would-be killer (the enemy *soldier* who *took them out*), they are not *taken out* and are restored back to 1 *vitality*. Otherwise, they are simply *taken out* unless **CHEATING DEATH** succeeds (see below).



PASSIVE: CHEATING DEATH

When a friendly *soldier* is *taken out* and about to be removed, roll a *fluke roll*. On a roll of 6, the *soldier* survives with 1 *vitality* remaining. This roll is performed after any **DESPERATE LAST STAND** (see above) attempt has been made.



TERROR TROOPS

Certain armies, warbands and squads have realized that the emotion of fear can be weaponized to an exceptionally high degree. Some even find twisted joy in becoming their enemies' worst nightmares.



EPIC: GRUESOME DEMISE 1 SP

When an enemy is *taken out* at *short range* (9") or closer, this ability may be used to ensure that the enemy is dispatched with intimidating cruelty. Any enemy within **D6** of the *target* becomes *shaken*. Also, raise the *terror level* by 1 (see below), or by 2 if the *target* had a starting *vitality* of 4 or more.



PASSIVE: UNNERVING PRESENCE

Whenever an enemy *soldier* is *activated* within *short range* (9") of a *terror troop soldier*, they must roll a **D6** and unless the roll is higher than the *terror level* they are gripped by fear and count as *shaken* during their *activation*. The *terror level* is initially 1, but is increased by each **GRUESOME DEMISE** (see above). Use a D6 to keep track of the current level. If it becomes 6 or higher, the enemy roll becomes a *fluke roll*.



TOXERS

Vile. Disgusting. Foul. Tox troops are all of the above. Their preferred arsenal consists of biological weapons, corrosive substances and other horrific tools. Stay safe, stay away.



EPIC: THROW TOX GRENADE 1 SP

Allows your *active soldier* to throw a tox nade using a *Firing action* (instead of *Firing* normally). It is thrown to a *location* within *short range* (9"), which doesn't have to be in *line-of-sight* (measure the *range* as you would *leap* movement). It has no immediate effect, instead creating **TOXICITY** around its token (see below). Only **3** tox grenades may be active at once. If an additional one is thrown, a prior one must be removed.



PASSIVE: TOXICITY

When enemy *soldiers* are *activated* within *proximity* (3") of your tox troops or a **TOX GRENADE**, but before they perform any *actions*, they must roll a **D6**. Unless they roll *higher* than the *vitality* of the nearest tox trooper, they take **1 damage**. **TOX GRENADES** (see above), "count as" having a *vitality* of **3**.



REGENERATORS

While some squads are incredibly difficult to damage, others have ways of recovering from it; whether it's through holy or unholy intervention, regenerative tissues or living metal.



EPIC: RECOVER 1/2 SP

This ability allows your *active soldier* to heal themselves using a *free Interaction* (difficulty 1). A *success* restores **1** point of vitality, while a *critical success* restores **2** points. The ability costs **2 SP** if the healing *soldier* is *hardened*.



EPIC: CLING TO LIFE 2 SP

After a friendly *soldier* is *taken out* (and after any *special rules/squad abilities* have been used to try and prevent this), this ability may be used to have them cling to life. Instead of removing the *soldier* from the *combat zone* as normal, gently tip the model over. The *soldier* may not perform any *actions*, except for the **RECOVER** *Interaction* (see above). While clinging to life, taking any *damage* results in being *taken out*. If *healed* back to at least **1** vitality, the *soldier* is returned to normal.



ORDNANCE MASTERS

Big guns are cumbersome to move around, so it's not a bad idea to leave them at the back and direct their fearsome firepower from the front-lines. The delayed response is a small price to pay.



EPIC: REQUEST ARTILLERY 2 SP

Allows your *active soldier* to use a *Fire action* to request an artillery strike, which functions like an *ordnance* weapon with *medium range* (18"), *damage 2* and *duration 2*. However, the *blast radius* is determined using **3D3** instead.



EPIC: QUADRANT ERADICATUS 5 SP

Allows your *active soldier* to use an *Interaction* (difficulty 1) to contact high command and request that a combat sector be eradicated. Select a table quadrant (one corner of the *combat zone*, 1/4th of its total size). Set a *duration* of **2**. After the *duration*, any and all *soldiers* and removeable terrain pieces fully within that quadrant are *taken out/removed*. Can only be used once per game.



TRENCHERS

Trenchers have realized that the calamity and carnage of warfare is best experienced from a secure, well-built entrenchment. And it all starts with a trusty shovel.



DIG IN! 1 SP

This ability allows a *soldier* to perform an *Interaction* (difficulty 1), which grants them the benefit of *cover* without needing to be behind *cover* in the usual way. Place a *special effects token* next to the *soldier*. The ability lasts until the *soldier Moves* in any way. Cannot be performed while *engaged*.



EPIC: FIX BAYONETS! 1 SP

When this ability is used, all *soldiers* without a *melee weapon* gain a normal **1 damage strike** (in addition to their *desperate strike*). However, as they ready for hand-to-hand combat, their marksmanship is deemphasized and they no longer score *crits* when *Firing*. These effects last for the rest of the *game turn*.



ADRENAL FIENDS

Pushing one's body and mind to the limit is not without its risks - nor without its rewards. Whether through natural biology or artificial pharmacology, adrenal fiends rely on this risk/reward dynamic.



STIM-BOOST 1 SP

Allows the *active soldier* to gain 1 additional *action point (AP)* during their *activation*, but if it is used to *Fight* or *Fire*, all rolls are *desperate*.

Also, a *desperate D6* must be rolled. Unless an even roll is scored, the *soldier* also loses 1 point of *vitality*.



EPIC: SURGE 2 SP

Allows an *expended soldier* to be *activated* again, but any *Fight* or *Fire* rolls are *desperate* and they lose 1 point of *vitality*. If this reduces them to 0 *vitality*, they may first perform their *actions* and then, if they roll an even number on a *desperate D6*, they survive with 1 *vitality*, otherwise they are *taken out*.



GRIZZLED VETERANS

"Sir, sir! They're shooting at us again." "Are they hitting anything?" "Not yet, sir" "Wake me up when they start hitting something". Remarks by Captain Treyus on the 834th day of the Twilight City siege.



EPIC: SHRUG IT OFF 1/2 SP

This ability is used when a *soldier* is *activated* and allows them to recover from the *shaken* effect, regaining their full *action points (AP)*. This ability costs 1 *SP* if the *soldier* recovers 1 *AP* by not being *shaken*, and 2 *SP* for recovering 2 *AP* (like elites).



PASSIVE: COOL UNDER PRESSURE

When grizzled veterans are about to become *shaken*, roll a *desperate D6*. On an even roll, they do not become *shaken*.

▼ **RANGED:** The following masteries are primarily focused on the art of firing guns.



MARKSMEN

There are levels to everything, including marksmanship. As with most things, it comes down to practice, dedication and interest - some troops just prefer bashing skulls.



EPIC: MAKE THE SHOT COUNT 1/2 SP

This ability improves the first *shot* roll of a *Firing* action by either 1 or 2, up to a maximum of 6, depending on how many *SPs* are spent (e.g. a roll of 3 becomes either a 4 or 5). Decide before you roll. If the *ranged weapon* used has multiple *shots*, roll the first one separately (the remaining *shots* are not improved due to recoil). Cannot be used on *desperate* or *fluke* rolls.



PASSIVE: EAGLE-EYED

Marksmen can stretch the effective range of their *ranged weapons*. Weapons that have a shorter *range* than *medium range (18")* gain 3" of *range*, while *medium range (18")* weapons gain 6". Does not apply to *flame* weapons.



GUNSLINGERS

These steely-eyed shooters have freakish instincts when it comes to rapid gunhandling in confined spaces. Don't ever be naive enough to think that you've got the drop on them. They'll drop you.



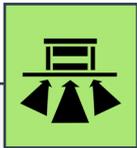
QUICK DRAW 1/2 SP

At *short range (9")* or closer, after a *soldier* has completed a *Firing* action, this ability allows the *soldier* to *Fire (1 AP)* again, at no *AP* cost, picking a different *target* if desired, but any rolls become *desperate*. This ability costs 1 *SP* when used with *pistol* type weapons and 2 *SP* with any other type of *ranged weapon*. Additionally, this ability may be repeated, after the same original *Firing* action, as many times as your reserve of *squad points (SP)* allow if a *pistol* is used (otherwise it may only be used once each time).



PASSIVE: RIGHT BETWEEN THE EYES

When gunslingers *target* enemies at *short range (9")* or closer, they can score *critical hits* even if there are rules that normally prevent them from being scored!



SHOCK TROOPS

Throughout the history of warfare, certain troops have been especially trained to move up, take ground and break the enemy lines. Shock troops is just one of their many names.



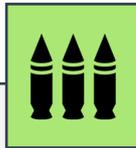
RUN AND GUN 1 SP

This ability is used after *Moving* and allows the following *Firing* action to be performed as if the weapon used has *hip fire*. If the weapon already has *hip fire*, the AP cost of *Firing* is reduced by 2 AP instead. Can't be used with *precise* weapons.



EPIC: THROW SMOKE GRENADE 1 SP

Allows the *active soldier* to throw a smoke grenade using an *Interaction* (difficulty 0). Place a *special effects* token within *short range* (9") of the *soldier*. Any *Firing* actions where *line-of-sight* passes over the *token* or within *proximity* (3") of it must use *fluke rolls*. The smoke has a *duration* of 2.



MUNITION SPECIALISTS

Some forces greatly value the versatility that specialized ammunition gives them in the field. They make sure it is acquired and issued, albeit in small quantities - just enough for the right moment.



EPIC: PIERCING AMMO 1/2 SP

Used during a *Firing* action to temporarily give a *ranged weapon* the *piercing special rule*. If the weapon is *piercing* already, it becomes *hyper-piercing* and may be used to ignore *ironclad* armour. The ability costs 2 SP if the weapon has multiple *shots*.



EPIC: INCENDIARY AMMO 1/2 SP

Transforms a *ranged weapon* into a *flame weapon* with *short range* (9") and *damage 1* during a *Firing* action. If the weapon used is a *flame weapon* already, it becomes *hyper-incendiary* and increases its *range* by 3" and its *hit roll* by 3 (up to a maximum of 6). The ability costs 2 SP if the weapon has multiple *shots*.



FIRETEAM

Individual marksmanship is one thing, coordinated firepower something else. Expertly drilled fireteams know that their teamwork makes the dream work.



RETURN FIRE 1 SP

If a *soldier* is within *proximity* (3") of a *friendly soldier* targeted by an enemy *Firing* action, they may use this ability to perform a *Firing* (1 AP) action as a *reaction* against that enemy, provided that the enemy is within *range* and *line-of-sight*. Cannot be used if the *soldier* wishing to return fire was also *damaged* or *shaken* by the enemy attack.



EPIC: TARGETING MARKER 1 SP

Instead of *Firing* regularly, a *soldier* may shoot a *targeting marker* (using the same *maximum range* as an equipped *range weapon*). A *targeting marker* automatically *hits* its *target* but causes no *damage*. Instead, the *targeted* enemy doesn't gain the benefit of *cover*, *defense* or the *items* chameleon weave and cloaking field for the rest of the *game turn*.



GUN FANATICS

The cackling laughter of gun fanatics would be hard to miss on the battlefield, if it wasn't drowned out by the roaring of their guns. These madmen can only be described as "trigger happy".



EPIC: UNLOAD! 1 SP

During a *Focus Firing* (2 AP) action, this ability can be used to temporarily **double** a *ranged weapon's* number of *shots*, instead of allowing *rerolls*, and make the weapon *suppressive*. If the weapon already is *suppressive*, this ability extends the *range* of the *suppression* effect of the weapon by **D3**".



PASSIVE: QUANTITY OVER QUALITY

When a gun fanatic is *Firing*, any *miss* adds a *fluke shot* to the current *Firing* action. These *fluke shots* cannot generate further *shots*!

▼ MELEE: Masteries for squads wishing to get up close and personal.



BLOODSEEKERS

While most soldiers simply try to endure the bloodshed of battle, others are drawn to it, revel in it. These twisted souls find the prospect of close quarters fighting exhilarating, and are energized by it.



RUSH OF BLOOD 1 SP

After defeating an enemy in *melee range* (1"), a *soldier* may use this ability to keep the momentum up and *freely Fight* (1 AP) a different enemy or, if there are no eligible *targets* to *Fight*, they may instead *freely Move* (1 AP) to *charge* a different enemy, including *freely Fighting* (1 AP) that enemy as part of the *charge*. These options are possible even if the *soldier* has already *Fought* and/or *Moved*. Cannot be used if there are no eligible *targets* to either *Fight* or *charge*.



PASSIVE: FRENZY

Bloodseekers caught in bloodshed find it easy to keep going! Whenever a successful *strike* is scored, bloodseekers get to roll an additional *fluke strike* with the same weapon that scored the initial *strike*. This can potentially repeat to create another *fluke strike*! Yeah, holy crap.



BERSERKERS

Forget about subtlety - berserkers don't understand the concept. They will charge headfirst into most situations and, while it can be surprisingly effective, their precision often suffers.



RECKLESS CHARGE 1 SP

After the *movement distance* of a *Move* is determined, this ability can be used to add 3" of distance, provided that the *soldier* can, and will, use the *Move* to *charge* an enemy. If used, all *strikes* in the subsequent *Fight* action become *desperate* (*strikes* that are already *desperate* or *flukes* simply remain so).



EPIC: RELENTLESS STRIKES 1/2/3 SP

When about to *Fight*, this ability allows a *soldier* to gain either 1, 2 or 3 *strikes* with one equipped *melee weapon*, depending on how many *SPs* are spent, but each added *strike* is *desperate* (or *flukes* if the weapon already uses *desperate* or *fluke rolls*). If the *soldier* has no *melee weapon*, they may use this ability to gain *fluke strikes* in addition to their normal *desperate strike*.



STRIKE DANCERS

Sheer brutality is a common approach in *melee combat*, but there are those who try to elevate the art of violence. To them, it is not unlike a carefully choreographed dance - a dance of death!



WIND STRIKES 1 SP

After completing a *Move*, a *soldier* may use this ability to use the *Fight* action to allocate *strikes* against any enemy they passed within *proximity* (3") of during the previous *Move*, allowing them to effectively attack enemies on the go. May not use *cataclysmic weapons* with this ability.



EPIC: DODGE 2 SP

When *targeted* by an enemy *Fire* or *Fight* action or *reaction*, a skillful *dodge* allows a *soldier* to *reaction Move* up to 3" before any rolls are performed. The enemy *action* is then performed with this new position in mind, which may mean that the *dodging soldier* is behind *cover*, out of *range*, further from a *blast* or out of *line-of-sight* which may make the *action* more difficult or fail outright.



GUARDIANS

"Brothers, dig in your heels and stand fast! Let the enemy tide crash against you like waves against cliffs." The final rallying cry of Lieutenant Reyes to his fellow 1st Company veterans.



MEET THE ENEMY 1/2 SP

When an enemy is about to *Fight*, but before any rolls are made, guardians may use this ability to gain +1 or +2 *defense* depending on the amount of *SPs* spent. However, if the *charged soldier* already has +2 *defense* (max amount), they get to *reaction Fight* (1 AP) or *Furiously Fight* (2 AP) before the enemy (depending on amount of *SPs* used), but all *strikes* become *desperate*.



PASSIVE: TRIUMPHANT DEFENSE

Whenever they defeat an enemy in *melee range* (1"), guardians quickly resume a *defensive posture*, gaining +1 *defense*. If they already have +2 *defense*, they may perform a *free 1 AP action*.

▼ **MOBILITY:** Some squads are highly adept at maneuvering across the combat zone.



COMMANDOS

-- Before first light, you will brave the cliffs of the Voityr coast and silence the cannons of heresy and defiance. Your loyal duty will honor us all. --
Opening words of classified Imperial order 60:253



SCALE OBSTACLE 1 SP

Allows a soldier with the normal movement type to temporarily gain the leap movement type during a Move action. If a soldier already has leap, this allows them to treat any dash roll as 6. However, if a soldier is grounded, this ability only changes their movement type to normal instead of leap.



EPIC: RIG EXPLOSIVES 2 SP

Allows a soldier to plant explosives within their proximity (3"), using an Interaction (difficulty 1) and a special effects token. The explosives have a duration of 2, after which they "hit" and function like a blast weapon with damage 1, except that the blast radius is 2D6". If the explosives are placed on, or are within melee range (1") of, a removable terrain piece or an objective, they are destroyed and removed from play. Any soldiers standing on the terrain piece are taken out. Enemies can attempt to disarm the explosives using an Interaction (difficulty 4). Usable once per game.



RANGERS

When it comes to unknown and treacherous terrain, rangers lead the way. These masters of manoeuvring use unexpected flanking paths and determined marching to win the day.



FLANK 'EM! 1 SP

When one of your soldiers is about to Move, this ability allows them to end that Move beyond the edge of the combat zone, thereby leaving it. In the next game turn, upon their activation, they can be redeployed anywhere along the same combat zone edge (within melee range (1") of the edge, but outside melee range (1") of enemies). This redeployment does not count as an action and the soldier may spend all of their action points (AP) as normal.



PASSIVE: STEADY MARCHERS

Rangers might not always be the quickest, but they are consistent and reliable on the march. Any time a dash roll is about to be performed, a ranger may choose to treat any die roll as 4 instead of rolling it (for example, 2D6" can be treated as 8"). When a D3 is used, this ability may be used to count it as 2.



SKYBORNE

When the jump light turns green, skyborne soldiers tend to utter a short prayer. These daring souls are most commonly dropped far behind the enemy lines.



DROP SOLDIER 1 SP

A skyborne squad may opt to not deploy any amount of soldiers during the initial deployment, instead using this ability to deploy the soldiers later. At the start of each game turn, any undeployed soldiers may use this ability to be dropped anywhere in the combat zone that is not within proximity (3") of an enemy. Dropped soldiers always count as expended initially. This ability may be used when reinforcing troopers in game turn 4 or later. SP cost is per soldier.



EPIC: REQUEST STRAFING RUN 3 SP

Allows the active soldier to use an Interaction (difficulty 0) to request a strafing run. Place a special effects token anywhere in the combat zone and a second one within 3D6" of the first one. The request has a duration of 2. When the duration ends, any soldier within proximity (3") of the tokens or the line between them becomes shaken and a fluke roll is performed for each one - if successful, that particular soldier suffers 1 damage. Usable once per game.



BREACHERS

Stack up. 3... 2... 1... Breach! Stun out. Move!
This is the methodical, extensively drilled procedure of a breacher. Walls are a minor inconvenience for these room clearing experts.



BREACH! 1 SP

Allows a soldier to temporarily gain the breach movement type when they are about to make a Move. Any enemy within D6" of the breach "exit" suffers 1 point of damage. If the soldier already has the breach movement type, this becomes within 6" instead.



EPIC: THROW STUN GRENADE 1 SP

Allows a soldier to throw a stun grenade using a free Interaction (AP 1, difficulty 1). The stun grenade functions like a ordnance weapon with short range (9"), damage 0 and duration 1. Any target hit by the stun grenade is merely shaken.



GUERRILLAS

When facing a numerically superior enemy, many irregular troops turn to guerrilla tactics. The enemy must be weakened, piece by piece, while their fury must be avoided.



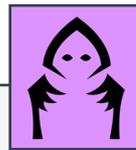
HIT AND RUN 1 SP

After a guerrilla soldier **Fires** or **Fights**, they may use this ability to **Move D6"** as a **free action** (even if they have **Moved**). Any **reaction** that their attack or this **free Move** triggers is delayed until after the **Move** is complete, which can make it more difficult or fail (due to lack of **line-of-sight** or so). When a minion uses this ability, it simply adds **D6"** to their scamper **Move**.



EPIC: SETUP AMBUSH ZONE 2 SP

Place a **special effects token** anywhere in the **combat zone** to represent your ambush zone. Any enemy that ends a **Move** within **short range (9")** of the token may be **reaction Fired (1 AP)** upon or **reaction charged** by 1 friendly soldier within **short range (9")** of the token (your choice of soldier). If the **charge** option is selected, your soldier may both **Move** into **melee range (1")** with the enemy and **Fight (1 AP)** freely. Only **one** ambush zone may be active at once.



INFILTRATORS

Any force that can make shadows their ally will be hugely rewarded, for there is no shortage of shadows. And the shadows won't betray the infiltrators, for they belong to them.



IN TO / OUT OF THE SHADOWS 1 SP

Upon finishing a **Move**, an infiltrator may fade into the shadows and remove themselves from the **combat zone**. The infiltrator must be out of **short range (9")** or **line-of-sight** of any enemy when this ability is used (either is enough). In a later **game turn** (not necessarily the next), when this ability is used again and the same infiltrator is **activated**, they may return to the **combat zone** in any **location** which fulfils the same restrictions as above. Reappearing counts as a **Move (1 AP)**.



PASSIVE: LOW PROFILE

When an infiltrator in **cover** is the **target** of an enemy **Fire action**, roll a **D6**. The **range** of the enemy weapon is reduced by this amount, in inches, down to a minimum of **short range (9")**. If their **range** becomes insufficient, the **action** fails outright.



DECEIVERS

These tricksters are the masters of doubt and confusion. Where you think they are weak, they are strong. They make you look ahead when, really... you should look behind you.



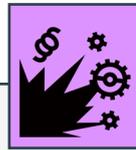
MISTAKEN IDENTITY 1/2 SP

When a soldier is **activated**, but before they perform any **actions**, this ability can be used to have them swap positions with a friendly soldier within **medium range (18")**. If both soldiers are of the same basic type (Minion/Trooper/Elite/Heavy) or a **Phantom Identity** is used (see below), the ability costs **1 SP** to use, but if they are of different types it costs **2 SP** to use.



PASSIVE: PHANTOM IDENTITIES

Tricksters have devious ways of making you think that they are where they are not, or vice versa. During **deployment**, you may deploy a phantom for every **2 soldiers** in your squad (maximum of **3** phantoms). A phantom can be activated like a soldier, but may only **Move 6"** each activation (**normal movement type**). If an enemy comes within **proximity (3")** of a phantom, it is destroyed. Use empty bases or **special effects tokens** to represent phantoms.



SABOTEURS

Unless the enemy's crystal ball is crystal clear, the saboteurs' will become a thorn in their side. For the saboteurs are always scheming on a thing. I'll tell you now; it's sabotage!



EPIC: CRITICAL SABOTAGE 2 SP

When an enemy **activates** a soldier, but before they declare which **actions** that soldier will perform, this ability may be used to prevent the soldier from performing one type of **action** of your choice during their **activation (Move, Defend, Fire Weapon, Fight)**. Can only be performed **once** per enemy soldier.



PASSIVE: TRANSMISSION INTERCEPT

Whenever an enemy soldier is within **short range (9")** of a friendly saboteur, any **squad points (SP)** your opponent spends have a chance of being intercepted. Roll a **fluke roll** for each **squad point (SP)** the enemy spends this way. On any roll of **6**, the saboteur squad gains an extra **squad point (SP)**.



HEROES

*The brave. The mighty.
The outnumbered.*

*This mastery cannot be combined with other wildcards.



EPIC: MOMENT OF TRIUMPH 1 SP

Whenever it is time to roll *shots, strikes, dashes* or *initiative*, this ability may be used, before any rolls are made, to **double** the results of all the dice in that roll, up to a maximum of **6** (e.g. a roll of 2 counts as 4 etc). If this results in an enemy being *taken out*, this ability may be used again in the current *game turn*!



PASSIVE: A HERO'S BURDEN

A heroic *squad roster* may only cost **half** as many *credits* as the agreed upon limit. However, heroes can be *activated* **twice**. After all heroes have been *activated* once, you may start *activating* them again in any order (place a second *expended token* next to a hero that has been *activated* twice). If a hero becomes *shaken*, that state only applies to their next *activation* during the current *game turn*.



CANNON FODDER

Their name is cannon fodder and their number is legion.

*This mastery cannot be combined with other wildcards.



PASSIVE: ALWAYS ANOTHER WAVE

In a cannon fodder squad, troopers *reinforce* the squad **every game turn** (not just in turn 4). If a *reinforcement site* is blocked by an enemy presence, they may still arrive - but count as *shaken*.



PASSIVE: POOR COMBAT DISCIPLINE

All troopers in a cannon fodder squad must use **desperate** rolls when *Firing* or *Fighting*, unless the rolls are *desperate* already, in which case they become *flukes* (*flukes* simply remain so). Lastly, cannon fodder troopers become **shaken** from **all** misses.



LEAGUE OF PSYMANCERS

A gathering of occult adepts, all capable of unleashing arcane fury.

*This mastery cannot be combined with other wildcards.



EPIC: CONJURE PSYCHIC POWER 1 SP

Any *soldier* in your squad may use this ability to use a *psychic power*, using the same rules as if they were a normally trained *psymancer* (and not a *master psymancer*).



PASSIVE: ARCANIC KNOWLEDGE

You may only select **three** *psychic powers* that can be used with **CONJURE PSYCHIC POWER**. These must be presented to your opponent as part of your *squad masteries*. However, your squad may also train a *psymancer* "as normal" (if you so desire), and that *psymancer* may choose *psychic powers* that differ from your squad's overall choices.



MISSING SOMETHING?

You've reached the end of the *squad masteries* section! Is there a flavour or playstyle that this handbook doesn't cater to? Well, you're in luck - this collection will be expanded over time. Please get in touch if you'd like to request something specific or give feedback on something that's already in the game!

www.playrenegades.com or playrenegades@gmail.com