



4 +2 10+ 9+ 1



Predictive Statistics : Other allied Characters within 2 tiles of the Analyst can reroll up to 1 missed \odot_{10} in their hit rolls.

ANALYST 2


4 +2 9+ 8+ 1



Predictive Statistics : Other allied Characters within 2 tiles of the Analyst can reroll up to 1 missed \odot_{10} in their hit rolls.

ANALYST 2

5 +3 5+ 2



Loner, Opportunist,

Frenzy : When the Interceptor performs \odot_{10} , roll +1 \odot_{10} .

Burst-o-blade : In melee, if you roll at least one [10] to hit, inflict an additional damage ignoring armor.
(Reminder : Do not add an additional Stress token to the ennemy's Morale pool).

INTERCEPTOR 3

5 +3 5+ 2




Loner, Opportunist,

Martial Expert : When the Interceptor performs \odot_{10} , roll +2 \odot_{10} and exclude the lowest result (before any rerolls).

Burst-o-blade : In melee, if you roll at least one [10] to hit, inflict an additional damage ignoring armor.
(Reminder : Do not add an additional Stress token to the ennemy's Morale pool).

INTERCEPTOR 5

4 +2 8+ 8+ 3



COUNCIL AGENT 3


4 +2 7+ 7+ 3




Locked Target : At the end of the activation, you may perform \odot_{10} . If you do, you cannot activate any character for the rest of the Turn.

COUNCIL AGENT 3

4 +2 9+ 8+ 10+ 1



Burster : When you use  if you roll at least one [10] to hit, inflict one additional Damage.

(Reminder : Do not add an additional Stress token to the enemy's Morale Point pool.)

2 9+ 2

4 +2 8+ 8+ 9+ 1




Burster : When you use  if you roll at least one [10] to hit, inflict one additional Damage.

(Reminder : Do not add an additional Stress token to the enemy's Morale Point pool.)

2 9+ COPP 2 2

4 +3 6+ 5+ 9+ 2



CERBERUS

2 8+ 3

4 +3 6+ 5+ 8+ 1






Infiltrate,

CERBERUS



2 8+ 3 3

4 +4 5+ 6+ 8+ 1




License to kill : When the Consultant performs  or , if you roll at least one [10] to hit, inflict one additional Damage.



(Reminder : Do not add an additional Stress token to the enemy's Morale Point pool.)

Destroy the evidence : When you activate the Consultant, discard any  or  Equipment cards attached to his Character card.



1 6+ CONSULTANT 4

4 +3 5+ 5+ 7+ 2



License to kill : When the Consultant performs  or , if you roll at least one [10] to hit, inflict one additional Damage.

(Reminder : Do not add an additional Stress token to the enemy's Morale Point pool.)

Evidence : If you attach a  or  Equipment card to the Consultant's Character card, it does not count towards the total number of cards your deck can contain.

1 6+ CONSULTANT 3 4

4 +2 6+ 6+ 3
 Opportunist,
ubiquitous : During his activation, if the Splatter reroll at least one missed hit roll, you get +1 for the reroll.
Back-up : When you activate the Splatter, you may remove one token of any type from one of his pools.

2 9+ SPLATTER 4

5 +2 5+ 5+ 2
 Opportunist,
Showdown : When the Splatter uses or , you may add one Stress token to his Morale pool. If you do, roll +1 and suffer a -1 penalty to hit.
ubiquitous : During his activation, if the Splatter reroll at least one missed hit roll, you get +1 for the reroll.

2 9+ SPLATTER 4

7 +3 5+ 8+ 2
Dash : When you use , you may instead perform .

1 9+ JAMMER 3

6 +3 6+ 7+ 2
Shoot-out : When the Jammer uses , you may add one Stress token to her Morale pool. If you do, roll +1 and suffer a -1 penalty to hit. You can only use this ability when the target is within 4 tiles of the Jammer.
Momentum : At the end of her activation, reduce the activation cost of the Jammer by 1 until the end of the turn.

1 9+ JAMMER 3

4 +3 7+ 8+ 2

1 10+ GANGER 2

4 +3 7+ 7+ 1

Opportunist,

1 10+ GANGER 2

4 +2 7+ 8+ 2

Guard, Parry 9+,

2 8+ RIOT COPP 3

4 +2 6+ 7+ 1

Guard, Parry 8+,

2 8+ RIOT COPP 3

Common Skills

Infiltrate : During the Effect Phase of Turn 1, you can move the Character up to his **Speed** value.

Guard : When an adjacent allied character suffers at least one hit, the Character can take them in his place. If he does, he must suffer all the hits

Parry X+ : When you suffer one or more melee damage, roll that many dice. For each result of X or more, cancel one damage.

(Reminder : you still receive Stress tokens)

Loner : You cannot attach an Upgrade card (usually Formation cards) to the right of this Character card.

Opportunist : When an enemy Character leaves at least one adjacent tile, you may roll 1 .

(Do not roll multiple opportunity attacks if the enemy moves across multiple adjacent tiles.)

CARAVAN

DETECTIVE



During the Leaders Phase, you may move an unengaged allied Character up to 2 tiles.



DETECTIVE

During the Leaders Phase, you may move up to 2 unengaged allied Characters up to 2 tiles each.

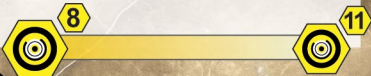
The activation cost of these Characters must share at least one faction color with the Detective.




BARON




During the Leader Phase, roll 1 die. On a 5+ result, gain 1 *Order* token of any color.



BARON

During the Leader Phase, if you have fewer Victory Points than your opponent, gain .

Once a turn, you may pay . If you do, gain 1 *Order* token of any color.



SUPERVISOR



Once a turn, you may reroll 1 die.




SUPERVISOR

During the Leader Phase, add a *Prediction* marker on the Supervisor Leader card.

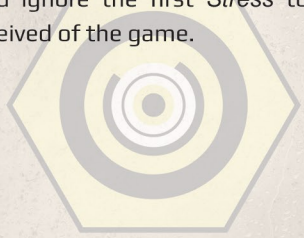
At any time, remove X *Prediction* markers to reroll X dice (of any type).





Veteran

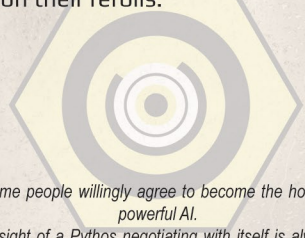
Allied Characters with a Formation card ignore the first *Stress* token received of the game.



Pythos

Allied Characters gain a +1 bonus to hit on their rerolls.



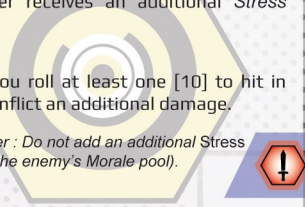
« Some people willingly agree to become the host of a powerful AI.
The sight of a Pythos negotiating with itself is always... interesting. »



Pulse Baton

- When the Character rolls at least one success to hit in melee, the opposing Character receives an additional *Stress* token.
- When you roll at least one [10] to hit in melee, inflict an additional damage.

(Reminder : Do not add an additional Stress token to the enemy's Morale pool).

Hook_Gun

- Pay ☹️ to roll up to 1 range attack die. If you do and if the result of the reroll is [10], gain ☹️.

(If other dice are rerolled simultaneously due to other effects, the result of at least one rerolled die must be [10]).

- The Character gains a +1 bonus to hit on his rerolls for ranged attacks.

