

**'BIG DOG' CARRY-ALL**



**- DRONE PILOT ONLY -**

Maximum Resources for the Mission increased by 4.

**'BAD DOG' COMBAT DRONE**



**- DRONE PILOT ONLY -**

**+1 AP** for **MELEE** attacks.  
**AND**  
Spend 1 Ammo, attack for a 2nd time in MELEE.

**D30-B RIOT SUPPRESSOR**



**- DRONE PILOT ONLY -**

**+1AP** for **FIRE** attacks  
**AND**  


**CPL C. FERRO 'BUG STOMPER'**



**- VEHICLE EQUIPPABLE -**  
**DURING VEHICLE SKILL TESTS:**

- **PILOT +2 AP**
- **FIRE ATTACK +1 AP**

**COMBI-TOOL**



**COMPUTER** skill checks **+1 AP.**

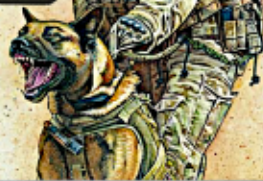
**SECURITY** skill checks **+2 AP.**

**FULL MONTE**



For **MELEE** Attacks use the **FLAME** special rule.  
**AND**  
All attacks receive **+1 AP** and **+1 Wound.**

**'DODGE'**



**- DOG TEAM ONLY -**  
**-Once per Combat Round-**


Reveal 1 face-down card in the 'Shadows setup'.

**HIGH ENERGY PROJECTILE**



This unit may once per attack spend 1 Ammo to make the damage **A-P.**  
Then generate RN: **5+** discard this card.

**HAND WELDER ME3.**



**- Once per Combat -**  
Place 3 face-down cards in the 'Shadows setup' **back on top** of the Shadows deck. Thereby reducing the possible avenues of attack.

**M42A RIFLE SCOPED**



**- SNIPER ONLY -**

This unit may once per FIRE attack skill test spend 1 Ammo for **+2 AP.**

**M40 GRENADES M41A Pulse Rifle**




**-ASSAULT TEAM ONLY-**  
This unit may once per Fire attack spend 2 Ammo to assign **+3 Wounds.**

**M5 BOUNDING MINEFIELD**




**- Once per Mission -**  
After range determination select any number of enemy cards to suffer **1D6** wounds each, and those wounded **can't** test MELEE or FIRE skill this turn.

**H1D1-FIDO ANDROID**




**- DOG TEAM ONLY -**



This armour successfully blocks on **3+.**

**HICK'S SHOTTY**



**+1 AP** for **Melee** attack skill test. Not for Heavy Weapons Teams.

*"I like to keep this for close encounters"*

**SPARE BATTERY M56 SMARTGUN**



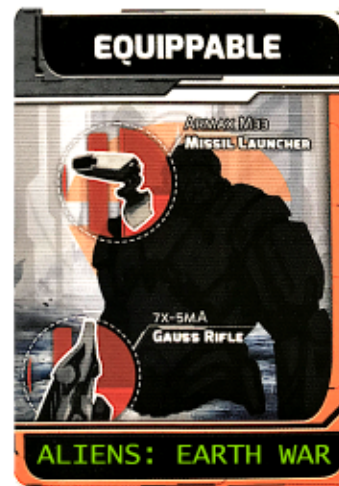
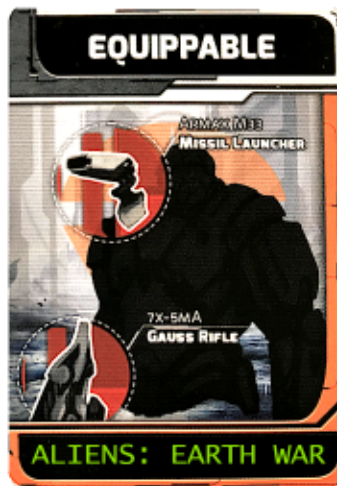
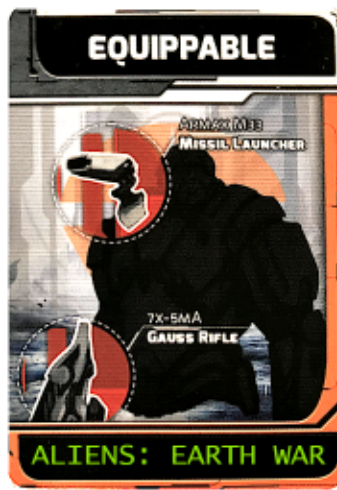
**-M56 Smartgunner Only-**  
During FIRE or MELEE attack skill test if the RN result equals 1 then once per attack you may spend 1 Ammo to **reroll** that result.

**M240 INCINERATOR**



**-Once per Combat Round-**  
Spend 1 Ammo to perform a **2nd** (not 3rd) MELEE [4] Attack with **Flame** special rule.







**MUZZLE**



**- DOG TEAM ONLY -**  
Wounds inflicted by Dog Team upon Civilian Enemy are cancelled before resolved.

**MOTION TRACKER Mk.1.**




**-Once per Combat Round-**  
**Reveal 2 face-down Cards** in the 'Shadows setup'. Then generate RN: **6+** Discard this card OR discard a 'Light' Resource.

**MOTION TRACKER M314**




**- Once per Combat Round -**  
**Reveal 3 face-down Cards** in the 'Shadows setup'. Then generate RN: **5+** Discard this card OR discard a 'Light' Resource.

**'MAX'**



**- DOG TEAM ONLY -**



**UA 571-C AUTOMATED SENTRY**



**- Once per Mission -**  
During a combat generate RN: Distribute A-P wounds equal to the result. Repeat for each combat round until combat ends.

**'SMART BOY' TECH-BOT**




**- DRONE PILOT ONLY -**  
Assist one other unit with their Skill check:  
**DEMOLITIONS** +2 AP  
**COMPUTER** +1 AP

**SHOULDER LAMP TNR.**



**-Once per Combat Round-**  
Reveal **1** face-down Card in the 'Shadows setup'. Then, generate RN: on **7+** Discard this card or discard a 'Light'


**SCOUT DRONE**



**- DRONE PILOT ONLY -**

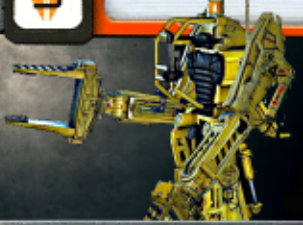
**SCOUT**..... **5**  
**SEARCH**..... **6**


**RADICAL INVASIVE PROJECTILE (RIP)**



This unit may once per attack skill test **spend 1 Ammo** to deal **+1 Wound**. Then generate RN: **6+** discard this card.

**POWER-LOADER**




  
Equipped unit cannot test FIRE skill, NO FIRE attacks

**PHASED PLASMA INFANTRY GUN**



**A-V [PEN 2].....3**  
**Armor-Piercing**

**TRAIT: ULTIMATE BADASS**



**-LEADER UNITS ONLY-**  
**+1 AP COMMAND** skill



