

2 ID Marshal

MVE RCA CCA SAG BDY NRV

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

Cost 0 6 7 Rep 2

2 ID CSO Field Engineer

MVE RCA CCA SAG BDY NRV HAK

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:**  
 E X-Tec Beamer  
 F Flamethrower

Cost 0 2 8 Rep 0

1 ID CSO Troopers

MVE RCA CCA SAG BDY NRV

5 2 1 2 3 2

Damage Gauge

-1 -2

-1 -2

-1 -2

-1 -2

**Weapons & Equip:**  
 9mm Pistol  
 Assault Rifle  
 Combat Knife  
 Smoke Grnd.

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 Gauge 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 Gauge. 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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