CYBER-GRUNT — 9

TYPE HUMAN/CYBORG/SOLDIER

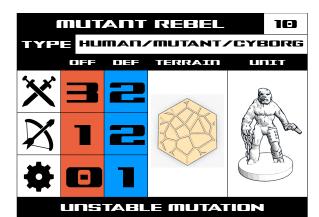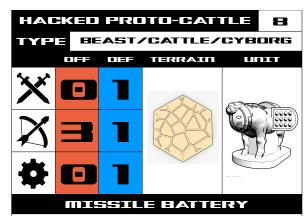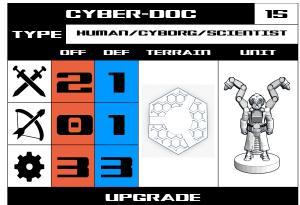|	OFF	DEF	TERRAIN	UNIT
⚔	1	1		
🏹	1	1		
⚙	1	0		

SELF-DESTRUCT

Whenever a Cyber-Grunt is defeated, you may force all adjacent units and any unit taking its place to either pass a Ballistic DEF test (5) or be defeated
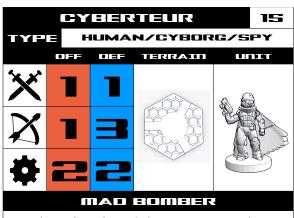

HACKED PROTO-CATTLE — 8

TYPE BEAST/CATTLE/CYBORG

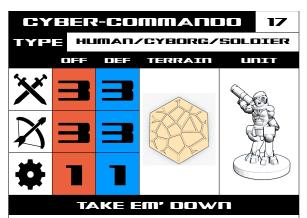|	OFF	DEF	TERRAIN	UNIT
⚔	0	1		
🏹	3	1		
⚙	0	1		

MISSILE BATTERY

A Hacked Proto-Cattle may make a Ballistic assault against any unit on the map regardless of range, though is sent to enemy captures after it is resolved

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MUTANT REBEL — 10

TYPE HUMAN/MUTANT/CYBORG

	OFF	DEF	TERRAIN	UNIT
⚔	3	2		
🏹	1	2		
⚙	0	1		

UNSTABLE MUTATION

When activated, roll a die: **1:** the unit is sent to enemy captures, **2-3:** -1 to all dice pools during the action, **4-6:** add a kicker **(6)** to one test this action

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CYBER-DOC — 15

TYPE HUMAN/CYBORG/SCIENTIST

	OFF	DEF	TERRAIN	UNIT
⚔	2	1		
🏹	0	1		
⚙	3	3		

UPGRADE

If an adjacent Cyborg unit would be defeated, make a Tech OFF test (6) and, if successful, return them to reserves and deploy an allied Cyborg in their place

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CYBERTEUR — 15

TYPE HUMAN/CYBORG/SPY

	OFF	DEF	TERRAIN	UNIT
⚔	1	1		
🏹	1	3		
⚙	2	2		

MAD BOMBER

In place of moving a Cyberteur, you may place a Bomb counter face down on up to two unoccupied, adjacent tiles

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CYBER-COMMANDO — 17

TYPE HUMAN/CYBORG/SOLDIER

	OFF	DEF	TERRAIN	UNIT
⚔	3	3		
🏹	3	3		
⚙	1	1		

TAKE EM' DOWN

When the Cyber-Commando is in an assault against an enemy unit that has three dice in OFF or DEF, they gain a kicker (6) to OFF

THE CYBERNETIC LIBERATION FRONT

"What are your orders, sir?" The cyborg veteran looked back, the barrel of his particle cannon-arm raised high, plumes of white smoke billowing upward.

Sgt. Temple paced back and forth in the trench below, the servos in his oversized, reticulated legs whirring with each stride. *"What's your status, soldier?"*

The veteran looked down at his aloy-plated body. A quick scan from his red, cybernetic eye took in the fullness of the damage, bleeding bullet holes, exposed wires, and fractured wetware. *"I'm at 27% capacity, sir."*

Sgt. Temple sighed heavily, standing tall and giving a somber salute. *"Alright, soldier. Give em' hell."*

The veteran nodded solemnly, saluting back with his one articular hand. *"For the cause!"* Walking purposefully over the ridge, he was met with a hail of Dominion gunfire. Seconds later, when he was clear of the trench, his self-destruct mechanism activated, and a wave of white heat enveloped his enemies, leaving behind a scorched field of ash.

On the purple, storm-wracked world of Hera, the Cybernetic Liberation Front was forged to resist the hostile persecution of the xenophobic settlers known as "The Puritans."

Taking their war to the stars, the Cybernetic Liberation Front continues to fight as a high priced mercenary company. Their battles with The Puritans long since won, they fight on, eager to perceive injustice in those they are paid to fight so they may justify their actions.

Recently, The Dominion has made several attempts at negotiating with the Cybernetic Liberation Front, though all of these have ended in bloodshed.

INCLUDED WITHIN THIS SET, YOU WILL FIND...

- Cyber-Grunt x3
- Mutant Rebel x2
- Cyberteur x2
- Hacked Proto-Cattle x2
- Cyber-Doc x1
- Cyber-Commando x1
- Abandoned Factory base tile x1
- Bomb counters x3
- Complex tile x5
- Wasteland tile x5

BOMB COUNTERS

When placing a bomb counter, you may choose either a bomb (indicated by a bomb symbol), or a decoy (indicated by an X) and place the counter face down on the target tile. If an enemy unit moves or close-assaults onto an un-flipped Bomb counter, flip it over. If a decoy is shown, nothing happens and the counter is returned to you. If a bomb is shown, the unit (and any other units currently occupying the space) must succeed at a Tech DEF test (5) or be defeated.