Class: Scout  
Health: 12  
Move: 6  
Weapon Range: 1 – 5 Line of Sight  
Weapon Effectiveness:  
Range: 1 2 3 4 5  
Damage: 10dmg 8dmg 6dmg 4dmg 2dmg  
Special: Fast  
Sacrifice Shooting for 2 additional move (8 total)

Class: Soldier  
Health: 20  
Move: 3  
Weapon Range: 1 – 8 Line of Sight/AOE Blast/Accuracy Roll  
Weapon Effectiveness:  
Range: 1 2 3 4 5 6 7 8  
Damage: 12dmg 11dmg 10dmg 9dmg 8dmg 6dmg 4dmg 2dmg  
Special: Rocket Jump  
Shoot at feet and move 3 additional spaces at the cost of 3 health

Class: Pyro  
Health: 17  
Move: 4  
Weapon Range: 1 – 5  
Weapon Effectiveness: Line of Sight/AOE Flame  
Range: 1 2 3 4 5  
Damage: 12dmg 10dmg 8dmg 6dmg 4dmg  
Special: Sustained Fire   
Enemies that do not move completely out of AOE Flame continue to take full damage

Class: Heavy  
Health: 30  
Move: 2\*  
Weapon Range: 1 – 8  
Weapon Effectiveness: Line of Sight/AOE Cone  
Range: 1 2 3 4 5 6 7 8  
Damage: 15dmg 13dmg 11dmg 9dmg 7dmg 5dmg 3dmg 1dmg  
Special: Slow Mover  
If moving and shooting in one turn then move is reduced to 1

Class: Medic  
Health: 17  
Move: 4  
Heal Range: 1 – 5  
Weapon Effectiveness: Melee Only  
Range: 1  
Damage: 12dmg  
Special: Heal  
Can heal 25% of in-range target’s health per turn (overheal also 25% with no degradation)

Class: Sniper  
Health: 12  
Move: 4  
Weapon Range: 1 – 10  
Weapon Effectiveness: Line of Sight/AOE Cone  
Range: 1 2 3 4 5 6 7 8 9 10  
Damage: 1dmg 2dmg 3dmg 4dmg 6dmg 8dmg 10dmg 10dmg 10dmg 10dmg   
Special: Headshot  
Roll a D4 with every shot if you roll a 4 then the damage is doubled