

| HUMAN RAIDER   |                 | LEVEL 1 MINION HARRIER |                                   |             |  |  |
|--|-----------------|------------------------|-----------------------------------|-------------|--|--|
| Human, Humanoid  |                 | EV 3 for four minions  |                                   |             |  |  |
| Stamina 4  |                 | Immunity               | Corruption 1, Psychic 1           |             |  |  |
| Speed 7  |                 | Size 1M / Stability 0  |                                   |             |  |  |
| With Captain   | Edge on strikes |                        | Free Strike 1                     |             |  |  |
| Might +0   | Agility +2      | Reason +0              | Intuition +0                      | Presence +0 |  |  |
| Handaxes (Action) ♦ 2d10 + 2 ♦ Signature   |                 |                        |                                   |             |  |  |
| <b>Keywords</b> Charge, Melee, Strike, Weapon  |                 |                        |                                   |             |  |  |
| Distance   | Melee 1         | Target                 | One creature or object per minion |             |  |  |
| ◆  | ≤11             | 1                      | damage                            |             |  |  |
| ★  | 12–16           | 2                      | damage                            |             |  |  |
| *  | 17+             | 3                      | damage                            |             |  |  |
| <b>Effect</b> If this ability is used while charging, the raider can make a ranged free strike before using the ability. |                 |                        |                                   |             |  |  |

#### Supernatural Insight

The raider ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

| HUMAN ROGUE   |                     | LEVEL 1 MINION AMBusher |                                   |             |  |  |
|---|---------------------|-------------------------|-----------------------------------|-------------|--|--|
| Human, Humanoid   |                     | EV 3 for four minions   |                                   |             |  |  |
| Stamina 4   |                     | Immunity                | Corruption 1, Psychic 1           |             |  |  |
| Speed 7   |                     | Size 1M / Stability 0   |                                   |             |  |  |
| With Captain  | Edge on strikes     |                         | Free Strike 2                     |             |  |  |
| Might +0  | Agility +2          | Reason +0               | Intuition +0                      | Presence +1 |  |  |
| Concealed Dagger (Action) ♦ 2d10 + 2 ♦ Signature  |                     |                         |                                   |             |  |  |
| <b>Keywords</b> Melee, Ranged, Strike, Weapon   |                     |                         |                                   |             |  |  |
| Distance  | Melee 1 or Ranged 5 | Target                  | One creature or object per minion |             |  |  |
| ◆   | ≤11                 | 2                       | damage                            |             |  |  |
| ★   | 12–16               | 4                       | damage                            |             |  |  |
| *   | 17+                 | 5                       | damage                            |             |  |  |
| <b>Effect</b> This ability deals an additional 3 damage if the spy was disguised or hidden before using it. |                     |                         |                                   |             |  |  |

#### Supernatural Insight

The spy ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

| HUMAN SCOUNDREL   |            | LEVEL 1 PLATOON AMBusher |                         |             |  |  |
|---|------------|--------------------------|-------------------------|-------------|--|--|
| Human, Humanoid   |            | EV 6                     |                         |             |  |  |
| Stamina 30  |            | Immunity                 | Corruption 1, Psychic 1 |             |  |  |
| Speed 5   |            | Size 1M / Stability 0    |                         |             |  |  |
|   |            | Free Strike 4            |                         |             |  |  |
| Might +0  | Agility +2 | Reason +0                | Intuition +0            | Presence +1 |  |  |
| Rapier & Dagger (Action) ♦ 2d10 + 2 ♦ Signature   |            |                          |                         |             |  |  |
| <b>Keywords</b> Melee, Strike, Weapon   |            |                          |                         |             |  |  |
| Distance  | Melee 1    | Target                   | One creature or object  |             |  |  |
| ◆   | ≤11        | 6                        | damage                  |             |  |  |
| ★   | 12–16      | 9                        | damage                  |             |  |  |
| *   | 17+        | 12                       | damage                  |             |  |  |
| <b>Effect</b> This ability deals an additional 2 damage if the scoundrel has an edge on the power roll. |            |                          |                         |             |  |  |

#### Dagger Storm

The scoundrel uses Rapier & Dagger targeting three creatures or objects. They can shift 2 before or after each strike.

#### Supernatural Insight

The scoundrel ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

| HUMAN TRICKSHOT   |                      | LEVEL 1 PLATOON ARTILLERY |                         |             |  |  |
|---|----------------------|---------------------------|-------------------------|-------------|--|--|
| Human, Humanoid   |                      | EV 6                      |                         |             |  |  |
| Stamina 20  |                      | Immunity                  | Corruption 1, Psychic 1 |             |  |  |
| Speed 5   |                      | Size 1M / Stability 0     |                         |             |  |  |
|   |                      | Free Strike 4             |                         |             |  |  |
| Might +0  | Agility +2           | Reason +0                 | Intuition +1            | Presence +0 |  |  |
| Trick Crossbow (Action) ♦ 2d10 + 2 ♦ Signature                          |                      |                           |                         |             |  |  |
| <b>Keywords</b> Ranged, Strike, Weapon                                  |                      |                           |                         |             |  |  |
| Distance  | Melee 1 or Ranged 15 | Target                    | One creature or object  |             |  |  |
| ◆   | ≤11                  | 6                         | damage                  |             |  |  |
| ★   | 12–16                | 9                         | damage                  |             |  |  |
| *   | 17+                  | 12                        | damage                  |             |  |  |
| <b>Effect</b> The trickshot ignores cover and concealment.              |                      |                           |                         |             |  |  |
| <b>3 Malice</b> The trickshot targets an additional creature or object. |                      |                           |                         |             |  |  |

#### Supernatural Insight

The trickshot ignores concealment if it's granted by a supernatural effect, or the target is supernatural.