

# Recruit

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +2    | 10     | +0   | 12     |

## Pistol

Light Armour,  
Knife

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

0

# Runner

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +2    | +1    | 9      | +1   | 12     |

Pistol

Knife

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

0

# Hacker

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +1    | +1    | 10     | +1   | 12     |

## Pistol

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

Deck, Light  
Armour, Knife

# Chiseler

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +1    | +1    | 10     | +1   | 12     |

## Pistol

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

Picks, Light  
Armour, Knife

## Guard Dog

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 8    | +1    | +0    | 8      | -2   | 10     |

### Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Animal, Cannot  
carry gear/loot

10

# Sentry

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +3    | +2    | 11     | +0   | 14     |

## Carbine

Heavy Armour,  
Hand Weapon

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

50

# Trooper

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +2    | +3    | 11     | +0   | 14     |

## Carbine

Heavy Armour,  
Knife

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

50

# Medic

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +2    | +2    | 10     | +3   | 14     |

## Pistol

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

Light Armour,  
Medic Kit

100



# Codebreaker

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +2    | 10     | +2   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Deck, Light  
Armour, Knife

75

# Casecracker

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +2    | 10     | +2   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Picks, Light  
Armour, Knife

75

# Commando

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +3    | +3    | 11     | +1   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Grenades,  
Heavy Armour,  
Hand Weapon

# Pathfinder

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +3    | +3    | 10     | +2   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Grenades, Light  
Armour, Hand  
Weapon

100

# Sniper

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +4    | 10     | +3   | 14     |

## Carbine

Light Armour,  
Hand Weapon

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

100

# Grenadier

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +3    | +3    | 11     | +2   | 14     |

## Grenade Launcher

| Damage         | Range | Notes    |
|----------------|-------|----------|
| Frag/<br>Smoke | 16"   | -1 Shoot |

Pistol, Heavy  
Armour, Knife

## Burner

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +3    | +2    | 11     | +1   | 14     |

## Flamethrower

Pistol, Heavy  
Armour, Knife

| Damage | Range        | Notes |
|--------|--------------|-------|
| +2     | Templ<br>ate | -     |

100

# Gunner

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +3    | +3    | 11     | +1   | 14     |

## Rapid Fire

| Damage | Range | Notes     |
|--------|-------|-----------|
| +2     | 24"   | 2 targets |

Pistol, Heavy  
Armour, Knife

100



# Armoured Trooper

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +4    | 13     | +3   | 14     |

Carbine

Combat Armour

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

150

# Bileworm

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 4    | +2    | +2    | 10     | +3   | 12     |

## Spit

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 8"    | -     |

Animal,  
Burrowing,  
Immune to Crit,  
Toxic

# Bounty Hunter

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +3    | 11     | +2   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Heavy Armour,  
Hand Weapon,  
Counting Coup

# Dedfurd

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 4    | +2    | +4    | 12     | +2   | 16     |

## Spit

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 8"    | -     |

Animal,  
Amphibious,  
Bounty (20cr),  
Toxic, Large (-2F  
when shot at)

# Drone

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +0    | +0    | 10     | +2   | 8      |

## Pistol

Robot, Fly

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

# Ferrox

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 8    | +2    | +0    | 8      | +4   | 12     |

## Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Animal, Pack  
Hunters

# Gaunch

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +0    | 8      | +2   | 10     |

Natural

Chameleon

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

# Horat

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +0    | 14     | +1   | 14     |

## Horns

| Damage | Range | Notes                      |
|--------|-------|----------------------------|
| +2     | -     | +2 Fight if moved this act |

Animal, Hatred of Gunfire, Large (-2F when shot at)



# Magmite

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +3    | +0    | 13     | +4   | 10     |

## Lava Splash

Animal, Strong  
(+2D)

| Damage | Range | Notes                                   |
|--------|-------|---|
| -      | -     | If Opp rolls F Nat 5-,<br>take 2 Damage |

# Mindgripper

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +0    | 18     | +3   | 1      |

Natural

Ensnare, Possess

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

# Pirate Shock Trooper

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +4    | 13     | +3   | 14     |

Carbine

Combat Armour

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

# Pirate Trooper

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +2    | +2    | 11     | +0   | 12     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Heavy Armour,  
Knife

# Primitive

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +1    | +0    | 9      | +0   | 10     |

## Primitive Weapons

Pack Hunter

| Damage | Range | Notes |
|--------|-------|-------|
| -1     | -     | -     |

# Porigota

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +4    | +0    | 12     | +0   | 14     |

## Natural (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Animal, Bounty  
(30cr), Large (-2F  
when shot at),  
Never Wounded

# Repairbot

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +0    | +0    | 8      | +0   | 8      |

## Knife

| Damage | Range | Notes |
|--------|-------|-------|
| -1     | -     | -     |

Robot,  
Unagressive

# Ruffian

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +1    | 9      | +0   | 10     |

## Pistol

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |



# Ryakan

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 8    | +2    | +0    | 10     | +2   | 10     |

Natural

Animal, Flying

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

# Sentrabot

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +0    | +2    | 12     | +2   | 12     |

## Surprise Shot

| Damage | Range | Notes                                |
|--------|-------|--------------------------------------|
| -      | 12"   | Only triggered during enemy movement |

Robot, Immune  
to Robot Control

# Sewer Dragon

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +4    | +0    | 12     | +4   | 16     |

## Natural (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Animal,  
Amphibious,  
Immune to  
Toxin, Never  
Stunned

# Shengrylla

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +0    | 10     | +3   | 12     |

## Sharp Teeth

Animal, Expert  
Climber

| Damage | Range | Notes |
|--------|-------|-------|
| +1     | -     | -     |

# Tangler

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +1    | +0    | 12     | +1   | 12     |

## Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Animal, Expert  
Climber, Ensnare

# Warbot

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +4    | 15     | +6   | 20     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Robot, Large (-2F when shot at), Immune to Control Robot, Multiple Shooting Attacks (3)

# Warp Hound

SG

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 8    | +4    | +0    | 13     | +15  | 15     |

## Powerful

| Damage | Range | Notes |
|--------|-------|-------|
| x2     | -     | -     |

Hatred of  
Gunfire,  
Immune to Crit/  
Toxin, Never  
Stunned/  
Wounded

# Agivorus Snake

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +0    | 8      | +0   | 10     |

Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Amphibious,  
Toxic



## Barbarian Horat Rider

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +0    | 14     | +1   | 14     |

### Horns

| Damage | Range | Notes                      |
|--------|-------|----------------------------|
| +2     | -     | +2 Fight if moved this act |

Large (-2F when shot at)

## Barbarian Scout

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +2    | 10     | +1   | 12     |

### Rock-bolo

| Damage | Range | Notes      |
|--------|-------|------------|
| -      | 10"   | Never jams |

Light Armour,  
Hand Weapon,  
Primitive  
Weapon

# Barbarian Warrior

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +0    | 10     | +2   | 14     |

## Hand Weapon

Light armour

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

# Combat Drone

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +0    | +1    | 10     | +0   | 8      |

Pistol

Robot, Fly

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

## Enhanced Mutant

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +0    | 10     | +0   | 18     |

### Hand Weapon

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Never Stunned/  
Wounded

# Grotheck

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +7    | +0    | 14     | +6   | 36     |

## Natural (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Large (-2F when shot at), Immune to Toxin, Terrifying Roar, Alpha Predator

# Grotheck-Spawn

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +0    | 11     | +2   | 13     |

Sharp Teeth

Nimble

| Damage | Range | Notes |
|--------|-------|-------|
| +1     | -     | -     |

# Mega-Crustacean

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +0    | 15     | +4   | 20     |

## Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Animal,  
Amphibious,  
Large (-2F if shot  
at), Never  
Stunned/  
Wounded,  
Powerful, Stop



# Radioactive Abomination

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 4    | +4    | +0    | 14     | +3   | 18     |

## Natural (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Large (-2F if shot at), Hatred of Gunfire, Immune to Radiation

# Radroach

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +0    | 13     | +0   | 14     |

## Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Animal, Flying,  
Toxic, Never  
Wounded, Stop  
to Eat, Immune  
to Radiation

# Slaverbot

HE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +2    | 12     | +2   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Robot, Non-lethal

# Gunfighter

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +4    | 10     | +3   | 14     |

## Dual Pistol

| Damage | Range | Notes                     |
|--------|-------|---------------------------|
| +1     | 10"   | Lose Damage bonus if jams |

Light Armour,  
Knife

100

# Mule

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +0    | +0    | 10     | +0   | 12     |

## Pistol

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

Robot, 4 Gear,  
No penalty for  
Loot

50

## Q-Bot

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +1    | +1    | 10     | +0   | 12     |

### Knife

| Damage | Range | Notes |
|--------|-------|-------|
| -1     | -     | -     |

Robot, Deck OR  
Pick, 1-shot G.L./  
Flamethrower

50

# Ravaged

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +1    | +1    | 10     | +1   | 14     |

## Pistol

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

Light Armour,  
Knife, High Pain  
Threshold

0

## Ravaged Trooper

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +1    | +2    | 11     | +1   | 16     |

### Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Heavy Armour,  
Knife, High Pain  
Threshold

50



# Trophy-Taker

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +3    | 11     | +3   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Light Armour,  
Hand Weapon,  
Beast Fighter,  
Trophy-taker

100

## Acid-Spewer Bug

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +2    | +3    | 12     | +1   | 10     |

### Spit

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 8"    | -     |

Bug, Acid Spew,  
Expert Climber,  
Sharp Teeth

## Drone Bug

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +1    | +0    | 12     | -1   | 8      |

### Sharp Teeth

| Damage | Range | Notes |
|--------|-------|-------|
| +1     | -     | -     |

Bug, Expert  
Climber

## Queen Bug

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +5    | +0    | 14     | +8   | 16     |

### Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Bug, Powerful,  
Unaggressive

## Royal Guard Bug

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +4    | +0    | 13     | +4   | 14     |

### Natural (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Bug, Expert  
Climber, Hatred  
of Gunfire

# Warrior Bug

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +4    | +0    | 12     | +3   | 12     |

Natural (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Bug, Expert  
Climber

# Worker Bug

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +2    | +0    | 12     | +1   | 10     |

## Sharp Teeth

| Damage | Range | Notes |
|--------|-------|-------|
| +1     | -     | -     |

Bug, Expert  
Climber, Toxic

# Bloater Zombie

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +1    | +0    | 10     | -1   | 10     |

## Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

High Pain  
Threshold,  
Potential Self-  
Immolate,  
Zombie Terror



# Plague Zombie

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +1    | +0    | 10     | -1   | 10     |

## Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

High Pain  
Threshold,  
Zombie  
Infection,  
Zombie Terror

## Soldier Zombie

Q37

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +1    | +0    | 10     | -1   | 10     |

### Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

High Pain  
Threshold,  
Zombie  
Infection,  
Zombie Terror

# Striker

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +5    | +1    | 10     | +3   | 14     |

## 2 Hand Weapons

| Damage | Range | Notes         |
|--------|-------|---------------|
| +1     | -     | or HW + Knife |

Light Armour,  
Knife, Hard to  
Target (+1F if  
shot at), Identify  
Weak Point  
(opponent gets -  
2A each combat

100

# Bruiser

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +0    | 11     | +0   | 12     |

## Hand Weapon

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Heavy Armour,  
Knife, Hard to  
Target (+1F if  
shot at)

0

# Engineer

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +2    | 10     | +3   | 12     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Light Armour,  
Hand Weapon,  
Ship Cost  
Discount (20%  
off upgrades/  
repairs)

100

## Terrain Expert

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +3    | 10     | +1   | 14     |

### Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Light Armour,  
Expert Climber,  
Master of Cover  
(always in light  
cover vs shooter  
at 6")

100

# Centisaur

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +8    | +0    | 13     | +3   | 24     |

## Spit Toxic Mucus

| Damage | Range    | Notes                 |
|--------|----------|-----------------------|
| 0      | Template | Will TN20 or Poisoned |

Animal, Expert Climber ,Large (-2F if shot at), +25xp, Strong (+2D in Fight)

# Guardian of Light

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +4    | +3    | 10     | +5   | 20     |

## Beam of Light

| Damage | Range | Notes                         |
|--------|-------|-------------------------------|
| -      | 16"   | Suffer equal damage when hits |

Body of Energy,  
Limited Lifeforce,  
Levitate,  
Immune to  
Critical, Never  
Stunned/  
Wounded,



# Harvest Tick

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 4    | +1    | +0    | 16     | +0   | 4      |

Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Animal, Ensnare,  
Toxic

# Foreman

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +0    | 10     | +3   | 14     |

## Hand Weapon

Light Armour

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

# Miner

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +1    | +0    | 10     | +1   | 12     |

## Hand Weapon

Light Armour

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

# Mining Robot

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +4    | +0    | 14     | +0   | 16     |

## Hand Weapon (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Robot,  
Unaggressive,  
2x Hand  
Weapon

# Strice

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +0    | +0    | 8      | +0   | 6      |

## Natural

| Damage | Range | Notes |
|--------|-------|-------|
| -      | -     | -     |

Expert Climber,  
Pack Hunter  
(max 3)

# Surfboy

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 8    | +3    | +3    | 14     | +1   | 16     |

## Grav-Sled

Special - see LP  
p86

| Damage | Range   | Notes  |
|--------|---------|--------|
| +3     | Special | LP p86 |

# Venomous Croaker

LP

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 0    | +2    | +2    | 8      | +0   | 10     |

## Croaker Grab

| Damage | Range | Notes                                   |
|--------|-------|---|
| -      | 3"    | Automatic attack, pull to combat if dmg |

Ensnare, No  
Push-back, Toxic

# Apprentice

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +2    | 10     | +1   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Light Armour,  
Knife, Area of  
Knowledge (BE  
p13)



# Comtech

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +3    | 10     | +2   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Light Armour,  
Knife, Ship  
Systems  
Knowledge, +1  
Unlock Data-  
Loot, Direct  
Comms (can

100

# Exosuit

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 4    | +4    | +3    | 13     | +3   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Light Armour, M  
+2, F/A -2 if not  
in suit, Special  
BE p16

200

# Expert

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +3    | 10     | +2   | 14     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Light Armour,  
Knife, Area of  
Expertise (BE  
p17)

100

# Quartermaster

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +3    | +3    | 10     | +3   | 14     |

## Pistol

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 10"   | -     |

Light Armour,  
Knife, Filter  
Mask, +1 to Ship  
eng, +2 unlock  
Loot

100

# Arsendryder

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +3    | +1    | 11     | +1   | 16     |

## Carbine

| Damage | Range | Notes |
|--------|-------|-------|
| -      | 24"   | -     |

Immune to Crit,  
Toxic, Move +2 if  
used no action

# Clicks'Clacks

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +0*   | +0    | 10*    | +0*  | 10*    |

## Sharp Teeth

| Damage | Range | Notes |
|--------|-------|-------|
| +1     | -     | -     |

Animal, Band  
Together,  
Nimble

# Living Lightning

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 7    | +2    | +3    | 10     | +4   | 10     |

## Surprise Shot

| Damage | Range | Notes                                |
|--------|-------|--------------------------------------|
| -      | 12"   | Only triggered during enemy movement |

Body of Energy,  
Immune to  
Toxin, Never  
Stunned/  
Wounded

# Plasmonic Lifeform

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +2    | +2    | 12     | +2   | 16     |

## Special

| Damage | Range | Notes  |
|--------|-------|--------|
| -      | -     | BE p86 |

Immune to Crit/  
Toxin/Wound/  
Stun, Might  
contain Loot,  
Plasmonic Form



# Shafen

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +0    | 8      | +6   | 18     |

## Mental Attack

| Damage | Range | Notes  |
|--------|-------|--|
| -      | LoS   | Use Will instead of S/F. No cover. Def A = 8+W |

Amphibious,  
Awkward on  
Land

# String-Life

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +2    | +2    | 10     | +3   | 12     |

## Bio-Energy Wave

Special - See BE  
p88

| Damage | Range        | Notes                 |
|--------|--------------|-----------------------|
| +2     | Templ<br>ate | Treat as Flamethrower |

# Ursoric

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 6    | +5    | +0    | 12     | +3   | 18     |

## Natural (Strong)

| Damage | Range | Notes |
|--------|-------|-------|
| +2     | -     | -     |

Animal, Bear  
Hug, Large (-2F  
if shot at), Toxic

# Vienamon

BE

| Move | Fight | Shoot | Armour | Will | Health |
|------|-------|-------|--------|------|--------|
| 5    | +2    | +0    | 10     | +1   | 10     |

## Primitive Weapons

| Damage | Range | Notes |
|--------|-------|-------|
| -1     | -     | -     |

Blend in, Fire  
vulnerability,  
Master of Cover,  
Plant Biology