

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

Deck, Light Armour,
Knife

Damage	Range	Notes
-	10"	-

20

Chiseler

SG

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

Pistol

Picks, Light Armour,
Knife

Damage	Range	Notes
-	10"	-

20

Guard Dog

SG

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

Natural

Animal, Cannot
carry gear/loot

Damage	Range	Notes
-	-	-

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

Light Armour, Medic
Kit

Damage	Range	Notes
-	10"	-

100

Codebreaker

SG

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

Carbine

Deck, Light Armour,
Knife

Damage	Range	Notes
-	24"	-

75

Casecracker

SG

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

Carbine

Picks, Light Armour,
Knife

Damage	Range	Notes
-	24"	-

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

75

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

Pistol, Heavy
Armour, Knife

Damage	Range	Notes
Frag/ Smoke	16"	-1 Shoot

100

Burner

SG

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

Flamethrower

Pistol, Heavy
Armour, Knife

Damage	Range	Notes
+2	Templ ate	-

100

Gunner

SG

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

Rapid Fire

Pistol, Heavy
Armour, Knife

Damage	Range	Notes
+2	24"	2 targets

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

Animal, Pack
Hunters

Damage	Range	Notes
-	-	-

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-, 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

Heavy Armour, Knife

Damage	Range	Notes
-	24"	-

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

Robot, Unaggressive

Damage	Range	Notes
-1	-	-

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

Robot, Immune to
Robot Control

Damage	Range	Notes
-	12"	Only triggered during enemy movement

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

Animal, Expert
Climber, Ensnare

Damage	Range	Notes
-	-	-

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

Amphibious, Toxic

Damage	Range	Notes
-	-	-

Barbarian Horat Rider

HE

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

Horns

Large (-2F when shot at)

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

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

Never Stunned/
Wounded

Damage	Range	Notes
-	-	-

Grotheck

HE

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

Natural (Strong)

Damage	Range	Notes
+2	-	-

Large (-2F if 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 to Eat

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

Robot, Non-lethal

Damage	Range	Notes
-	24"	-

Gunfighter

Q37

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

Dual Pistol

Light Armour, Knife

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

100

Mule

Q37

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

Pistol

Robot, 4 Gear, No
penalty for Loot

Damage	Range	Notes
-	10"	-

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

Light Armour, Knife,
High Pain Threshold

Damage	Range	Notes
-	10"	-

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

Bug, Expert Climber

Damage	Range	Notes
+1	-	-

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)

Bug, Expert Climber,
Hatred of Gunfire

Damage	Range	Notes
+2	-	-

Warrior Bug

Q37

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

Natural (Strong)

Bug, Expert Climber

Damage	Range	Notes
+2	-	-

Worker Bug

Q37

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

Sharp Teeth

Bug, Expert Climber,
Toxic

Damage	Range	Notes
+1	-	-

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

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 $\geq 6"$)

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

(LP p81)

Damage	Range	Notes
-	16"	Suffer equal damage when hits

Harvest Tick

LP

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

Natural

Animal, Ensnare,
Toxic

Damage	Range	Notes
-	-	-

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

Expert Climber, Pack
Hunter (max 3)

Damage	Range	Notes
-	-	-

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

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

Animal, Band
Together, Nimble

Damage	Range	Notes
+1	-	-

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

Amphibious,
Awkward on Land

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

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	Template	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

Acid Drake

DV

Move	Fight	Shoot	Armour	Will	Health
5	+1	+2	10	-1	6

Acid Spit

Damage	Range	Notes
0	6"	0

Animal, Amphibious,
Shooting Attack (6"),
Toxic

Automaton

DV

Move	Fight	Shoot	Armour	Will	Health
5	+1	+1	10	+1	12

Pistol

Damage	Range	Notes
-	10"	-

Robot, Hatred of
Gunfire, Pack
Hunter (limit 4),
Pistol, Dagger

Automaton Bomb

DV

Move	Fight	Shoot	Armour	Will	Health
5	+1	+1	10	+1	12

Pistol

Damage	Range	Notes
-	10"	Mine attack on 6. DV p72

Robot, Hatred of
Gunfire, Pack
Hunter (limit 4),
Pistol, Dagger,
Plasma Mine

Automaton Butcher

DV

Move	Fight	Shoot	Armour	Will	Health
5	+3	+0	12	+1	12

Sharp Teeth

Damage	Range	Notes
+1	-	-

Robot, Hatred of
Gunfire, Pack
Hunter (limit 4),
Pistol, Dagger, Hand
Weapon x 2, Sharp
Teeth

Automaton Hulk

DV

Move	Fight	Shoot	Armour	Will	Health
5	+4	+3	13	+1	14

Shotgun

Damage	Range	Notes
+1	12"	Two attacks

Robot, Strong,
Shotgun x 2, Hand
Weapon

Automaton Soldier

DV

Move	Fight	Shoot	Armour	Will	Health
5	+2	+3	12	+1	12

Carbine

Robot, Carbine,
Hand Weapon

Damage	Range	Notes
-	24"	-

Automite

DV

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

Natural

Robot, Pack Hunter

Damage	Range	Notes
-	-	-

Cyberking

DV

Move	Fight	Shoot	Armour	Will	Health
S	+4	+0	10	+0	18

Natural

(Movement defined
by scenario)

Damage	Range	Notes
-	-	-

Cyberpaw

DV

Move	Fight	Shoot	Armour	Will	Health
S	+1	+0	10	+0	6

Natural

(Movement defined
by scenario)

Damage	Range	Notes
-	-	-

Cyrpent

DV

Move	Fight	Shoot	Armour	Will	Health
6	+1	+1	10	+0	10

Shoot

Damage	Range	Notes
-	6"	-

Robot, Burrowing,
Chamelon, Shooting
Attack (6")