

SG							SG																								
Recruit							Chiseler																								
Move			Fight		Shoot		Armour		Will		Health		Move			Fight		Shoot		Armour		Will		Health							
6	+2	+2	10	+0	12	7	+2	+1	9	+1	12	6	+1	+1	10	+1	10	+1	12	6	+1	+1	10	+1	12						
Pistol	Light Armour, Knife						Pistol	Deck Light Armour, Knife						Pistol	Picks, Light Armour, Knife																
SG			SG							SG							SG			SG											
Runner							Hacker							SG							SG										
Pistol	Knife						Pistol	Knife						Pistol	Notes						Notes						Notes				
Pistol	Damage Range						Pistol	Damage Range						Pistol	Damage Range						Notes						Notes				
Pistol	- 10"						Pistol	- 10"						Pistol	- 10"						-						-				

Guard Dog							Sentry							Trooper							Medic														
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Animal. Cannot carry gear/loot							Carbine							Heavy Armour, Hand Weapon							Heavy Armour, Knife							Light Armour, Medic Kit							
Natural			Damage			Range			Notes			Notes			Notes			Pistol			Damage			Range			Notes			Notes					
-			-			-			-			-			-			-			-			-			-								
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0	14	5	+2	+3	11	+0	14	5	+2	+3	11	+0	14	7	+2	+2	10	+3	14						
Guard Dog							Sentry							Trooper							Medic							Light Armour, Medic Kit							
Move			Fight			Shoot			Armour			Will			Health			Move			Fight			Shoot			Armour			Will			Health		
8	+1	+0	8	-2	10	5	+3	+2	11	+0</																									

Gunner						
Burner						
Grenadier						
Move	Fight	Shoot	Armour	Will	Health	
<b>6</b>	<b>+3</b>	<b>+4</b>	<b>10</b>	<b>+3</b>	<b>14</b>	
Move	Fight	Shoot	Armour	Will	Health	
<b>5</b>	<b>+3</b>	<b>+3</b>	<b>11</b>	<b>+2</b>	<b>14</b>	
Move	Fight	Shoot	Armour	Will	Health	
<b>5</b>	<b>+3</b>	<b>+3</b>	<b>11</b>	<b>+1</b>	<b>14</b>	
Pistol, Heavy Armour, Knife						
Damage	Range	Notes		Notes		
-	24"	-		-		
Flamethrower						
Damage	Range	Notes		Notes		
+2	Temp	-		-		
Pistol, Heavy Armour, Knife						
Damage	Range	Notes		Notes		
+2	24"	-		2 targets		
Rapid Fire						
Damage	Range	Notes		Notes		
+2	24"	-		-		

### Armoured Trooper

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+4</b>	<b>+4</b>	<b>13</b>	<b>+3</b>	<b>14</b>
Carbine					
Damage	Range	Notes			
-	24"	-			
150					

### Bileworm

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>4</b>	<b>+2</b>	<b>+2</b>	<b>10</b>	<b>+3</b>	<b>12</b>
Combat Armour					
Spit					
Damage	Range	Notes			
-	8"	-			
-					

### Drone

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+0</b>	<b>+0</b>	<b>10</b>	<b>+2</b>	<b>8</b>
Pistol					
Damage	Range	Notes			
-	10"	-			
-					

### Dedfur

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+3</b>	<b>+3</b>	<b>11</b>	<b>+2</b>	<b>14</b>
Carbine					
Spit					
Heavy Armour, Hand Weapon, Counting Coup					
Damage	Range	Notes			
-	24"	-			
-					

### Bounty Hunter

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+3</b>	<b>+3</b>	<b>11</b>	<b>+2</b>	<b>14</b>
Carbine					
Spit					
Animal, Burrowing, Immune to Crit, Toxic					
Damage	Range	Notes			
-	8"	-			
-					

### Ferrox

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>8</b>	<b>+2</b>	<b>+0</b>	<b>8</b>	<b>+4</b>	<b>12</b>
Natural					
Damage	Range	Notes			
-	-	-			
-					

### Gaunch

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+2</b>	<b>+0</b>	<b>8</b>	<b>+2</b>	<b>10</b>
Natural					
Damage	Range	Notes			
-	-	-			
-					

### Horat

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+4</b>	<b>+0</b>	<b>8</b>	<b>+0</b>	<b>14</b>
Horns					
Damage	Range	Notes			
-	8"	-			
-					

### Gauanch

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+2</b>	<b>+0</b>	<b>8</b>	<b>+2</b>	<b>10</b>
Natural					
Damage	Range	Notes			
-	-	-			
-					

### Pirate Shock Trooper

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+4</b>	<b>+4</b>	<b>13</b>	<b>+3</b>	<b>14</b>
Carbine					
Damage	Range	Notes			
-	24"	-			
-					

### Mindgripper

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+2</b>	<b>+0</b>	<b>18</b>	<b>+3</b>	<b>1</b>
Natural					
Damage	Range	Notes			
-	-	-			
-					

### Magmite

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>5</b>	<b>+3</b>	<b>+0</b>	<b>13</b>	<b>+4</b>	<b>10</b>
Lava Splash					
Damage	Range	Notes			
-	-	-			
-					

### Porigota

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>5</b>	<b>+4</b>	<b>+0</b>	<b>12</b>	<b>+0</b>	<b>14</b>
Natural (Strong)					
Damage	Range	Notes			
+2	-	-			
-					

### Primitive

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+1</b>	<b>+0</b>	<b>9</b>	<b>+0</b>	<b>10</b>
Pack Hunter					
Damage	Range	Notes			
-1	-	-			
-					

### Ruffian

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+2</b>	<b>+1</b>	<b>9</b>	<b>+0</b>	<b>10</b>
Pistol					
Damage	Range	Notes			
-	10"	-			
-					

### Repairbot

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>5</b>	<b>+0</b>	<b>+0</b>	<b>8</b>	<b>+0</b>	<b>8</b>
Knife					
Animal, Bounty (30cr), Large (-2F when shot at), Never Wounded					
Damage	Range	Notes			
-1	-	-			
-					

### Robot

SG					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+2</b>	<b>+1</b>	<b>9</b>	<b>+0</b>	<b>10</b>
Robot, Unaggressive					
Damage	Range	Notes			
-	-	-			
-					

## Ryakan

SG

## Sentrabot

SG

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

Animal, Flying

Damage	Range	Notes
-	-	-

## Tangler

SG

## Warbot

SG

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

Animal, Expert Climber, Ensnare

Damage	Range	Notes
-	-	-

## Sewer Dragon

SG

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

Robot, Control

Surprise Shot	Notes
-	Only triggered during enemy movement

## Shengrylla

SG

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

Animal, Amphibious

Natural (Strong)	Notes
+2	-

## Agivorus Snake

SG

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

Amphibious, Toxic

Natural	Notes
-	-

## Combat Drone

HE

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

Robot, Fly

Pistol	Notes
-	10"

## Mega-Crustacean

HE

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

Animal, Amphibious

Natural	Notes
-	-

## Enhanced Mutant

HE

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

Never Stunned/ Wounded

Hand Weapon	Notes
-	+2 Fight if moved this act

## Grocheck

HE

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

Large (2F if shot at)

Rock-bolo	Notes
-	10"

Light Armour, Hand Weapon, Primitive

Natural (Strong)	Notes
+2	-

## Barbarian Scout

HE

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

Light armour

Hand Weapon	Notes
-	-

## Barbarian Warrior

HE

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

Light Armour

Natural	Notes
-	-

## Grothek-Spawn

HE

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

Large (2F if shot at)

Sharp Teeth	Notes
+1	-

Immune to Toxin, Terrifying Roar, Alpha Predator

Natural	Notes
-	-

## Radioactive Abomination

HE

## Mule

HE

## Radroach

HE

## Gunfighter

Q37

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

Natural (Strong)  
Damage Range Notes  
+2 - -

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

Large 1-2F if shot at,  
Hated of Gunfire,  
Immune to Radiation  
Natural  
Damage Range Notes  
- - -

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

Robot 4 Gear, No  
penalty for Loot  
Natural  
Damage Range Notes  
- 10" -

Move	Fight	Shoot	Armour	Will	Health
6	+4	+2	+0	13	+0

Large 1-2F if shot at,  
Hated of Gunfire,  
Immune to Radiation  
Natural  
Damage Range Notes  
- 24" -

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

Robot, Deck OR  
Pick 1-shot G.I./  
Flamethrower  
Knife  
Damage Range Notes  
-1 - -

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

Robot, Deck OR  
Pick 1-shot G.I./  
Flamethrower  
Knife  
Damage Range Notes  
- 10" -

Move	Fight	Shoot	Armour	Will	Health
0	-	-	-	-	-

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

Robot, Deck OR  
Pick 1-shot G.I./  
Flamethrower  
Knife  
Damage Range Notes  
- 24" -

100

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

Light Armour, Hand  
Weapon, Beast  
Fighter, Trophy-taker  
Carbine  
Damage Range Notes  
- 8" -

Move	Fight	Shoot	Armour	Will	Health
1	-	-	-	-	-

50

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

Light Armour, Hand  
Weapon, Beast  
Fighter, Trophy-taker  
Carbine  
Damage Range Notes  
- 24" -

50

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

Light Armour, Hand  
Weapon, Beast  
Fighter, Trophy-taker  
Carbine  
Damage Range Notes  
- 24" -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	+2	+3	12

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

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

Bug, Expert Climber,  
Hated of Gunfire  
Natural (Strong)  
Damage Range Notes  
+2 - -

100

Plague Zombie		Q37						Q37									
		Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health				
5	+1	+0	10	-1	10	5	+1	+0	10	-1	10	5	+1	+0	10	-1	10
Natural	High Pain Threshold, Zombie Infection, Zombie Terror	Damage	Range	Notes	High Pain Threshold, Zombie Infection, Zombie Terror						High Pain Threshold, Zombie Infection, Zombie Terror						
		-	-	-													
Soldier Zombie		Q37						Q37									
		Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health				
5	+1	+0	10	-1	10	5	+1	+0	10	-1	10	5	+1	+0	10	-1	10
Carbine	High Pain Threshold, Zombie Infection, Zombie Terror	Damage	Range	Notes	High Pain Threshold, Zombie Infection, Zombie Terror						High Pain Threshold, Zombie Infection, Zombie Terror						
		-	24"	-													
Striker		LP						LP									
		Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health				
7	+5	+1	10	+3	14	7	+5	+1	10	+3	14	7	+5	+1	10	+3	14
2 Hand Weapons	Light Armor, Knife, Hard to Target +1, If shot at, Identify Weak Point	Damage	Range	Notes	Light Armor, Knife, Hard to Target +1, If shot at, Identify Weak Point						Light Armor, Knife, Hard to Target +1, If shot at, Identify Weak Point						
		+1	-	-													
Bruiser		LP						LP									
		Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health				
6	+3	+0	11	+0	12	6	+3	+0	11	+0	12	6	+3	+0	11	+0	12
Hand Weapon	Heavy Armour, Knife, Hard to Target +1 If shot at	Damage	Range	Notes	Heavy Armour, Knife, Hard to Target +1 If shot at						Heavy Armour, Knife, Hard to Target +1 If shot at						
		-	-	-													

Guardian of Light											
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+3</b>	<b>+2</b>	<b>10</b>	<b>+3</b>	<b>12</b>	<b>6</b>	<b>+3</b>	<b>+3</b>	<b>10</b>	<b>+1</b>	<b>14</b>
										(LP p81)	
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+6</b>	<b>+4</b>	<b>13</b>	<b>+4</b>	<b>20</b>	<b>6</b>	<b>+8</b>	<b>+0</b>	<b>13</b>	<b>+3</b>	<b>24</b>

  

Centisaur											
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+8</b>	<b>+0</b>	<b>13</b>	<b>+3</b>	<b>24</b>	<b>6</b>	<b>+8</b>	<b>+0</b>	<b>13</b>	<b>+3</b>	<b>24</b>
										(LP p81)	
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+10</b>	<b>+2</b>	<b>14</b>	<b>+1</b>	<b>14</b>	<b>6</b>	<b>+10</b>	<b>+2</b>	<b>14</b>	<b>+1</b>	<b>14</b>

  

Terrain Expert											
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+3</b>	<b>+2</b>	<b>10</b>	<b>+3</b>	<b>12</b>	<b>6</b>	<b>+3</b>	<b>+3</b>	<b>10</b>	<b>+1</b>	<b>14</b>
										(LP p81)	
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+6</b>	<b>+4</b>	<b>13</b>	<b>+4</b>	<b>20</b>	<b>6</b>	<b>+8</b>	<b>+0</b>	<b>13</b>	<b>+3</b>	<b>24</b>

  

Engineer											
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+3</b>	<b>+2</b>	<b>10</b>	<b>+3</b>	<b>12</b>	<b>6</b>	<b>+3</b>	<b>+3</b>	<b>10</b>	<b>+1</b>	<b>14</b>
										(LP p81)	
Move	Fight	Shoot	Armour	Will	Health	Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+6</b>	<b>+4</b>	<b>13</b>	<b>+4</b>	<b>20</b>	<b>6</b>	<b>+8</b>	<b>+0</b>	<b>13</b>	<b>+3</b>	<b>24</b>

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<b>Comtech</b>	BE	<b>Exosuit</b>	BE	<b>Expert</b>	BE	<b>Quartermaster</b>																																
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### Automaton Hulk

DV					
Move	Fight	Shoot	Armour	Will	Health
<b>5</b>	<b>+4</b>	<b>+3</b>	<b>13</b>	<b>+1</b>	<b>14</b>

Shotgun	Robot, Strong, Shotgun x 2, Hand Weapon	Notes			
+1	12"	Two attacks			

### Automaton Soldier

DV					
Move	Fight	Shoot	Armour	Will	Health
<b>5</b>	<b>+2</b>	<b>+3</b>	<b>12</b>	<b>+1</b>	<b>12</b>

Carbine	Robot, Carbine, Hand Weapon	Notes			
-	24"	-			

### Cyberking

DV					
Move	Fight	Shoot	Armour	Will	Health
<b>S</b>	<b>+4</b>	<b>+0</b>	<b>10</b>	<b>+0</b>	<b>18</b>

(Movement defined by scenario)					
Natural	Damage	Range	Notes	Notes	Notes

### Automite

DV					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+0</b>	<b>+0</b>	<b>8</b>	<b>+0</b>	<b>6</b>

Robot, Pack Hunter	Notes	Notes	Notes	Notes	Notes
-	-	-	-	-	-

### Cyberpawn

DV					
Move	Fight	Shoot	Armour	Will	Health
<b>S</b>	<b>+1</b>	<b>+0</b>	<b>10</b>	<b>+0</b>	<b>6</b>

(Movement defined by scenario)					
Natural	Damage	Range	Notes	Notes	Notes

### Cyrpent

DV					
Move	Fight	Shoot	Armour	Will	Health
<b>6</b>	<b>+1</b>	<b>+1</b>	<b>+1</b>	<b>10</b>	<b>+0</b>

Robot, Burrowing, Chameleon, Shooting Attack (6")	Notes	Notes	Notes	Notes	Notes
-	6"	-	-	-	-