

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

Caseworker

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 Grenades, Heavy Armour, Hand Weapon

Damage	Range	Notes
-	24"	-

75

Pathfinder

SG

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

Carbine Grenades, Light Armour, Hand Weapon

Damage	Range	Notes
-	24"	-

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	Template	-

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

Drone

SG

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

Pistol

Robot, Fly

Damage	Range	Notes
-	10"	-

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

Primitive

SG

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

Primitive Weapons

Pack Hunter

Damage	Range	Notes
-1	-	-

Bileworm

SG

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

Spit

Animal, Burrowing, Immune to Crit, Toxic

Damage	Range	Notes
-	8"	-

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Ferrox

SG

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

Natural

Animal, Pack Hunters

Damage	Range	Notes
-	-	-

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Mindgripper

SG

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

Natural

Ensnare, Possess

Damage	Range	Notes
-	-	-

-

Porigota

SG

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

Natural (Strong)

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

Damage	Range	Notes
+2	-	-

-

Bounty Hunter

SG

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

Carbine

Heavy Armour, Hand Weapon, Counting Coup

Damage	Range	Notes
-	24"	-

-

Gaunch

SG

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

Natural

Chameleon

Damage	Range	Notes
-	-	-

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Pirate Shock Trooper

SG

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

Carbine

Combat Armour

Damage	Range	Notes
-	24"	-

-

Repairbot

SG

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

Knife

Robot, Unaggressive

Damage	Range	Notes
-1	-	-

-

Dedfurd

SG

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

Spit

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

Damage	Range	Notes
-	8"	-

-

Horat

SG

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

Horns

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

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

-

Pirate Trooper

SG

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

Carbine

Heavy Armour, Knife

Damage	Range	Notes
-	24"	-

-

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
-	-	-

Tangler

SG

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

Natural

Animal, Expert Climber, Ensnare

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

Enhanced Mutant

HE

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

Hand Weapon

Never Stunned/Wounded

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

Warbot

SG

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

Carbine

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

Damage	Range	Notes
-	24"	-

Barbarian Scout

HE

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

Rock-bolo

Light Armour, Hand Weapon, Primitive Weapon

Damage	Range	Notes
-	10"	Never jams

Grotheck

HE

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

Natural (Strong)

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

Damage	Range	Notes
+2	-	-

Sewer Dragon

SG

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

Natural (Strong)

Animal, Amphibious, Immune to Toxin, Never Stunned

Damage	Range	Notes
+2	-	-

Warp Hound

SG

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

Powerful

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

Damage	Range	Notes
x2	-	-

Barbarian Warrior

HE

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

Hand Weapon

Light armour

Damage	Range	Notes
-	-	-

Grotheck-Spawn

HE

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

Sharp Teeth

Nimble

Damage	Range	Notes
+1	-	-

Shengrylla

SG

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

Sharp Teeth

Animal, Expert Climber

Damage	Range	Notes
+1	-	-

Agivorus Snake

HE

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

Natural

Amphibious, Toxic

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"	-

Mega-Crustacean

HE

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

Natural

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

Damage	Range	Notes
-	-	-

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

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 06')

100

Centisaur

LP

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

Spit Toxic Mucus

Damage	Range	Notes
0	Templ ate	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

Damage	Range	Notes
-	-	-

Animal, Ensnare,
Toxic

-

Foreman

LP

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

Hand Weapon

Damage	Range	Notes
-	-	-

Light Armour

-

Miner

LP

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

Hand Weapon

Damage	Range	Notes
-	-	-

Light Armour

-

Mining Robot

LP

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

Hand Weapon (Strong)

Robot,
Unaggressive, 2x
Hand Weapon

Damage	Range	Notes
+2	-	-

-

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	Speci al	LP p86

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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

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

Damage	Range	Notes
-	24"	-

20

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

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

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

-

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

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

-

String-Life

BE

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

Bio-Energy Wave

Damage	Range	Notes
+2	Templ ate	Treat as Flamethrower

Special - See BE p88

-

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

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

-

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

-

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

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

-

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

-