

Recruit

Move	Fight	Shoot	Armour	Will	Health
6	+2	+2	10	+0	12
Pistol					
Damage	Range	Notes			
-	10"	-			

Light Armour, Knife

0

Runner

Move	Fight	Shoot	Armour	Will	Health
7	+2	+1	9	+1	12
Pistol					
Damage	Range	Notes			
-	10"	-			

Knife

0

Hacker

Move	Fight	Shoot	Armour	Will	Health
6	+1	+1	10	+1	12
Pistol					
Damage	Range	Notes			
-	10"	-			

Deck, Light Armour, Knife

20

Chiseler

Move	Fight	Shoot	Armour	Will	Health
6	+1	+1	10	+1	12
Pistol					
Damage	Range	Notes			
-	10"	-			

Picks, Light Armour, Knife

20

Guard Dog

Move	Fight	Shoot	Armour	Will	Health
8	+1	+0	8	-2	10
Natural					
Damage	Range	Notes			
-	-	-			

Animal, Cannot carry gear/loot

10

Sentry

Move	Fight	Shoot	Armour	Will	Health
5	+3	+2	11	+0	14
Carbine					
Damage	Range	Notes			
-	24"	-			

Heavy Armour, Hand Weapon

50

Trooper

Move	Fight	Shoot	Armour	Will	Health
5	+2	+3	11	+0	14
Carbine					
Damage	Range	Notes			
-	24"	-			

Heavy Armour, Knife

50

Medic

Move	Fight	Shoot	Armour	Will	Health
7	+2	+2	10	+3	14
Pistol					
Damage	Range	Notes			
-	10"	-			

Light Armour, Medic Kit

100

Codebreaker

Move	Fight	Shoot	Armour	Will	Health
6	+3	+2	10	+2	14
Carbine					
Damage	Range	Notes			
-	24"	-			

Deck, Light Armour, Knife

75

Caseworker

Move	Fight	Shoot	Armour	Will	Health
6	+3	+2	10	+2	14
Carbine					
Damage	Range	Notes			
-	24"	-			

Picks, Light Armour, Knife

75

Commando

Move	Fight	Shoot	Armour	Will	Health
5	+3	+3	11	+1	14
Carbine					
Damage	Range	Notes			
-	24"	-			

Grenades, Heavy Armour, Hand Weapon

75

Pathfinder

Move	Fight	Shoot	Armour	Will	Health
7	+3	+3	10	+2	14
Carbine					
Damage	Range	Notes			
-	24"	-			

Grenades, Light Armour, Hand Weapon

100

Sniper

Move	Fight	Shoot	Armour	Will	Health
6	+3	+4	10	+3	14
Carbine					
Damage	Range	Notes			
-	24"	-			

Light Armour, Hand Weapon

100

Grenadier

Move	Fight	Shoot	Armour	Will	Health
5	+3	+3	11	+2	14
Grenade Launcher					
Damage	Range	Notes			
Frag/Smok	16"	-1Shoot			

Pistol, Heavy Armour, Knife

100

Burner

Move	Fight	Shoot	Armour	Will	Health
5	+3	+2	11	+1	14
Flamethrower					
Damage	Range	Notes			
+2	Templ ate	-			

Pistol, Heavy Armour, Knife

100

Gunner

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

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

Combat Armour

Damage	Range	Notes
-	24"	-

150

Bileworm

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

Spit

Animal, Burrowing, Immune to Cnt, Toxic

Damage	Range	Notes
-	8"	-

Drone

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

Pistol

Robot, Fly

Damage	Range	Notes
-	10"	-

Magmite

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

Lava Splash

Animal, Strong (+2D)

Damage	Range	Notes
-	-	If Opp rolls FNat 5-- take 2 Damage

Primitive

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

Primitive Weapons

Pack Hunter

Damage	Range	Notes
-1	-	-

Bounty Hunter

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

Carbine

Heavy Armour, Hand Weapon, Counting Coup

Damage	Range	Notes
-	24"	-

Dedfurd

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

Spit

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

Damage	Range	Notes
-	8"	-

Gaunch

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

Natural

Chameleon

Damage	Range	Notes
-	-	-

Horat

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

Mindgripper

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

Natural

Ensnare, Possess

Damage	Range	Notes
-	-	-

Pirate Shock Trooper

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

Carbine

Combat Armour

Damage	Range	Notes
-	24"	-

Pirate Trooper

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

Carbine

Heavy Armour, Knife

Damage	Range	Notes
-	24"	-

Porigota

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

Natural (Strong)

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

Damage	Range	Notes
+2	-	-

Repairbot

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

Knife

Robot, Unaggressive

Damage	Range	Notes
-1	-	-

Ruffian

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

Pistol

Damage	Range	Notes
-	10"	-

Ryakan

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

Animal, Flying

Damage	Range	Notes
-	-	-

Sentrobot

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

Robot, Immune to Robot Control

Damage	Range	Notes
-	12"	Only triggered during enemy movement

Sewer Dragon

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

Animal, Amphibious, Immune to Toxin, Never Stunned

Damage	Range	Notes
+2	-	-

Shengrylla

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

Animal, Expert Climber

Damage	Range	Notes
+1	-	-

Tangler

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

Animal, Expert Climber, Ensnare

Damage	Range	Notes
-	-	-

Warp Hound

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

Powerful
Hated of Gunfire, Immune to Crit/Toxin, Never Stunned/Wounded

Damage	Range	Notes
x2	-	-

Agivorus Snake

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

Natural
Amphibious, Toxic

Damage	Range	Notes
-	-	-

Barbarian Horat Rider

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

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

Light Armour, Hand Weapon, Primitive Weapon

Damage	Range	Notes
-	10"	Never jams

Barbarian Warrior

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

Hand Weapon
Light armour

Damage	Range	Notes
-	-	-

Combat Drone

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

Pistol
Robot, Fly

Damage	Range	Notes
-	10"	-

Enhanced Mutant

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

Hand Weapon
Never Stunned/Wounded

Damage	Range	Notes
-	-	-

Grotheck

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	-	-

Grotheck-Spawn

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

Sharp Teeth
Nimble

Damage	Range	Notes
+1	-	-

Mega-Crustacean

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)			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			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			Notes		
-	24"	-	-	-	-

Robot, Non-lethal

Gunfighter

Q37

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

Dual Pistol			Notes		
+1	10"	-	-	-	-

Light Armour, Knife

100

Mule

Q37

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

Pistol			Notes		
-	10"	-	-	-	-

Robot, 4 Gear, No
penalty for Loot

50

Trophy-Taker

Q37

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

Carbine			Notes		
-	24"	-	-	-	-

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

100

Royal Guard Bug

Q37

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

Natural (Strong)			Notes		
+2	-	-	-	-	-

Bug, Expert Climber,
Hatred of Gunfire

Slaverbot

HE

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

Carbine			Notes		
-	24"	-	-	-	-

Robot, Non-lethal

Ravaged

Q37

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

Pistol			Notes		
-	10"	-	-	-	-

Light Armour, Knife,
High Pain Threshold

0

Drone Bug

Q37

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

Sharp Teeth			Notes		
+1	-	-	-	-	-

Bug, Expert Climber

Worker Bug

Q37

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

Sharp Teeth			Notes		
+1	-	-	-	-	-

Bug, Expert Climber,
Toxic

Bloater Zombie

Q37

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

Natural			Notes		
-	-	-	-	-	-

High Pain
Threshold, Potential
Self-Immolate,
Zombie Terror

Queen Bug

Q37

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

Natural			Notes		
-	-	-	-	-	-

Bug, Powerful,
Unaggressive

50

Plague Zombie

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

Move	Fight	Shoot	Armour	Will	Health
5	+1	+0	10	-1	10
Carbine					
Damage	Range	Notes			
-	24"	-			

High Pain Threshold, Zombie Infection, Zombie Terror

Engineer

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)

Harvest Tick

Move	Fight	Shoot	Armour	Will	Health
4	+1	+0	16	+0	4
Natural					
Damage	Range	Notes			
-	-	-			

Animal, Ensnare, Toxic

Strice

Move	Fight	Shoot	Armour	Will	Health
6	+0	+0	8	+0	6
Natural					
Damage	Range	Notes			
-	-	-			

Expert Climber, Pack Hunter (max 3)

Foreman

Move	Fight	Shoot	Armour	Will	Health
6	+2	+0	10	+3	14
Hand Weapon					
Damage	Range	Notes			
-	-	-			

Light Armour

Terrain Expert

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 ≥6")

Striker

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

Bruiser

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)

Centisaur

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)

Miner

Move	Fight	Shoot	Armour	Will	Health
6	+1	+0	10	+1	12
Hand Weapon					
Damage	Range	Notes			
-	-	-			

Light Armour

Mining Robot

Move	Fight	Shoot	Armour	Will	Health
5	+4	+0	14	+0	16
Hand Weapon (Strong)					
Damage	Range	Notes			
+2	-	-			

Robot, Unaggressive, 2x Hand Weapon

Surfboy

Move	Fight	Shoot	Armour	Will	Health
8	+3	+3	14	+1	16
Grav-Sled					
Damage	Range	Notes			
+3	Special	LP p86			

Special - see LP p86

Venomous Croaker

Move	Fight	Shoot	Armour	Will	Health
0	+2	+2	8	+0	10
Croaker Grab					
Damage	Range	Notes			
-	3"	Automatic attack, pull to combat if ding			

Ensnare, No Push-back, Toxic

Guardian of Light

Move	Fight	Shoot	Armour	Will	Health
6	+4	+3	10	+5	20
Beam of Light					
Damage	Range	Notes			
-	16"	Suffer equal damage when hits			

(LP p81)

Apprentice

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

Damage	Range	Notes
-	24"	-

Carbine

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

Damage	Range	Notes
-	24"	-

Carbine

Light Armour, M +2, F/A -2 if not in suit, Special BE pl6

200

Expert

BE

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

Damage	Range	Notes
-	24"	-

Carbine

Light Armour, Knife, Area of Expertise (BE pl7)

100

Quartermaster

BE

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

Damage	Range	Notes
-	10"	-

Pistol

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

100

Arsendryder

BE

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

Damage	Range	Notes
-	24"	-

Carbine

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*

Damage	Range	Notes
+1	-	-

Sharp Teeth

Animal, Band Together, Nimble

Living Lightning

BE

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

Damage	Range	Notes
-	12"	Only triggered during enemy movement

Surprise Shot

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

Plasmonic Lifeform

BE

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

Damage	Range	Notes
-	-	BE p86

Special

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

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

Mental Attack

Amphibious, Awkward on Land

Ursoric

BE

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

Damage	Range	Notes
+2	-	-

Natural (Strong)

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

Vienamon

BE

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

Damage	Range	Notes
-1	-	-

Primitive Weapons

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

Acid Drake

DV

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

Damage	Range	Notes
0	6"	0

Acid Spit

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

Automaton

DV

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

Damage	Range	Notes
-	10"	-

Pistol

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

Damage	Range	Notes
-	10"	Mine attack on 6 DV p/2

Pistol

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

Damage	Range	Notes
+1	-	-

Sharp Teeth

Robot, Hatred of Gunfire, Pack Hunter (limit 4), Pistol, Dagger, Hand Weapon x2, Sharp Teeth

Automaton Hulk

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

Move	Fight	Shoot	Armour	Will	Health
5	+2	+3	12	+1	12
Carbine					
Damage	Range	Notes			
-	24"	-			

Robot, Carbine,
Hand Weapon

Automite

Move	Fight	Shoot	Armour	Will	Health
6	+0	+0	8	+0	6
Natural					
Damage	Range	Notes			
-	-	-			

Robot, Pack Hunter

Cyberking

Move	Fight	Shoot	Armour	Will	Health
S	+4	+0	10	+0	18
Natural					
Damage	Range	Notes			
-	-	-			

(Movement defined
by scenario)

Cyberpaw

Move	Fight	Shoot	Armour	Will	Health
S	+1	+0	10	+0	6
Natural					
Damage	Range	Notes			
-	-	-			

(Movement defined
by scenario)

Cyrrpent

Move	Fight	Shoot	Armour	Will	Health
6	+1	+1	10	+0	10
Shoot					
Damage	Range	Notes			
-	6"	-			

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