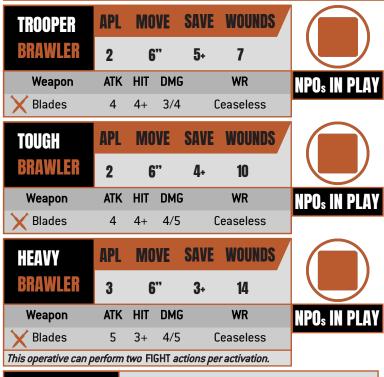
Follow the instructions for NPO selection from your mission briefing. Put dice on the relevant NPO nodes indicating how many of a given NPO is in the Killzone and adjust throughout your game.



ALL BRAWLER

Action Priorities

Each time the NPO would perform an **action**, start from the top of the priorities below.

If this operative can Fight OR Charge, give an Engage order and:

- 1. Fight.
- 2. Charge closest.

OR Conceal order and:

- 3. **Reposition** towards nearest enemy (preferring **Cover**, a **Dash** can be used to support this).
- 4. Dash towards the closest enemy operative (preferring Cover).

| Special Rule | Description |
|--------------|-------------------------------------------------------------------------|
| Ceaseless | Can re-roll any of your attack dice result of ONE RESULT (e.g. all 2s). |
| Piercing X | The defender collects x less defence dice. |

1. ACTIVATION PRIORITY

Select ready NP0 that:

- Can perform a FIGHT or SHOOT and has be best weapon/is most likely to incapacitate a player's operative.
- 2. Is not in **Cover** from a players' operative.
- 3. Is closer to a players' operative.

2. REPOSITION OR DASH

NPOs should move to **Cover** where they have a valid target. If there are multiple **Cover** locations with valid targets, then the best is picked based on the **Shoot** Action.

| TROOPER | APL | MO | VE | SAVE | WOUNDS | | | |
|------------------------------------------------------|-----------------|---------------|-------------|------|------------|--------------|--|--|
| MARKSMAN | 2 | 6 |)" | 5+ | 7 | | | |
| Weapon | | ATK | HIT | DMG | WR | NPOs IN PLAY | | |
| † Firearm | | 4 | 4+ | 2/3 | - | | | |
| Special wea | pon* | 4 | 4+ | 4/5 | Piercing 1 | | | |
| Knife | | 3 | 4+ | 2/3 | - | | | |
| *Only 1 in 3 of this Operative can have this weapon. | | | | | | | | |
| WARRIOR | APL | MO | VE | SAVE | WOUNDS | | | |
| MARKSMAN | 2 | 6 |)" | 4+ | 8 | | | |
| Weapon | ATK | HIT | DMC | ; | WR | NPOs IN PLAY | | |
| Firearm | 4 | 4+ | 3/4 | • | - | | | |
| Knife | 3 | 4+ | 2/3 | | - | | | |
| HEAVY | APL | MO | VE | SAVE | WOUNDS | | | |
| MARKSMAN | 3 | 6" | | 3+ | 14 | | | |
| | | | | | | | | |
| Weapon | ATK | HIT | DM | • | WR | NPOs IN PLAY | | |
| Weapon Order Firearm | ATK 4 | HIT 3+ | DM 0 | | WR - | NPOs IN PLAY | | |

ALL MARKSMAN

Action Priorities

Each time the NPO would perform an **action**, start from the top of the priorities below.

If can Operative can Shoot, give Engage order and:

This operative can perform two SHOOT actions per activation.

- 1. Fall Back to cover if possible, where closest target not **Obscured** OR to where objective marker visible.
- 2. Shoot.
- 3. **Reposition** to **Cover.** If possible, to valid, unobscured target, if not, to visibility of an objective marker (can **Dash**).
- 4. **Dash** to **Cover.** If possible, to valid, unobscured target, if not, to visibility of an objective marker.

If can't **Shoot**, give Conceal order, start at 3.

3. SHOOT ACTION

If there are multiple valid **SHOOT** targets, pick the target that:

- 1. Is not Obscured.
- 2. Is not in Cover.
- 3. Is in Control Range of an objective.
- 4. Is closest.
- 5. Is wounded.
- 6. Has not activated/Is Ready.

4. FIGHT ACTION

If there are multiple valid **FIGHT** targets within an NPOs **Control Range**, pick the target that:

- 1. Is in Control Range of an objective.
- 2. Is wounded.
- 3. Has not activated/Is Ready.