

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.

TROOPER BRAWLER	APL	MOVE	SAVE	WOUNDS
	2	6"	5+	7
Weapon	ATK	HIT	DMG	WR
✂ Blades	4	4+	3/4	Ceaseless



NPOs IN PLAY

TOUGH BRAWLER	APL	MOVE	SAVE	WOUNDS
	2	6"	4+	10
Weapon	ATK	HIT	DMG	WR
✂ Blades	4	4+	4/5	Ceaseless



NPOs IN PLAY

HEAVY BRAWLER	APL	MOVE	SAVE	WOUNDS
	3	6"	3+	14
Weapon	ATK	HIT	DMG	WR
✂ Blades	5	3+	4/5	Ceaseless

This operative can perform two FIGHT actions per activation.



NPOs IN PLAY

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 NPO that:

1. 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 MARKSMAN	APL	MOVE	SAVE	WOUNDS
	2	6"	5+	7
Weapon	ATK	HIT	DMG	WR
🔫 Firearm	4	4+	2/3	-
🔫 Special weapon*	4	4+	4/5	Piercing 1
✂ Knife	3	4+	2/3	-

*Only 1 in 3 of this Operative can have this weapon.



NPOs IN PLAY

WARRIOR MARKSMAN	APL	MOVE	SAVE	WOUNDS
	2	6"	4+	8
Weapon	ATK	HIT	DMG	WR
🔫 Firearm	4	4+	3/4	-
✂ Knife	3	4+	2/3	-



NPOs IN PLAY

HEAVY MARKSMAN	APL	MOVE	SAVE	WOUNDS
	3	6"	3+	14
Weapon	ATK	HIT	DMG	WR
🔫 Firearm	4	3+	3/4	-
✂ Knife	4	3+	3/4	-

This operative can perform two SHOOT actions per activation.



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:

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**.