

BARRACUDA
WITH TWO SOUTHPAW ROCKET LAUNCHER

2

CAVALRY
Flying, Speed 5, Dodge 2

Explosive ammo - If BARRACUDA hits enemy figure, than he damages all adjacent figures around enemy figure.



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BLOOD BERET
WITH AGGRESSOR AND SMG INTERCEPTOR

2

COMMANDO
Covering terrain lends an additional point of protection to BLOOD BERET.



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BLOOD BERET CAPTAIN
WITH AGGRESSOR AND SMG INTERCEPTOR

3

COMMANDO, COMMANDER
Armor piercing
Morale support - All BLOOD BERETS and BLOOD BERETS SERGEANT in a range of view of BLOOD BERET CAPTAIN, have bonus 1 to Speed.



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BLOOD BERET SERGEANT
WITH AGGRESSOR AND SMG INTERCEPTOR

3

COMMANDO
Armor 1
Hard training - All BLOOD BERETS in a range of view of BLOOD BERET SERGEANT, have bonus 1 green (light range) dice for attack.



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IMPERIAL CAVALRY
WITH SWORD OF THE CLAN AND SMC INTERCEPTOR

3

REGULAR, CAVALRY

"Imperial idol": 1 Action
IMPERIAL CAVALRY can use 1 more command card per phase.

Sprint - You can use 2 move action per activation.



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IMPERIAL RIDER
WITH SWORD OF THE CLAN AND AGGRESSOR

2

REGULAR, CAVALRY

Speed 5

Comeback - If IMPERIAL RIDER killed enemy figure you can take 1 used command card.



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MOURNING WOLF HEROINE
WITH TANGLE CHAINS AND CLAW OF THE WOLF

3

THE WOLFBANES

Grapple, Infiltrate

If any IMPERIAL figure died in a range of view of MOURNING WOLF HEROINE, then you can activate MOURNING WOLF HEROINE figure if you have a free order token. Figure is activated immediately after end of activation of enemy figure, which killed IMPERIAL figure.



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MOURNING WOLF
WITH TANGLE CHAINS AND CLAW OF THE WOLF

2

THE WOLFBANES

Grapple

"The Vengeful Whirlwind" - 2 Actions:

Use this action only to adjacent single based figure - roll 1 red dice (light melee), if a * is rolled, continue attack with 3 yellow dice (heavy melee). If only a number is rolled, than this attack does not account as a normal attack action.



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PATHFINDER
WITH AGGRESSOR AND GRANADE LAUNCHER HOWLER

2

THE WOLFBANES

"Spotting" - 1 Actions:
Select enemy figure with guard token in range of view of PATHFINDER. All of your IMPERIAL figures can ignore effect of guard token on that figure.



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SEAN GALLAGHER
WITH RUNE SWORD OF THE CLAN GALLAGHER

4

THE WOLFBANES, COMMANDER

Melee, Speed 5

Amulet of protection - If enemy select SEAN GALLAGHER as a target of attack, roll 1 red dice. If ⚡ is rolled, than enemy figure cannot use green and blue dices for attack.

Ideal Wolf - If SEAN GALLAGHER died, all WOLFBANES get bonus Speed+1 until end of your next phase.



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TRENCHER
WITH INVADER ASSAULT RIFLE AND AGGRESSOR

2

INFANTRY, REGULAR

"Digging" - 2 Actions:
Put under TRENCHER a trench token.



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TRENCHER CAPTAIN
WITH SUPPORT OF MORTAR TEAM

3

INFANTRY, REGULAR, COMMANDER


"Mortar attack" - 3 Actions:
Attack on any enemy figure on the map with 2 green (light range) dice. Same damage is given to all adjacent figure to target enemy figure.



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TRENCHER HMG SPECIALIST
WITH HMG CHARGER

2



INFANTRY, REGULAR

Armor piercing

"Lay down with tripod" - 2 Actions:

TRENCHER HMG SPECIALIST lay down with tripod and he cannot move until he pay 2 action for stand. He has bonus 2 green (light range) dice for every attack.

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HEADHUNTER
WITH AGGRESSOR AND CLAYMORE

2



THE WOLF BANES

Swing attack - If HEADHUNTER attacks on adjacent figure, than he attacks on all adjacent figures around him.

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HEADHUNTER HERO
WITH AGGRESSOR AND BATTLEAXE

3



THE WOLF BANES

Melee, Infiltrate, Speed 5

Head attack - If HEADHUNTER HERO killed enemy figure, you can remove order token from him.

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