WAVE 3
LEADER CARDS
INSPIRATIONAL: When Leader removed due to an attack by an opposing model, up to 4 friendly models in LoS and Leader's may immediately perform 1 Quick Action.

BELOVED

FORTUNATE: If Leader can use Luck, model may use the Leader's Luck as if they had the ability.

NETWORK:
may use LoS and Awareness of other Synths within Leader's aura for Charge and Triggers.

SYNTH EXPERT

CALIBRATED: without, gain

R&D: During set-up, draw 2 Mods and attach one to any matching, un-modded piece of equipment. Discard the other.

TECH CHIEF

ADMINISTRATOR: If Leader unengaged, models may use Leader's

CATCH!: Can share at Red instead of Yellow.

SECURITY EXPERT:

GATHERER:

WEATHERED: +2

HOARDER:

GATHERER

HOARDER

: If Leader unengaged, models may use Leader's

BACK

BACK

FRONT

FRONT
WAVE 2
LEADER CARDS
BOMBARDIER:
Models activated during same turn as Leader.

KICK IT AWAY:
If unengaged and the final location of an attack is within Orange, may be Orange before damage is resolved.

GRENADIER:
HELPFUL:
INT +1
LOOK OUT!:
If unengaged, may take weapon damage suffered by friendly model within Orange and LoS (prior to armor roll). Once between activations.

SELFLESS:
OBSERVER:
Friendly can use Controller's LoS and Awareness when assessing requirements for a Charge and/or Triggers.

The Leader is not considered a Creature but their faction is 'Creature'. Leader may equip Creature Perks.

Creature Controller may not be equipped by Robot Controller.

SILENT FIGHTER:
SHADOW:
The Move of models activated during the same turn as the Leader which start out of enemy LoS is one color longer than usual. Does not affect Charge.

STALKER:
BACK
FRONT

HELPFUL:
INT +1
LOOK OUT!:
If unengaged, may take weapon damage suffered by friendly model within Orange and LoS (prior to armor roll). Once between activations.

Robot Controller may not be equipped by Creature Controller.

Robot Perks:

SILENT FIGHTER:
SHADOW:
The Move of models activated during the same turn as the Leader which start out of enemy LoS is one color longer than usual. Does not affect Charge.
WAVE 1
LEADER CARDS
INGENIOUS: LUC +3
TECH
HACKER
:
CAREFUL: Once per battle, can discard and re-draw one Wasteland card – must keep new card.
SELF -PRESERVATION: When at 1 or 2 , movements are one color longer.

PREPARED: Instead of using an action (not quick action), this Leader can place a counter on this card instead. During activation, a token on this card can be discarded to perform an additional action. Only one token can be present on this card at any time.

Tough: +2
War Cry: +2
Veteran: Long-range
Hunter

Hardened: At the start of the battle add 1
Keen Eyes: Increase awareness color by one step.

Alert: +1 and +1

DISTRACTION: A friendly model that disengages does not cause free attack by enemy. (One model per round).
Resilient: When to be added, flip and discard if Stunned icon is not face-up.
**WRESTLER**

**Grapple:** When engaged with a single enemy model, the attacks of this Leader and the engaged enemy are at -2, plus any Outnumbered bonus versus the engaged enemy may be + instead of + for any attacker.

**Grasp:** Disengaging from this Leader counts as difficult terrain.

**BLITZER**

**Precise:** Models activated during same turn as Leader receive + for any attacker.

**Swift:** Once per battle, after determining Advantage Marker, take the Advantage Marker.

**Concealed:** Movement does not cause triggers.

**THIEF**

**Encouraging:** When Leader is activated, add + so there are 2 tokens on this card. Discard 1 token to give 1 to a friendly model within 6" during their activation. Leader can not use the AP from this card themselves.

**HOLD FAST:** +

**COMMANDER**

**Inspiring:** Once per round, one friendly model may use one of the S.P.E.C.I.A.L. attributes of this model to replace the matching attribute of their own during their activation.

**FUSILIER**

**Hip Shoot:** Short Range +

**Jimmy:** Once per battle, after determining Advantage Marker, take the Advantage Marker.