WAVE 4
LEADER CARDS
**RUSH**

Models gain CO-ORDINATOR

**SURGE:** When Leader activated, but before Leader performs their actions, other models within immediately perform a free Orange Move action (but cannot use it to engage). Once per battle.

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**VIGILANT:** Enemy models block LoS for other enemy models when drawing LoS to this Leader.

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**TACTICAL:** Models up to Orange from Leader do not count towards total models when determining Advantage.

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**TEAM SPIRIT:** When friendly model within Leader's is removed, Leader gains one of

**TEAMWORK:** If 3 or more other models within 3 Engagement die or Lose Line of Sight will be activated in same turn as Leader, Leader gains

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**BACK**

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**FRONT**

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**CO-ORDINATOR**

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**TACTICIAN**

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**SKIPPER**
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
HOARDER
WEATHERED: +2

GATHERER
HOARDER: If Leader unengaged, models may use Leader’s

GATHERER
HOARDER
WEATHERED: +2
WAVE 2
LEADER CARDS
**BOMBARDIER**: Models activated during the same turn as the Leader.

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

**GRENADE**: 

**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 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.

**HOLD**: gain

**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:

INGENIOUS: LUC +3

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.

OLD TIMER

CRAZY:

BOGDYGUARD

CRACK SHOT:

DEFIANT:

When at 1 or 2 ❤ S.P.E.C.I.A.L. attributes all +1. Does not increase

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.

Dweller

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

HUNTER

MARKSMAN:

Long-range

KEEN EYES:

Increase awareness color by one step.

MARKSMAN:

Long-range

KEEN EYES:

Increase awareness color by one step.

WASTELAND SEARCHER

FORAGER:

PERSISTENT:

When drawing Item cards on the battlefield, draw 1 extra and then 1 extra than normal.

WASTE LAND SEACHER

KEEN EYES:

Increase awareness color by one step.

MARKSMAN:

Long-range

KEEN EYES:

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WASTE LAND SEACHER

KEEN EYES:

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**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 +1 instead of +2 for any attacker.

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

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**BLITZER**

**Precise:** Models activated during same turn as Leader receive +1 for +2.

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

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**THIEF**

**Locksmith:**

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

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**COMMANDER**

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

**Hold Fast:**

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**FUSILIER**

**Hip Shoot:** Short Range +2

**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.