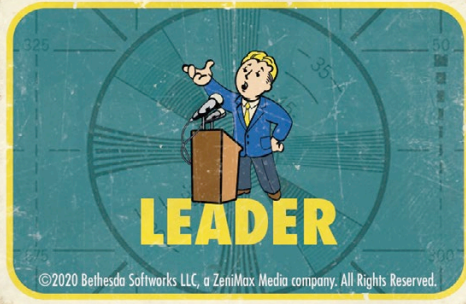


WAVE 4


LEADER CARDS


BACK



FRONT



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.



 **RUSH**: Models gain



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

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



TEAMWORK: If 3 or more other models within  and LoS will be activated in same turn as Leader, Leader gains  and LoS will

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


WAVE 3


LEADER CARDS



BACK



FRONT

ADMINISTRATOR: If Leader unengaged, models may use Leader's  Discard the other.

SECURITY EXPERT: If Leader unengaged, models may use Leader's  Catch: Can share at Red instead of Yellow.



HOARDER: If Leader unengaged, models may use Leader's  WEATHERED: +2 

BACK



FRONT

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

CALIBRATED: Without , gain  without .

TECH CHIEF 

PROCURER 

GATHERER 

BELOVED 

SYNTH EXPERT 




WAVE 2



LEADER CARDS



FRONT



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

Robot Controller may not be equipped by //   

Hold  :  gain

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

STALKER



HELPFUL HINT: [INT +]

SS371735

WAVE 1

LEADER CARDS





TECH

HACKER ✖: +

INGENIOUS: Luc +3



OLD TIMER

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.



BODYGUARD

CRACK SHOT: +

DEFIANT ✖: When at 1 or 2 , S.P.E.C.I.A.L. attributes all +1. Does not increase



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.



VETERAN

TOUGH: +2

WAR CRY: +2



DEFENDER

REACTIVE ✖: When Leader is activated, add so there are 2 tokens on this card. A friendly model may take 1 from this card during their activation and add it to their model. Leader can not use Reaction tokens from this card themselves.

ALERT: +1 and +1



BRUISER

FIRE SUPPORT: Long-range +

VENGEFUL ✖: Before being removed, perform 1 non-movement Quick Action.



BERSERKER

CHAAARGE! ✖: =

HARDENED: At the start of the battle add 1



BRAWLER

DIRTY FIGHTER: +

CHARMING: CHA +2



WASTELAND SEARCHER

FORAGER ✖: +

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



HUNTER

MARKSMAN: Long-range +

KEEN EYES ✖: Increase awareness color by one step.



WARDEN

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

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



THIEF

LOCKSMITH : +

CONCEALED: Movement does not cause triggers.



COMMANDER

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 during their activation. Leader can not use the AP from this card themselves.

HOLD FAST : +2



FUSILIER

HIP SHOOT: Short Range +

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.