



**ANYA STROUD**

LANCER

SMUB PISTOL

2 BOLO GRENADE

**SPECIAL ABILITIES:**  
 Your non-grenade weapons gain +1 maximum range whilst you are in cover.  
 When you are attacked, you may reroll a number of defense dice equal to your current cover bonus.



**MARCUS FENIX**

LANCER

SMUB PISTOL

1 BOLO GRENADE

**SPECIAL ABILITIES:**  
 All of your non-grenade attacks deal 1 additional wound.



**DOMINIC SANTIAGO**

LANCER

SMUB PISTOL

2 BOLO GRENADE

**SPECIAL ABILITIES:**  
 On your turn, if you have less than 4 cards in your hand at the end of the heal step, draw 1 additional Order card.



**BERNADETTE MATAKI**

LONGSHOT SNIPER RIFLE

SMUB PISTOL

1 BOLO GRENADE

**SPECIAL ABILITIES:**  
 You may move through lines that denote elevation change.



**ANTHONY CARMINE**

LANCER

SMUB PISTOL

2 BOLO GRENADE

**SPECIAL ABILITIES:**  
 You may treat any Order card in your hand as if it had a dodge reaction ability icon.



**DIZZY WALLIN**

SMASHER SHOTGUN

SMUB PISTOL

3 BOLO GRENADE

**SPECIAL ABILITIES:**  
 Before you gain any number of ammo tokens, you may instead gain 1 grenade token. When making an attack that expends a grenade token, you may change 1 omen rolled to a single wound result or change a single wound result to an omen.



**DAMON BAIRD**

LANCER

SMUB PISTOL

1 BOLO GRENADE

**SPECIAL ABILITIES:**  
 After you activate a dropped weapon marker or an equipment tile with the weapon keyword, gain 1 ammo token for any of your current weapons. When drawing from the random weapons deck, draw 3 random cards (instead of 2).



**AUGUSTUS COLE**

LANCER

SMUB PISTOL

2 BOLO GRENADE

**SPECIAL ABILITIES:**  
 When you resolve movement as the result of an Order card effect or follow reaction ability, you may enter a cover space even if it contains an enemy locust (move it out of cover).