

MARCUS FENIX

LANCER

SMUG PISTOL

1 BOLO GRENADE

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

DOMINIC SANTIAGO

LANCER

SMUG 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.

DAMON BAIRD

LANCER

SMUG 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. When drawing from the random weapons deck, draw 3 random cards (instead of 2).

AUGUSTUS COLE

LANCER

SMUG 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).

ANYA STROUD

LANCER

SMUG PISTOL

2 BOLO GRENADE

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

ANTHONY CARMINE

LANCER

SMUG PISTOL

2 BOLO GRENADE

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

BERNADETTE MATAKI

LONGSHOT SNIPER RIFLE

SMUG PISTOL

1 BOLO GRENADE

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

DIZZY WALLIN

SMASHER SHOTGUN

SMUG PISTOL

3 BOLO GRENADE

SPECIAL ABILITIES:
Roll 1 extra die when attacking with grenade weapons.
Before you gain any number of ammo tokens, you may instead gain 1 grenade token.

8 new custom character cards for Gears of War: The Board Game.
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