

<p><u>REBEL BATTLE CARD</u></p> <p>Booby Trap</p> <p>Play when an opposing model picks up an item. The item was booby-trapped! Resolve the booby trap as if a frag grenade had exploded in that square. Count it as accurate. The item remains with the model that picked it up, or is scattered if the model dies.</p> <p>-----</p> <p>+1 Shoot</p> <p>Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.</p>	<p><u>REBEL BATTLE CARD</u></p> <p>+1 Fight</p> <p>Play when you make a test with your Fighting stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>-----</p> <p>Weak Spot</p> <p>Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p>	<p><u>REBEL BATTLE CARD</u></p> <p>+1 Fight</p> <p>Play when you make a test with your Fighting stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>-----</p> <p>Head Shot</p> <p>Play when you take a Shoot action, before you roll the dice. The model gets +1 dice to this action in addition to any other modifiers.</p> <p>The shot is resolved with AP1.</p>
<p><u>REBEL BATTLE CARD</u></p> <p>Distract</p> <p>Play on an unactivated enemy model at any time during your turn.</p> <p>Mark that model as activated.</p> <p>-----</p> <p>+1 Break Off</p> <p>Play when you take a Break Off action, before you roll the dice.</p> <p>The model gets +1 dice to this test in addition to any other modifiers.</p>	<p><u>REBEL BATTLE CARD</u></p> <p>Change of Plans</p> <p>Play at any time during your own turn.</p> <p>The opposing player discards one Battle Card at random from his hand.</p> <p>-----</p> <p>Steadfast</p> <p>Play when a model suffers a reduction in Aggression.</p> <p>The model's Aggression remains as it was.</p>	<p><u>REBEL BATTLE CARD</u></p> <p>Move</p> <p>Exactly like the Action.</p> <p>-----</p> <p>+1 Shoot</p> <p>Play when you take a Shoot action, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>
<p><u>REBEL BATTLE CARD</u></p> <p>+1 Survival</p> <p>Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>-----</p> <p>Weak Spot</p> <p>Play when you take a Shoot or Fight action, before you roll the dice.</p> <p>The attack is resolved with AP1.</p>	<p><u>REBEL BATTLE CARD</u></p> <p>+1 Survival</p> <p>Play when you make a test with your Survival stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p> <p>-----</p> <p>Distract</p> <p>Play on an unactivated enemy model at any time during your turn.</p> <p>Mark that model as activated.</p>	<p><u>REBEL BATTLE CARD</u></p> <p>Move</p> <p>Exactly like the Action.</p> <p>-----</p> <p>+1 Blaze Away</p> <p>Play when you take a Blaze Away action, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>

<p>REBEL BATTLE CARD</p> <p>Move Exactly like the Action.</p> <p>Surge Play in your Turn. Discard this card to take 3 more Battle Cards immediately.</p>	<p>REBEL BATTLE CARD</p> <p>+1 Fight Play when you make a test with your Fighting stat, before you roll the dice.</p> <p>Surge Play in your Turn. Discard this card to take 3 more Battle Cards immediately.</p>	<p>REBEL BATTLE CARD</p> <p>Move Exactly like the Action.</p> <p>+1 Fight Play when you make a test with your Fighting stat, before you roll the dice.</p> <p>The model gets +1 dice to this action in addition to any other modifiers.</p>
<p>Rebel Commander (17B)</p> <p>Stats <i>Command: 2/2</i></p> <p><i>Shoot: 5+</i> <i>Fight: 5+</i> <i>Survive: 5+</i> <i>Armour: 1</i></p> <p><i>Overwatch: Any Action</i></p> <p>Abilities Strategist, Marksman</p> <p>Weapons & Equipment <i>Sniper Rifle: Range 8, AP1, Deliberate, Single Shot.</i> <i>Energy Shield (3)</i></p>	<p>Rebel Yndij Sergeant (8B)</p> <p>Stats <i>Command: 2/1</i></p> <p><i>Shoot: 5+</i> <i>Fight: 5+</i> <i>Survive: 5+</i> <i>Armour: 1</i></p> <p><i>Overwatch: Move or Shoot</i></p> <p>Abilities Tactician</p> <p>Weapons & Equipment <i>Rifle: Range 6.</i></p>	<p>Rebel Human (4A)</p> <p>Stats <i>Command: 1/1</i></p> <p><i>Shoot: 5+</i> <i>Fight: 6+</i> <i>Survive: 6+</i> <i>Armour: 1</i></p> <p><i>Overwatch: Any Action</i></p> <p>Abilities</p> <p>Weapons & Equipment <i>Rifle: Range 6.</i></p>
<p>Rebel Yndij Hunter (6A)</p> <p>Stats <i>Command: 1/1</i></p> <p><i>Shoot: 5+</i> <i>Fight: 5+</i> <i>Survive: 6+</i> <i>Armour: 1</i></p> <p><i>Overwatch: Move or Blaze Away</i></p> <p>Abilities Agile</p> <p>Weapons & Equipment <i>Rifle: Range 6.</i></p>	<p>Rebel Sorak (6B)</p> <p>Stats <i>Command: 2/1</i></p> <p><i>Shoot: 5+</i> <i>Fight: 6+</i> <i>Survive: 6+</i> <i>Armour: 1</i></p> <p><i>Overwatch: Blaze Away</i></p> <p>Abilities</p> <p>Weapons & Equipment <i>Blaster: Range 4, Rapid Fire, Blast, Weight of Fire</i></p>	<p>Rebel Teraton (18C)</p> <p>Stats <i>Command: 1/1</i></p> <p><i>Shoot: 6+</i> <i>Fight: 4+</i> <i>Survive: 5+</i> <i>Armour: 2</i></p> <p><i>Overwatch: Move</i></p> <p>Abilities Teleport, Brawler, Tough</p> <p>Weapons & Equipment <i>Ceremonial Blades: Range F, AP1</i> <i>Grenade Launcher: Range 3, Frag, Single Shot, One-use.</i></p>

<p>Survey Drone (3A)</p> <p>Stats</p> <p><i>Command: 0/0</i></p> <p><i>Shoot: -</i></p> <p><i>Fight: -</i></p> <p><i>Survive: 5+</i></p> <p><i>Armour: 1</i></p> <p><i>Overwatch: Move</i></p> <p>Abilities</p> <p>Agile, Flying, Spotter, Fragile</p> <p>Weapons & Equipment</p> <p>-</p>	<p>Rebel Grogan with Desolator (12B)</p> <p>Stats</p> <p><i>Command: 1/1</i></p> <p><i>Shoot: 5+</i></p> <p><i>Fight: 5+</i></p> <p><i>Survive: 5+</i></p> <p><i>Armour: 1</i></p> <p><i>Overwatch: Shoot</i></p> <p>Abilities</p> <p>Tough</p> <p>Weapons & Equipment</p> <p><i>Desolator: Range 8, AP4, Support, Deliberate, Single Shot</i></p>	<p>Rebel Grogan with Onslaught Cannon (10B)</p> <p>Stats</p> <p><i>Command: 1/1</i></p> <p><i>Shoot: 5+</i></p> <p><i>Fight: 5+</i></p> <p><i>Survive: 5+</i></p> <p><i>Armour: 1</i></p> <p><i>Overwatch: Blaze Away</i></p> <p>Abilities</p> <p>Tough</p> <p>Weapons & Equipment</p> <p><i>Onslaught Cannon: Range 5, Support, Deliberate, Rapid Fire, Firestorm</i></p>
<p>Kraaw Warrior (6B)</p> <p>Stats</p> <p><i>Command: 1/1</i></p> <p><i>Shoot: 6+</i></p> <p><i>Fight: 4+</i></p> <p><i>Survive: 6+</i></p> <p><i>Armour: 1</i></p> <p><i>Overwatch: Move or Blaze Away</i></p> <p>Abilities</p> <p>Scout, Glide</p> <p>Weapons & Equipment</p> <p><i>Big knife: Range F, AP1</i></p> <p><i>Wrist Blaster: Range 3, Rapid Fire, Blast</i></p>		