

**SOFIA HENDRIK**

LANCER

SMUB PISTOL

2 BOLO GRENADE

**SPECIAL ABILITIES:**  
 Do not discard an Order card from your hand to revive a COG who is bleeding out.  
 At the end of the heal step of your turn, you may discard an Order card. If you do, draw 1 Order card.

**CLAYTON CARMINE**

LANCER

SMUB PISTOL

3 BOLO GRENADE

**SPECIAL ABILITIES:**

**SAMANTHA BYRNE**

LANCER

SMUB PISTOL

3 BOLO GRENADE

**SPECIAL ABILITIES:**  
 You may attack with a grenade weapon when performing a guard reaction ability.  
 After you activate an equipment tile with the grenades keyword, gain 1 grenade token.

**MICHAEL BARRICK**

GNASHER SHOTGUN

SMUB PISTOL

1 BOLO GRENADE

**SPECIAL ABILITIES:**  
 Perform up to 1 additional *non-overkill* attack with your Gnasher Shotgun when you resolve an Order card (at any point before or after an action on the card).

**ALICIA VALERA**

LANCER

SMUB PISTOL

2 BOLO GRENADE

**SPECIAL ABILITIES:**  
 When playing an Order card from your hand, you may resolve the actions printed on that card in any order of your choice. Move up to 4 areas (instead of 3) when you play the *Advance* or *Assault* Order cards.

**JACE STRATTON**

LANCER

SMUB PISTOL

1 BOLO GRENADE

**SPECIAL ABILITIES:**  
 Whilst you are in cover, you may trace your line-of-sight from any part of the area you are currently in.  
 When performing a *non-grenade* attack, you may reroll 1 attack die.

**TAI KALISO**

LANCER

SMUB PISTOL

1 BOLO GRENADE

**SPECIAL ABILITIES:**  
 At the start of your Order step, you may deal 1 wound to a *Locust A* in your area. After wounding a *Locust* with a *non-grenade* attack or ability, you may move that *Locust 1* area of your choice (it does not take cover).

**EZRA LOOMIS**

LANCER

SMUB PISTOL

1 BOLO GRENADE

**SPECIAL ABILITIES:**  
 Before the game begins, take 1 *Pistol* weapon from any deck and add it to your starting weapons (with 2 ammo tokens).  
 Roll 1 additional die when attacking with *Pistol* weapons.