


**TRENCHER HMG SPECIALIST**  
 WITH HMG CHARGER



**2**

**INFANTRY, REGULAR**

Armor piercing

"Lay down with tripod" - 2 Actions:

TRENCHER HMG SPECIALIST lay down with tripod and he cannot move until he pay 2 action for stand. He has bonus 2 green ( light range ) dice for every attack.



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**HEADHUNTER**  
 WITH AGGRESSOR AND CLAYMORE



**2**

**THE WOLF BANES**

*Swing attack* - If HEADHUNTER attacks on adjacent figure, than he attacks on all adjacent figures around him.



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**HEADHUNTER HERO**  
 WITH AGGRESSOR AND BATTLEAXE



**3**

**THE WOLF BANES**

Melee, Infiltrate, Speed 5

*Head attack* - If HEADHUNTER HERO killed enemy figure, you can remove order token from him.



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**BARRACUDA**  
 WITH TWO SOUTHPAW ROCKET LAUNCHER



**2**

**CAVALRY**

Flying, Speed 5, Dodge 2

*Explosive ammo* - If BARRACUDA hits enemy figure, than he damages all adjacent figures around enemy figure.



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## BLOOD BERET

WITH AGGRESSOR AND SMC INTERCEPTOR



2

COMMANDO

Covering terrain lends an additional point of protection to BLOOD BERET.



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## BLOOD BERET CAPTAIN

WITH AGGRESSOR AND SMC INTERCEPTOR



3

COMMANDO,  
COMMANDER

Armor piercing

*Morale support* - All BLOOD BERETS and BLOOD BERETS SERGEANT in a range of view of BLOOD BERET CAPTAIN, have bonus 1 to Speed.



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## BLOOD BERET SERGEANT

WITH AGGRESSOR AND SMC INTERCEPTOR



3


COMMANDO

Armor 1

*Hard training* - All BLOOD BERETS in a range of view of BLOOD BERET SERGEANT, have bonus 1 green (light range) dice for attack.




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## MOURNING WOLF


WITH TANGLE CHAINS AND CLAW OF THE WOLF




2

THE WOLF BANES


Grapple

*"The Vengeful Whirlwind"* - 2 Actions:  
Use this action only to adjacent single based figure - roll 1 red dice (light melee), if a  is rolled, continue attack with 3 yellow dice (heavy melee). If only a number is rolled, than this attack does not account as a normal attack action.











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**MOURNING WOLF HEROINE**  
 WITH TANGLE CHAINS AND CLAW OF THE WOLF

**3**







**THE WOLFBANES**  
 Grapple, Infiltrate  
 If any IMPERIAL figure died in a range of view of MOURNING WOLF HEROINE, then you can activate MOURNING WOLF HEROINE figure if you have a free order token. Figure is activated immediately after end of activation of enemy figure, which killed IMPERIAL figure.

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**PATHFINDER**  
 WITH AGGRESSOR AND GRANADE LAUNCHER HOWLER





**2**




**THE WOLFBANES**  
 "Spotting" - 1 Actions:  
 Select enemy figure with guard token in range of view of PATHFINDER. All of your IMPERIAL figures can ignore effect of guard token on that figure.

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**SEAN GALLAGHER**  
 WITH RUNE SWORD OF THA CLAN GALLAGHER






**4**









**THE WOLFBANES, COMMANDER**  
 Melee, Speed 5  
*Amulet of protection* - If enemy select SEAN GALLAGHER as a target of attack, roll 1 red dice. If  is rolled, than enemy figure cannot use green and blue dices for attack.  
*Ideal Wolf* - If SEAN GALLAGHER died, all WOLFBANES get bonus Speed+1 until end of your next phase.

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## TRENCHER

WITH INVADER ASSAULT RIFLE AND AGGRESSOR







**2**

INFANTRY, REGULAR

"Digging" - 2 Actions:  
Put under TRENCHER a trench token.



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## TRENCHER CAPTAIN

WITH SUPPORT OF MORTAR TEAM









**3**

INFANTRY, REGULAR, COMMANDER

"Mortar attack" - 3 Actions:  
Attack on any enemy figure on the map with 2 green (light range) dice. Same damage is given to all adjacent figure to target enemy figure.



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