



NOVICE

Choose Target

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction.
 - Use the **Front Half** if Target is in LOS.
 - Use the **Rear Half** if Target is not in LOS.
 - Use the **Blue Ring** if Target is in base contact.
 - Use the **Black Ring** if Target is not in base contact.

Choose Action

- 1) Roll on the matching activation table, right:
 - Use the **White Actions** if Melee.
 - Use the **Orange Actions** if Ranged.
- 2) Perform the Action rolled.

■ HIDE
■ MOVE
■ ENGAGE

■ HIDE
■ MOVE
■ ADVANCE
■ FIRE

■ RETREAT
■ ATTACK



■ RETREAT
■ DISENGAGE
■ ATTACK

■ RETREAT
■ ATTACK

■ RETREAT
■ DISENGAGE
■ ATTACK

■ COWER
■ MOVE
■ ENGAGE

■ COWER
■ MOVE
■ ADVANCE

Advance: The model performs Move up to the maximum for its weapon. actions until it has LOS to an Away Team model, then performs Shoot actions with its remaining actions.

Hide: The model performs Move actions up to its maximum, until it is no longer within LOS of any Away Team model.

Move: The model performs Move actions up to its maximum, not moving into LOS of any Away Team model.

Retreat: The model performs a Disengage action, then a Move action that cannot bring it into contact with an Away Team model.

Engage: The model performs Move actions up to its maximum towards the nearest Away Team model. If it has actions remaining when they come into base contact, it performs a Fight action.

DEFINITIONS

- 1) Score and fold along dotted line.
- 2) Apply glue to back.
- 3) Trim sides and top.



ELITE

Choose Target

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction.
 - Use the **Front Half** if Target is in LOS.
 - Use the **Rear Half** if Target is not in LOS.
 - Use the **Blue Ring** if Target is in base contact.
 - Use the **Black Ring** if Target is not in base contact.

Choose Action

- 1) Roll on the matching activation table, right:
 - Use the **White Actions** if Melee.
 - Use the **Orange Actions** if Ranged.
- 2) Perform the Action rolled.

•• MOVE
•••• ENGAGE

•••• FIRE
•• ADVANCE

• RETREAT
•••• ATTACK



•• RETREAT
•••• ATTACK

• DISENGAGE
•••• ATTACK

•• DISENGAGE
•••• ATTACK

• MOVE
•••• ENGAGE

•••• ADVANCE

DEFINITIONS

Advance: The model performs Move actions until it has LOS to an Away Team model, then performs Shoot actions with its remaining actions.
Attack: The model performs Fight actions up to the maximum for its weapon.
Disengage: The model performs a Disengage action, and then a single Shoot action, bring it into contact with an Away Team model.
Retreat: The model performs a Disengage action, then a Move action that cannot bring it into contact with an Away Team model.
Move: The model performs Move actions up to its maximum, not moving into LOS of any Away Team model.
Engage: The model performs Move actions up to its maximum towards the nearest Away Team model. If it has actions remaining when they come into base contact, it performs a Fight action.

- 1) Score and fold along dotted line.
- 2) Apply glue to back.
- 3) Trim sides and top.



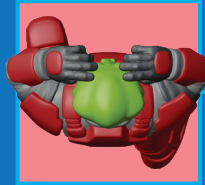
PSIONIC

Choose Target

- 1) Identify Target based on Mission Orders.
- 2) Find Target's Range and Direction.
 - Use the **Front Half** if Target is in LOS.
 - Use the **Rear Half** if Target is not in LOS.
 - Use the **Blue Ring** if Target is in base contact.
 - Use the **Black Ring** if Target is not in base contact.

Choose Action

- 1) Roll on the matching activation table, right:
- 2) Perform the Action rolled.



CLOUD
POWER

RETREAT
FORCE
POWER

RETREAT
FORCE
POWER

MOVE
CLOUD
POWER

DEFINITIONS

Cloud: Flooding the area with psychic noise, the psionic and the Away Team up to its maximum, not moving into LOS of the psionic wins, the Away Team loses one Command Point this round.

Power: The model performs a Psionic Ability action and another action in any order.

Force: Like with a Telekinesis action, the psionic moves each Away Team model touching it half a Range ruler directly away. The psionic then performs a Psionic action, then a Move action that cannot bring it into contact with an Away Team model.

Retreat: The model performs a Disengage action, then a Move action that cannot bring it into contact with an Away Team model.

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- 3) Trim sides and top.