WAVE 6

LEADER CARDS

LEADER

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BERSERKER

CHAAARGE! ☼: 👊 = 👊(orange)

HARDENED: At the start of the battle add 1 (+1 token)

THIEF

LOCKSMITH ☼: 🗝 + 🟢🟡

CONCEALED: Movement does not cause triggers.

DEFENDER

REACTIVE ☼: When Leader is activated, add 👁 so there are 2 tokens on this card. A friendly model may take 1 👁 from this card during their activation and add it to their model. Leader can not use Reaction tokens from this card themselves.

ALERT: +1 🛡 and +1 ⚡

BLITZER

PRECISE ☼: Models activated during same turn as Leader receive + 🟢 for 🔫

SWIFT: Once per battle, after determining Advantage Marker, take the Advantage Marker.

HUNTER

MARKSMAN: Long-range 🔫 + 🟢

KEEN EYES ☼: Increase awareness color by one step.

👁🟠 👁🟡 👁🔴 👁🟢 👁🔵 👁⚪
→

BRAWLER

DIRTY FIGHTER: ⚔ + 🟡

CHARMING: Cha   +2

WARDEN

DISTRACTION ☼: A friendly model that disengages does not cause free attack by enemy. (One model per round).

RESILIENT ☼: When ⚡ to be added, flip ⚡ and discard if Stunned icon is not face-up.

COMMANDER

ENCOURAGING: When Leader is activated, add 🅒 so there are 2 tokens on this card. Discard 1 token to give 1 ⚙ to a friendly model within ((•)) during their activation. Leader can not use the AP from this card themselves.

HOLD FAST ☼: 👊+2

FUSILIER

HIP SHOOT: Short Range 🔫 + 🟢

INSPIRING ☼: Once per round, one friendly model may use one of the S.P.E.C.I.A.L. attributes of this model to replace the matching attribute of their own during their activation.

VETERAN

TOUGH: +2 ♥

WAR CRY: ✊ +2

BODYGUARD

CRACK SHOT: 🔫 + ⬠

DEFIANT ☼: When at 1 or 2 ♥, S.P.E.C.I.A.L. attributes all +1. Does not increase ♥

TECH

HACKER ☼: 💻 + ⬠ ⬠

INGENIOUS: Luc +3

DWELLER

PREPARED: Instead of using an action (not quick action), this Leader can place a counter on this card instead. During activation, a token on this card can be discarded to perform an additional action. Only one token can be present on this card at any time.

OLD TIMER

CAREFUL ☼: Once per battle, can discard and re-draw one Wasteland card — must keep new card.

SELF-PRESERVATION ☼: When at 1 or 2 ♥, movements are one color longer.

WASTELAND SEARCHER

FORAGER ☼: 🔍 + ⬠ ⬠

PERSISTENT: When drawing Item cards on the battlefield, draw 1 extra and then 🗑 1 extra than normal.

WAVE 4

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CO-ORDINATOR

SURGE: When Leader activated, but before Leader performs their actions, other models within ((•)) immediately perform a free *Orange* Move action (but cannot use it to engage). Once per battle.

RUSH ☀: Models gain [▷▷]

TACTICIAN

TACTICAL: Models up to *Orange* from Leader do not count towards total models when determining Advantage.

VIGILANT: Enemy models block LoS for other enemy models when drawing LoS to this Leader.

SKIPPER

TEAMWORK: If 3 or more other models within ((•)) and LoS will be activated in same turn as Leader, Leader gains ⚙ ⚙

TEAM SPIRIT: When friendly model within Leader's ((•)) is removed, Leader gains one of ⊙ / ⬟ / ⬟ / ⬟

CREATURE CONTROLLER

The Leader is not considered a Creature but their faction is 'Creature'. Leader may equip Creature Perks. Creature Controller may not be equipped by 🐾 / ⚡ / 💀

HOLD ☀: ⚡ gain ⊙

OBSERVER ☀: Friendly ⚡ can use Controller's LoS and Awareness when assessing requirements for a Charge and/or Triggers.

WAVE 3
LEADER CARDS

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TECH CHIEF

ADMINISTRATOR ☼: If Leader unengaged, models may use Leader's 🖵

R&D: During set-up, draw 2 Mods and attach one to any matching, un-modded piece of equipment.
Discard the other.

PROCURER

SECURITY EXPERT ☼: If Leader unengaged, models may use Leader's 🗝

CATCH!: Can share at *Red* instead of *Yellow*.

GATHERER

HOARDER ☼: If Leader unengaged, models may use Leader's 🔍

WEATHERED: +2 ☢

BELOVED

FORTUNATE ☼: If Leader can use Luck, model may use the Leader's Luck as if they had the 🍀 ability.

INSPIRATIONAL: When Leader removed due to an attack by an opposing model, up to 4 friendly models in LoS and Leader's 📶 may immediately perform 1 Quick Action.

SYNTH EXPERT

CALIBRATED ☼: 😐 without 👁, gain 👁

NETWORK ☼: 😐 may use LoS and Awareness of other Synths within Leader's aura for Charge and Triggers.

ROBOT CONTROLLER

The Leader is not considered a Robot but their faction is 'Robot'. Leader may equip Robot Perks. Robot Controller may not be equipped by 🐾/⚡/💀

HOLD ☼: 🤖 gain 👁

OBSERVER ☼: Friendly 🤖 can use Controller's LoS and Awareness when assessing requirements for a Charge and/or Triggers.

WAVE 2
LEADER CARDS

CREATURE CONTROLLER

The Leader is not considered a Creature but their faction is 'Creature'. Leader may equip Creature Perks. Creature Controller may not be equipped by 🐾 / 〰 / 💀

HOLD ☀: 〰 gain 👁

OBSERVER ☀: Friendly 〰 can use Controller's LoS and Awareness when assessing requirements for a Charge and/or Triggers.

ROBOT CONTROLLER

The Leader is not considered a Robot but their faction is 'Robot'. Leader may equip Robot Perks. Robot Controller may not be equipped by 🐾 / 〰 / 💀

HOLD ☀: 💀 gain 👁

OBSERVER ☀: Friendly 💀 can use Controller's LoS and Awareness when assessing requirements for a Charge and/or Triggers.

STALKER

SILENT FIGHTER: 🗡 + ⬠

SHADOW ☀: The Move of models activated during the same turn as the Leader which start out of enemy LoS is one color longer than usual. Does not affect Charge.

GRENADIER

BOMBARDIER ☀: Models activated during same turn as Leader, 🧨 + ⬠

KICK IT AWAY: If unengaged and the final location of a 🧨 attack is within *Orange*, may ✸ by *Orange* before damage is resolved.

SELFLESS

HELPFUL ☀: Int +1

LOOK OUT!: If unengaged, may take weapon damage suffered by friendly model within *Orange* and LoS (prior to armor roll). Once between activations.