



"RECON"

MOVE: 4
 RANGE: 2
 TO HIT: -
 TO BE HIT: 3
 SPECIAL:

None



"GUARD"

MOVE: 1
 RANGE: 2
 TO HIT: +1
 TO BE HIT: 2
 SPECIAL:

Vision



"BERSERKER"

MOVE: 4
 RANGE: 0
 TO HIT: (+3)
 TO BE HIT: 2
 SPECIAL:

Rage



"GRENADE"

MOVE: 2
 RANGE: 2
 TO HIT: -1
 TO BE HIT: 3
 SPECIAL:

Grenade



"SURE-SHOT"

MOVE: 1
 RANGE: 3
 TO HIT: +1
 TO BE HIT: 4
 SPECIAL:

None



"CAPTAIN"

MOVE: 1
 RANGE: -
 TO HIT: -
 TO BE HIT: 2
 SPECIAL:

COMMAND



"M-GUNNER"

MOVE: 1/2
 RANGE: 3
 TO HIT: +1
 TO BE HIT: 4
 SPECIAL:

None



"SHOT GUN"

MOVE: 2
 RANGE: 2
 TO HIT: +2
 TO BE HIT: 3
 SPECIAL:

None



"SMG"

MOVE: 3
 RANGE: 2
 TO HIT: +1
 TO BE HIT: 3
 SPECIAL:

None



"RAD-OP"

MOVE: 2
 RANGE: 1
 TO HIT: -
 TO BE HIT: 3
 SPECIAL:

Communications



"MORTAR"

MOVE: 1/3
 RANGE: *
 TO HIT: -2
 TO BE HIT: 2
 SPECIAL:
 Distance Attack
 Extra Damage



"BAZOOKA"

MOVE: 1
 RANGE: 5
 TO HIT: -1
 TO BE HIT: 2
 SPECIAL:
 Extra Damage



"HERO"

MOVE: 2
 RANGE: 2
 TO HIT: -
 TO BE HIT: 3
 SPECIAL: Bravery



"SWEEPER"

MOVE: 2
 RANGE: 1
 TO HIT: -
 TO BE HIT: 3
 SPECIAL:
 Disable Mines



"BFG"

MOVE: 1/2
 RANGE: 4
 TO HIT: -
 TO BE HIT: 3
 SPECIAL:
 Extra Targets



"P.O.W."

MOVE: 2
 RANGE: 1
 TO HIT: -
 TO BE HIT: 2
 SPECIAL:
 Surrender



"SARG"

MOVE: 2
 RANGE: 2
 TO HIT: -
 TO BE HIT: 2
 SPECIAL:
 Leadership



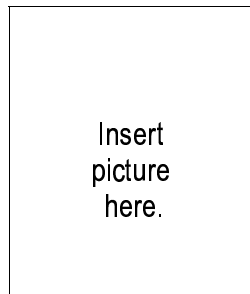
"LINE MAN"

MOVE: 1
 RANGE: 2
 TO HIT: -
 TO BE HIT: 3
 SPECIAL:
 Communications



"MEDIC"

MOVE: 4
 RANGE: -
 TO HIT: -
 TO BE HIT: 2
 SPECIAL:
 Heal



" _____ "

MOVE: -
 RANGE: -
 TO HIT: -
 TO BE HIT: -
 SPECIAL: