

PLAY AT THE START OF YOUR TURN

EXCHANGE THIS CARD WITH THE ONE ON TOP OF THE DISCARD PILE



PLAY AFTER YOU ROLL AN ATTACK

REROLL ANY OF THOSE DICE



THIS UNIT MAY JUMP, THEN ATTACK, THEN JUMP AGAIN



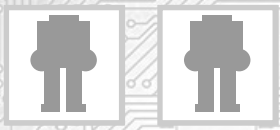
THIS UNIT MAY ATTACK AN ADJACENT ENEMY WITH 4 DICE

BUT IT HITS ITSELF ON ROLLS OF 4



PLAY WHEN AN ADJACENT ENEMY UNIT RETREATS OR IS ELIMINATED

YOUR ATTACKING CYBORG OR LASER RUNNER MAY OVERRUN

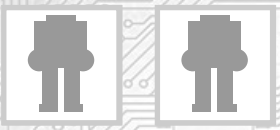


ONCE OF THESE UNITS MAY SACRIFICE A FIGURE TO CHANGE ITS SPACE TO FORTIFIED OR ELEVATED TERRAIN



PLAY WHEN YOUR CYBORG OR LASER RUNNER IS ATTACKED BY AN ADJACENT ENEMY

MAKE A 2-DICE ATTACK AGAINST THAT ENEMY BEFORE IT ROLLS



THESE UNITS IGNORE MINEFIELDS AND SENTRY GUNS