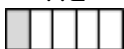

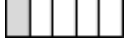
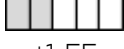
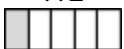
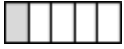


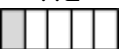
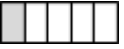


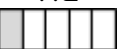

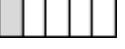

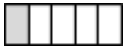
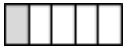

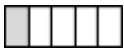
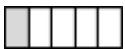





**FORSAKEN SENTRY CARDS**

\*\*\*FOLD\*\*\*

NAME		general	NAME		major	NAME		captain	NAME		lieutenant
		<b>EQUIPMENT</b>			<b>EQUIPMENT</b>			<b>EQUIPMENT</b>			<b>EQUIPMENT</b>
<p><b>WC</b></p>  <p>+1 FF</p> <p><b>MC</b></p>  <p>+1 FF</p> <p><b>RC</b></p>  <p>+1 FF</p> <p><b>SPD</b></p>  <p>+1 FF</p>		<p>2 Handed FULL AUTO CRNG 8 / LRNG 24 / RoF 3 (2H) You may make up to a number of separate Attacks at the same Target equal to the Weapon's RoF at -1RC each, the Unit gains Click.</p> <p>Energy Matrix Adds 1 Forcefield.</p>	<p><b>WC</b></p>  <p>+1 ARM</p> <p><b>MC</b></p>  <p><b>RC</b></p>  <p><b>SPD</b></p> 		<p>Launcher LRNG 24 / RoF 1 Cannot be used on the same turn you move. 3" Template, Blast(1d6) (2H)</p> <p>Helmet Protects Head.</p>	<p><b>WC</b></p>  <p><b>MC</b></p>  <p>+1 ARM</p> <p><b>RC</b></p>  <p><b>SPD</b></p> 		<p>Light Armor w/ Scrambler Protects Body. -2 to Range attacks made against the Unit.</p> <p>1 Handed Large Caliber CRNG 4 / LRNG 8 / RoF 2 If the Attack is a Crit, +1 Damage. (1H)</p>	<p><b>WC</b></p>  <p><b>MC</b></p>  <p><b>RC</b></p>  <p>+1 ARM</p> <p><b>SPD</b></p> 		<p>Whippy Target is Grabbed on a Clash. (1H)</p> <p>Reachy Shocky Unit cannot be Charged, and when Charging Attacks gains +1 damage on a Crit. If the Attack is a Crit, Target is Shocked. (2H)</p> <p>Shield Helper Only protects Unit in front arc. The unit has a third, robotic arm. The arm can hold 1H of equipment. The unit may make 1 attack on its turn with the arm in addition to the unit's other attacks. (1H)</p>
		<b>ABILITIES</b>			<b>ABILITIES</b>			<b>ABILITIES</b>			<b>ABILITIES</b>
						<p>Camouflaged 1 (Tech) Units have an additional -1RC when Targeting this Unit in Cover or Concealment.</p>					
		POINT VALUE 25			POINT VALUE 28			POINT VALUE 26			POINT VALUE 25

NAME	sergeant	NAME	TROOP															
<p><b>WC</b></p> 	<p><b>EQUIPMENT</b></p> <p>SHreddy SHOCKING If the Attack is a Crit, immediately gain an additional Attack against the same Target.</p> <p>If the Attack is a Crit, Target is Shocked. (1H)</p>	<p><b>WC</b></p> 	<p><b>EQUIPMENT</b></p> <p>Energy SHOTGUN TDT / RoF 1 If the Attack is a Crit, Target is Burned. (2H)</p>	<p><b>ADVANCEMENT BASIC</b></p>														
<p><b>MC</b></p>  <p>+1</p>	<p>Re-enforced GRIP BUDDY SHIELD Only protects Unit in front arc. +1 MC(1H)</p>	<p><b>MC</b></p> 	<p>Helmet Protects Head.</p>	<p><b>STATS</b></p> <div style="border: 1px solid black; width: 100%; height: 20px; margin: 5px 0; text-align: center;">MC</div> <div style="border: 1px solid black; width: 100%; height: 20px; margin: 5px 0; text-align: center;">RC</div>														
<p><b>RC</b></p>  <p>+2 ARM</p>		<p><b>RC</b></p> 		<p><b>PROMOTE</b></p>														
<p><b>SPD</b></p> 		<p><b>SPD</b></p> 																
<b>ABILITIES</b>		<b>ABILITIES</b>		<b>ADVANCEMENT ELITE</b>														
				<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%;">ROLL</th> <th>ABILITY</th> </tr> </thead> <tbody> <tr><td style="text-align: center;">1</td><td>ATTABOY</td></tr> <tr><td style="text-align: center;">2</td><td>INFILTRATOR</td></tr> <tr><td style="text-align: center;">3</td><td>CROWD CONTROL BRUTAL TACTICS</td></tr> <tr><td style="text-align: center;">4</td><td>SHOOT OUT</td></tr> <tr><td style="text-align: center;">5</td><td>FEARLESS TACTICS</td></tr> <tr><td style="text-align: center;">6</td><td>SAWBONES</td></tr> </tbody> </table>	ROLL	ABILITY	1	ATTABOY	2	INFILTRATOR	3	CROWD CONTROL BRUTAL TACTICS	4	SHOOT OUT	5	FEARLESS TACTICS	6	SAWBONES
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