









Heavy Trooper HOMING SHOT

Play when Trooper is attacking. Opponent may move 2 spaces. If they are behind an obstacle, attack does nothing, if a person is used as cover, they both take 2 damage. (Shot tracks to opponent's location)



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PROXIMITY BOMB

Play anytime on your turn.

Place one chip on the board in any vacant space. If an enemy passes through, this deals 3 damage until detonated



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Play anytime on your turn. Pick a card from your discard pile and play it. This card does not count as an action



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SCOUT PISTOL

Play when Trooper is attacking. This deals 8 damage adjacent, and two less damage for every space farther away



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PERSONAL SHELD

Play when Trooper is defending.

Draw a card

