MINION GROUP SQUAD

SOAK VALUE	WOUNDS
3	5

1 ○○○○○
2 ○○○○○
3 ○○○○○
4 ○○○○○
5 ○○○○○

RANGED-HEAVY

Blaster Rifle
(Long) *Damage* = 9
Crit = ⟲⟲⟲
Special: Stun Setting

Minion 1	◆◆
Minion 2	⬡◆
Minion 3	⬡⬡
Minion 4	⬡⬡◆
Minion 5	⬡⬡⬡

MELEE

Combat Knife
(Engaged) *Damage* = 3
Crit = ⟲⟲⟲
Special: none

Minion 1	◆◆
Minion 2	⬡◆
Minion 3	⬡⬡
Minion 4	⬡⬡◆
Minion 5	⬡⬡⬡

1 2 3 4 5 ☐

1 CREATE A SQUAD
Easy (◆) *Leadership* check as a maneuver. (Leader may redirect any wounds suffered to a minion in his squad. Can disband anytime as an incidental.)

2 ORDER SQUAD INTO A NEW FORMATION
Average (◆◆) *Leadership* check as a maneuver. (Recieve bonuses for the specific formation listed below.)

FORMATIONS

DUG IN (DI)
Squad assumes a defensive posture.
(Add ■ to any attack targeting the squad or its leader. Able to stack with other defensive bonuses, such as cover.)

SKIRMISH (SK)
Ward off ambushes while traversing unsafe areas between combat encounters.
(Add ■ to any *Vigilance* or *Perception* checks made by the squad or the leader. Also requires enemies to spend one additional ⟲ to activate Auto-fire or Blast.)

CLOSE (CL)
Concentrate fire on a single target or defense.
(Add ■ to any attack made by the squad or the leader.)

MISSION SPECIALIST (MS)
Provide specialized skill to overcome a challenge.
(Squad leader can use *Leadership* skill to perform a single *Computers, Mechanic, Medicine, Skullduggery, Survival* or *Knowledge* check. Leader can only do this the number of times equal to his ranks in the *Leadership* skill per session)

COMM SILENCE (CS)
Move undetected.
(Add ■ to all *Stealth* checks made by the unit.)

SEARCH PARTY (SP)
For running enemies to ground or locating units lost in the field.
(Add ■ to any *Survival* (or some *Perception*) checks made by the unit.)

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