



MICHAEL BARRICK

- GNASHER SHOTGUN
- SNUB PISTOL
- 2 BOLO GRENADE

SPECIAL ABILITY:
Instead of attacking, choose a Locust in your area. Roll one attack die for each health lost. If you roll an Omen, it is killed, if it is vulnerable to chainsaw. You are moved out of cover.



BENJAMIN CARMINE

- LANCER
- SNUB PISTOL
- 1 BOLO GRENADE

SPECIAL ABILITY:
You get +1 defense die while in cover.



CLAYTON CARMINE

- LANCER
- SNUB PISTOL
- 1 BOLO GRENADE

SPECIAL ABILITY:
Add +1 to all your attacks for each Locust you killed during your last round.



CLAYTON CARMINE

- LANCER
- SNUB PISTOL
- 1 BOLO GRENADE

SPECIAL ABILITY:
Add +1 to all your weapon attacks (excluding grenades) for each Locust you killed during your last round.



DIZZY WALLIN

- LANCER
- GNASHER SHOTGUN
- 1 BOLO GRENADE

SPECIAL ABILITY:
If a COG in your area is hit, you can take the damage instead. If you do so during another COG's turn, you can draw 3 Order cards during your next Heal step.



JACE STRATTON

- LANCER
- SNUB PISTOL
- 1 BOLO GRENADE

SPECIAL ABILITY:
You can use the special Ability of any COG figure in your area.



JACE STRATTON

- LANCER
- SNUB PISTOL
- 1 BOLO GRENADE

SPECIAL ABILITY:
You can use the special Ability of one COG figure in your area. Limit one Special Ability per turn.



SAMANTHA BYRNE

- LANCER
- SNUB PISTOL
- 1 BOLO GRENADE


SPECIAL ABILITY:
If you are in the same area as Damon Baird, you both get +1 to all attacks and defenses.



SAMANTHA BYRNE

- LANCER
- SNUB PISTOL
- 1 BOLO GRENADE

SPECIAL ABILITY:
If you are in the same area as Damon Baird, you get +1 to all attacks and defenses.



BERNIE MATAKI

- LONGSHOT SNIPER
- SNUB PISTOL
- 1 BOLO GRENADE

SPECIAL ABILITY:
You do not need to discard an Order card to revive another COG player.

RICHARD PRESCOTT



NO WEAPON

NO WEAPON

NO WEAPON

SPECIAL ABILITY:
You cannot move or attack. Instead you control the Onyx Guard. If there is no Onyx Guard in play at the start of your turn, place one in your area.

CONTROLLED BY RICHARD PRESCOTT

ONYX GUARD



LANCER

SNUB PISTOL

BOLO GRENADE

SPECIAL ABILITY:
The Onyx Guard is not considered the nearest COG, if in the same area as Richard Prescott. If receiving 4 wounds in one turn, it is removed from play.

Yamato Seki



Katama Sword

Cross Bow

Dynamite

SPECIAL ABILITIES:
Your maximum hand size is 7 cards (instead of 6 cards).
Roll 1 additional die when using your Katama Sword's constant ability.

MINH YOUNG KIM - LIEUTENANT



LANCER

SNUB PISTOL

BOLO GRENADE

SPECIAL ABILITY:
During his turn he may give 1 of his Order cards to any COG to perform immediately.

VICTOR HOFFMAN



CRASHER SHOTGUN

SNUB PISTOL

2 BOLD GRENADE

SPECIAL ABILITY:
On your turn, you may either exchange one Order card with another player, OR discard an Order card and draw a new one. Limit once per turn.

CARMINE



LANCER

SNUB PISTOL

BOLO GRENADE

SPECIAL ABILITY:
You may treat any Order card in your hand as if it had a dodge reaction ability icon. You may allow any player in your area to use your dodge cards.

ANYA STROUD



LANCER

SNUB PISTOL

BOLO GRENADE

SPECIAL ABILITY:
As a special action, you may draw three cards from the AI deck. Look at them, then put them on the top or bottom of the AI deck in any order.

ANTHONY CARMINE - PRIVATE



LANCER

SNUB PISTOL

BOLO GRENADE

SPECIAL ABILITY:
+1 defense die always.