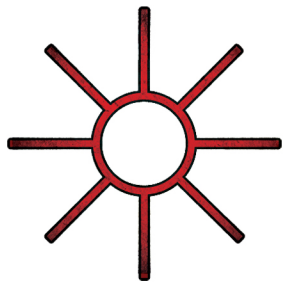




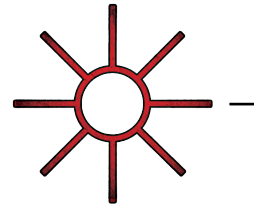
FOR WHAT REMAINS

— STREETS OF RUIN —



FREEMEN

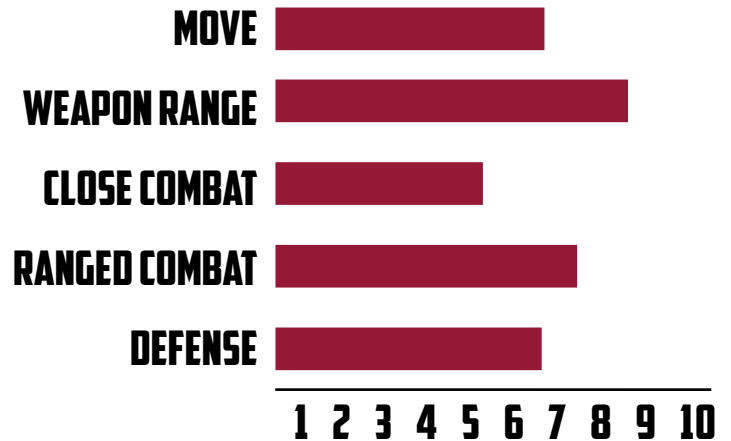
FREEMEN



“We must stand up against the Combine. Show them that we will not submit to their tyranny.”
— Freeman Rebel Leader

“They are terrorists and will use any means necessary to overthrow the Combine government.”
— Combine Commander

ATTRIBUTE RATINGS OVERVIEW



The Freeman Coalition (typically shortened to “Freemen”) is a collection of loose-knit, disparate bands of rebels and resistance fighters united by a common goal: independence from the rule of the Combine. They specialize in guerrilla tactics and unconventional warfare. They are willing to do anything necessary to achieve their freedom.

The ranks of the Freeman are drawn from anyone who disagrees with the rule of the Combine. Their forces usually consist of a mix of mercenaries, survivalists, bushrangers, outlaws, and highwaymen, held together only by rebel leaders.

The Freeman also often come to blows with Echo, the Erthen, the Order of the New Dawn, and the Soldiers of Light due to the constant battle for scarce resources and philosophical differences.

The Freeman rely on hit-and-run tactics, ambushes, sabotage, espionage, and any other method possible in order to defeat their enemies.

GRENADIER



Classification: Human

Grenadiers specialize in heavy weapons such as shoulder-fired rocket launchers. Their main focus on the battlefield is to counter heavily armed foes such as the Combine's ARMS. Due to the lack of guidance systems in most of the weapons used by Grenadiers, the operators must still fire relatively close to intended targets to increase the probability of kills. However, they do not have to have direct line of sight to their targets.

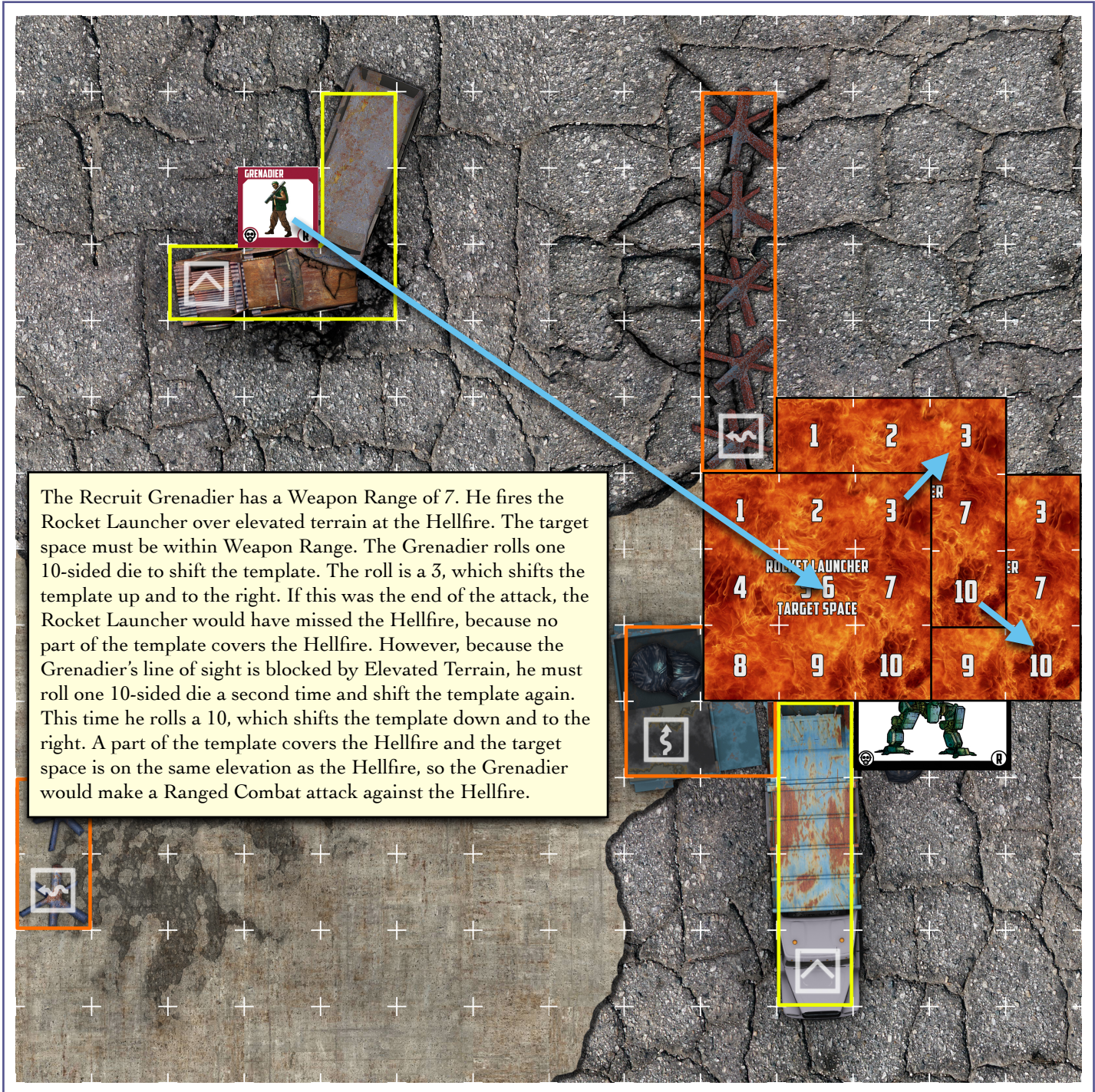


Rocket Launcher Template

Rocket Launcher: Ranged Combat (Area Attack) [R / V / E]

The Grenadier must use the Rocket Launcher ability when making a Ranged Combat attack. The Grenadier cannot make a normal Ranged Combat attack. Place the target space of Rocket Launcher template within Weapon Range. If the Grenadier has line of sight to the target space of the Rocket Launcher template, roll one 10-sided die and shift the template one space in the direction of the result (if a 5 or 6 is rolled, the template does not shift). If the Grenadier's line of sight to the target space is blocked by Elevated Terrain, roll one 10-sided die and shift the template one space in the direction of the result and then roll one 10-sided die a second time and shift the template in the direction of the result again. If a die result would shift the target space into Blocking Terrain, ignore the die roll result. If shifting the template causes the target space to move off the battleground, the Rocket Launcher has no effect. The elevation level of the target space after the template is shifted is the affected elevation level. The Rocket Launcher targets all spaces of the template on the affected elevation level. The Rocket Launcher template cannot be placed if line of sight to the target space is blocked by Blocking Terrain.

GRENADIER / ROCKET LAUNCHER EXAMPLE



The Recruit Grenadier has a Weapon Range of 7. He fires the Rocket Launcher over elevated terrain at the Hellfire. The target space must be within Weapon Range. The Grenadier rolls one 10-sided die to shift the template. The roll is a 3, which shifts the template up and to the right. If this was the end of the attack, the Rocket Launcher would have missed the Hellfire, because no part of the template covers the Hellfire. However, because the Grenadier's line of sight is blocked by Elevated Terrain, he must roll one 10-sided die a second time and shift the template again. This time he rolls a 10, which shifts the template down and to the right. A part of the template covers the Hellfire and the target space is on the same elevation as the Hellfire, so the Grenadier would make a Ranged Combat attack against the Hellfire.

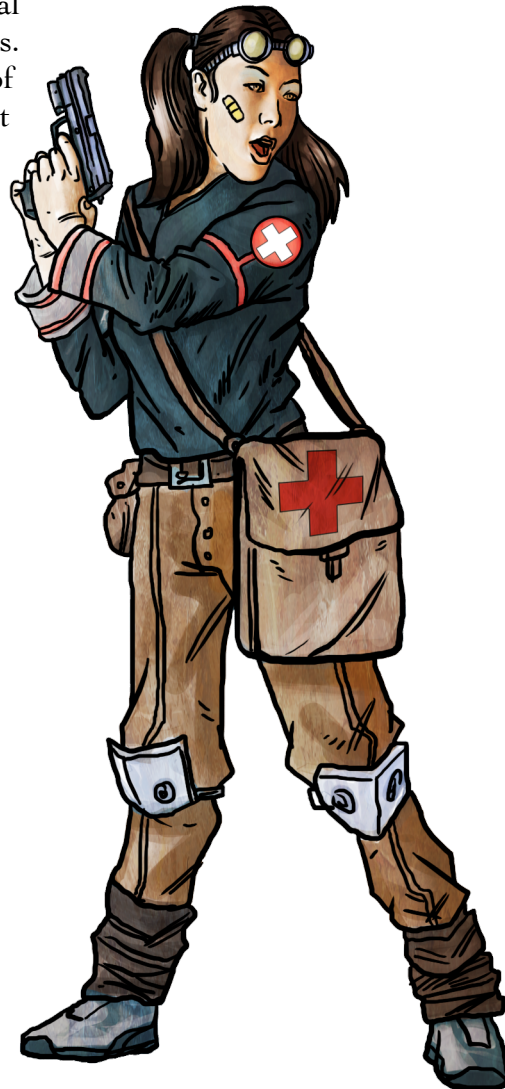
	1	2	3	
1	2	3	7	3
4	5	6	7	10
8	9	10	9	10

MEDIC



Classification: Human

Medics are trained in recovery and medical treatment of personnel in combat environments. While their primary concern is the health of others, medics are also capable combatants. Most medics carry pistols or other light firearms.



Medkit: Special [R]

The Medic can flip an adjacent allied **Human** character counter or her own counter from injured to healthy.

Combat Medic: Move-Special [V / E]

The Medic can Move before or after flipping an adjacent allied **Human** character counter or her own counter from injured to healthy. The Medic cannot Move, flip an adjacent allied **Human** character's counter or her own counter from injured to healthy, and then Move again.

REBEL LEADER



Classification: Human

Rebel leaders are natural born commanders. They earn the respect of the disparate mix of rebels who make up the Freeman by leading forces into battle. Rebel leaders carry specialized communications gear to maintain contact with Freeman strike units. In addition to their leadership, rebel leaders are usually some of the freemen's best trained and most experienced fighters.



Inspire: Special [R/V/E]

The Rebel Leader can give an allied **Human** character within Weapon Range and in line of sight a free, immediate Close Combat, Ranged Combat, or Move action. The granted action cannot include the use of any ability. The Rebel Leader can only Inspire a character of the same level or lower.

SCOUT



Classification: Human

Scouts specialize in mobility. They usually have backgrounds as bushrangers and survivalists, and they excel in navigating their way through challenging terrain. Scouts are typically tasked with performing deep reconnaissance so that they can provide intelligence to rebel leaders. However, scouts are also expected to participate in direct action operations, where they rely on their mobility for hit-and-run tactics. Most scouts carry submachine guns or similar light weapons.



Ambush: Move-Ranged Combat [R / V / E]

The Scout can Move and then make a Ranged Combat attack or make a Ranged Combat attack and then Move. The Scout cannot Move, make a Ranged Combat attack, and then Move again.

Stalker: Move [V / E]

The Scout can Move through Difficult Terrain and Water Terrain with no increase to Move cost.

SNIPER



Classification: Human

Snipers are expert marksmen who are expected to engage targets from concealed positions and from distances exceeding the capabilities of most personnel. They are equipped with high-precision sniper rifles. In addition to marksmanship, snipers are trained in camouflage, field craft, infiltration, reconnaissance and observation. Snipers carry specialized camouflage paint and use spectrally reflective netting for camouflage.



Sharpshooter: Ranged Combat [R]

The target of this Ranged Combat attack does not receive Difficult Terrain Defense bonuses. This ability overrules all abilities that allow characters to gain special Difficult Terrain Defense bonuses.

Sniper: Ranged Combat [V / E]

The target of this Ranged Combat attack does not receive Difficult Terrain Defense bonuses and Defense bonuses for shooting through characters. This ability overrules all abilities that allow characters to gain special Difficult Terrain Defense bonuses.

Stealth: Defense (Passive) [V / E]

The Sniper receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1.