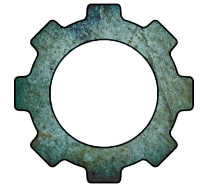


COMBINE: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Dual Strike	Ranged Combat	The Hellfire can make two Ranged Combat attacks. The attacks must be against two different targets. Resolve the effects of the first attack before making the second.
Enhance Accuracy	Special	Place the Enhance Accuracy marker on the Commander. The marker stays in place until the Commander uses Enhance Range, swapping the Enhance Accuracy marker for the Enhance Range marker. While the Enhance Accuracy marker is on the Commander, the Commander can give a bonus Ranged Combat die to all allied Mechanical characters that begin their turn within the Commander's Weapon Range and line of sight. The Commander must be of an equal or higher level than the affected characters for them to receive the bonus. This enhancement cannot be used in conjunction with Dual Strike and Flamethrower. The enhancement from this ability can be used in conjunction with Enhance Range and Weapon Sensors. The effects of this ability are not cumulative.
Enhance Range	Special	Place the Enhance Range marker on the Commander. The marker stays in place until the Commander uses Enhance Accuracy, swapping the Enhance Range marker for the Enhance Accuracy marker. While the Enhance Range marker is on the Commander, the Commander can give a +1 Weapon Range to all allied Mechanical characters that begin their turn within the Commander's Weapon Range and line of sight. The Commander must be of an equal or higher level than the affected characters for them to receive the bonus. This enhancement cannot be used in conjunction with Dual Strike and Flamethrower. The enhancement from this ability can be used in conjunction with Enhance Accuracy and Weapon Sensors. The effects of this ability are not cumulative.
Flamethrower	Ranged Combat (Area Attack)	The Inferno must use the Flamethrower ability when making a Ranged Combat attack. The Inferno cannot make a normal Ranged Combat attack. Place the entire Flamethrower template within Weapon Range and place the two designated spaces along any side of the Inferno. If the template covers more than one elevation, choose which elevation level is affected before rolling attacks. All of the template's spaces in line of sight to the Inferno and on the chosen elevation are affected.
Hover	Move	The HARPI can Move through Difficult, Elevated, and Water Terrain with no increase to Move cost.
Huge	Special (Passive)	For a full description of the Huge ability, reference the For What Remains rulebook, p. 21.
Repair	Special	The HARPI can flip an adjacent allied Mechanical character's counter or its own counter from injured to healthy.
Surveillance	Special	When the HARPI uses the Surveillance ability, draw three Action Tokens, choose one to activate for the next action in the round, and then shuffle the other two back into the Action Bag.
Weapon Sensors	Ranged Combat	After the Vanguard makes a Ranged Combat attack, you can re-roll any 1's that were rolled one time each.