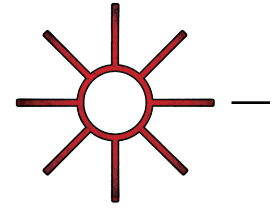


FREEMEN: ABILITIES REFERENCE



| Ability Name | Ability Type | Description |
|-----------------|-----------------------------|--|
| Ambush | Move - Ranged Combat | 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. |
| Combat Medic | Move - Special | 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. |
| Inspire | Special | 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. |
| Medkit | Special | The Medic can flip an adjacent allied Human character counter or her own counter from injured to healthy. |
| Rocket Launcher | Ranged Combat (Area Attack) | 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. |
| Sharpshooter | Ranged Combat | 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 | 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. |
| Stalker | Move | The Scout can Move through Difficult Terrain and Water Terrain with no increase to Move cost. |
| Stealth | Defense (Passive) | The Sniper receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1. |