

Name: Grey Scientist

Profession: Officer

HP: 2

DP: 3

XP: 81

Str: 2

Qui: 4

Sta: 4

Int: 5

RC: 5

MC: 2



Weapons

Internal Probe: Level 5
Str: 5 Short Range: 0-18" Long Range: 24"
Special: Increases the victim's target number for morale rolls by 1 (non-cumulative) for the next upkeep.
Laser scalpel: Level 1
Str: M Special: 1-Handed Melee

Scientists often create weapons of their own, such as the infamous Heat Cannon or Internal Probe, and receive a -1 bonus to levels for special machines or artillery.

Skills

Run&Gun: May attack if you run, +1 to hit
Deadeye - The model may ignore the to hit penalty for long ranged attacks.
Teleporter—This model uses Int instead of Qui for running and may ignore intervening terrain
Bravery - Lower target number by 1 when making a Morale roll.
Duck & Cover - The model gains +1 Defense.

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Name: Grey Crewman

Profession: Grunt

HP: 1

DP: 1

XP: 55

Str: 2

Qui: 3

Sta: 3

Int: 3

RC: 3

MC: 2



Weapons

Disintegrator Pistol: Level 4
Str: 4 Short Range: 0-9" Long Range: 15"
Special: Pistol, Cannot be healed
Laser knife: Level 1
Str: M Special: 1-Handed Melee

Run&Gun: May attack if you run, +1 to hit
Know-how - The model may use weapons 1 level higher than its RC or MC Attribute without a penalty.
Energy Weapon—May make an additional shot with an energy pistol, as if using one in each hand. This applies an additional +1 to the target number.

Skills

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Name: Grey Crewman

Profession: Grunt

HP: 1

DP: 1

XP: 50

Str: 2

Qui: 3

Sta: 3

Int: 3

RC: 3

MC: 2



Weapons

Disintegrator Pistol: Level 4
Str: 4 Short Range: 0-9" Long Range: 15"
Special: Pistol, Cannot be healed
Laser knife: Level 1
Str: M Special: 1-Handed Melee

Run&Gun: May attack if you run, +1 to hit
Know-how - The model may use weapons 1 level higher than its RC or MC Attribute without a penalty.
Energy Weapon—May make an additional shot with an energy pistol, as if using one in each hand. This applies an additional +1 to the target number.

Skills

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Name: Grey Psychic

Profession: Officer

HP: 2

DP: 3

XP: 79

Str: 2

Qui: 3

Sta: 5

Int: 6

RC: 3

MC: 3



Weapons

Disintegrator Pistol: Level 4
Str: 4 Short Range: 0-9" Long Range: 15"
Special: Pistol, Cannot be healed

Psychic: All friendly models within 6" of the Psychic will receive a +1D6 bonus for Morale rolls as long as the Psychic is not out of action.

Mind Control: Level -
Str: 4 Short Range: 0-7" Long Range: 12"
Special: Uses Int instead of RC, defended with Int. If successful, the victim makes a single attack using one weapon against another model of your choice.

Skills

Deadeye - The model may ignore the to hit penalty for long ranged attacks.

Bravery - Lower target number by 1 when making a Morale roll.

Duck & Cover - The model gains +1 Defense.

Hearty - The model may reroll 1D6 from a failed saving throw.

Really Tough - The model gains +1 Health.

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Name: Grey Psychic

Profession: Officer

HP: 2

DP: 3

XP: 79

Str: 2

Qui: 4

Sta: 4

Int: 5

RC: 5

MC: 2



Weapons

Disintegrator Pistol: Level 4
Str: 4 Short Range: 0-9" Long Range: 15"
Special: Pistol, Cannot be healed

Psychic: All friendly models within 6" of the Psychic will receive a +1D6 bonus for Morale rolls as long as the Psychic is not out of action.

Mind Control: Level -
Str: 4 Short Range: 0-7" Long Range: 12"
Special: Uses Int instead of RC, defended with Int. If successful, the victim makes a single attack using one weapon against another model of your choice.

Skills

Deadeye - The model may ignore the to hit penalty for long ranged attacks.

Bravery - Lower target number by 1 when making a Morale roll.

Duck & Cover - The model gains +1 Defense.

Hearty - The model may reroll 1D6 from a failed saving throw.

Really Tough - The model gains +1 Health.

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Name: Grey Gunner

Profession: Grunt

HP: 1

DP: 1

XP: 56

Str: 2

Qui: 3

Sta: 3

Int: 3

RC: 4

MC: 1



Weapons

Heat Beam Rifle: Level 5
Str: 4 Short Range: 0-20" Long Range: 30"
Special: Longarm, Flaming

Laser knife: Level 1
Str: M Special: 1-Handed Melee

Skills

Run&Gun: May attack if you run, +1 to hit

Know-how - The model may use weapons 1 level higher than its RC or MC Attribute without a penalty.

Hearty - The model may reroll 1D6 from a failed saving throw.

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Name: Grey Gunner

Profession: Grunt

HP: 1

DP: 1

XP: 56

Str: 2

Qui: 3

Sta: 3

Int: 3

RC: 4

MC: 1



Weapons

Heat Beam Rifle: Level 5
Str: 4 Short Range: 0-20" Long Range: 30"
Special: Longarm, Flaming

Laser knife: Level 1
Str: M Special: 1-Handed Melee

Skills

Run&Gun: May attack if you run, +1 to hit

Know-how - The model may use weapons 1 level higher than its RC or MC Attribute without a penalty.

Hearty - The model may reroll 1D6 from a failed saving throw.

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Name: Katab the Slayer
Profession: Grey Marksman Leader

HP: 4
DP: 4
XP: 111

Str: 3
Qui: 3
Sta: 6
Int: 5
RC: 6
MC: 4



Weapons

Disintegrator Pistol: Level 4
Str: 4 Short Range: 0-9" Long Range: 15"
Special: Pistol, Cannot be healed
Tracking Laser: Level 7
Str: 5 Short Range: 0-24" Long Range: 32"
Special: Pistol (because of special mount)

During a game, **Marksmen** may give up their movement (though turning on the spot to change your facing is allowed) and take aim. Marksmen that aim will earn a -1 to their Target Number to hit. Friendly models within 12" will also be able to give up their movement to aim.

Skills

Know-how - The model may use weapons 1 level higher than its RC or MC Attribute without a penalty.
Deadeye - The model may ignore the to hit penalty for long ranged attacks.
Duck & Cover - The model gains +1 Defense.
Really Tough - The model gains +1 Health.
Quickdraw - The model may ignore the to hit penalty for firing with 2 pistols in the same turn, but not for attacking 2 different targets.

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Name: GakGak
Profession: Grey Abductor Leader

HP: 4
DP: 3
XP: 113

Str: 5
Qui: 4
Sta: 5
Int: 4
RC: 4
MC: 5



Weapons

Disintegrator Pistol: Level 4
Str: 4 Short Range: 0-9" Long Range: 15"
Special: Pistol, Cannot be healed
Acid Spit: Level 3
Str: 4 Special: Thrown, Flaming
Xenomorph Whip: Level 6
Str: M+2 Special: 2-Handed Melee, Flaming

An **Abductor** will always have a bonus of +1D6 to your to hit when attacking non-aliens. Any friendly alien model within 12" may also receive this bonus

Skills

Brute Strength - Your opponent must reroll one successful D6 from his saving throw in melee combat.
Charge! - This model will receive a +1 Strength bonus if it runs and enters melee combat.
Teleporter—This model uses Int instead of Qui for running and may ignore intervening terrain
Really Tough - The model gains +1 Health.

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Name: Supreme Commander
Profession: Doctor/Combat Asset

HP: 4
DP: 4
XP: 108

Str: 2
Qui: 4
Sta: 6
Int: 7
RC: 4
MC: 4



Mind Control: Level -
Str: 4 Short Range: 0-7" Long Range: 12"
Special: Uses Int instead of RC, defended with Int. If successful, the victim makes a single attack using one weapon against another model of your choice.
Mind Blast: Level 4
Str: 4 Short Range: 0-20" Long Range: 30"
Special: Longarm
Psychic Touch: Level 4
Str: Model's Int Special: 2-H Melee

A **Doctor** may revive a friendly model that is out of action. The Doctor must move within 1" of the fallen model, and heal them instead of attacking. The Doctor makes an Int roll, using the fallen model's Sta as a target number, however you must roll a 1 or below their Sta to revive them. Rolling a 1 will not be an automatic failure. If the hurt model gets back up, but is taken out again, they may not be healed again.

Run&Gun: May attack if you run, +1 to hit
Hearty - The model may reroll 1D6 from a failed saving throw.
Duck&Cover; Really Tough: +1 HP, +1 DP
Deadeye - The model may ignore the to hit penalty for long ranged attacks.
Teleporter—This model uses Int instead of Qui for running and may ignore intervening terrain

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Name: Active Encounter Suit
Profession: Special

HP:
DP:
XP:

Str:
Qui:
Sta:
Int:
RC:
MC:



Weapons

Skills

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