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| **Aggressive**  \***Run** - double move forward, ignore cover, look to enter Brawl if possible.  \***Advance** - single move forward, into Brawl if possible, fire if possible. If no ranged weapon, treat as *Run*.  \***Rally** - treat as Advance  \***Ambush** - Randomly reposition 1d8" in a random direction (not where you thought they were!)  **Down** - change position for better cover / move closer to friends  **Fire** - shoot from current position, use Aim action, take no move. If not possible, treat as *Advance*.  \*= Take shot afterwards if possible. | **Cautious**  \***Run** - double move forward, ignore cover, look to enter Cover if possible.  \***Advance** - single move forward, into cover if possible, fire if possible. If no ranged weapon, treat as *Down*.  \***Rally** - change position for better cover / move closer to friends  \***Ambush** - Randomly reposition 1d8" in a random direction (not where you thought they were!). Second move to Cover if does not arrive there.  **Down** - Move to complete cover, backwards if necessary  **Fire** - if not in cover, move to cover. Shoot from current position, use Aim action if possible. If not possible, treat as *Advance*.  \*= Take shot afterwards if possible. | **Defensive**  \***Run** - double move forward, ignore cover, look to enter Cover if possible.  \***Advance** - single move forward, into cover if possible, fire if possible. If no ranged weapon, treat as *Run*.  \***Rally** - change position for better cover / move closer to friends  \***Ambush** - Randomly reposition 1d8" in a random direction (not where you thought they were!)  **Down** - Move to complete cover, backwards if necessary  **Fire** - move into cover if not already. Shoot from current position, use Aim action if possible. If not possible, treat as *Rally*.  \*= Take shot afterwards if possible. |
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| **Rampage**  \***Run** - double move forward, ignore cover, look to enter Brawl if possible.  \***Advance** -treat as *Run*.  \***Rally** - treat as Run.  \***Ambush** - Randomly reposition 1d8" in a random direction (not where you thought they were!). Single Move towards Brawl if possible.  **Down** - treat as *Run.*  **Fire** - move directly towards Brawl, shoot from current position. If not possible, treat as *Run*.  \*= Take shot afterwards if possible. | **Tactical**  \***Run** - double move forward, ignore cover, look to enter Brawl if possible.  \***Advance** - single move forward, into cover if possible, fire if possible. If no ranged weapon, treat as *Run*.  \***Rally** - change position for better cover / move closer to friends  \***Ambush** - Randomly reposition 1d8" in a random direction (not where you thought they were!)  **Down** - Move to complete cover, backwards if necessary  **Fire** - shoot from current position, use Aim action, take no move. If not possible, treat as *Advance*.  \*= Take shot afterwards if possible. | **Beast**  **Run** - double move forward, ignore cover, look to enter Brawl if possible.  **Advance** - double move forward, into cover if possible.  **Rally** - change position for better cover / move closer to friends  **Ambush** - Randomly reposition 1d8" in a random direction (not where you thought they were!), move towards Brawl.  **Down** - Move to complete cover, backwards if necessary  **Fire** - treat as *Run*. |