|  |  |  |
| --- | --- | --- |
| **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. |
|  |  |  |
| **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*. |