

Check	Type	Name	When	Summary	Cost	Ref
✓	All	Decisive Move	Start of movement phase	Pick a model to move first	1	p65
✓	All	Decisive Shot	Start of shooting phase	Pick a model to shoot first	2	p65
✓	All	Decisive Strike	Start of fighting phase	Pick a model to fight first	2	p65
✓	All	Insane Bravery	Before nerve tests	Pass a nerve test	1	p65
✓	All	Tactical Re-roll	After certain rolls/tests	Re-roll roll/test	1	p65
✓	All	Gritted Teeth	Before attacking with Flesh Wounds	Ignore penalty to hit from Flesh Wounds this phase	1	p65
	Leader 1	Lead By Example	When picking Leader to fight	Choose a nearby model to fight as well	1	p68
	Leader 2	Fire On My Target	When picking Leader to shoot	Choose a nearby model to shoot as well	1	p68
	Leader 3	Force of Will	Start of battle round	Kill team not penalised for being broken this round	1	p68

Check	Type	Name	When	Summary	Cost	Ref
	Combat 1	Up and at 'em!	After fighting with other model	Fight with Combat specialist next	1	p69
	Combat 2	Defensive Fighter	Start of fight phase	This phase, reduce Attacks by 2, attacking opponents must reroll successful hits	1	p69
	Combat 3	Deadly Charge	After successful charge	Roll D6, on 5+ deals mortal wound	1	p69
	Comms 1	Rousing Transmission	Before Nerve tests	Models subtract 1 from Nerve tests this phase as if Comms specialist nearby	1	p70
	Comms 2	Scanner Uplink	When picking nearby model to shoot	Model can shoot non-visible enemy, hitting on 6s	2	p70
	Comms 3	New Intelligence	End of movement phase	Pick a nearby model to ready	1	p70
	Demolitions 1	Custom Ammo	When picking Demolitions specialist to shoot	+1 to wound (can't use with High Explosive)	1	p71
	Demolitions 2	Lucky Escape	Start of shooting phase	Roll D6 for each wound lost, on 5+ wound is not lost	1	p71
	Demolitions 3	High Explosive	When picking Demolitions specialist to shoot	Fire only 1 shot, Damage increased by 2 (can't use with Custom Ammo)	1	p71

Check	Type	Name	When	Summary	Cost	Ref
	Heavy 1	More Bullets	When picking Heavy specialist to shoot	Add 1 to number of shots this phase, unless it would otherwise fire 1 shot (can't use with Overwhelming Firepower)	1	p72
	Heavy 2	Overwhelming Firepower	When picking Heavy specialist to shoot	After shooting, immediately shoot again	2	p72
	Heavy 3	Unkillable	Start of morale turn	Remove a flesh wound	1	p72
	Medic 1	Stimm-shot	Start of movement phase	Pick a nearby model, add 1 to Advance/Charge rolls and Attacks this round	1	p73
	Medic 2	Painkiller	End of movement phase	Pick a nearby model, add 2 to Toughness this round	2	p73
	Medic 3	Emergency Resuscitation	When nearby model goes Out of Action	Model suffers a Flesh Wound instead	2	p73
	Scout 1	Quick March	When picking Scout specialist to move	Increase Move by 2"	1	p74
	Scout 2	Marked Positions	Start of shooting phase	Pick enemy model near Scout specialist; re-roll hit rolls of 1 to shoot it this phase	1	p74
	Scout 3	Move Unseen	Start of movement turn	Reposition up to 18", 3"+ from enemy models (counts as having Advanced)	2	p74

Check	Type	Name	When	Summary	Cost	Ref
	Sniper 1	Careful Aim	When picking Sniper specialist to shoot	Add 1 to hit rolls this phase	1	p75
	Sniper 2	Headshot	When picking Sniper specialist to shoot	Obscured targets are not considered to be obscured this phase (can't use with Quick Shot)	1	p75
	Sniper 3	Quick Shot	When picking Sniper specialist to shoot	This phase, double shots fired, -1 to hit (can't use with Headshot)	1	p75
	Veteran 1	Adaptive Tactics	Start of first battle round, before Initiative	Make a normal move or Advance	1	p76
	Veteran 2	Well Drilled	Start of shooting turn	Ready, can shoot as if had not moved	2	p76
	Veteran 3	Roll With the Hits	When Injured in opponent's shooting turn	Opponent can only roll a single die for Injury Roll	1	p76
	Zealot 1	Killing Frenzy	When picking Zealot specialist to fight	Hit rolls of 6+ grants additional attacks this phase	1	p77
	Zealot 2	Martyr	When Zealot specialist loses last wound, before Injury	Shoot or pile in and make one attack	2	p77
	Zealot 3	Terrifying Rampage	Start of Morale phase after Zealot kills enemy	Nearby enemy models must take Nerve test	2	p77