SCAVENGER

SKILL



Your first Pick up in each activation costs 0 AP.

Always in force. No AP cost.

GOLLOPS STAR

DEADLY STRIKE

SKILL



+2 damage with every melee attack you make: melee weapons, a bayonet and unarmed attacks.

Always in force. No AP cost.

GOLLOPS STAR

FIELD MEDIC

SKILL



With a medkit you heal 2 HP more and revive with 1 HP more: 5 HP, or a revival with 3 HP.

Always in force. No AP cost.

GOLLOPS STAR

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