THE SOLDIER

The explosive Soldier class unleashes devastation with their powerful Rocket Launcher, which is capable of dealing both high damage and splash damage.

HEALTH POINTS: 20

Medkit Heal Amounts: 20 / 10 / 4

MOVEMENT:

The Soldier can spend up to two dice on movement in a single turn.
During the Move Phase, the Soldier moves 1d6 - 1 (minimal 1) for each die spent.
During the Flee Phase, the Soldier moves 1d3 - 1 (minimal 1) for each die spent.
If the Soldier does not use any weapons during the Fight Phase, they may use another die on movement during their Flee Phase.

CLASS TRAIT: EXPLOSIVE JUMP

The Soldier can Explosive Jump. During the Move or Flee Phase, the Soldier may spend one die, 4 Health Points, and 1 Ammo from their Rocket Launcher. The Soldier moves 1d6, and may spend one point of movement to land on a higher level of height (one point for each level of height). Dice spent towards Explosive Jumping does not count towards dice spent on movement. You may Explosive Jump as many times as you want during your turn, provided you have the resources.

WEAPONS:

The Soldier has the following weapons, and uses them in the following order:
Rocket Launcher
Shotgun
Shovel

ROCKET LAUNCHER	Ammo: 4	Range: Infinite
Hit: 2+	Damage: 10 (Splash: 5)	Crit Damage: 300
Hit: 3+ (Hit The Deck: 2)	Damage: 10 (Splash: 5)	Crit Damage: 300
Hit: 4+ (Hit The Deck: 3)	Damage: 10 (Splash: 5)	Crit Damage: 300
Hit: 5+ (Hit The Deck: 4)	Damage: 6 (Splash: 3)	Crit Damage: 300
Hit: 6 (Hit The Deck: 5)	Damage: 6 (Splash: 3)	Crit Damage: 300
(And all further ranges)		
Hit: 6	Damage: 3	Crit Damage: 300
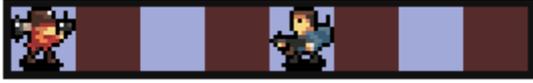
WEAPON TRAIT: PROJECTILE
This weapon shoots out a projectile, and thus travel to their target. Some elements can interact with projectiles mid-flight (such as the Pyro's Flamethrower's .

WEAPON TRAIT: SPLASH
This weapon can deal damage to those near its destination, including yourself. When this weapon hits a target, you and any enemy that is one square away from the target takes damage equal to half the amount of damage the target takes at that distance. If the attack crits, enemies hit with Splash Damage take damage equal to the full Crit Damage instead, but damage you take is treated as if the attack did not crit.

WEAPON TRAIT: FREE AIM

This weapon may target empty spaces.

WEAPON TRAIT: HIT THE DECK
Rocket Launcher users learn that it is best to shoot at the feet of their opponent to maximise splash damage potential. On Hit rolls, if you roll one below the target Hit roll (excluding rolls of 1) and the target is within five squares of you, treat the attack as if it hit a target one space away from your intended target (the space must be between you and your intended target). Use the damage from the original distance for damage calculation.

SHOTGUN	Ammo: 6	Range: 3 Squares
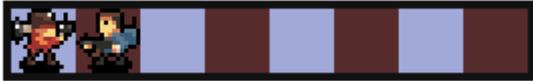
Hit: 3+ (Pellet Shot: 2)	Damage: 8 (Pellet Shot: 4)	Crit Damage: 18

Hit: 5+ (Pellet Shot: 3)	Damage: 4 (Pellet Shot: 2)	Crit Damage: 9

Hit: 6	Damage: 1	Crit Damage: 4

WEAPON TRAIT: PELLET SHOT
This weapon shoots out a wide burst of pellets, meaning some pellets may hit on an otherwise whiffed shot. On hit rolls, if you roll one below the target Hit roll, the shot hits and does half damage (rounded down).

SHOVEL	Ammo: Infinite	Range: Melee
Hit: 2+	Damage: 6	Crit Damage: 18
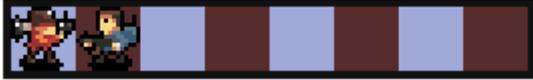
WEAPON TRAIT: CLOSE QUARTERS

If you roll a 6 on Hit roll, the attack automatically Crits.