

Hiro Legacy (Stickers and Relationships)

Hiro Matsuo - Resolutions

Morale Boost

Once per turn, you may give 1 of your own to an ally within 4

Inspiring Speech

Once per turn, you may give 1 of your own inspiring tokens to an ally within 4

Lost Cause

At the start of a mission, roll 1 . If you do not roll a , lose 1 inspiring token.

Can't Let Go

The first card you draw on a mission is treated as +1

Basic Interact

" +1 "

" +1 "

Heal yourself for 1

Move an ally 2

Basic Move

Deal 2 to an adjacent enemy.

Deal 1 to all adjacent enemies.

Gain 1

You and an ally gain 1

CC-3 Pistol

+2

+2

Scoped M160 Rifle

+1

+1

-1

2 allies gain 1

Grid Slicer

-1

+1

Power Armor

Deal 1 to an adjacent enemy.

Heal an adjacent ally for 1

BMS Device

Your next action this turn has +1

Heal an adjacent ally for 1

Hiro Matsuo - Relationships

ABESC

Ayeni Inaru

Hellfires

Terrans / Marauders

Umbrasius

✓?X!

Ayeni Inaru

✓?X!

Logan Morris

✓?X!

Oiphiir

✓?X!

Tracen

FE1D

UTAH

AAHD

CCHE

UMLE

AILT

CGIH

SFRE

27LI

CNPH

INGW

LMAD

ABIK

ASIG

ROUF

CMRP

SOOH

OISA

OHAC

GGPT

CHAN

TCOS

NEHE

GLFF

LEPO

TLCM

C22D

C23D

C24D

C25D

C26D

C31D

C32D

C33D

C34D

TGSE

RETR

NTOE

ABTM

C22L

C23L

C24L

C25L

C26L

C31L

C32L

C33L

C34L

INSU

HOCH

DIRE

RAID

C41D

C42D

C43D

C44D

46AD

46BD

47AD

47BD

C41L

C42L

C43L

C44L

46AL

46BL

47AL

47BL

SEPA

DETO