CARRION CATAPULT

If this unit is under half health, it burrows underground and enters stealth.

FLESH WEAVER

This unit gains +5 movespeed until end of turn.

FLESH WEAVER

A unit within 8cm of the Weaver heals 1d8 damage and rolls a 1d6. On a 3+ it mutates

MEAT CRASHER

If this unit is below half health gain +2 armor until it's next turn

MEAT CRASHER

On a successful melee attack this turn. All units in 5cm take knockback 5

REJECT

You may destroy a reject and gain 1 energy

REJECT

You may destroy a reject and gain 1 energy

PREACHER OF CHANGE

Choose a friendly mutant. It takes 1d4 true damage and this gains 1 energy

PREACHER OF CHANGE

Choose a unit. It rolls on the genetic mutation table

GENE LORD

You may choose to lose a Genetic Anomaly

GENE LORD

Gain 1 Genetic Anomaly

THE UPLIFTED

Move a unit 5 cm

THE UPLIFTED
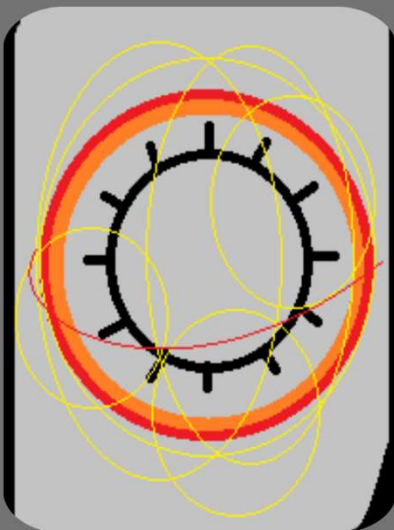
Move a unit 5 cm
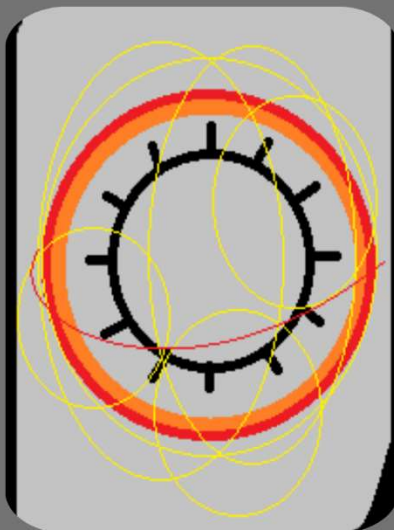
THE UPLIFTED

THE UPLIFTED

CARRION CATAPULT

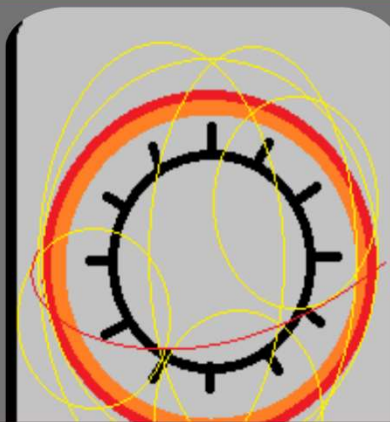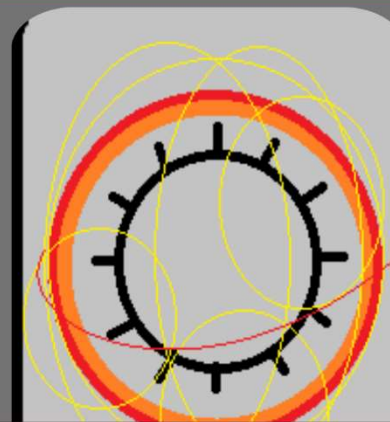The next launched unit may go and extra 1d10 distance
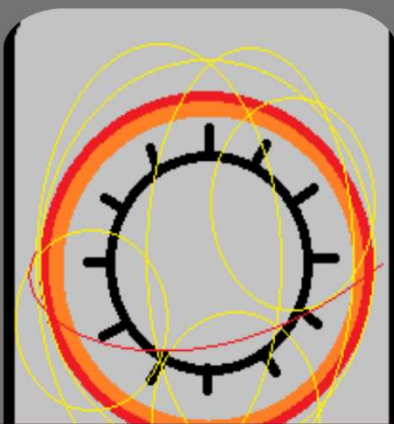
NEWBIE PILOT	NEWBIE PILOT	VANGUARD COMMANDER	VANGUARD COMMANDER
		Move a friendly mech 10cm	A unit in 15cm loses suppression

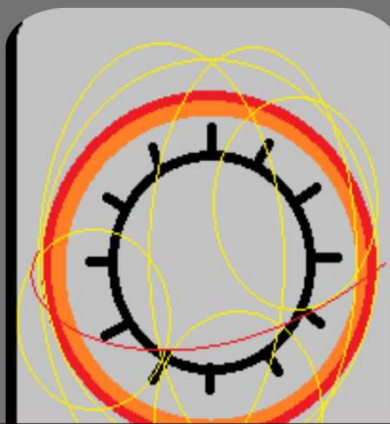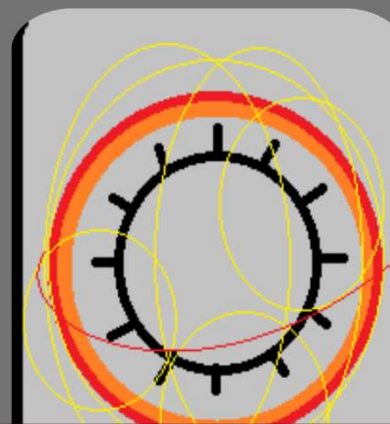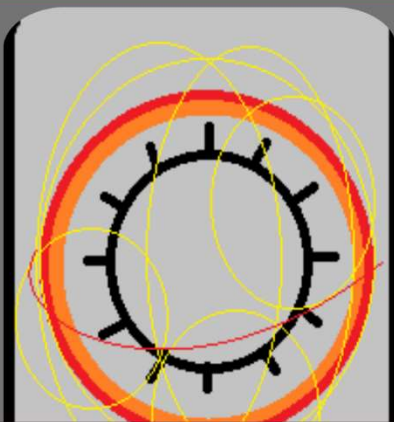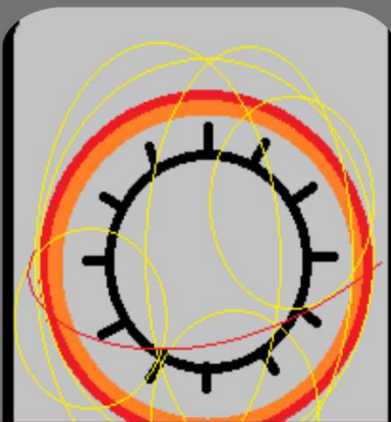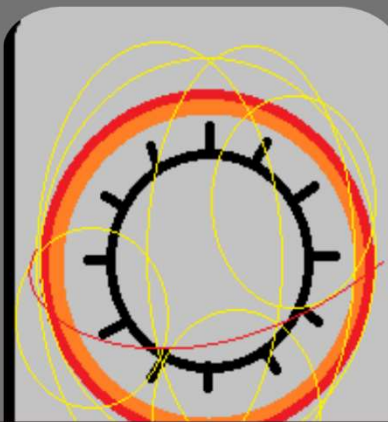| VETERAN PILOT	VETERAN PILOT	SUPPORT EXOSUIT	SUPPORT EXOSUIT
Roll a dice and keep the result. You may subsitute a roll for this dice for 1 energy. It lasts until this units next turn	Give a pilot 1 energy	Heal a friendly non-Mech for 1d4 damage	Heal a friendly mech for 1d6 health

CRYO HAZARD EXOSUIT

If your health is less than half do 1d4 energy damage to all other units in 10cm
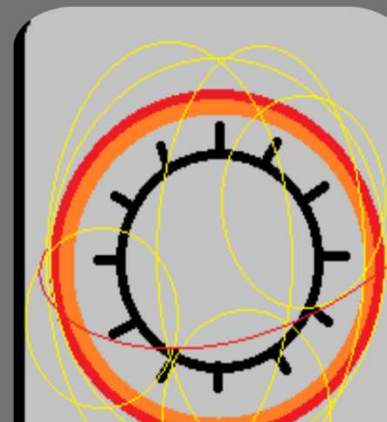
CRYO HAZARD EXOSUIT

You may choose to apply slow 2 to any enemy within line of sight and 15 cm
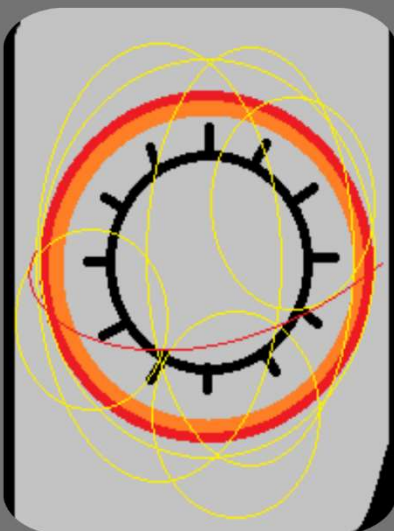
HAZARD EXOSUIT

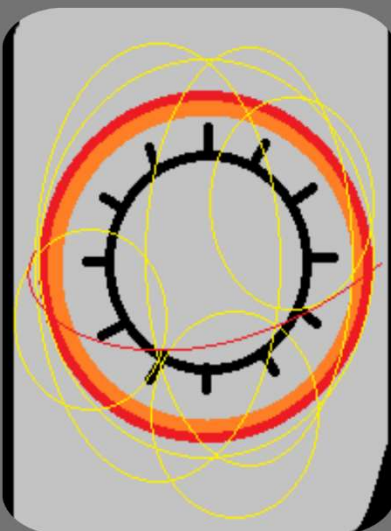If your health is less than half do 1d4 energy damage to all other units in 10cm

HAZARD EXOSUIT
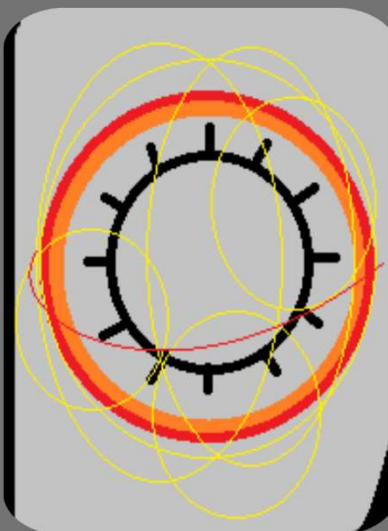
This unit's next attack applies an aditional Burning 2

VANGUARD ENFORCER

VANGUARD ENFORCER

VANGUARD ENFORCER

NEWBIE PILOT