



NIX

24/6 ♀ 3[5]



Weapon
Recurve Bow

Rng
12/18

Dmg
3/4

Special
Primitive

Handpick

-

2/2

Pierce(1)



Armour(1)

Reflexes(2)

Whenever this Model takes Damage from an Enemy Model it may re-roll up to X failed Armour Dice.

Run and Gun

If this Model successfully Hits while Shooting they may make a free "Dodge Move, as though they rolled a Pass on a Dodge Test (p.32).

CHARACTER • LEADER





HARD TRAINING

LEADER LEVEL ABILITY

While this Leader is Conscious all Friendly
Artefact Models Gain +1 Speed to their Dodge
Movement.



FIRE ARROWS

NIX ONLY • EQUIPMENT

LEVEL 1 ABILITY

Nix's Recurve Bow gains Fire(). If, when Shooting, Nix rolls a Blunder, discard this card in addition to other effects.



SLETHSSK

Z 4/1 Q 2[4]



Weapon
Ruger .5

Rng
9/14

Dmg
3/4

Special
Sunder(2)

Handpick

-

2/2

Pierce(1)

6
6
6
6
6

Re-stealth

If no Enemy Model can draw Line of Sight to this Model it may perform an Interact Action to gain Stealth Token.

Stealth

This Model may deploy Stealthed. Place a Stealth Token next to the Model. See p.48.

CHARACTER • SCOUT



SLEEK





Z 6/7 Q 2[4]



Weapon
Flechette Gun

Rng
9/15

Dmg
2/4

Armour(1)

Special
Spray

Mattock

-

3/4

Pierce(1)

6	
7	
5	
6	
4	



S A V A G E



Mighty Blow

When this Model hits in CC you may choose to halve your Damage (round down). If you do, at the beginning of the Resolve Step, you may knock the Target Model directly backwards up to 3' in a straight line and place it Prone. If the Target Model meets a solid surface it will stop immediately. If the path you designate crosses one or more Models' bases those Models will also be knocked Prone.

CHARACTER • TOUGH

Mobility(Climb)

When making a Climb Test this Model may re-roll the Attribute Die.

Savage

Immediately after making a CC Test this Model may re-roll the Attribute Die.



GORIAN

24/7 @ 2[5]



Weapon

Bullpup

Rng

10/16

Dmg

3/4

Armour(1)

Special

Pierce(1)

Handpick

-

2/2

Pierce(1)



6



7



6



7



3

When Reacting with a Shoot Action this Model may re-roll the Attribute Die.

Run and Gun

If this Model successfully Hits while Shooting they may make a free "Dodge Move, as though they rolled a Pass on a Dodge Test (p.32).

Overwatch

CHARACTER • MEDIC



G O B O A N





ΛΝΛ

Ζ 5/6 Θ 2[5]



Weapon
'Lucile'

Rng
12/12

Dmg
2/2

Special
Smoke Spray,
Template(Large)
Deviate(2)

Handpick

-
2/2

Pierce(1)

	5
	7
	6
	6
	3

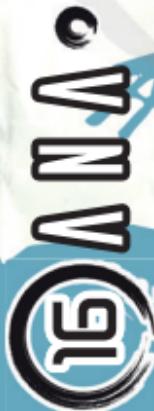
Confound

Immediately after making a Dodge Test this Model may re-roll the Foe Die.

Camouflaged

When an Enemy Model targets this Model with a Shoot Action that Enemy is at -1 Marksmanship.

CHARACTER • MEC





NIX MOUNTED

2 5/1 @ 2[5]



Weapon
Recurve Bow

Rng
12/18

Dmg
3/4

Armour(1)
Armour(1)

Special
Primitive

Bite

-

3/4

Natural





ONIX MOUNTED



Deadeye

When making a Shoot Test this Model ignores Cover Modifiers for Hard and Soft Cover.

GAVALBY • LEADER

Mobility(Leap)

When making a Leap Test this Model may re-roll the Attribute Die.

Savage

Immediately after making a CC Test this Model may re-roll the Attribute Die.



KOHUA

24/6 ♂ 2[3]



Weapon

Tranq Rifle

Rng
10/20

Dmg
1/2

Special
stun(1) Pierce(1)

Machette

2/3

Armour(0)

5
7
6
6
3

Deadeye

When making a Shoot Test this Model ignores Cover Modifiers for Hard and Soft Cover.

Run and Gun

If this Model successfully Hits while Shooting they may make a free "Dodge Move, as though they rolled a Pass on a Dodge Test (p.32).

CHARACTER • NONE



ANDO

L4/6 Q2[4]



Weapon
Grappling Gun

Rng
6/8

Dmg
1/2

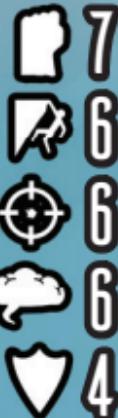
Armour(0)

Special
Stun(l)

Dino Chopper

- 3/6

Sunder(l)



CHARACTER • SCOUT

Mobility(Climb) When making a Climb Test this Model may re-roll the Attribute Die.

Grapple!
When this Model Hits at Pass Range during a Shoot Test, you must place the Target Model in Base to Base contact with this Model at the point of least distance between the two Models. However, if the Target Model has a larger Base Size than this Model, instead place this Model in Base to Base with the Target Model. Ignore all other effects related to this movement, such as falling damage or movement through a Choke template.





PLAYDGE

24/6 @ 3[4]



Weapon

Smoke
Launcher

Handpick

Rng

12/12

-

Dmg Special

0/0 Smoke Deviate(3)
Template(Large)

2/2

Pierce(1)

Armour(1)

5

7

6

8

3

B

Hyperaware

When Friendly Artefacter Models within 10" of this Model resolve a Dodge Move they may take a free, non-template weapon Shoot Action using the Attribute Die only (Therefore your result will be either Pass or Fail). Enemies may React to this shot as normal.

Blink Move

When declaring a Move Action this Model may perform a special "Blink" Move. Reposition the Model anywhere within 5" of its starting position. No Movement Path is declared and reactions may only be made to the starting and destination points. Now roll a D10. If the result is higher than your Agility you may not Blink Move again this turn.

Blink Field

When targeted by a Combat Action this Model may declare a special "Blink" reaction. Make an unopposed Agility Roll and, if successful, this Model may be repositioned anywhere within 3" of its starting location and not in Base to Base with an enemy Model. Now resolve the rest of the Action as though this Model occupied that Location when the Action was declared.



WISE CAUTION

PLAY DICE ONLY

ALL ABLE TO LEAD

While this leader is conscious all Friendly Artefact Models are immune to Blind and if they have "Run and Gun" also gain "Quickshot"*

*Quickshot: When making an Opposed Shoot Test, resolve your Die Roll as though it were unopposed, applying Damage and effects as normal. Then, if the Enemy Model is still able to hit, compare their Die Roll to yours in the normal way applying Damage and effects if they win.



TACTICAL PREPARATIONS

ONCE PER GAME

ALL ABLE TO LEAVE

At the End of a Friendly Model's Activation every Artefact Model may perform a Dodge Move as though they had Nailed It. These Moves will not illicit reactions and may not be used to Dodge in to Combat.

Then remove this card from the game.



TIDALA

24/6 @ 2[4]



Weapon	Rng	Dmg	Special
Boomerang	4/4*	0/0	stun(1)
knife		1/2	Pierce(1)





TIDE

Camouflaged
Mobility(Leap)

When making a Leap Test this Model may re-roll
the Attribute Die.

When an Enemy Model targets this Model with a
Shoot Action that Enemy is at -1 Marksmanship.

Re-stealth

If no Enemy Model can draw Line of Sight to this
Model it may perform an Interact Action to gain
Stealth Token.

*Teardrop
Ranged

*place sharp end of template at the target spot and
position the template along the same line of travel,
symmetrically... all other template rules apply as
normal.



BOMI

24/6 @ 2[4]



Weapon

Flechette Gun

Rng

9/15

Dmg

2/4

Armour(0)

Special

Spray

Machette

2/3

-

	6
	7
	6
	6
	4



BOOM



First Strike

CHARACTER • BEAST

When making an Opposed CC Test, resolve your Die Roll as though it were unopposed, applying Damage and effects as normal. Then, if the Enemy Model is still able to CC compare their die roll to yours in the normal way applying Damage and effects if they win.

Dino Hunter

Gains Damage +1 and Pierce(1) when in CC vs a Beast.



DIG SECURITY

Z 4/6 @ 2[3]



Weapon Rng Dmg Special

Tech-Bow

10/16

3/3

Armour(1)

Handpick

2/2

Pierce(1)

5
6
6
7
2

When this Model is taken in the same crew as Romi it costs -2pts.

Captain
(Romi)

If this Model successfully Hits while Shooting they may make a free "Dodge Move, as though they rolled a Pass on a Dodge Test (p.32).

Run and Gun
NONE



DODGE
SEQUENCE





PATHFINDER

Z4/6 @ 2[3]

Weapon Rng Dmg Special

Wavepulser Auto-Hit 3/3 Template(Teardrop)

Handpick

2/2

Pierce(1)

5
6
6
6
3



PATRONOSES



TREASURE • NONE • CAPTAIN (Slethssk)

This Model may deploy as though it had the
Infiltrate Ability (p.47 of the Rulebook).

When this Model is taken in the same crew as
Slethssk it costs -2pts.