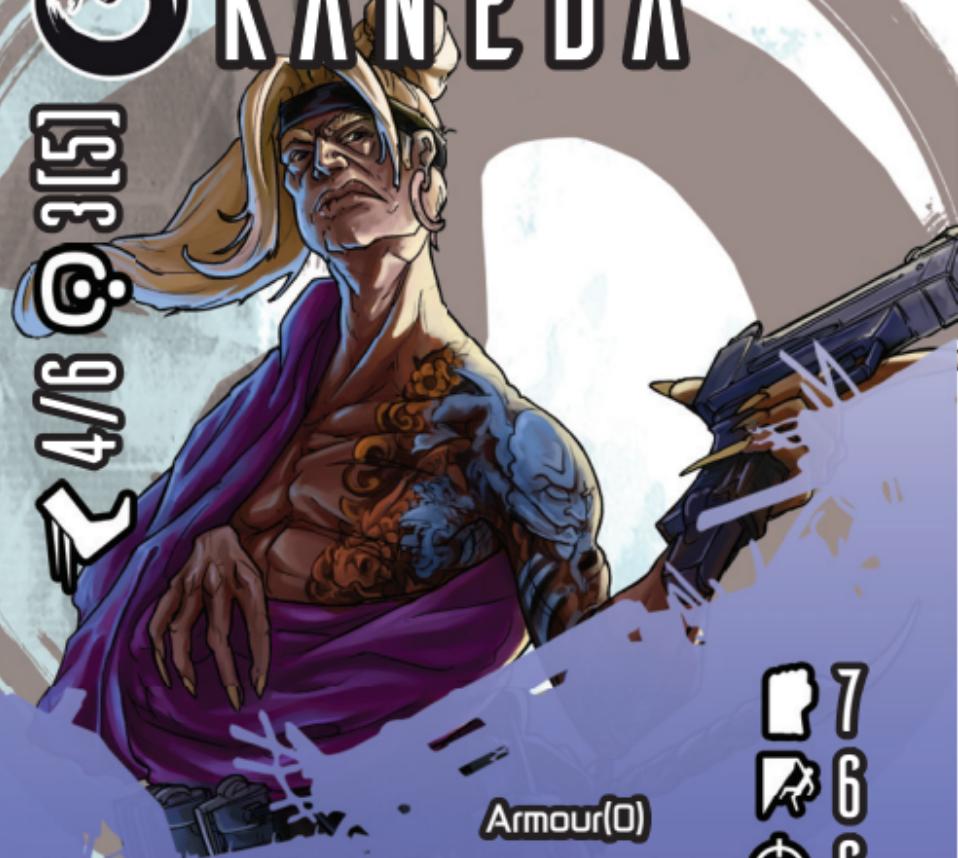




# KANEDA

24/6 ♂ 3[5]



**Weapon**  
Twin Uzi

Rng  
9/16

Dmg  
3/4

Armour(0)

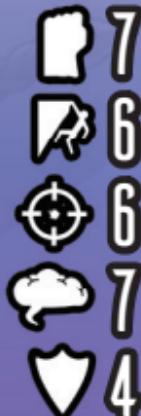
Special  
Spray

Ancient Blade

-

2/3

Pierce(1)





K A N E D A



C H A R A C T E R • L E A D E R

### Gunslinger

When making an Opposed Shoot Test, this Model may re-roll the Attribute Die.

### Counterstrike

If this Model loses an Opposed CC Test, during the Test Step, after Armour Rolls and Rerolls are completed, the Enemy Model takes Damage equal to the Damage this Model saved.



# KILLER INSTINCT

KANE DA ONLY

LEADER LEVEL ABILITY

While this Leader is Conscious, when an Enemy Model makes an Armour Roll for Damage caused by this Leader's Crew, rolls of 9 and 10 cause 2 Wounds instead of 1.

LC9003



# STUN GRENADES

## KANEKA ONLY - EQUIPMENT

Rng Dmg Special

10/10 3 Tempolate(Small)  
Deviated()  
Stun()

A T I T I B V

When declaring a Shoot Action place a Counter on this card to use the Weapon Profile above. When three Counters have been placed on this card discard it from the game.

E E O V E I

LC9004



# LISSZ

Z5/7 @ 2[5]



**Weapon**  
Blowpipe

Rng  
12/12

Dmg  
1/1

Special  
Stun(1) Pierce(1)

Ancient Blade

-

2/3

Pierce(1)

7
6
6
6
3



L I S S S Z

Stealth

G H A R A G T E B • S C O O T

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

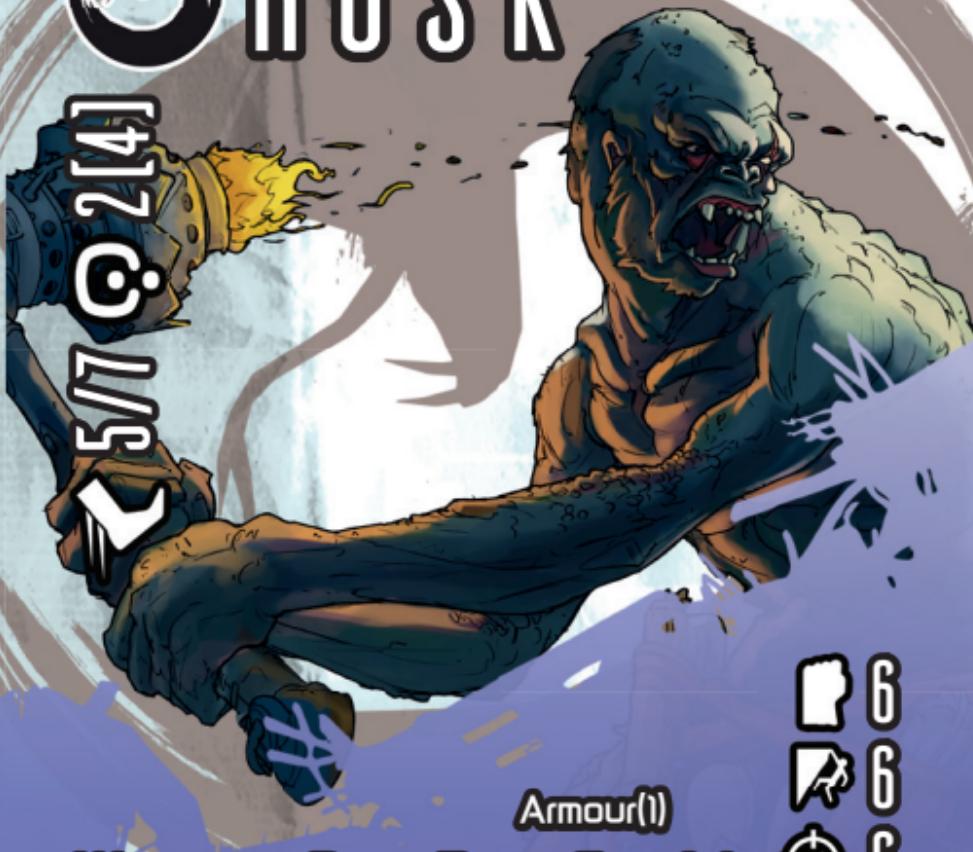
Ambush

As a Reaction this model may spend an AP to declare a point on a -non-Stealthed- Enemy Model's Movement Path which is within 4" of this Model. That point becomes the Enemy Model's new Point of Destination. Immediately move this model in to Base to Base contact with that Point of Destination. Now fight a round of Close Combat as though this model Charged. The Active Model may not declare a Firefight Shoot Action in response to this Reaction (but may respond with a CC Firefight as normal).



# HOSK

Z5/7 C2[4]



## Weapon      Rng      Dmg      Special

Duelling Pistols

10/14

3/3

Armour(1)

Powersledge

-

4/5

Sunder(1)  
Pierce(1)





B

H O S K

Mobility(Climb)

H G U O T

Ambush

G H A R A G T E B

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

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

As a Reaction this model may spend an AP to declare a Point on a non-Stealthed-Enemy Model's Movement Path which is within 4" of this Model. That point becomes the Enemy Model's new Point of Destination. Immediately move this model into Base to Base contact with that Point of Destination. Now fight a round of Close Combat as though this model Charged. The Active Model may not declare a Firefight Shoot Action in response to this Reaction (but may respond with a CC Firefight as normal).



# VENK

# 24/6 ♀ 2[4]



### Weapon

Mastercrafted  
Rifle

Rng

9/21

Dmg

3/4

### Special

Sunder(1)  
Pierce(1)

Poisoned Blade

-

1/2

Stun(1)



5



6



6



7



3



V E N K



C H A R A C T E R • M E D I C

Sniper

Float Like a  
Butterfly

Immediately after making an Unopposed Shoot Test this Model may re-roll the Attribute Die.

Whenever this Model hits in Close Combat it may make a free "1" Dodge Move as though it rolled a Pass on a Dodge Test. (p.32)



# MIRJA

2 5/F ♂ 2[5]

## Weapon

Inferno Pack  
Ranged

Rng

Auto-Hit

Dmg

2/2

Armour(0)

Special

Fire(2)  
Template(Teardrop)

Inferno Pack  
Melee

-

2/2

Fire(2)

6

7

6

6

3



M O B J A



C H A R A C T E R • M E C H

Camouflaged

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

Aggressor

When taking a CC Test this Model may Re-roll the Fear Die.



# MOUNTED KANEDA

Z 5/7 Q 3 [4]



**Weapon**  
Twin Uzi

**Rng**  
9/16

**Dmg**  
3/4

**Special**  
Spray

Blades

-

4/5

Pierce(2)  
Reach(2)

	3
	6
	6
	7
	3



## MOUNTED KANEKO

G A V A L I B Y • L E A V E D B E R E V O D M O B I L I T Y (Climb)

Haymaker  
Counterstrike

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

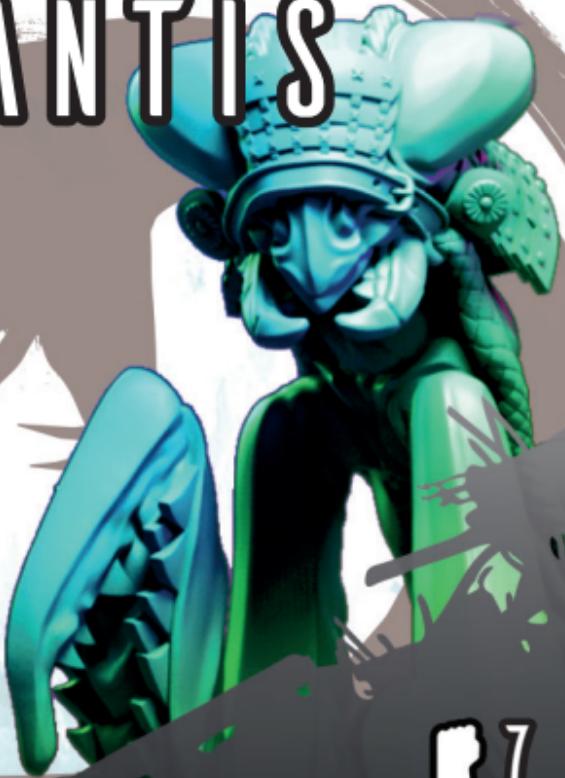
If this Model successfully Hits in CC, during the Test Step, you may roll 2 Damage against each additional Enemy Model within 2" of this Model, and apply any weapon special effects used in the original attack.

If this Model loses an Opposed CC Test, during the Test Step, after Armour Rolls and Rerolls are completed, the Enemy Model takes Damage equal to the Damage this Model saved.



# MANTIS

2 5/1 ⑩ 2[2]



Weapon Rng Dmg Special

Blades

-

4/5

Pierce(2)  
Reach(2)



7



6



-



5



3



# M A N T O S

## Haymaker

If this Model successfully Hits in CC, during the Test Step, you may roll 2 Damage against each additional Enemy Model within 2" of this Model, and apply any weapon special effects used in the original attack.

## Mobility(Climb)

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

E A S T - N O R T H



# LAKASSK

Ζ4/6 ☿ 2[5]



## Weapon

Nova Cannon

Rng  
11/18

Dmg  
2/2

Armour(0)

Ancient Blade

-

2/3

Pierce(1)

Special  
Blind  
Template(Small)  
Deviate(1)





# LAKASSK



CHARACTER • MEC

## Camouflaged

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

## Run & 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).



# MAKKO

2 4/6 ♀ 2[4]



## Weapon

Choke  
Grenades

Head-tusks

## Rng

10/10

## Dmg

## Special

2/2      Template(Small)  
Deviate(1) Choke  
Finite

3/5

Sunder(1) Natural  
Knockdown

7

6

5

6

5



# CHARGE TOUCH AMBUSH 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.

## Ambush

As a Reaction this model may spend an AP to declare a point on a -non-Sleethed- Enemy Model's Movement Path which is within 4" of this Model. That point becomes the Enemy Model's new Point of Destination. Immediately move this model in to Base to Base contact with that Point of Destination. Now fight a round of Close Combat as though this model Charged. The Active Model may not declare a Firefight Shoot Action in response to this Reaction (but may respond with a CC Firefight as normal).

## Sting Like a Bee

When Charging this Model gains +1 Damage in addition to the normal Charge Bonus.



# KASSEL

Ζ 4/1 Ω 3[5]



## Weapon      Rng      Dmg      Special

Tech-Bow

10/16

3/3

Armour(0)

Fists of Fury

-

2/4

Sunder(1)

Natural  
Knockdown,  
Stun(1)

	7
	6
	6
	6
	5



B



# KASSEL

Float Like a  
Butterfly



Whenever this Model hits in Close Combat it may make a free 1" Dodge Move as though it rolled a Pass on a Dodge Test. (p.32)

Sting Like a  
Bee



When Charging this Model gains +1 Damage in addition to the normal Charge Bonus.

Motivate



When failing a Command Roll you may choose to inflict 1 wound on the Recipient Model, to treat the result as a Pass.

Mobility(Climb)



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

C H A R A C T E R • L E V E L



# IT'S A TRAP!

## KASSEL ONLY

If a Charge Action is declared against a Friendly Model, Firm Models with the Ambush Skill who are within X" (where X is the Ambush range) may, before Reactions are declared, swap with the Friendly Model and declare a CC reaction. This does not count as an Ambush.

LEVEL 8 EDITION

LC9013



# PAINTED TARGET

While this leader is conscious all Friendly Firm Models ignore negative Cover and Smoke modifiers when shooting a Model with a Flame Token.

LEADER ABILITY

LC9014



# KYOSHI

Ζ 4/6 Ω 2[4]



## Weapon

Tranq Rifle

Rng

10/20

Dmg Special

1/2 Venom(1) Pierce(1)

Handpick

2/2

Pierce(1)

Armour(0)

5

6

6

6

2



# K Y O S H I

C H A R A C T E R - S E Q U E N C E

Mobility(Climb)

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

Re-stealth

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



# BEZ

Z 4/6 @ 2[3]



## Weapon

Globepult

Rng

10/10

## Dmg Special

0/0 Template(large)  
Deviate(3)

Ancient Blade

2/3

Pierce(1)

Armour(1)



6



6



6



6



3

**B E Z**



**C H A R A C T E R • M E D I C**

Kill or Cure

When declaring a ranged Attack this Model may choose to apply either Heal(), Dam 1 + Venom() or Dam 1 + Choke to this attack.



# THUG

Z 4/6 ♂ 2[3]



Weapon Rng Dmg Special

sidearm

10/15

2/3

Armour(1)

Knife

1/2

Pierce(1)





T H U G G

10

Intimidate

• N O N E      P O P      T R O O P

As an Action or Reaction this Model may spend an AP to nominate a Skill on an Enemy Model within 8" and LoS of this Model. That Skill may not be triggered for the rest of this Action.

Captain(Makko) When this Model is taken in the same crew as Makko it costs -2pts.



# PYRO

Z 4/6 @ 2[3]



## Weapon

Inferno  
Launcher

## Rng

12/12

## Dmg

2/2

## Special

Template(large)  
Deviate(3)  
Flame(2)

## Knife

1/2

Pierce(1)

	6
	6
	5
	4
	3



PYROS



B

THREE • NONE

Captain(Mirja)

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