



FOREK

24/6 @ 3[5]



Weapon

Pulse Rifle

Rng

11/18

Dmg

3/4

Armour(0)

Special

Sunder(1)

Machette

-

2/3



26

F O R B E K



C H A R A C T E R • L E A D E R

Reflexes()

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

Gunslinger

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



MILITARY DISCIPLINE

FOR EK ONLY

LEADER ABILITY

Each Turn this Leader may attempt to Command one additional time after failing a Command Roll.

LC9005



FRAG GRENADES

FOREK ONLY • EQUIPMENT

Rng Dmg Special
10/10 3/3 Template(Large)
Deviated(2)

ATTACK

DEFENSE

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.

LC9006



HOVE

24/6 @ 2[4]



Weapon
Sniper Rifle

Rng
11/20

Dmg
3/3

Armour(0)

Special
Pierce(1)

Machette

- 2/3

	6
	6
	6
	5
	3

When making a Shoot Test this Model may re-roll
Cover Modifiers for Hard and Soft Cover.

Headshot

Deadeye

CHARACTER • SCOUT



H O V E





BANELLE



Z 4/1 C 2[4]

Weapon
Minigun

Rng
12/18

Dmg
4/5

Special
Template(Small)

Machette

-

2/3

-

Armour(0)

	6
	6
	6
	5
	4



BANNER



Mobility(Climb)

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

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.

Boost

If a Friendly Model attempts to climb from a point in Base to Base contact with this Model it may choose, instead of rolling a Climb Test, to automatically succeed as though it had rolled a Pass result on the Climb Test. This move may not be combined with any other kind of Dynamic Movement.

CHARACTER • TOOL



JUCHITA

Z 4/6 @ 2[5]



Weapon
Assault Rifle

Rng
11/17

Dmg
3/4

Armour(0)

Special

Machette

-
2/3

-  5
-  6
-  7
-  6
-  3



J U G G O T A



C H A R A C T E R • M E D I C

Confound

Run & Gun

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

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).



KRAYTSSK

Z4/6 @2[5]



Weapon

Tech-Bow

Rng

10/16

Dmg

3/3

Armour(0)

Special

Sunder(1)

Machette

-

2/3

-



5



6



6



5



3



KRAYTSSK



Sniper

CHARACTER • MEC

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

Stealth

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





FOREK MOONTED

25/5 @ 3[4]



Weapon

Inferno Pack
Ranged

Rng

Auto-Hit

Dmg

2/2

Special

Fire(2)
Template(Teardrop)

Pincer Arm

-

3/6

Sunder(2)
Pierce(2)

6

5

5

6

4



Armour(7)

Armour(2)



FORGE MOONLIGHT

GAVALBY • LEADER

Mobility(Climb)

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

Inanimate

Solid

When dismounting this Model's mount only has
a Toughness, Armour and Wound Profile, cannot
have AP's and may not perform actions. However,
it does block Line of Sight, and may be targeted
by attacks as normal.

This Model does not take damage for Falling.



KALEN

2 5/1 0 2[4]



Weapon
Glop Cannon

Rng
8/13

Dmg_Special
0/0 Template(Large)
Deviaté(2)
Slow(2/3)

Knife

1/2

Pierce(1)

	5
	7
	6
	7
	3



CHALLENGE



CHARACTER • NONE

Evade

When targeting this Model with a Shoot Action, an Enemy Model will require a Nailed It result to successfully hit this Model.

Mobility(Leap)

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



MARA

24/6 @ 3[5]



Weapon
Shock Rifle

Rng
8/18

Dmg
2/4

Armour(0)

5

6

7

Machette

-

2/3

Special
Sunder(1)
Slow(2/3) Spray

7

3



©M A R C H

Camouflaged

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

Bushwhacker

All Friendly Militia within 6" of this Model gain Headshot.

Headshot

When making a Shoot Test, this Model may re-roll the Fear Die.

CHARACTER • LEADER



SUPPRESSING FIRE

While this leader is conscious all friendly Militia Models are immune to Knockdown and if they have Overwatch also gain Slow(2/3) to their ranged weapon.

ABILITY LEVEL

LC9016



FIRING POSITIONS

MARA ONLY

LEEDER BILLET

While this leader is conscious all friendly Militia Models are immune to Knockdown and if they have Overwatch also gain +1 Agility.



SUMISSK'0

24/6 @ 2[4]



Weapon

Sonic Rifle

Rng

4/4*

Dmg

2/2

Armour(0)

Special

knockdown
slow(1/2)

Machette

2/3





S U M O S S K ° 0 •



Defensive
Surprise

• M E C H C H A R A C T E R

When this Model is charged in CC you may take
1 Wound to apply -3CC to the Charging Model for
this Action only.

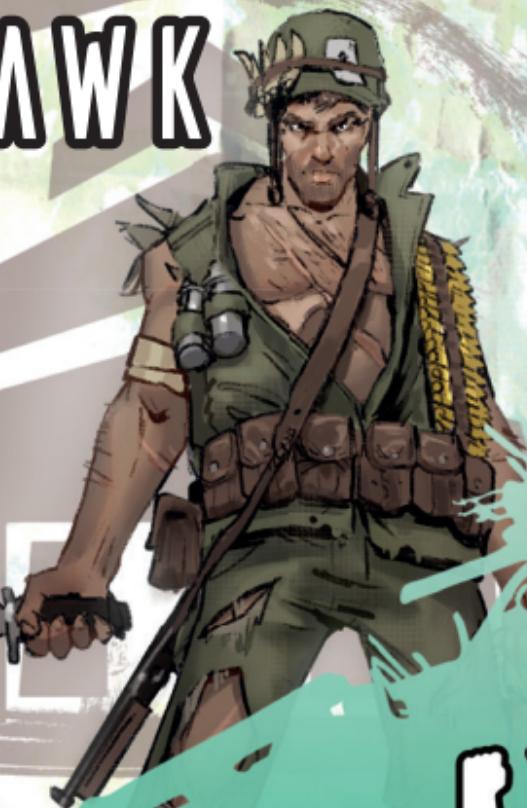
*Teardrop
Ranged

*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.



HAWK

Z 4/6 @ 2[4]



Weapon Rng Dmg Special

Assault Rifle

11/17

3/4

Armour(1)

Machette

2/3





HAWK



CHARACTER • NONE

Dino Hunter

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



GRUNT

Z 4/6 Q 2[3]



Weapon Rng Dmg Special

Assault Rifle

11/17

3/4

Armour(0)

Machette

2/3

-

5
6
5
4
2



B B U N T



T R O O P • N O N E

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



SNI PER

Z 4/6 @ 2[3]



Weapon

Mastercrafted
Rifle

Machette

Rng

9/21

Dmg

3/4

2/3

Armour(0)

Special

Sunder(1)
Pierce(1)

-



5



6



6



4



3



B



S N O P E B

T R O O P • N O N E

Captain
(Krayissk)

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