



WISHBONE

4/6 @ 3[5]



Weapon

E-Staff Ranged

Rng

16/16

Dmg

3/3

Special

Template(Small)
Deviate(2)

E-Staff Melee

-

2/3

Reach(1)





W I S H B O N E



C H A R A C T E R • L E A D E R

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.

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).



URGENT ORDERS

ONCE PER GAME

Ability Once per Game
This Leader may declare a Command ignoring the normal Line of Sight requirements. Then remove this card from the game.

LC9009



BEAST TRAINER

BEFORE THE GAME

When constructing your Crew List this card grants an additional 6 points, which must be spent on Beast Models.

L1118V8E0V31



WISHBONE

24/6 @ 2[5]



Weapon
E-Staff Ranged

Rng
16/16

Dmg
3/3

Special
Template(Small)
Deviate(2)

E-Staff Melee

-

2/3

Reach(1)

6
7
6
6
6



W I S H B O N E



CHARACTER · NONE

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.

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).



GRAYZE

Z 5/6 @ 2[5]



Weapon

Smoke
Grenades

Bo

Rng
10/10

Dmg
0/0

-

Special
Template(Small)
Deviate(1) Smoke
Finite

2/2

Stun(1) Reach(1)

Armour(0)

7
7
6
6
3



CHARACTER • MEDIC

Camouflaged

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

**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)



KALHANA

Z 4/6 Q 2[4]



Weapon
Antique LMG

Rng
11/19

Dmg
3/4

Armour(0)

Special
Pierce(1)

Punch-Tusks

-

3/5

Pierce(1)





CHARACTERS

TOUGH • Berserk

Berserk

While Wounded this Model gains +1(CC and +1/+)

Gun Rage

This Model gains +1 Marksmanip for each previous Shoot Action it has performed during the current Model's Activation.



BLU EWING

Z 4/1 Q 2[5]



Weapon
Tech-Bow

Rng
10/16

Dmg
3/3

Special
Sunder(1)

Machette

-

2/3

-

6
6
6
7
3



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CHARACTER • MECM

Mobility(Leap)

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

Overwatch

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



ARONAX



Z 4/6 G 2[5]

Weapon
Shotgun

Rng
8/12

Dmg
2/4

Special
Spray

Axe

-

3/4

Sunder(1)

7
6
5
6
3

Ambush

CHARGE • SCOUT

Stealth

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

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).





OLLIANA

2 5/1 Q 2[4]



Weapon

Wavepulser

Rng

Auto-Hit

Dmg

Special

3/3 Template(Teardrop)

Talons

-

2/3

Natural

6

7

6

6

2

Re-stealth

Stealth

CHARACTER • NONE

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

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



L L A N A



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BARABELLE

Z 4/1 @ 2[4]



Weapon

Smoke
Grenades

Rng
10/10

Dmg
0/0

Special
Template(Small)
Deviate(1) Smoke
Finite

Knife

1/2

Pierce(1)



Armour(0)

CHARACTER • MEDIC

Support

This Model is considered to be the same Faction
as the Leader of the Crew to which it belongs.

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

GABELE





ORYUZA

Z4/6 ♂ 2[3]



Weapon Rng Dmg Special

Recurve Bow

12/18

3/4

Armour(2)

Ancient Blade

2/3

Pierce(1)

6
6
5
6
3

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 Shoot, compare their Die Roll to yours in the normal way applying Damage and effects if they win.

CHARACTER • NONE



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