



JAY

24/6 @ 3[5]



Weapon

Nova Pistol

Rng

9/16

Dmg

2/3

Armour(0)

Special

Blind

Blast-Sword

-

2/4

Reach(1)
Sunder(1)

7

7

6

6

4

22

J A Y C



A

Submerge

C H A R A C T E R • E V O L U T I O N

When this Model Declares a Move in Water you may only draw Line of Sight to or from it at the start and end-point of its Movement Path. Additionally, Swimming counts as regular, not restricted, movement.

Footwork

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though the Reaction was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.



MACH

Z4/1 Q2[4]



Weapon	Rng	Dmg	Special
Trident Ranged	9/14	3/3	Armour(0)
Trident Melee	-	3/5	Reach(2)



**B****M A G I C****Mobility(Climb)**

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

**King of the
Swingers****C H A R A C T E R**

Once per turn when declaring Movement this Model may choose to place a Swing Token (p. 90 of the Rulebook) in B2B. Then, when the Model has moved, place a second Swing Token in B2B. If there were already Swing Tokens placed by this Model on the board now remove them.

Footwork

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though the Reaction was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.



NOALLA

2 4/6 ♂ 2[4]



Weapon

Shock-Rifle

Rng

8/18

Dmg

2/4

Armour(0)

Special

stun(1) Natural Spray

Shock-Punch

-

2/4

stun(1) Natural



6



7



6



6



3



CHAVELLA

Re-Stealth

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

Submerge

When this Model Declares a Move in Water you may only draw Line of Sight to or from it at the start and end-point of its Movement Path. Additionally, Swimming counts as regular, not restricted, movement.

Footwork

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though the Reaction was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.



JIBB

Z 4/6 C 2[4]



Weapon

Crabcannon

Rng

11/15

Dmg

2/3

Special

Slow(2/2)

Crabclaw

-

2/4

Reach(2)
Sunder(3)



6



5



6



6



2

CHARACTER • MEECH • AUTO-TURRET • FOOTWORK

This Model may make a Shoot Reaction at no cost, but rolling the Attribute Die only.

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though the Reaction was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.



UXAH

4/6 @ 2[5]



Weapon

Tech-Bow

Rng

10/16

Dmg

3/3

Armour(0)

Special

Sunder(1)

Macuahuitl

-

2/4

Reach(1)

	6
	6
	6
	6
	3



U X H O



A

Regenerate

During the Cleanup Phase remove all Wounds from this Model.

Submerge

When this Model Declares a Move in Water you may only draw Line of Sight to or from it at the start and end-point of its Movement Path. Additionally, Swimming counts as regular, not restricted, movement.

Footwork

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though he was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.



DAHU

4/6 @ 3[5]



Weapon

Tech-Bow

Rng

10/16

Dmg

3/3

Armour(1)

Special

Sunder(1)

Needles

-

1/5

Sneaky(2)
Venom(1)



6



6



7



7



3

20

0 A H O



A

Motivate

E A D E L • E E T E V A B A C H A

**Choose your
Poison**

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

Footwork

When declaring a Shoot Action this Model may add Stun(1), Bleed(1) or Venom(2) to their Weapon Profile for this Action only.

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though the Reaction was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.



DAHU MOUNTED

5/7 @ 3[4]



Weapon

Tech-Bow

Rng

10/16

Dmg

3/3

Special

Sunder(1)

Savage Bite

-

4/5

Sunder(2)
Natural

5

Armour(1)

Armour(1)

7

5

6

7

3



DAHO MOUNTED

EAD • EVALE

Choose your
Poison

Footwork

When declaring a Shoot Action this Model may add Stun(1), Bleed(1) or Venom(2) to their Weapon Profile for this Action only.

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though the Reaction was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.



MATTIO

24/6 ♀ 2[4]

Weapon

Ka-Kaaah!

Rng

10/10

Dmg

1/3

Armour(0)

Special

Stun(1) Natural

Hoeroa

-

3/4

Knockdown



6



5



6



7



4

CHARTER



B

Submerge

When this Model Declares a Move in Water you may only draw Line of Sight to or from it at the start and end-point of its Movement Path. Additionally, Swimming counts as regular, not restricted, movement.

Belly Flop

This Model gains First Strike and Knockdown when leaping into CC.

HOGUE • EETEAU CHARTER



DECK HANDS

Z 4/6 Q 2[3]

Weapon

Sidearm

Rng

10/15

Dmg

2/3

Armour(0)

Special

-

Spear

-

2/3

reach(1)



6



6



5



4



3



CHECK HANDS



submerge
NONE • NONE • PUPPETS

When this Model Declares a Move in Water you may only draw Line of Sight to or from it at the start and end-point of its Movement Path. Additionally, Swimming counts as regular, not restricted, movement.

Captain(Uxhi)

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



BO'SUN

Z 4/6 @ 2[3]



Weapon

Nova Flechette

Rng

6/6*

Dmg

2/3

Armour(0)

Special

Blind

Axe

-

3/4

Sunder(1)



6



6



6



5



4



B



B O O S U N

T R O O P • N O N E

Captain(Mattiu)

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

*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.