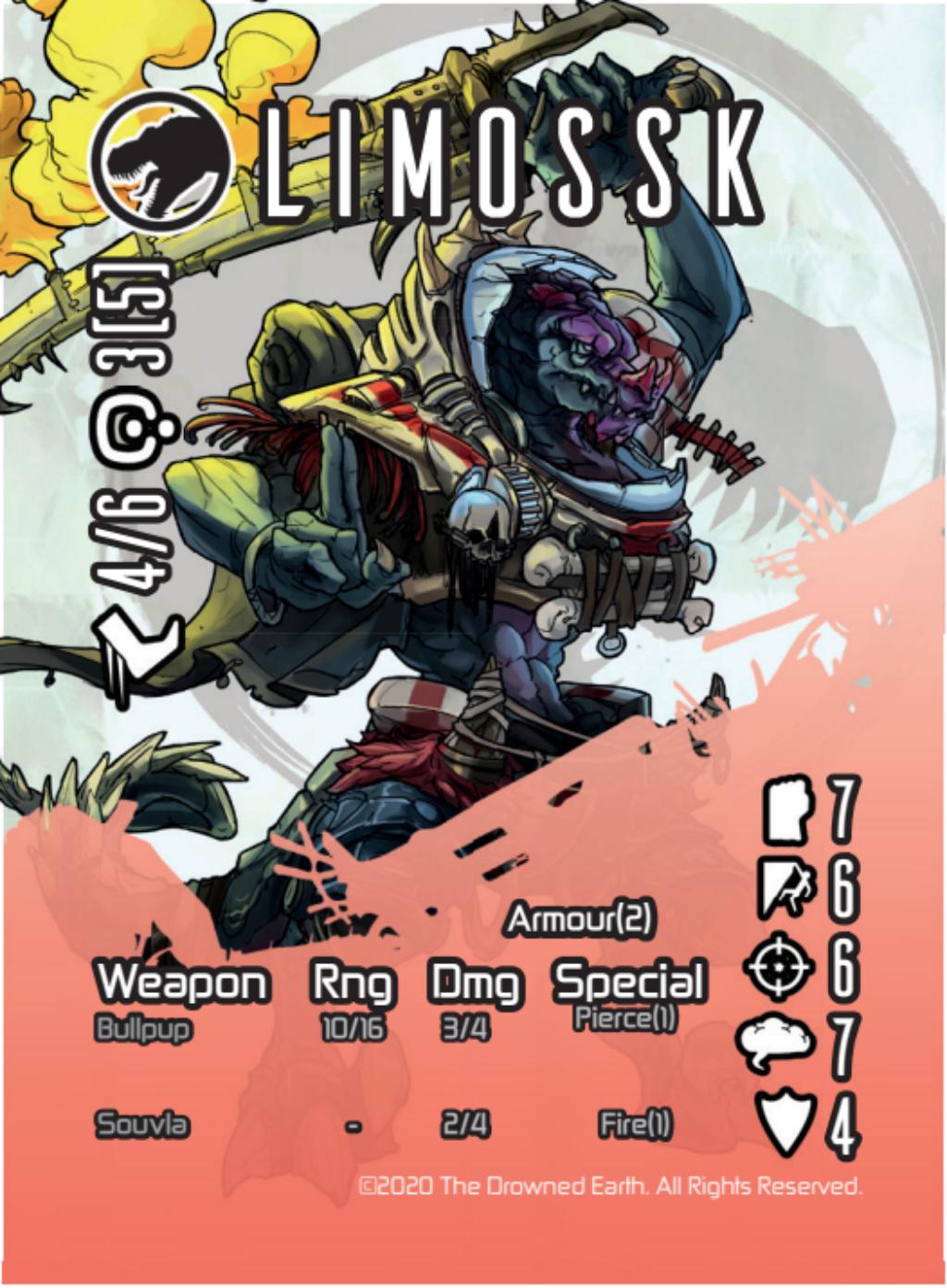




# OLIMOS SK

4/6 @ 3[5]



## Weapon

Bullpup

Rng

10/16

Dmg

3/4

Armour(2)

## Special

Pierce(1)

Souvla

-

2/4

Fire(1)





LIMOSK



CHARACTER • LEADER

Sling like a  
Bee

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

Undaunted

Immediately after making a CC Test this Model may re-roll the Attribute Die. In addition, this Model gains +1/+2 Speed when declaring a Charge.



# TACTICAL ADVANCE

LEADER LOVEABLE

When targeted by a Shoot Action at "Nailed It" range all Bondsman receive Reflexes(). This effect only applies if this Leader is Conscious.

LC9007



# ALERT CREW

## BEFORE THE GAME

When constructing your Crew List this card grants an additional 6 points, which must be spent on Effect Cards. This does not affect the Effect Card cap of 10 points.

A U T O M A T I C  
E V E R Y T H I N G

LC9008



# GERSLA

Z 4/6 C 2[4]



## Weapon

Buzzer

## Rng

Auto-Hit

## Dmg

1/1

## Special

Stun(1) Sunder(3)  
Template(Teardrop)

## Axe

-

3/4

Sunder(1)

7
6
6
6
6

## 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 Foe Die.

CHARACTER • SCOUT



B E S T A





# FAN CAGNE

2/5/10 2[4]



**Weapon**  
Flechette Gun

Rng  
9/15

Dmg  
2/4

Armour(2)  
Special  
Spray

Shock Axe

-

3/5

Stun(1)  
Sunder(1)





# FANGAINE



B

Mobility(Climb)

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

CHARGEE • TOUGH

Savage

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

Berserk

While Wounded this Model gains +1CC and +1/+1 move.



# ALAYA

# 25/6 @ 2[5]



**Weapon**  
Flechette Gun

Rng  
9/15

Dmg  
2/4

Armour(1)

Special  
Spray

Axe

-

3/4

Sunder(1)

7  
6  
5  
6  
3



• ΛΛΥΛΛΛΛ

CHARACTER • MEDIC

Savage

Reflexes(1)

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

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



# JORRA

Z 4/6 @ 2[4]



## Weapon

Smoke  
Launcher

Rng

12/12

Dmg Special

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

Axe

-

3/4

Sunder(1)

7

6

5

6

3



J O B B A



C H A R A C T E R • M E C H

Evade

Undaunted

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

Immediately after making a CC Test this Model may re-roll the Attribute Die. In addition, this Model gains +1/+2 Speed when declaring a Charge.



# RAVANNA

Z4/Z @ 2[5]



## Weapon

Quake  
Grenades

Rng  
6/10

Dmg  
3/3

Special  
Template(Large)  
Deviate(2)

Knockdown Finite

Axe

-

3/4

Sunder(1)



Armour(1)



CHARACTER • MEDIC

Camouflaged

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

Stealth

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



# SHANATT

Z 4/6 ♂ 2[3]



Weapon Rng Dmg Special

Chain

-

2/3

Reach(3)

1
6
5
6
3



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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)

CHARACTER - SCOUT



S H A N A T T O





# A K A R A

4/6 @ 3[5]



**Weapon    Rng    Dmg    Special**

Quake Pike

-    -    -

2/4

Armour(3)

Knockdown,  
Reach(1)  
Sunder(2)





ΛΚΑΒΛ



Float Like a  
Butterfly

ΕΞΟΒΛΗΤΑ • ΛΕΒΑ

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)

Battle Cry

Undaunted

Any Friendly Bondsman within 10" of this Model who declares a Charge gains Knockdown for that Action.

Reflexes(I)

Immediately after making a CC Test this Model may re-roll the Attribute Die. In addition, this Model gains +1/+2 Speed when declaring a Charge.

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



# TRAMPLE TACTICS

AKABA ONLY

ABILITY ABILITY ABILITY ABILITY ABILITY

While this Leader is conscious if any Bondsman Model would inflict Knockdown on a Prone Model instead inflict 1 Wound.

LC9017



# FRENZIED COMMAND

While this Leader is conscious all Friendly Models with Savage instead gain Undaunted\*

\*Undaunted: Immediately after making a CC Test this Model may re-roll the Attribute Die. In addition, this Model gains +1/+2 Speed when declaring a Charge.

ATTACK ABILITY DEFENSE

LC9018



# AKARA MOUNTED

L4/6 @ 3[5]



Weapon Rng Dmg Special

Head-tusks

3/5

Sunder(1)  
Natural  
Knockdown



Armour(3)  
Armour(3)





## AKABA MOUNTED



### Momentum

When Charging this Model will place the Enemy Prone at the start of the Combat Action, applying negative modifiers. If this Model loses the combat, the Enemy model may stand up for free.

### Mighty Charge

You may draw your Movement Path through Enemy Models, and may not be Ambushed by Silhouette A or C Models. Any Enemy Model who, during the course of this Movement Path, contacts your Base (but is not in B2B contact at the end of your Charge) is moved by the shortest route possible out of your movement path, back a further 2" in the same direction and placed Prone. If the that Model meets a solid surface it will stop immediately. If that Models base crosses one or more Models' bases those Models will also be knocked Prone. That Model will then take half your CC weapon Pass Damage, rounding down.

LEADERSHIP • VALOR



# TRIKE

# Z4/6 ♂ 2[3]



Weapon	Rng	Dmg	Special
--------	-----	-----	---------

-

-

-

Armour(3)

Head-tusks

-

3/5

Sunder(1)  
Natural  
Knockdown

7
5
-
3
4

# OTBOKKE

MONON - TSVEB

## Momentum

When Charging this Model will place the Enemy Prone at the start of the Combat Action, applying negative modifiers. If this Model loses the combat, the Enemy Model may stand up for free.

## Mighty Charge

You may draw your Movement Path through Enemy Models, and may not be Ambushed by Silhouette A or C Models. Any Enemy Model who, during the course of this Movement Path, contacts your Base (but is not in B2B contact at the end of your Charge) is moved by the shortest route possible out of your movement path, back a further 2" in the same direction and placed Prone. If the that Model meets a solid surface it will stop immediately. If that Models base crosses one or more Models' bases those Models will also be Knocked Prone. That Model will then take half your CC weapon Pass Damage, rounding down.



# SHIELD

Z 4/6 @ 2[3]



Weapon Rng Dmg Special

Axe

3/4

Sunder(1)

6
5
5
4
3

TR00P • N0N3  
Captain(Shanatt)  
When this Model is taken in the same crew as  
Shanatt it costs -2pts.

Shield  
When this Model has AP it provides Hard Cover  
to friendly Models within 2" who do not have the  
Shield skill. This Model also gains Armour(+3)  
against Ranged Attacks.



# CHOKER

Z4/6 @ 2[3]

## Weapon

Choke  
Launcher

Axe

Rng

10/10

Dmg Special

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

3/4

Sunder(1)

Armour(1)



B



# SHOKES



THOOP • NONE

Captain(Jorra)

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