Vanguard



Offensive Assemblage

DODGE - No other card's abilities affect the Vanguard, either on his or the other player's turns. The bonus from the battlefield type still

Cannon Trooper



Offensive Assemblage

OVERPOWER - The Cannon Trooper deals an additional die of damage for each '6' rolled when winning a round of combat.

Torchman



Offensive Assemblage

BURN - An opponent damaged by the Torchman's attack will take a die of damage at the end of their turn, every turn, until they spend their action putting out the flames.

Detonative Device Distributor



Defensive Company

MINEFIELD - Use his action to name himself or another team member, and a single number from 1 to 6. If that team member is attacked, and their attacker rolls that number on any of their dice, then the attacker takes a die of damage regardless of winning or losing the combat. The effect lasts until the Distributor's next turn.

Battle Automaton



Defensive Company

INTERCEPT - The Battle Automaton can intercede and force any opponent choosing to attack one of its team members, to attack it instead.

Machinist



Defensive Company

REINFORCE - The Machinist chooses 1 set of cards on his team (one color), giving them a +1 die bonus. The Machinist can use their action to change which group on their team receives this bonus. The bonus disappears once the Machinist

Sharpshooter



Support Personnel

SNIPER DISTANCE - The Sharpshooter does not take damage when they're attacking on their turn they only take damage when losing a combat round on another player's turn.

Caretaker



Support Personnel

HEAL AND REPAIR - The Caretaker can spend their action to heal 1 die for themselves or any one of their teammates.

Agent Provocateur



Support Personnel

TROUBLE - The Agent Provocateur can use his action and take a die of damage to himself to force an attack between 2 members of one other team. This happens immediately, and the Agent chooses who's considered the attacker and who's considered the defender.