



MIDAS

CHARACTER TRAITS

Fulmination

Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". If it does, for the remainder of the turn when this model makes a successful attack, it may add an additional  playbook result.

Midas Touch

When this model makes a successful attack, the target enemy model suffers the burning and poison conditions.

Unpredictable Movement

Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

LEGENDARY PLAY

Magnum Opus [6" Pulse]

Enemy models within this pulse suffer the burning and poison conditions. Friendly models within this pulse gain Fulmination.

Valentian, Human, Male,
Striker,
Captain



4.2



Size 30 mm



MIDAS

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	6	4/8"	5+	0	4/6

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KD

3



CHARACTER PLAYS

CST

RNG

SUS

OPT

Where'd They Go?

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X

✓

This model may make a 4" dodge.

Lure of Gold

2/



6"

X

X

Target other friendly guild model may make a jog towards this model.



14





SMOKE

CHARACTER TRAITS

● *Cloud Jumper*

Once per turn during this model's activation, it may choose an ongoing effect AOE within 4" and be placed anywhere within the chosen AOE.

● *Unpredictable Movement*

Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

Watch The World Burn [4" Pulse]

At the end of this model's activation, the friendly team gains 1 MP for each enemy model within this pulse that's suffering the burning or poison condition.

LEGENDARY PLAY

Chemical Shower [6" Pulse]

Enemy models within this pulse suffering the burning or poison condition suffer 3 condition DMG.

Ethraynnian, Human, Female,
Defensive Midfielder,
Captain



S4



Size 30 mm



SMOKE

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
4"/6"	5	4/6"	4+	1	4/6

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KD

CHARACTER PLAYS

CST

RNG

SUS

OPT

Chemical Breeze

1

6"

x x

Choose one:

- Enemy models within 3" of target friendly guild model suffer the burning condition.
- Enemy models within 3" of target friendly guild model suffer the poison condition.

Infuse

2

6"

x x

Target enemy model that is currently suffering the burning or poison condition suffers 3 condition DMG.

Smoke Bomb

1

4"

x ✓

Position an ongoing effect AOE within range.

While within this AOE, models gain cover.





FLASK

CHARACTER TRAITS

● *Beaker Keeper*

Once per turn during this model's activation, choose a friendly non-Captain guild model within 4". The friendly model may use a CST 1 or 2 character play without spending influence once during its activation.

Light Footed

When this model makes an advance it ignores the MOV penalty for rough terrain.

Overheat [3" Pulse]

When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the burning condition.

Indar, Mechanica,
Mascot



Size 30 mm



FLASK

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	2	1/4"	3+	2	1/2



CHARACTER PLAYS

CST|RNG|SUS|OPT

Smoke Bomb

1 4" ✗ ✓

Position an ongoing effect AOE within range.
While within this AOE, models gain cover.





NAJA

CHARACTER TRAITS

● *Test Subject*

Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". If it does, this model may then make an attack or use a character play once during its activation without spending influence.

Venomous Strike

Enemy models damaged by this model suffer the poison condition.

● *Unpredictable Movement*

Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

Indar, Animal,
Mascot



S4



Size 30 mm



NAJA

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	3	1/4"	5+	0	1/3



CHARACTER PLAYS

CST|RNG|SUS|OPT

Hypnosis

1/ 6" ✓ ✓

The next time target enemy model spends influence on an attack, charge, or character play, the enemy model must spend 1 additional influence.





CALCULUS

CHARACTER TRAITS

Poisonous Fumes [2" Aura]

Enemy models entering or starting their activations within this aura suffer the poison condition.

● Reactive Solution

Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". If it does, this model may then use a character play once during its activation without spending influence.

Ethraynnian, Human, Female,
Central Midfielder,
Squaddie



S4



Size 30 mm



CALCULUS

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	3/6"	4+	1	2/4



CHARACTER PLAYS

CST

RNG

SUS

OPT

Blind

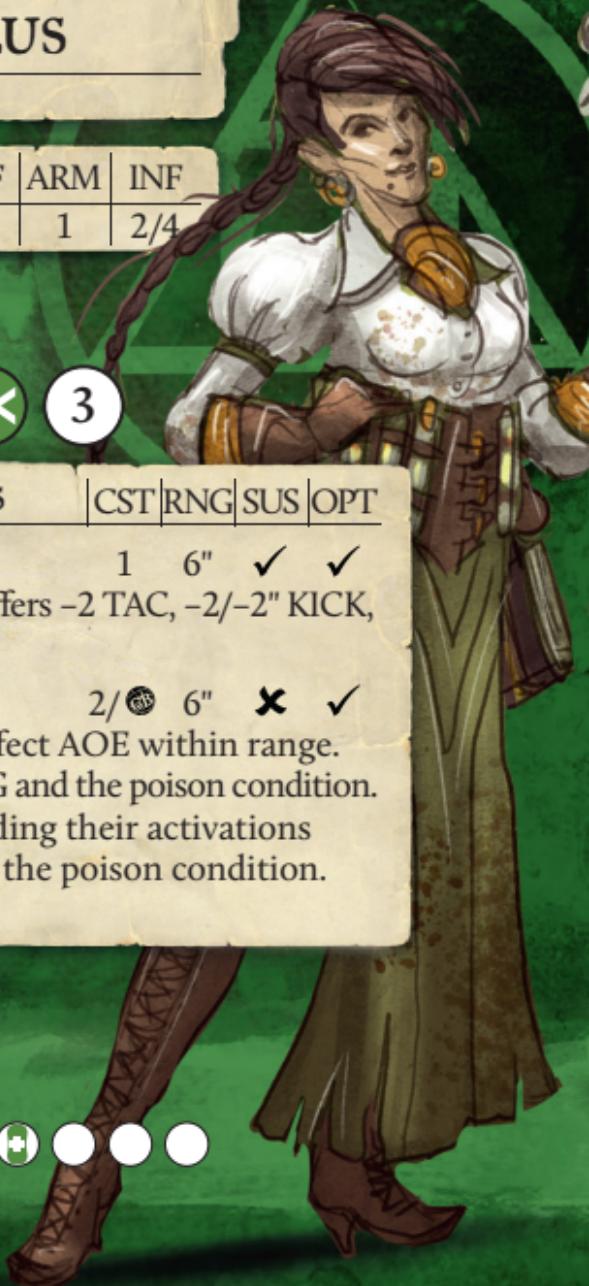
1 6" ✓ ✓

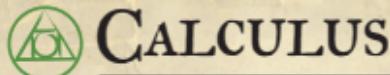
Target enemy model suffers -2 TAC, -2/-2" KICK, and -2"/-2" MOV.

Noxious Blast

2/ 6" ✗ ✓

Position an ongoing effect AOE within range.
Models hit suffer 2 DMG and the poison condition.
Models entering or ending their activations within this AOE suffer the poison condition.





CALCULUS

CHARACTER TRAITS

Spillage [4" Pulse]

When this model makes a kick, enemy models within the pulse suffer the poison condition.

Extraction

Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". This model may then immediately make a 4" dodge.

Ethraynnian, Human, Female,
Winger,
Veteran, Squaddie



S4



Size 30 mm



CALCULUS

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	3/8"	4+	1	2/4

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CHARACTER PLAYS

CST

RNG

SUS

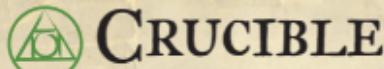
OPT

Sticky Bomb

2 4" ✓ ✓

Position an AOE within range. Enemy models hit
suffer -2"/-2" MOV and the poison condition.





CRUCIBLE

CHARACTER TRAITS

Chemical Admixture

Enemy models damaged by this model suffer the burning and poison conditions.

Covalence [4" Aura]

While within this aura, enemy models suffering the burning or poison condition must spend an additional +1 MP when they use Rest or are targeted by Encourage.

◎ Reactive Solution

Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". If it does, this model may then use a character play once during its activation without spending influence.

Numasai, Human, Female,
Attacking Midfielder,
Squaddie



S4



Size 40 mm



CRUCIBLE

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/8"	4+	0	2/3

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CHARACTER PLAYS

CST

RNG

SUS

OPT

Acrobatic

1 S ✗ ✓

This model may make a 2" dodge.

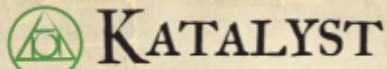
Great Balls of Fire

2 4" ✗ ✓

Target enemy model loses possession of the ball to this model and suffers the burning condition.



14



KATALYST

CHARACTER TRAITS

Burning Effigy

While suffering the burning condition, this model gains +2 TAC and ignores the MOV penalty for suffering the burning condition.

Burning Strike

Enemy models damaged by this model suffer the burning condition.

Pyromaniac

This model starts the game suffering the burning condition. At the start of the End Phase, before conditions are resolved, this model suffers the burning condition.

Skaldic, Human, Male,
Central Midfielder,
Squaddie



Size 40 mm



KATALYST

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	6	3/6"	3+	1	2/4



CHARACTER PLAYS

CST|RNG|SUS|OPT

External Combustion

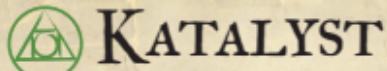


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Target enemy model suffers a 4" push directly away from this model and 3 DMG, and then enemy models within 3" of the target model suffer the burning condition.





KATALYST

CHARACTER TRAITS

Burst of Fumes

After this model resolves a successful attack during its activation, enemy models within 2" that are suffering the burning or poison condition suffer 2 condition DMG.

Toxicity

When an enemy model ends an activation engaging this model, the enemy model suffers 2 condition DMG and the poison condition.

Venomous Strike

Enemy models damaged by this model suffer the poison condition.

Witness Me!

Once per turn during this model's activation, when it inflicts the taken out condition on an enemy model, the friendly team gains an additional +2 MP.

Skaldic, Human, Male,
Attacking Midfielder,
Veteran, Squaddie



4.2



Size 50 mm



KATALYST

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	8	2/6"	2+	1	2/3



CHARACTER PLAYS

CST

RNG

SUS

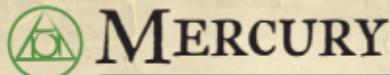
OPT

Ground Pound

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Models within this model's melee zone suffer a 2" push directly away from this model, 2 DMG, and the knocked down condition.



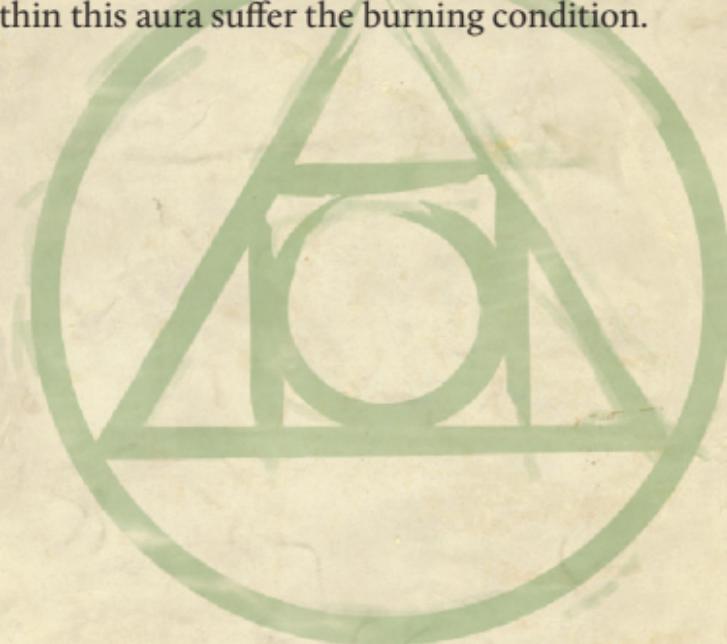


MERCURY

CHARACTER TRAITS

Burning Spirit [2" Aura]

Enemy models entering or starting their activations within this aura suffer the burning condition.



Ethraynnian, Human, Male,
Central Midfielder,
Squaddie



S4



Size 30 mm



MERCURY

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	4/6"	4+	1	2/4



CHARACTER PLAYS

CST|RNG|SUS|OPT

Fire Blast

2/6" 6" ✕ ✓

Position an ongoing effect AOE within range.

Models hit suffer 2 DMG and the burning condition. Models entering or ending their activations in this ongoing effect AOE suffer the burning condition.

Fire Ball

6" ✕ ✕

Target enemy model suffers 2 DMG and the burning condition.





VENIN

CHARACTER TRAITS

Debilitating Strike

This model gains +2 TAC while attacking enemy models suffering the poison condition.

Melting Body

While suffering the poison condition, this model gains +1 ARM.

● *Secretion*

Once per turn during this model's activation, it may suffer the poison condition.

Venomous Strike

Enemy models damaged by this model suffer the poison condition.

HEROIC PLAY

Coagulation [3" Pulse]

Enemy models within this pulse that are suffering the poison condition suffer 3 condition DMG.

Valentian, Human, Male,
Attacking Midfielder,
Squaddie



Size 30 mm



VENIN

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/6"	4+	1	2/4

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3

CHARACTER PLAYS

CST

RNG

SUS

OPT

Acid Rain



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X

X

3" pulse. Enemy models within this pulse suffer the poison condition.



13





VITRIOL

CHARACTER TRAITS

● *I've Been Burnt Before...*

Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". If it does so, if it then makes a sprint or charge during its activation it may do so without spending influence.

HEROIC PLAY

Face Your Fear [4" Pulse]

Enemy models within this pulse suffer the burning condition.

Skaldic, Human, Female,
Striker,
Squaddie



4.2



Size 30 mm



VITRIOL

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	4/8"	5+	0	2/3



CHARACTER PLAYS

CST|RNG|SUS|OPT

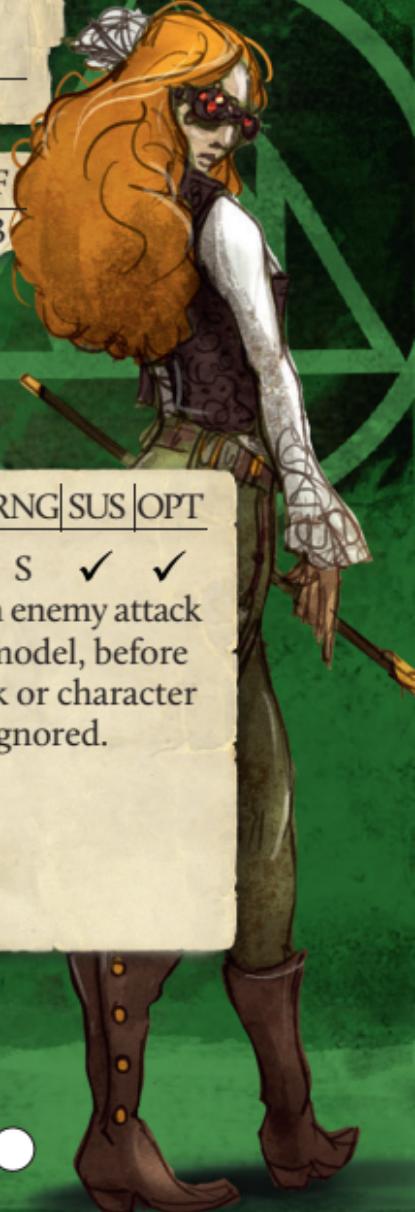
Clone

2/�名 S ✓ ✓

The next time this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.



11





COMPOUND

CHARACTER TRAITS

Noxious Death [3" Pulse]

When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

Resilience

The first time each turn this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

● Rush Keeper

While this model is within 4" of a friendly goalpost, once per turn when an enemy model ends an advance within 6" of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

Figeon, Mechanica, Human, Male,
Goalkeeper,
Squaddie



Size 40 mm



COMPOUND

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	5	2/6"	3+	1	2/4

2



CHARACTER PLAYS

CST

RNG

SUS

OPT

Horrfic Odour

1 S ✓ ✓

6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.

