








**Pulp City SE**

**Supremes and Minions Open Beta Update**

## Supremes and Minions by page

- |                           |                                 |                           |                               |
|---------------------------|---------------------------------|---------------------------|-------------------------------|
| 3. Chimp Chi              | 39. Terror Cotta Warrior        | 70. Sister Bedlam         | 105. Tekkna                   |
| 4. Silverager             | 40. Tanuki                      | 71. Tangent               | 106. Aurelius                 |
| 5. Guerilla               | 41. Shadow Mask                 | 72. Seabolt               | 107. Wildman                  |
| 6. Howler                 | 42. Shadow Double (M)           | 73. Gentleman             | 108. Grimmancer               |
| 7. Le Murtiple            | 43. Green Serpent               | 74. Nuke                  | 109. Digger                   |
| 8. Virus                  | 44. Dr. Tenebrous               | 75. Avatar of the Jaguar  | 110. Grimmrock                |
| 9. Apebot                 | 45. Night Fright & Leech        | 76. Acorn                 | 111. Grimmtorch               |
| 10. Dr. Red               | 46. Mourn                       | 77. Father Oak            | 112. Toxic Grimmvenger        |
| 11. Ace of Wraiths        | 47. Sanguine (day)              | 78. Kitty Cheshire        | 113. Supreme Grimm            |
| 12. Six Feet Under        | 48. Sanguine (night)            | 79. Vector                | 114. Gravito Grimm            |
| 13. Blood Rose            | 49. Draku (M)                   | 80. Pixels (M)            | 115. Grimm Lee Chan           |
| 14. Red Riding Hoodoo     | 50. Supreme Zed                 | 81. Mega Pixels (M)       | 116. Hooligrimm               |
| 15. Zombie Wolf (M)       | 51. Doom Train                  | 82. Stalker               | 117. Spartagrimm              |
| 16. Moonchild             | 52. Ra'Leigh, Aquarius Warlord  | 83. Tritonious            | 118. The Big Grimmowski       |
| 17. Moon Coyote           | 53. Gemini Y                    | 84. Virgo                 | 119. TINY!                    |
| 18. Sgt. Bale             | 54. Gemini X                    | 85. Riposte               | 120. John Grimmsham           |
| 19. Twilight              | 55. Stinger, Scorpio Fencer     | 86. Arquero               | 121. Grimminions (M)          |
| 20. Francis Gator         | 56. Xyllian, Master Sagittarius | 87. Dark Solar            | 122. Soul Golem               |
| 21. Rook                  | 57. Stormblades, Libra Sensei   | 88. Herald                | 123. L.O.A.                   |
| 22. Loup Garou II         | 58. Dead Eye                    | 89. Foxy Blade            | 124. Yeti                     |
| 23. Hellsmith             | 59. Skyline                     | 90. Red Bella             | 125. Gorgoroth                |
| 24. Boreas                | 60. Trail                       | 91. Primate of Mystery    | 126. Rosie "Baby" Rude        |
| 25. C.O.R.E. Charlemagne  | 61. Harrier                     | 92. Primate of Nature     | 127. Cro Mag                  |
| 26. C.O.R.E. Ghengis Khan | 62. Jade Hawk                   | 93. Primate of Science    | 128. Tomcat                   |
| 27. C.O.R.E. Patton       | 63. Solar                       | 94. V.H.                  | 129. Ninjas (M)               |
| 28. Access Points (M)     | 64. Stone Hawk                  | 95. Blacksmith            | 130. Ninja Sensei (M)         |
| 29. Androida              | 65. Sovereign                   | 96. Papa Zombie           | 131. June Summers (M)         |
| 30. Iron Train            | 66. Perun                       | 97. Comte Vendredi        | 132. Sentry Bots (M)          |
| 31. Captain Hadron        | 67. Crimson Oni                 | 98. Dead Guard (M)        | 133. Advanced Sentry Bots (M) |
| 32. Mini Hadron           | 68. Mysterious Man              | 99. Slug Muldoon          | 134. Necro G.I.'s (M)         |
| 33. Giant Hadron          | 69. Xenobi                      | 100. Jade Oni             | 135. Vigilantes (M)           |
| 34. Chronin               |                                 | 101. Taurus Shock Trooper |                               |
| 35. Lady Cyburn           |                                 | 102. 100 Voices           |                               |
| 36. Nuclear Jones         |                                 | 103. Voicelings           |                               |
| 37. Dr. Mercury           |                                 | 104. Anansi               |                               |
| 38. Green Emperor         |                                 |                           |                               |

<b>Chimp Chi</b> <b>Level 1 Infiltrator 30mm</b>		
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<b>4</b>	<b>4</b>	<b>2</b>	<b>5</b>	<b>2</b>	<b>3</b>

<b>AP: 3</b>	<b>MOVE: Wall Crawling 5 + Stealth</b>	<b>HP: 4</b>
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**ACTIONS**

**Lunge [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX: Damage 1**

**Shuriken [AP 1]**

**PRJ 4,  VS  FX: Fatigue**

**EFX: Damage 1**

**Ape Ki [AP 2] [Stun]**

**CCM,  VS  FX: Damage 2**



**EFX: Damage 2**







**POWERS**

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Sneaky Git:** Chimp Chi gains an additional + 1 die when benefitting from Momentum.

<b>AP +: 2</b>	<b>Living</b>		<b>A.R.C., The Way</b>	<b>Minion +: 0</b>
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Silverager Level 2 Brawler 40mm		
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4	5	3	4	4	3
6	3	3	6	2	3

AP: 4	MOVE: Bounding 4	HP: 10
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ACTIONS

**Analysis\*** [AP 1]

IST,  VS T# 7 FX: Self/Power Up 1

EFX: Self/Power Up 1

**Spinebreaker** [AP 2]

CCM,  VS  FX: Damage 2

EFX: Damage1; Grab & Throw

**Throw** [AP 2]

THR 6,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4


POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Rage:** During any Activation with Silverager you may Fatigue Silverager to change his profile to Calm or Rage. Silverager may start with whichever Calm or Rage profile is preferred.

**Tech Savvy:** If Calm Silverager begins and his Activation in BtB with a Friendly Mechanical model and both are not in BtB with Enemy model(s), that Mechanical model benefits from Heal 1.

AP +: 2	Living, Mechanical		A.R.C.	Minion +: 1
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<b>Guerilla</b> <b>Level 2 Brawler 40mm</b>		
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<b>5</b>	<b>4</b>	<b>5</b>	<b>5</b>	<b>3</b>	<b>4</b>

<b>AP: 4</b>	<b>MOVE: Bounding 4</b>	<b>HP: 10</b>
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**ACTIONS**

**Dakka Boom [AP 2]**

**PRJ 6,  VS  FX: Damage 1**

**EFX: Damage 2; Extra Target 2**

**Raze [AP 2] [Fatigue]**

**RAY 6,  VS  FX: Damage 1 and Knockback 4**

**EFX: Damage 1; Knockback 2**

**Slam [AP 2]**

**CCM,  VS  FX: Damage 2**

**EFX: Damage 1; Extra Target 1**


**POWERS**







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Minigun:** Guerilla adds +1 die to his Raze and Dakka Boom Action Rolls.

**Rebel Yell:** During Guerilla's first Activation in each Round give this Guerilla or one Friendly A.R.C. Supreme 1 **Power Up** die.

<b>AP +: 2</b>	<b>Living</b>		<b>A.R.C.</b>	<b>Minion +: 1</b>
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<b>Howler</b> <b>Level 1 Blaster 30mm</b>	 	
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<b>3</b>	<b>3</b>	<b>5</b>	<b>4</b>	<b>2</b>	<b>4</b>

<b>AP: 3</b>	<b>MOVE: Sprint 5</b>	<b>HP: 5</b>
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**ACTIONS**

**Snap Shot [AP 1]**

**RCT/TGT 6,  VS  FX: Damage 1**

**EFX: Damage 1**

**Stare Down\* [AP 1]**

**PRJ 6,  VS  FX: Knockback 4**

**EFX: Self/Power Up 1**

**Gun Bravado [AP 2]**

**PRJ 6,  VS  FX: Damage 1 and Suppress 1**


**EFX: Damage 2; Extra Target 6; Suppress 1**







**POWERS**

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Strafe:** Howler may Combine Gun Bravado with one or two Movement Actions in the same Activation but not with any other Combinable Actions, and may resolve Gun Bravado at any part of his movement.

<b>AP +: 1</b>	<b>Living</b>		<b>A.R.C. + Freelancer</b>	<b>Minion +: 0</b>
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<b>Le Murtriple</b> <b>Level 1 Infiltrator 30mm</b>		
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<b>3</b>	<b>4</b>	<b>3</b>	<b>5</b>	<b>3</b>	<b>2</b>

<b>AP: 4</b>	<b>MOVE: Wall Crawling 5 + Stealth</b>	<b>HP: 2 (x3)</b>
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ACTIONS

**Backstab [AP 2]**

**CCM,  VS  (Strong/ Sabotaged models) FX: Damage 2 and Follow Up**

**EFX:** Damage 1

**Minute Charge [AP 2]**

**PRJ 6,  VS  (Strong/ Sabotaged models) FX: Blast 2 and Damage 1**

**EFX:** Damage 1; Knockback 4

**Mirror Images\* [AP 2]**

**IST,  VS T# 6 FX: Special/Mirror Image**

**EFX:** Special/Mirror Image

- **Mirror Image:** Place a Le Murtriple within 6 inches of another Friendly Le Murtriple, subject to the limit of 3 at any one time.







POWERS

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Le Saboteur Superior:** Le Murtriple is represented by 3 models and always begins the Encounter with those 3 models; each is considered a Le Murtriple. Friendly Le Murtriples always Activate simultaneously; when performing an Action, select one of the Le Murtriples as the source of it. When performing a Movement Action, you may move all available Friendly Le Murtriples. Each Le Murtriple is treated as separate model for Damage purposes. Le Murtriple is KO'ed only when all Friendly Le Murtriples are KO'ed. When all 3 Mirror Images are present, trace a triangle between any point on the 3 Le Murtriple bases. All Enemy models at least partially within the triangle (even a part of their bases) are **Sabotaged**.

<b>AP +: 2</b>	<b>Living</b>		<b>A.R.C.</b>	<b>Minion +: 0</b>
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Virus Level 1 Support 30mm		
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2	2	4	5	4	3

AP: 3	MOVE: Wall Crawling 5 + Stealth	HP: 4
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ACTIONS

**Hacker [AP 1]**

PRJ 6,  VS  (Limited/Mechanical) FX: Suppress 1

EFX: Shift 4; Suppress 1

**Fix: Frenzy\* [AP 1]**

PRJ 3,  VS T# 6 (Limited/Apebot) FX: Special/Frenzy

EFX: Power Up 1

- **Frenzy:** Apebot with Frenzy adds +2 dice to Attacking Action Rolls (and only ever +2 dice from Frenzy no matter how many times Apebot is affected by Frenzy); Frenzy lasts until the following Effects Phase.

**Fix: Repair\* [AP 2]**

PRJ 3,  VS T# 6 (Limited/Mechanical) FX: Heal 2

EFX: Heal 1



POWERS







**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Quick Fix:** If Friendly Apebot starts its Activation within 6 inches of Friendly Virus then Apebot increases its AP Limit to 4.

AP +: 2	Living		A.R.C.	Minion +: 0
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<b>Apebot</b> Level 3 Powerhouse 50mm		
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7	4	2	4	1	2

<b>AP:</b> 3	<b>MOVE:</b> Bounding 4	<b>HP:</b> 14
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ACTIONS

**Rampage [AP 1]**

**RCT/BTB,  VS  FX: Damage 1**

**EFX:** Damage 1; Extra Target 2

**Wrecking Crew [AP 2]**

**CCM,  VS  (Strong/Structures) FX: Damage 2**

**EFX:** Damage2; Grab & Throw

**Throw [AP 2]**

**THR 6,  VS  FX: Damage 2**

**EFX:** Damage 1; Knockback 4

POWERS

**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Apehouse:** Whenever Apebot Damages an Object or Structure he automatically deals an additional Damage 3 against that Structure or Object.

**Defend the Master:** Any **Combat Action** Action Roll used against Friendly Virus in BtB with Apebot may be directed against Apebot at the Apebot player's discretion.

**Construct:** Apebot is **Immune/ Combat Actions** if Virus is within 6 inches.

<b>Dice:</b> 2	<b>Mechanical</b>		<b>ARC</b>	<b>Minion +:</b> 0
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Dr. Red Level 2 Support 40mm		
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4	4	5	5	4	4

AP: 3	MOVE: Bounding 4	HP: 8
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#### ACTIONS

##### Red Alpha [AP 3]

PLS 6,  VS T# 6 (Limited/Friendly A.R.C. Supremes) FX: Power Up 1

EFX: Special/Alpha; Self/Power Up 1

- **Alpha:** Add +1 AP to your Team Pool.

##### Power Glove [AP 2]

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

##### Ordnance [AP 2]

IND 6,  VS  FX: Blast 2 and Special/ Grenades

EFX: None

- **Grenades:** Choose one of the following which becomes the FX and EFX when resolving the Action in the current Activation:
  - **FX:** Damage 1; **EFX:** Damage 1; Knockback 4
  - **FX:** Suppress 1; **EFX:** Stun

#### POWERS

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Detonate:** Each time that Dr. Red completes a Movement Action that is not Combined with a Combat Action you may place an Explosive Marker in BtB with him. You may Fatigue Dr. Red during any Activation of his to Detonate all Explosive Markers (resolve in preferred order), each with the following Action Bar:


##### Blow Up Tactics







PLS 3,  5 VS : Damage 1

EFX: Damage 1; Knockback 4

**Planning:** Dr. Red adds +1 die to his Starting Rolls if his Team is all-A.R.C. Supremes.

AP +: 4	Living		A.R.C.	Minion +: 1
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<b>Ace of Wraiths</b> <b>Level 2 Blaster 30mm</b>		
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<b>3</b>	<b>3</b>	<b>6</b>	<b>4</b>	<b>4</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4</b>	<b>HP: 10</b>
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ACTIONS

**Ghostshot [AP 2]**

IND 6,  VS  FX: **Damage 1**

EFX: **Damage 1**

**Queen of Blood [AP 3]**

PLS 6,  VS  FX: **Damage 1**

EFX: **Damage 1**

**Ace of Wraiths\* [AP 1]**

IST,  VS T# 8 FX: **Self/Spectral and Special/Ace**


EFX: **Self/Attack 1**

- **Ace: Ghostshot** adds **Extra Target 4** and **Spectral** to the list of available EFX; in addition Ace of Wraith may use Ghostshot while Spectral. Ace lasts until the following Effects Phase.

POWERS







**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Deck of Souls:** Whenever a  Supreme is KO'ed by Ace of Wraiths he gains 1 **Power Up** die.

**King of Shadows:** When using a successful Combat Action as Attacker, Ace of Wraiths may choose to suffer **Damage 1** to gain one additional EFX against any one Defending  Supreme; this may only be applied once per Action Roll.

<b>AP +: 2</b>	<b>Living</b>		<b>Blood Watch + Freelancer</b>	<b>Minion +: 0</b>
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Six Feet Under Level 3 Powerhouse 50mm		
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7	5	2	3	2	5

AP: 5	MOVE: Sprint 4	HP: 14
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**ACTIONS**

**Buried Alive [AP 2]**

PLS 2,  VS  FX: Damage 1 and Suppress 1

EFX: Damage 1; Stun

**Power Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**Ashes to Ashes\* [AP 1]**

IST,  VS T# 9 FX: Self/Attack 1

EFX: Self/Attack 1

**POWERS**



**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Dust to Dust:** Whenever Six Feet Under successfully achieves 3 or more EFX on any of his Combat Actions, he may instantly Activate again after completing his current Activation.

**Insanity:** Whenever Six Feet Under's current HP is 7 or lower add +1 die to his Attacking Action Rolls, or +2 dice when his HP is 3 or lower.

**Undertaker:** Six Feet Under is **Strong/Nonliving**.

Dice: 3	Living		Blood Watch	Minion +: 0
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<b>Blood Rose</b> <b>Level 1 Support 30mm</b>		
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<b>2</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Blink 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Mercy\* [AP 1]**

**PRJ 6,  VS T# 6 FX: Heal 1 and Fatigue**

**EFX: Heal 1**

**Shadow Door [AP 2]**

**PRJ 6,  VS T# 7 (Strong and Limited/Friendly) FX: Shift 4**

**EFX: Shift 4**

**Blood Rose's Bloom [AP 3]**

**PLS 5,  VS T# 7 (Limited/Friendly) FX: Heal 1 and Shift 2**


**EFX: Heal 1; Shift 2**







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Shadow Walk:** Friendly Blood Watch Supremes may deploy up to 4 inches beyond your DZ.

<b>AP +: 2</b>	<b>Living</b>		<b>Blood Watch</b>	<b>Minion +: 0</b>
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<b>Red Riding Hoodoo</b> <b>Level 1 Support 30mm</b>		
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<b>2</b>	<b>2</b>	<b>2</b>	<b>4</b>	<b>5</b>	<b>6</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Mojo\* [AP 1]**

**IND 8,  VS T# 7 (Strong and Limited/Living) FX: Power Up 1**

**EFX:** Power Up 1

**Blood Red Hoodoo [AP 2]**

**IND 8,  VS  (Strong/Living) FX: Damage 1 and Power Down 1**

**EFX:** Damage 1; Suppress 1



**Halo Of Souls [AP 2]**

**AUR 6,  VS T# 8 (Limited/Friendly Living Supremes) FX: Defend 1**


**EFX:** Defend 1







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Spirit Ward:** If an Enemy  or  Combat Action deals any Damage to one or more Friendly models within 6 inches of Red Riding Hoodoo immediately inflict **Damage 1** to the Attacker.

<b>AP +: 2</b>	<b>Living</b>		<b>Blood Watch</b>	<b>Minion +: Zombie Wolf</b>
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Zombie Wolf Level 2 Brawler Minion/Red Riding Hoodoo / 40mm		
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4	3	1	4	1	3

	<b>MOVE:</b> Sprint 5	<b>HP:</b> 3
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ACTIONS

**Bite [Activation]**

**CCM,  VS  FX: Damage 1**

**EFX:** Damage 1; Fatigue


POWERS







**Brawler:** Add +1 die to Attack Actions against models in BtB.

**Howl:** During the first Zombie Wolf Activation of any Round, you may roll 1d6; that many nearest Citizens suffer Knockback 4 from Zombie Wolf, avoiding Impassable and Dangerous Terrain.

**Pet Zombie:** Any **Combat Action** Roll used against Friendly Red Riding Hoodoo in BtB with the Zombie Wolf may be directed against the Zombie Wolf at the Red Riding Hoodoo's player's discretion.

	<b>Nonliving</b>		<b>Blood Watch</b>	
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<b>Moonchild</b> Level 1 Brawler 30mm		
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4	3	2	4	2	5

<b>AP:</b> 4	<b>MOVE:</b> Sprint 5	<b>HP:</b> 4
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**ACTIONS**

**Strike [AP 1]**

CCM,  VS  FX: Damage 1

EFX: Damage 1

**Wild Coyote [AP 2]**

CCM,  VS  FX: Damage 1 and Follow Up

EFX: Damage 1; Self/Shift 4

**Moon Crazy\* [AP 1]**

IST,  VS T# 8 FX: Self/Attack 1

EFX: Self/Attack 1; Self/Defend 1



**POWERS**







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Waxing Moon:** Moonchild may **Shapeshift/Moon Coyote**. In addition, a Team with Moonchild/Moon Coyote may recruit Loup Garou II; he then becomes a  and counts as being Blood Watch Sub-faction.

<b>AP +:</b> 2	<b>Living</b>		<b>Blood Watch</b>	<b>Minion +:</b> 0
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<b>Moon Coyote</b> <b>Level 1 Speeder 30mm</b>		
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<b>3</b>	<b>3</b>	<b>2</b>	<b>6</b>	<b>2</b>	<b>4</b>

<b>AP: 4</b>	<b>MOVE: Sprint 5 + Stealth</b>	<b>HP: 4</b>
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**ACTIONS**

**Strike [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX: Damage 1**

**Moon Gate [AP 1]**

**IST,  VS T# 7 FX: Self/Shift 4**

**EFX: Self/Shift 2**


**Short Cut\* [AP 3]**

**PLS 6,  VS T# 6 (Limited/Friendly) FX: Shift 4**

**EFX: None**







**POWERS**

**Speeder:** Speeders can be Fatigued up to 3 times per Round.

**Waxing Moon:** Moon Coyote may **Shapeshift/Moonchild**. In addition, a Team with Moonchild/Moon Coyote may recruit Loup Garou II; he then becomes a  and counts as being Blood Watch Sub-faction.

<b>AP +: 2</b>	<b>Living</b>		<b>Blood Watch</b>	<b>Minion +: 0</b>
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Sgt. Bale Level 2 Brawler 30mm		
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4	4	5	4	3	5

AP: 5	MOVE: Sprint 4	HP: 10
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ACTIONS

**Balefire [AP 2]**

PRJ 6,  VS  FX: Damage 1

EFX: Damage 2; Extra Target 6

**Flame Strike [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1


**Holy Fire\* [AP 1]**


IST,  VS T# 7 FX: Self/Attack 2

EFX: None

POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Dragon's Champion:** In Sgt. Bale's first Activation of the Encounter you may nominate one enemy  Supreme of Level 2 or higher or a Monster; Sgt. Bale adds +1 die to all Action Rolls against that Supreme or Monster. If that Supreme is KO'ed by Sgt. Bale, then for the remainder of the Encounter Bale benefits from **Strong/All models**.

**Righteous:** Sgt. Bale is **Strong**/.

AP +: 2	Living	Fire	Blood Watch, The Way	Minion +: 0
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Twilight Level 1 Infiltrator 30mm		
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3	4	4	5	3	3

AP: 3	MOVE: Blink 5 + Stealth	HP: 4
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ACTIONS

**Shadow Fangs [AP 2]**

CCM,  VS  FX: Damage 2


EFX: Extra Target 2; Damage 1

**Silencer Gun [AP 1]**

PRJ 6,  VS  (Strong/All) FX: Damage 1

EFX: None

**Vanish [AP 1]**

RCT/TGT,  VS T# 6 FX: Self/Shift 4


EFX: None







POWERS

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Shadow Zone:** Whenever gaining a Momentum bonus, Twilight gains an extra +1 die on her Shadow Fangs Action Roll.

AP +: 2	Living	Darkness	Coven, The Way	Minion +: 0
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Francis Gator Level 1 Brawler 30mm		
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4	4	1	4	2	4

AP: 3	MOVE: Sprint 4	HP: 5
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ACTIONS

**Bloody Gumbo [AP 1]**

CCM,  VS  (Strong/Living) FX: Damage 1

EFX: Damage 1; Self/Heal 1

**Mosquito Swarm [AP 1]**

PRJ 8,  VS  FX: Suppress 1

EFX: Damage 1; Suppress 1

**Albino Gator's Curse\* [AP 3]**

SUM 8,  VS T# 6 FX: Summon Dangerous Terrain 3/Black Swamp

EFX: Self/Heal 1

- **Black Swamp: Damage 1;** Models with the **Water** Element are **Immune/Black Swamp**.







POWERS

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Blood Scent:** If there are any Damaged Enemy Living models within 6 inches from Gator at the beginning of his Activation, his movement in this Activation becomes Sprint 6.

AP +: 1	Living	Water	Coven	Minion +: 0
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Rook Level 2 Tank 40mm		
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5	5	2	4	2	3

AP: 3	MOVE: Sprint 4	HP: 12
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ACTIONS

**Tremor Halberd [AP 2]**

CCM,  VS  FX: Damage 2 and Knockback 4

EFX: Damage 1; Knockback 4

**Guard\* [AP 1]**

AUR 3,  VS T# 7 FX: Special/Guardian

EFX: None

- **Guardian:** Guardian lasts until the following Effects Phase and extends Rook's Tank Power to work anywhere within his Guard Aura.

**Sinkhole [AP 2]**

PRJ 8,  VS  FX: Blast 3 and Stun

EFX: Damage 1

POWERS







**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Bodyguard:** At the start of the Encounter, select one Friendly Supreme which cannot be Rook; while Rook is within 3 inches of the nominated model Rook adds +1 die as Attacker or Defender to Action Rolls.

**Assist:** During Rook's first Activation of each Round, you may nominate one Friendly Supreme in BtB with Rook to increase their AP Limit by 1 until the following Effects Phase.

AP +: 2	Living		Coven	Minion +: 0
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Loup Garou II Level 2 Brawler 40mm		
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5	4	2	4	1	4

AP: 4	MOVE: Bounding 5	HP: 10
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ACTIONS

**Power Strike [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1

**Moon Crazed\* [AP 1]**

IST,  VS T# 8 FX: Self/Attack 1

EFX: Self/Attack 1; Self/Defend 1


**JuJu Grave Dirt [AP 1]**

CCM,  VS  FX: Suppress 1

EFX: Follow Up; Suppress 2

POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Waning Moon:** A Team with Loup Garou II may recruit Moonchild; she then becomes a  and counts as being Coven Sub-faction.

**Tracker Hound:** During Loup Garou's first Activation of each Round, you may nominate one enemy Supreme; each time that Supreme uses a Movement Action you may automatically **Self/Shift 2** with Loup Garou.

AP +: 2	Living		Coven	Minion +: 0
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Hellsmith Level 2 Brawler 40mm		
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7	4	3	4	1	4

AP: 4	MOVE: Sprint 5	HP: 10
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ACTIONS

**Cleave Earth [AP 1]**

RAY 6,  VS  FX: Stun

EFX: Knockback 4

**Power Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**Earthquake [AP 3]**

PLS 3,  VS  FX: Damage 2

EFX: Damage 2; Fatigue


POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Aegis of the Damned:** Hellsmith is **Immune/Displacement Effects** and adds +1 die when Defending against Combat Actions when he's not in BtB with any Enemy models.

**Unholy Rage:** Every time a model is KO'ed by Hellsmith, Hellsmith gains 1 Power Up die.

AP +: 2	Outsider	Fire	Forgotten	Minion +: 0
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<b>Boreas</b> <b>Level 2 Blaster 40mm</b>		
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<b>4</b>	<b>3</b>	<b>5</b>	<b>4</b>	<b>2</b>	<b>4</b>

<b>AP: 4</b>	<b>MOVE: Flight 5</b>	<b>HP: 10</b>
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**ACTIONS**

**Whirlwind [AP 1]**

**PRJ 6,  VS  FX: Suppress 1**

**EFX: Fatigue; Stun; Suppress 1**

**Gale [AP 2]**

**THR 8,  VS  FX: Damage 1**

**EFX: Damage 1; Knockback 4; Stun**

**Blood Wind [AP 3]**

**PLS 6,  VS  FX: Damage 1 and Shift 4**

**EFX: Damage 1; Stun**

**POWERS**

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.







**Demon of the Winds:** Boreas is **Immune/Displacement Effects** and is **Strong/Flight**.

**Host:** Boreas may use his Gale Action on Objects up to 6 inches from Boreas' base without needing to be in BtB, and range for Gale is also measured from Boreas' base.

<b>AP +: 2</b>	<b>Outsider</b>	<b>Air</b>	<b>Forgotten</b>	<b>Minion +: 0</b>
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C.O.R.E. Charlemagne Level 3 Leader 30mm		
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7	6	1	4	9	5

AP: 5	MOVE: Sprint 4	HP: 14
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#### ACTIONS

##### Byte Knight [AP 2]

CCM,  VS  (Strong/All) FX: Damage 2 and Knockback 4

EFX: Damage 1; Knockback 4; Stun

##### Digital Armor\* [AP 2]

IST,  VS T# 11 FX: Self/Defend 2

EFX: Self/Defend 2

##### Digital Horn\* [AP 1]

AUR 6,  VS T# 11 FX: Special/Horn of Charlemagne

EFX: None

- **Horn of Charlemagne:** Whenever a Friendly Heavy Metal Supreme starts their Activation in the Aura they add an extra +1 die if they benefit from Momentum in that Activation.

#### POWERS

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Battle Modes:** C.O.R.E. Charlemagne is considered the same Supreme/Monster as C.O.R.E. Genghis Khan, C.O.R.E. Patton and Byte Dragon, and may not be used in the same Team as any of those models.

**Download:** At any point in each C.O.R.E. Charlemagne Activation he may move one Friendly Access Point into BtB with himself.

**Strategy Charlemagne:** If C.O.R.E. wins the Starting Roll he gains an additional **Master Plan Power Up** EFX in addition to any others he achieves.

AP +: 3	Mechanical		Heavy Metal	Minion +: 1 +Access Points
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C.O.R.E. Genghis Khan Level 3 Leader 30mm		
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6	4	7	6	9	5

AP: 5	MOVE: Blink 6	HP: 12
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ACTIONS

**Byte Strike [AP 2]**

CCM,  VS  (Strong/All) FX: Damage 2

EFX: Damage 1; Follow Up

**Byte Bite [AP 2]**

PRJ 8,  VS  (Strong/All) FX: Damage 1

EFX: Damage 1; Extra Target 4

**Digital Speed\* [AP 3]**

PLS 6,  VS T# 11 (Limited/Heavy Metal) FX: Special/Speed of Genghis Khan

EFX: None

- **Speed of Genghis Khan:** Each affected Friendly Supreme may remove one Fatigue.

POWERS

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.

**Battle Modes:** C.O.R.E. Genghis Khan is considered the same Supreme/Monster as C.O.R.E.







Charlemagne, C.O.R.E. Patton and Byte Dragon, and may not be used in the same Team as any of those models.

**Download:** If C.O.R.E. Genghis Khan makes a Blink move, he may be placed in BtB with a friendly Access Point regardless of how far away it is.

**Strategy Genghis Khan:** If C.O.R.E. wins the Starting Roll he gains an additional **Master Plan Move Fast** EFX in addition to any others he achieves.

AP +: 3	Mechanical		Heavy Metal	Minion +: 1 +Access Points
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C.O.R.E. PATTON Level 3 Leader 30mm		
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5	5	8	5	9	5

AP: 5	MOVE: Sprint 4	HP: 12
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#### ACTIONS

##### Byte Bite [AP 2]

PRJ 8,  VS  (Strong/All) FX: Damage 1


EFX: Damage 1; Extra Target 4

##### Byte Barrage [AP 3]


IND 8,  VS  (Strong/All) FX: Blast 4 and Damage 1 and Suppress 1

EFX: Damage 1; Suppress 1; Stun

##### Digital Ammunition\* [AP 2]

AUR 4,  VS T# 11 FX: Special/Ammo

EFX: None

- **Ammo:** Whenever a Friendly Heavy Metal Supreme including C.O.R.E. Patton within the Aura wins an Action Roll with an  Combat Action, they add an extra EFX.

#### POWERS


**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Battle Modes:** C.O.R.E. Patton is considered the same Supreme/Monster as C.O.R.E. Charlemagne, C.O.R.E. Genghis Khan and Byte Dragon, and may not be used in the same Team as any of those models.

**Download:** C.O.R.E. Patton may use Byte Bite from Friendly Access Points as though they were the C.O.R.E. Patton model.

**Strategy Patton:** If C.O.R.E. wins the Starting Roll he gains an additional **Master Plan Domination** EFX in addition to any others he achieves.





AP +: 3	Mechanical		Heavy Metal	Minion +: 1 +Access Points
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Access Points Level 2 Minions Exclusive/C.O.R.E. 3 Access Points per card 30mm		
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1	5	4	1	1	1



	<b>MOVE: X</b>	<b>HP: 2 per Access Point</b>
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**POWERS**

**Access Points:** Access Points use their  in place of  when Defending against Enemy Combat Actions, and are **Immune/**  **and**  **Combat Actions** and are **Immune/Displacement Effects**. Access Points are automatically KO'ed if Friendly C.O.R.E. is KO'ed.

**Static Position:** 3 Access Points may be deployed anywhere on the battlefield outside of Impossible Terrain.

**Tech Stations:** All Access Points are one of the following Station types depending on C.O.R.E.'s Battle Mode:

**Charlemagne Shield Stations:** Friendly models and Citizens in BtB (including the Access Point) with a Shield Station add +1 die to Action Rolls when Defending with  or .

**Ghengis Khan Power Stations:** While at least one Friendly Ghengis Khan Access Points remains in play, add AP+1 to the AP Pool Calculation.

**Patton Battle Stations:** These Access Points may use the following Combat Action:







**Gatling Lasers [Activation]**

**PRJ 6,  VS  FX: Damage 1**

**EFX: Damage 1**

	<b>Mechanical</b>		<b>Heavy Metal</b>	
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<b>Androida</b> Level 1 Speeder 30mm		
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3	3	4	5	5	3

<b>AP:</b> 3	<b>MOVE:</b> Sprint 6	<b>HP:</b> 4
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**ACTIONS**

**Eye Beam [AP 1]**

PRJ 6,  VS  FX: Damage 1

EFX: None

**Machine Kin [AP 1]**

PRJ 6,  VS  (Limited/Enemy Mechanical) FX: Shift 4

EFX: Mind Control

**Lightning Fast\* [AP 1]**

IST,  VS T# 7 FX: Self/Shift 4

EFX: Self/ Power Up 1; Self/Shift 4







**POWERS**

**Speeder:** Speeders can be Fatigued up to 3 times per Round.

**Faster Than Bullets:** If Androida uses a Movement Action, then for the remainder of the Round when Androida would suffer Damage from hostile Combat Actions, roll 1d6; on a roll of 5+, she suffers no Damage.

<b>AP +:</b> 2	<b>Mechanical</b>		<b>Heavy Metal</b>	<b>Minion +:</b> 1
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Iron Train Level 2 Tank 40mm		
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5	6	3	1	2	3

AP: 3	MOVE: Sprint 4	HP: 12
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ACTIONS

**Age of Steam\* [AP 1]**

IST,  VS T# 8 FX: Self/Defend 1

EFX: Self/Attack 2; Self/Defend 1; Self/Shift 4

**Power Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4



**Street Brawler [AP 2]**

THR 8,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

POWERS







**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Armored:** Iron Train may use  instead of  when targeted by Combat Actions but this does not count as a Trump Trait for the roll; in addition, Friendly models may benefit from **Cover** due to Iron Train when they are Defending.

**High Octane Fuel:** Whenever Iron Train benefits from the Momentum Condition, you may Fatigue Iron Train to add +2 dice to the Action Roll in addition to the Momentum die.

AP +: 2	Living		Heavy Metal	Minion +: 0
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<b>Captain Hadron</b> <b>Level 2 Blaster 30mm</b>		
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<b>4</b>	<b>4</b>	<b>5</b>	<b>3</b>	<b>5</b>	<b>4</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4</b>	<b>HP: 10</b>
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**ACTIONS**

**Molecular Magnet [AP 1]**

**PRJ 6,  VS  FX: Blast 3 and Pull 3**

**EFX: Damage 1**

**Molecular Shift [AP 2]**

**PRJ 6,  VS  FX: Spectral and Suppress 1**

**EFX: Suppress 1**

**Molecular Ray [AP 2]**


**RAY 6,  VS  FX: Damage 1**

**EFX: Damage 1; Shift 4**

**POWERS**







**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Unstable Molecules:** Captain Hadron may **Shapeshift/Mini Hadron**. Captain/Mini Hadron are considered the same Supreme as Giant Hadron, so any Team including Captain/Mini Hadron may not also include Giant Hadron.

**Molecular Shield:** Captain Hadron adds +1 die when Defending against  Combat Actions. Captain Hadron is **Immune/Molecular Magnet**.

<b>AP +: 2</b>	<b>Living</b>		<b>Heavy Metal</b>	<b>Minion +: 0</b>
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<b>Mini Hadron</b> <b>Level 2 Blaster 30mm</b>		
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<b>1</b>	<b>6</b>	<b>1</b>	<b>6</b>	<b>5</b>	<b>4</b>

<b>AP: 4</b>	<b>MOVE: Blink 4 + Stealth</b>	<b>HP: (as Captain Hadron)</b>
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**ACTIONS**

**Assemble [AP 2]**

**PRJ 2, ✨ VS T# 4 (Limited/Mechanical) FX: Heal 2**

**EFX:** Heal 1

**Dismantle [AP 2]**

**PRJ 2, Ⓢ VS 🛡️ (Limited/Mechanical) FX: Damage 2 and Suppress 1**

**EFX:** Suppress 1; Stun; Damage 1

**The Disappearing Trick [AP 1]**

**RCT/BTB, ✨ VS T# 3 FX: Self/Shift 4**

**EFX:** None

**POWERS**

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.







**Unstable Molecules:** Mini Hadron may **Shapeshift / Captain Hadron**. Captain/Mini Hadron are considered the same Supreme as Giant Hadron, so any Team including Captain/Mini Hadron may not also include Giant Hadron.

**Too Small:** All models may move through Mini Hadron as long as they end their movement so that their Base does not overlap with Mini Hadron's. In the same way, Mini Hadron may move through other models. Mini Hadron does not score Agenda Points for his Team; if Mini Hadron is KO'ed the Enemy Team still scores AGP.

<b>AP +: 2</b>	<b>Living</b>		<b>Heavy Metal</b>	<b>Minion +: 0</b>
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<b>Giant Hadron</b> <b>Level 3 Powerhouse 80mm</b>		
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<b>8</b>	<b>5</b>	<b>5</b>	<b>2</b>	<b>4</b>	<b>4</b>

<b>AP: 4</b>	<b>MOVE: Sprint 5</b>	<b>HP: 14</b>
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**ACTIONS**

**Power Takedown [AP 2]**

**CCM,  VS  FX: Damage 2**

**EFX: Damage 1; Grab & Throw**

**Throw [AP 2]**

**THR 6,  VS  FX: Damage 2**

**EFX: Damage 1; Knockback 4**

**Stomp [AP 2]**

**PLS 6,  VS  FX: Suppress 1**

**EFX: Damage 1; Stun**

**POWERS**

**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Unstable Molecules:** Giant Hadron is considered the same Supreme as Captain/Mini Hadron, so any Team including Giant Hadron may not also include Captain/Mini Hadron. Giant Hadron may **Shapeshift/Captain** or **Mini Hadron**; Friendly Captain and Mini Hadron may in addition **Shapeshift/Giant Hadron**. Friendly Captain and Mini Hadron use Giant Hadron's HP track.

**Goliath:** Models Attacking Giant Hadron never benefit from **High Ground**. Giant Hadron is **Immune/Displacement Effects** and **Immune/Fatigue** from sources other than his own Activations. Giant Hadron may never benefit from **Cover**.

**Protector:** Models within 2 inches of Giant Hadron may transfer all Damage received from any Combat Action to Giant Hadron.

<b>Dice: 2</b>	<b>Living</b>		<b>Heavy Metal</b>	<b>Minion +: 0</b>
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<b>Chronin</b> Level 1 Tank 30mm		
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4	5	4	4	4	3

<b>AP:</b> 3	<b>MOVE:</b> Sprint 4	<b>HP:</b> 6
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**ACTIONS**

**Flurry [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX:** Special/Flurry of Blows

- **Flurry of Blows:** You may immediately repeat the Flurry Action at no AP cost.

**Fast Forward [AP 1]**

**IST,  VS T# 6 FX: Self/Attack 1**

**EFX:** Self/Attack 1; Self/Shift 4

**Time Shield [AP 1]**

**IST,  VS T# 6 FX: Self/Defend 1**

**EFX:** Self/Defend 1







**POWERS**

**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Time Control:** Chronin may Combine any number of Actions in an Activation, even those that cannot normally be Combined such as two (or more) Combat Actions that are not Combinable (\*).

<b>AP +:</b> 1	<b>Living</b>		<b>Heavy Metal, The Way</b>	<b>Minion +:</b> 0
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Lady Cyburn Level 1 Blaster 30mm		
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3	4	4	4	2	3

AP: 4	MOVE: Sprint 4	HP: 5
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#### ACTIONS

##### Heaven's On Fire [AP 1]

PRJ 6,  VS T# 8 (Limited/Friendly Heavy Metal and Excluded/Monsters) FX: Special/Heavenly Fire and Attack 1

EFX: Power Up 1

- **Heavenly Fire:** After completing Lady Cyburn's Activation you may immediately Activate the Target model.

##### Fire Woman [AP 1]

RCT/BTB,  VS T# 6 FX: Special/Ring of Fire

EFX: None

- **Ring of Fire:** Every model in BtB with Lady Cyburn suffers **Damage 1**.

##### Light My Fire [AP 2]

PRJ 6,  VS  FX: Damage 1

EFX: Damage 2







#### POWERS

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Always Gets Herself In Trouble...:** If an Enemy Supreme or Monster moves into BtB with Lady Cyburn, one Friendly Heavy Metal Supreme may instantly be moved 4 inches directly towards that Enemy model.

AP +: 1	Living, Mechanical	Fire	Heavy Metal	Minion +: 0
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<b>Nuclear Jones</b> <b>Level 2 Support 30mm</b>		
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<b>4</b>	<b>5</b>	<b>6</b>	<b>4</b>	<b>3</b>	<b>4</b>

<b>AP: 3</b>	<b>MOVE: Flight 4</b>	<b>HP: 8</b>
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**ACTIONS**

**Nuclear Missile [AP 2]**

**PRJ 6, ★ VS 🏃 (Strong/Living) FX: Damage 1**

**EFX: Damage 1**

**Atomic Boost\* [AP 2]**

**AUR 4, ★ VS T# 9 (Limited/Friendly Heavy Metal) FX: Attack 1**

**EFX: Attack 1**

**Nuclear Leak [AP 3]**

**SUM 8, ★ VS T# 8 FX: Summon Dangerous Terrain 3/Nuclear Waste**

**EFX: None**

- **Nuclear Waste: Damage 1; Nuclear Jones and Nuke Supremes are Immune/Nuclear Leak.**

**POWERS**







**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Weird Affinity:** Nuclear Jones and Nuke cannot Target one another with their Combat Actions unless there are no other eligible Targets available.

**Detonation:** During any part of a Nuclear Jones Activation he may be voluntarily KO'ed to immediately give all Friendly Heavy Metal Supremes **Attack 1** and **Defend 1**, which lasts until the following Effects Phase as usual.

<b>AP +: 4</b>	<b>Living, Mechanical</b>	<b>Heavy Metal</b>	<b>Minion +: 0</b>
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Dr. Mercury Level 2 Brawler 40mm		
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5	5	4	4	5	3

AP: 4	MOVE: Sprint 4	HP: 10
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#### ACTIONS

##### Power Smash [AP 2]

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

##### Mercurial\*[AP 1]

IST,  VS T# 7 FX: Self/Shift 4

EFX: Self/Power Up 1

##### Meld [AP 2]

IST,  VS T# 7 FX: Special/Liquid Metal

EFX: None

- **Liquid Metal:** Dr. Mercury is immediately removed from the battlefield as if he benefited from Climb High, as if he had Flight Movement, but at no Fatigue cost and his movement type remains Sprint.

#### POWERS

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.


**Mercurial Matrix:** During Dr. Mercury's first Activation in a Round he may give **1 Power Up** die to one Friendly Heavy Metal Supreme other than himself.







**Anvil & Spike Arms:** When using Power Smash for the first time in a Round, Dr. Mercury may be Fatigued to benefit from Spikes or Anvil, with the benefit lasting until the following Effects Phase:

**Spikes:** Add **Damage 2** to the EFX of Power Smash.

**Anvil:** Dr. Mercury is **Immune/Stun** and **Suppress**.

AP +: 2	Mechanical		Heavy Metal	Minion +: 0
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<b>Green Emperor</b> <b>Level 3 Leader 30mm</b>		
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<b>5</b>	<b>5</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>

<b>AP: 5</b>	<b>MOVE: Sprint 4</b>	<b>HP: 12</b>
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**ACTIONS**

**Power Smash [AP 2]**

**CCM,  VS  FX: Damage 2**

**EFX:** Damage 1; Knockback 4

**Dragon Coil [AP 2]**

**PLS 2,  VS  (Limited/Enemy) FX: Damage 1 and Suppress 1**

**EFX:** Damage 1; Power Down 1

**Dragon Scale\* [AP 1]**

**IST,  VS T# 9 FX: Self/Attack 1**

**EFX:** Self/Attack 1; Self/Defend 1; Self/Spectral and Special/Spirit of the Dragon



- **Spirit of the Dragon:** Green Emperor's movement type changes to Blink 6 until the following Effects Phase.

**POWERS**

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.

**Master Strategist:** Green Emperor gains an additional Master Plan EFX option if all Supremes in his Team are Jade Cult:







**Way of the Dragon:** Use this EFX to immediately Activate another Jade Cult Supreme after one of your Jade Cult Supremes has Activated in the Turns Phase. Way of the Dragon can only be used once per Round.

**Awaken:** If any Supreme/Monster with  value of 5 or more is within 4 inches of Green Emperor, then Green Emperor adds +1 die to his  Action Rolls.

**Dragon Spirit:** Green Emperor may spend AP subject to his AP Limit to add dice as a Combat Bonus to Action Rolls at +1 die per AP spent.

<b>AP +: 3</b>	<b>Living</b>		<b>Jade Cult</b>	<b>Minion +: 2</b>
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<b>Terror Cotta Warrior</b> <b>Level 2 Tank 30mm</b>		
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<b>5</b>	<b>5</b>	<b>5</b>	<b>1</b>	<b>1</b>	<b>1</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 12</b>
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**ACTIONS**

**Power Strike [AP 2]**

**CCM,  VS  FX: Damage 2**

**EFX: Damage 1**

**Homing Rocket [AP 2]**

**IND 8,  VS  (Strong/all) FX: Damage 1**

**EFX: Damage 1; Stun**



**Terror Stomp [AP 1]**


**PLS 2,  VS  FX: Suppress 1**

**EFX: Damage 1; Knockback 4**

**POWERS**







**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Armored:** Terror Cotta Warrior may use  instead of  when targeted by Combat Actions but this does not count as a Trump Trait for the roll; in addition, Friendly models may benefit from **Cover** due to Terror Cotta Warrior when they are Defending.

**Terror Army:** A Team including Green Emperor may purchase up to 3 Terror Cotta Warrior Supremes. A Terror Cotta Warrior may only benefit from Trump Traits and Combat Bonuses, and may only Command Minions, if it is within RNG of a Friendly Supreme's  Trait in inches.

<b>AP +: 2</b>	<b>Mechanical</b>		<b>Jade Cult</b>	<b>Minion +: 0</b>
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Tanuki Level 1 Support 30mm		
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3	2	4	4	4	4

AP: 3	MOVE: Blink 4	HP: 3
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ACTIONS

**There's gotta be a Spell for That\* [AP 1]**




IST,  VS T# 7 FX: Self/Power Up 1

EFX: Self/Attack 1; Self/Defend 1; Self/Heal 1; Self/Power Up 1; Self/Shift 4

**Zen Focus\* [AP 1]**

IST,  VS T# 6 FX: Special/Zen

EFX: None

- **Zen:** Choose Tanuki or a Friendly Living model in BtB to be the Defender; then choose one of ,  or ; until the Following Effects Phase, or Tanuki is KO'ed, whichever occurs first, the Defender increases the chosen Trait to 8, while the other two Traits drop to 1.

**Bad Luck [AP 1]**

PRJ 6,  VS  FX: Power Down 1 and Stun

EFX: Damage 1; Fatigue; Power Down 1; Suppress 1

POWERS







**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Fortune Favors the Rich:** In his first Activation of each Round Tanuki generates **1 Power Up** die per HP he has remaining; he may give up to 1 of these Power Up dice per Supreme to Friendly Supremes in BtB.

AP +: 2	Outsider		Jade Cult, The Way	Minion +: 1
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<b>Shadow Mask</b> <b>Level 1 Infiltrator 30mm</b>		
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<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>4</b>

<b>AP: 3</b>	<b>MOVE: Blink 5 + Stealth</b>	<b>HP: 4</b>
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**ACTIONS**

**Strike [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX: Damage 1**

**Shadow Claws\* [AP 1]**

**PRJ 5,  VS  FX: Stun**

**EFX: Damage 1; Suppress 1**

**Shadow Double\* [AP 1]**

**SUM 6,  VS T# 6 FX: Summon Minion/Shadow Double (1)**

**EFX: None**







**POWERS**

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Born In Shadows:** When Defending against Combat Actions used outside of BtB, Shadow Mask adds +1 die to his Action Rolls; if Shadow Mask wins an Action Roll as Defender outside of BtB, the Attacker suffers Damage 1.

<b>AP +: 2</b>	<b>Living, Outsider</b>	<b>Darkness</b>	<b>Jade Cult</b>	<b>Minion +: Shadow Double</b>
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<b>Shadow Double</b> <b>Exclusive Summoned Minion 30mm</b>		
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<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>4</b>

	<b>MOVE: Blink 5 +Stealth</b>	<b>HP: 1</b>
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**ACTIONS**

**Strike [Activation]**

**CCM,  VS  FX: Damage 1**

**EFX: Damage 1**

**Shadow Claws [Activation]**

**PRJ 5,  VS  FX: Stun**







**EFX: Damage 1; Suppress 1**

**POWERS**

**Ninja's Shadow:** At any time when an Enemy model moves into BtB with Friendly Shadow Mask or this Shadow Double, you may inflict Damage 1 to Shadow Double to immediately trade places with Friendly Shadow Mask. There can only be one Friendly Shadow Double on the table at any time.

	<b>Outsider</b>	<b>Darkness</b>		
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<b>Green Serpent</b> <b>Level 2 Infiltrator 30mm</b>		
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<b>3</b>	<b>4</b>	<b>3</b>	<b>6</b>	<b>4</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Sprint 5 + Stealth</b>	<b>HP: 8</b>
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**ACTIONS**

**Power Lunge [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1

**Shuriken [AP 1]**

PRJ 4,  VS  FX: Fatigue

EFX: Damage 1

**Shadowy Operator\*[AP 1]**

IST,  VS T# 8 FX: Self/Attack 1

EFX: Self/Attack 1; Self/Defend 1

**POWERS**







**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Chosen Prey:** In Green Serpent's first Activation of the Encounter, choose an Enemy model which becomes the Chosen Prey. Green Serpent gains +1 die on all Actions Targeting the Chosen Prey which lasts until the Chosen Prey model is KO'ed.

**Step Through Shadows:** Once per Round Green Serpent may move as though she had Blink 8 but may not Combine this Movement Action with any other Actions and her Activation immediately ends after the Movement Action is resolved; she is still Fatigued for using this movement.

<b>AP +:</b> 4	<b>Living</b>		<b>Jade Cult, The Way</b>	<b>Minion +:</b> Ninjas
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<b>Dr. Tenebrous</b> <b>Level 3 Leader 30mm</b>		
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<b>4</b>	<b>4</b>	<b>5</b>	<b>5</b>	<b>7</b>	<b>6</b>

<b>AP: 5</b>	<b>MOVE: Flight 5</b>	<b>HP: 10</b>
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#### ACTIONS

##### **Crippling [AP 3]**

**PLS 8**  **VS**  **(Limited/Living) FX: Suppress 1**

**EFX:** Power Down 1; Stun; Suppress 1

##### **Soulshredder [AP 2]**

**PRJ 8**,  **VS**  **FX: Damage 1**

**EFX:** Damage 1; Suppress 1

##### **Gloom [AP 3]**

**IND 8**,  **VS**  **(Limited/non-Necroplane) FX: Blast 4 and Damage 1 and Special/ Gloomshade**


**EFX:** Damage 1

- **Gloomshade:** Place one 30mm Gloomshade marker (regardless of how many models are affected by Gloom) anywhere fully within the area of the Blast. Any Necroplane models within 4 inches of the Gloomshade marker benefit from Stealth. The Gloomshade marker remains in place until this Dr. Tenebrous uses Gloom again.

#### POWERS



**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Reap:** If a Living model is KO'ed by a Friendly Necroplane Supreme Combat Action, roll 1d6; on a 5+ that Necroplane Supreme may immediately **Heal 1** up to its starting maximum.

**Deathmaster:** Dr. Tenebrous rolls 1 extra die when using Combat Actions with his  Trait.

**The Scourge:** Every Living Enemy Non-Necroplane model that starts its first Activation of a Round in BtB with a Friendly Necroplane Supreme is automatically Fatigued or must suffer Damage 1 (the player controlling the affected model chooses).

<b>AP +: 3</b>	<b>Nonliving</b>	<b>Darkness</b>	<b>Necroplane</b>	<b>Minion +: 2</b>
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Night Fright & Leech Level 2 Speeder 40mm		
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3	4	3	5	5	4

AP: 4	MOVE: Flight 5	HP: 8
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ACTIONS

**Monsters in the Closet [AP 1]**

RCT/TGT 6,  VS  (Strong & Limited/Living) FX: Power Down 1 and Suppress 1

EFX: Power Down 1; Suppress 1

**Nightmare Engine\* [AP 1]**

AUR 4,  VS T# 7 FX: Special/Nightmare Miasma

EFX: None

- **Nightmare Miasma:** Until the following Effects Phase, Living models within the Aura are **Easy Targets**.

**Scythes [AP 2] [Fatigue]**

OVR 5,  VS  FX: Damage 1

EFX: Knockback 4; Suppress 1



POWERS







**Speeder:** Speeders can be Fatigued up to 3 times per Round.

**Machine Dreams:** Enemy Mechanical Models in BtB count as Living.

**Who Sows Nightmares, Reaps Terror:** When a Living Enemy model is KO'ed and within 6 inches of this Night Fright & Leech, add **1 Power Up** die to a Friendly Necroplane Supreme.

AP +: 4	Nonliving		Necroplane	Minion +: 1
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<b>Mourn</b> <b>Level 1 Blaster 30mm</b>		
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<b>3</b>	<b>4</b>	<b>2</b>	<b>5</b>	<b>4</b>	<b>2</b>

<b>AP: 3</b>	<b>MOVE: Flight 5</b>	<b>HP: 5</b>
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**ACTIONS**

**Banshee Wail [AP 1]**

**IND 6,  VS  (Limited/Living) FX: Stun**



**EFX: Fatigue; Power Down 1**

**Ssshred Them!\*[AP 2]**

**PRJ 6,  VS  FX: Damage 1**

**EFX: Damage 1**

**Screams Of the Dead [AP 2]**

**RAY 6,  VS  (Limited/Living) FX: Damage 1 and Suppress 1**

**EFX: Damage 1; Suppress 1**







**POWERS**

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Laughter Of The Dead:** When Mourn is KO'ed, all **Living** models within 4 inches automatically suffer Damage 1.

<b>AP +: 1</b>	<b>Nonliving</b>		<b>Necroplane</b>	<b>Minion +: 0</b>
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<b>Sanguine (day)</b> <b>Level 1 Support 30mm</b>		
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<b>3</b>	<b>3</b>	<b>1</b>	<b>4</b>	<b>4</b>	<b>3</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Blood Favor [AP 1]**

**PRJ 6,  VS T# 6 (Excluded/ Mechanical) FX: Heal 1**

**EFX:** Power Up 1

**Blood Boil [AP 1]**

**PRJ 4,  VS  FX: Damage 1**

**EFX:** Extra Target 3

**The Horror\* [AP 2]**

**PLS 6,  VS  (Strong & Limited/Living) FX: Suppress 1**



**EFX:** Knockback 4; Power Down 1







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Night Beckons:** Each time in a Round that an Enemy model is KO'ed by Sanguine (day), gain 1 Night Point. At the moment the third Night Point is marked Sanguine (day) immediately **Shapeshifts/Sanguine (night)** at no Fatigue cost; Sanguine (day) and Sanguine (night) are considered the same model so may never be included together in the same Team.

<b>AP +: 2</b>	<b>Nonliving</b>		<b>Necroplane + Freelancer</b>	<b>Minion +: Draku</b>
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Sanguine (night) Level 2 Support 30mm		
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4	4	1	6	5	4

AP: 4	MOVE: Wall Crawling 5	HP: 8
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ACTIONS

**Blood Is The Life [AP 2]**

AUR 4,  VS T# 7 (Limited/Friendly) FX: Attack 1

EFX: Attack 1

**Fangs [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Self/Heal 1

**The Horror\* [AP 2]**

PLS 6,  VS  (Strong & Limited/Living) FX: Suppress 1

EFX: Knockback 4; Power Down 1

POWERS

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.







**Glamor:** Whenever Sanguine inflicts Damage on a Living model with **Fangs**, he automatically adds **Mind Control** to the FX achieved from that Action Roll.

**Crimson Mist:** At the beginning of any Activation you may Fatigue Sanguine to grant him **Spectral** until the following Effects Phase.

AP +: 4	Nonliving	Darkness	Necroplane + Freelancer	Minion +: Draku
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Draku Level 2 Tank Minion /Sanguine/30mm		
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3	3	1	4	1	3

	<b>MOVE:</b> Blink 5	<b>HP:</b> 3
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**ACTIONS**

**Bite [Activation]**

**CCM,  VS  FX: Damage 1**

**EFX:** Damage 1;



**POWERS**







**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Blood Companion:** Draku recovers 1 HP in his first Activation of each Round. If he is KO'd, add +1 die to all of Friendly Sanguine's Action Rolls as Attacker for the remainder of the Encounter.

**Bloodlust:** Draku is **Strong/Living models**.

	<b>Nonliving</b>		<b>Necroplane</b>	
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Supreme Zed Level 2 Brawler 30mm		
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8	4	5	3	1	2

AP: 4/2	MOVE: Flight 4	HP: 12
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ACTIONS

**Power Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**Death Beam [AP 2]**

RAY 6,  VS  (Limited/Living) FX: Damage 1

EFX: Damage 1

**Crash Landing [AP 3] [Damage 2] [Stun]**

PLS 4,  VS  (Strong/all) FX: Damage 2 and Stun

EFX: Damage 2

POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Dead Muscles, Dead Brain:** If there is no Friendly Necroplane Supreme within 8 inches of Supreme Zed at the beginning of his Activation, his AP Limit drops to 2.

**Bullet Magnet:** While Supreme Zed is not Stunned, any Friendly models Damaged outside of BtB while within 2 inches of Supreme Zed may transfer all the Damage they suffer from a Combat Action to Supreme Zed – apply each total of transferred Damage separately.

AP +: 2	Nonliving		Necroplane	Minion +: 0
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Doom Train Level 2 Tank 40mm		
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4	6	5	1	1	2

AP: 3	MOVE: Sprint 4	HP: 12
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ACTIONS

**T.K. Throw [AP 2]**

**THR 6, ★ VS  (Strong/All) FX: Damage 1**

**EFX:** Damage 1; Knockback 4

**Weaken [AP 1]**

**AUR 4, ★ VS T# 8 (Limited/Living) FX: Suppress 1**

**EFX:** Suppress 1

**Haunted Engine\* [AP 1]**



**IST, ★ VS T# 7 FX: Self/Defend 1**

**EFX:** Self/Attack 1; Self/Defend 1

POWERS







**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Telekinesis:** Doom Train may use his **T.K. Smash** Action on Objects up to 6 inches from Doom Train's base without needing to be in BtB, and range for T.K. Smash is also measured from Doom Train's base.

**Armored:** Doom Train may use  instead of  when Targeted by Combat Actions but this does not count as a Trump Trait for the roll; in addition, Friendly models may benefit from **Cover** due to Doom Train when they are Defending.

AP +: 2	Mechanical, Nonliving		Necroplane	Minion +: 0
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Ra'leigh, Aquarius Warlord Level 3 Leader 30mm		
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7	5	5	5	5	7

AP: 5	MOVE: Sprint 4	HP: 12
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#### ACTIONS

**Trident Strike [AP 2]**

CCM,  VS  (Strong/All) FX: Damage 2

EFX: Damage 1

**Vortex of Steel [AP 2]**

PLS 2,  VS  (Strong & Limited/Enemy) FX: Damage 1

EFX: Damage 1; Knockback 4

**Tidal Uprising [AP 3]**

PRJ 6,  VS  (Strong/All; Excluded/Ulthar) FX: Blast 3 and Damage 1 and Shift 4

EFX: Damage 1; Stun

#### POWERS


**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Tides of Conquest:** The first time Ra'leigh KO's an Enemy Supreme in a Round all Friendly Ulthar models gain 1 Power Up die.

**Will of the Conqueror:** Ra'leigh and any Friendly Ulthar may choose to use 1 Power Up die to inflict one extra EFX (and one only) from a successful Attacker Action Roll.

**Warrior's Challenge:** Add +1 die to Action Rolls against Enemy Supreme models in BtB.

AP +: 3	Living	Water	Ulthar	Minion +: 1
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<b>Gemini Y</b> <b>Level 1 Support 30mm</b>		
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<b>2</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>5</b>	<b>4</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Fearful Presence\* [AP 1]**

**AUR 4,  VS T# 8 (Excluded/Ulthar) FX: Suppress 1**

**EFX: Suppress 1**

**Mind Grip [AP 2]**

**IND 8,  VS  (Limited/Living) FX: Mind Control and Attack 1**

**EFX: Attack 1**

**Despairing Thoughts [AP 2]**

**IND 6,  VS  FX: Power Down 2**


**EFX: Damage 1; Power Down 2**







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Twin Minds:** While Gemini X and Gemini Y are in BtB with each other they add 2 dice to their Action Rolls.

<b>AP +: 2</b>	<b>Living</b>	<b>Water</b>	<b>Ulthar</b>	<b>Minion +: 1</b>
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<b>Gemini X</b> <b>Level 1 Support</b>		
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<b>2</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>5</b>


<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Perilous Pillar [AP 1]**

**SUM 8, ✎ VS T# 7 FX: Summon Structure/Perilous Pillar**

**EFX: None**

- **Perilous Pillar:** (Perilous Pillar:  8; 5 inches; 30mm base; HP 1) When the Pillar is KO'ed, before removing it resolve the following Action:

**PLS 2, ✎ 5 VS : Damage 1**

**EFX: Damage 1**

**Solace of Neptune [AP 2]**

**IND 6, ✎ VS T# 7 FX: Heal 1**

**EFX: Heal 1**

**Concealing Mist\* [AP 2]**

**AUR 4, ✎ VS T# 8 (Limited/Ulthar) FX: Defend 1**


**EFX: Defend 1**







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Twin Minds:** While Gemini X and Gemini Y are in BtB with each other they add 2 dice to their Action Rolls.

<b>AP +: 2</b>	<b>Living</b>	<b>Water</b>	<b>Ulthar</b>	<b>Minion +: 1</b>
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Stinger, Scorpio Fencer Level 1 Brawler 30mm		
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3	4	2	5	3	3

AP: 3	MOVE: Sprint 5	HP: 5
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#### ACTIONS

Lunge [AP 1]

CCM,  VS  FX: Damage 1

EFX: Damage 1

Disengage [AP 1]

RCT/BTB,  VS  FX: Self/Shift 4

EFX: Self/Shift 2; Damage 1

Distraction\* [AP 1]

CCM,  VS  FX: Suppress 1

EFX: Self/Power Up 1; Suppress 1







#### POWERS

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Footwork:** Stinger may Fatigue himself at any time to trade places with a Friendly Ulthar model within 5 inches that is Targeted by a BtB Enemy Combat Action; Stinger may not use **Disengage** immediately following use of Footwork.

AP +: 1	Living	Water	Ulthar	Minion +: 0
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<b>Xyllian, Master Sagittarius</b> <b>Level 2 Blaster 30mm</b>		
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4	4	5	5	4	4

<b>AP: 4</b>	<b>MOVE: Sprint 4 + Stealth</b>	<b>HP: 10</b>
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**ACTIONS**

**Analysis\* [AP 1]**

**IST,  VS T# 7 FX: Self/Power Up 1**

**EFX: Self/Power Up 1**

**Lure [AP 1]**

**IND 14,  VS  FX: Shift 4**

**EFX: None**

**Laser Crossbow [AP 2]**

**PRJ 8,  VS  FX: Damage 1**

**EFX: Damage 1; Stun**

**POWERS**

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.







**Lay of the Land:** During the Effects Phase of the first Round you may reposition Xyllian to anywhere within 8 inches of his starting location.

**Master Hunter:** Enemy models do not benefit from Stealth against Xyllian.

<b>AP +: 2</b>	<b>Living</b>	<b>Water</b>	<b>Ulthar</b>	<b>Minion +: 0</b>
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Stormblades, Libra Sensei Level 2 Brawler 30mm		
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5	4	1	4	4	5

AP: 4	MOVE: Bounding 5	HP: 10
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ACTIONS

**Rebounding Blades [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Follow Up; Self/Shift 4

**Scales Balance [AP 2]**

PLS 2,  VS  (Limited/Enemy) FX: Damage 1

EFX: Damage 1

**Tipping the Scales [AP 2]**

PRJ 8,  VS  FX: Pull 4 and Self/Pull 4 and Damage 1

EFX: Damage 1

POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Final Sacrifice:** When Stormblades is KO'ed all Friendly Ulthar gain **1 Power Up** die.

**Kraken's Guard:** Enemy models never benefit from Momentum or Bounding bonuses against Stormblades.

AP +: 2	Living	Water	Ulthar, The Way	Minion +: 0
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Dead Eye Level 3 Leader 30mm		
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7	5	4	4	5	7

AP: 5	MOVE: Sprint 5	HP: 10
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ACTIONS

**Power Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**Walk It Off!\* [AP 1]**

PRJ 12,  VS T# 9 (Limited/Friendly) FX: Special/Big Boys Don't Cry!

EFX: Power Up 1

- **Big Boys Don't Cry!:** Remove **Stun** and all **Suppress** from the Target.

**Dead Eye Pass [AP 3]**

RAY 6,  VS  (Strong/all) FX: Damage 1 and Stun

EFX: Damage 2

POWERS

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Tactics:** Whenever Dead Eye finishes his first Activation in the Round, a Friendly Supreme model may Activate immediately.

**Local Patriot:** During Dead Eye's first Activation in each Round give this Dead Eye and one Friendly Supreme 1 **Power Up** die each.

**My City:** Dead Eye is **Immune/Displacement Effects** and **Immune/Stun**.

AP +: 3	Living			Minion +: 2
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Skyline Level 1 Infiltrator 30mm		
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4	5	3	4	4	2

AP: 3	MOVE: Wall Crawling 5 + Stealth	HP: 5
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ACTIONS

**Staff Strike [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1

**Staff Throw [AP 2]**

PRJ 4,  VS  FX: Damage 1 and Stun

EFX: Damage 1; Extra Target 2

**Inertial Repulsion [AP 1]**

RCT/ BTB,  VS  FX: Knockback 4


EFX: Damage 1







POWERS

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Rooftop Reconnaissance:** Skyline benefits from **High Ground** against all models except those with **Flight**.

AP +: 2	Living			Minion +: 0
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<b>Trail</b> <b>Level 2 Support 30mm</b>		
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<b>3</b>	<b>3</b>	<b>2</b>	<b>4</b>	<b>5</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4 + Stealth</b>	<b>HP: 8</b>
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**ACTIONS**

**Increased Probability [AP 1]**

**IND 8,  VS T# 7 FX: Power Up 1**



**EFX:** Extra Target 2; Power Up 1

**Mind Strike [AP 2]**

**IND 6,  VS  (Limited/Living) FX: Damage 1 and Stun**

**EFX:** Fatigue; Damage 1

**Pawns [AP 1] [Fatigue]**

**IND 8,  VS  (Limited/Living) FX: Mind Control and Shift 4**

**EFX:** Shift 2


**POWERS**







**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Master of Deception:** When Trail is the Target of any Exclusive Action he can declare a friendly Minion that is within 2 inches of Trail and eligible to be a Target (within the Action range or BtB as required) to become the Target instead. The Minion becomes the Target of the Exclusive Action and will make all Action Rolls as appropriate.

**A Second Ahead:** Whenever Trail finishes his first Activation in each Round, a Friendly model may Activate immediately.

<b>AP +: 4</b>	<b>Living</b>			<b>Minion +: 2</b>
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<b>Harrier</b> <b>Level 1 Brawler 30mm</b>		
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<b>4</b>	<b>4</b>	<b>1</b>	<b>5</b>	<b>3</b>	<b>3</b>

<b>AP: 3</b>	<b>MOVE: Flight 6</b>	<b>HP: 5</b>
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**ACTIONS**

**Smash [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX: Damage 1; Knockback 4**

**Charm [AP 1]**

**IST,  VS T# 6 FX: Self/Defend 1**

**EFX: Self/Defend 1**

**Fly By [AP 2] [Fatigue]**

**OVR 6,  VS  FX: Damage 1**



**EFX: Damage 1; Fatigue**







**POWERS**

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Bird Of Prey:** Whenever an Enemy model is KO'ed by Harrier, immediately add +1 AP to her Team Pool.

<b>AP +: 1</b>	<b>Living</b>		<b>Not Necroplane</b>	<b>Minion +: 0</b>
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Jade Hawk Level 1 Infiltrator 30mm		
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4	4	2	4	3	5

AP: 3	MOVE: Wall Crawling 5 + Stealth	HP: 4
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ACTIONS

**Strike [AP 1]**

CCM,  VS  FX: Damage 1

EFX: Damage 1

**Death Claw [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Fatigue; Follow Up; Stun

**Wing Sweep [AP 1]**

RCT/TGT,  VS T# 6 FX: Special/Protection

EFX: None



- **Protection:** Jade Hawk rolls 2 extra dice against the Action that triggered Wing Sweep.







POWERS

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Urban Predator:** Whenever at the start of Jade Hawk's Activation there are no Friendly Supremes within 6 inches (with the exception of Skyline) she gains **Strong/all**.

AP +: 2	Living		The Way + Freelancer	Minion +: 0
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Solar Level 2 Blaster 30mm		
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5	4	5	4	4	5

AP: 4	MOVE: Flight 5	HP: 10
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#### ACTIONS

##### Flaming Fists [AP 2]

CCM,  VS  FX: Damage 2

EFX: Damage 1; Extra Target 1

##### Sun Ray [AP 2]

RAY 6,  VS  FX: Damage 1

EFX: Damage 1

##### Sun Strikes [AP 3]

IND 10,  VS  FX: Damage 1 and Special/Sun Striker

EFX: Damage 1

- **Sun Striker:** After resolving this Action, if it is successful, nominate up to 2 separate Targets within 10 inches of Solar and resolve the following Action to each:


 VS : Damage 1

EFX: Damage 1

#### POWERS







**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Avatar Of Ahau Kin:** Dark Solar, Solar and Avatar of the Jaguar are the same Supreme; therefore a Team may only include one of them.

**Touch Of The Sun:** All Friendly  Supremes other than Dark Solar, Solar and Avatar of the Jaguar within 4 inches add +1 die to all Action Rolls.

AP +: 2	Living	Light	Minion +: 0
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Stone Hawk Level 2 Tank 40mm		
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5	6	2	3	3	6

AP: 3	MOVE: Sprint 4	HP: 12
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#### ACTIONS

##### Tomahawk [AP 2]

CCM,  VS  (Strong/all) FX: Damage 2

EFX: Damage 1; Stun

##### Rock-hard\* [AP 1]


IST,  VS T# 8 FX: Self/Defend 1

EFX: Self/Power-Up 1

##### Stoneshapes [AP 1+]

SUM 8,  VS T# 8 FX: Summon Structure/Stoneshape (1 Stoneshape per 1 AP spent)

EFX: Summon Structure/ Stoneshape

- **Stoneshape:** (Stoneshape:  8; 5 inches; 30mm base; HP 5) Previously Summoned Stoneshapes are not removed when more are Summoned. A Stoneshape may not be placed within 1 inch of another model except another Stoneshape or Stone Hawk; each Stoneshape provides the **Reinforced Cover** Combat Bonus to eligible models. All Stoneshapes are removed in the following Effects Phase.

#### POWERS

**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.







**Redemption:** Whenever a Friendly model within 2 inches of Stone Hawk is Targeted by a Combat Action, before the Action is resolved you may move Stone Hawk into BtB with the Target model by the shortest possible route, and then Stone Hawk must use his Tank Power. This movement does not cost any Fatigue.

**Stoneform:** Stone Hawk is **Immune/Displacement Effects** and **Immune/Dangerous Terrain**.

AP +: 2	Living	Earth		Minion +: 0
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<b>Sovereign</b> <b>Level 2 Blaster 30mm</b>		
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<b>5</b>	<b>4</b>	<b>5</b>	<b>4</b>	<b>4</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4</b>	<b>HP: 10</b>
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**ACTIONS**

**Power Slash [AP 2]**

**CCM,  VS  FX: Damage 2**



**EFX:** Damage 1; Follow Up

**Albion Mk I [AP 2]**

**PRJ 6,  VS  FX: Damage 1**

**EFX:** Damage 1; Stun

**Bloody Swathe [AP 2]**


**PLS 2,  VS  (Strong/ all) FX: Damage 1**

**EFX:** Damage 1

**POWERS**







**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**British Steel:** Sovereign adds an extra +1 die to Power Slash Action Rolls when he benefits from **Momentum**.

**Battler of Britain:** Sovereign is **Immune/Heal**, and once per Encounter if Sovereign is KO'ed, you may choose to remove a Friendly non- Supreme as KO'ed instead, placing Sovereign in place of the KO'ed Supreme with the same HP as the replaced model, or Sovereign's starting HP, whichever is lower.

<b>AP +: 2</b>	<b>Living</b>			<b>Minion +: 0</b>
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Perun Level 2 Brawler 30mm		
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5	4	5	3	4	6

AP: 4	MOVE: Flight 5	HP: 10
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ACTIONS

**Lightning Bolt [AP 2]**

PRJ 8,  VS  FX: Damage 1

EFX: Damage 1; Extra Target 6

**Power Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**Lightning Storm [AP 4]**

IND 8,  VS  (Excluded/Objects and Structures) FX: Blast 4 and Damage 2

EFX: Special/Chain

- **Chain:** Deal 1 point of Damage to a single model within the area of **Lightning Storm**.


POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Lord of Lightning:** Add +1 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Stormcaller:** During his first Activation in a Round, you may Fatigue Perun once and his subsequent Combat Actions benefit from **Attack 1** until the following Effects Phase.

AP +: 2	Living	Air Water	Supreme Alliance + Freelancer	Minion +: 0
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<b>Crimson Oni</b> <b>Level 2 Brawler 30mm</b>		
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<b>5</b>	<b>4</b>	<b>3</b>	<b>5</b>	<b>3</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4</b>	<b>HP: 10</b>
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ACTIONS

**Lightning Fist\* [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX: Suppress 1; Stun**

**Six Element Fist [AP 2]**

**CCM,  VS  (Strong/all) FX: Damage 2**

**EFX: Damage 1; Knockback 4**

**One Thousand Strikes [AP 2]**


**PLS 4,  VS  FX: Damage 1 and Knockback 4**

**EFX: Knockback 2**

POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Flight of the Phoenix:** Whenever Crimson Oni gains a Momentum Bonus you may immediately move a Friendly model within 6 inches of this Crimson Oni into BtB with the model this Crimson Oni is in BtB with.

**Phoenix Warrior:** Crimson Oni is Immune/Fire and Light. In addition, his  Combat Actions can affect models benefitting from Spectral, counting them as though in BtB; however this does not apply to Spectral models using Actions against Crimson Oni.

<b>AP +: 2</b>	<b>Living</b>		<b>The Way + Freelancer</b>	<b>Minion +: 0</b>
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<b>Mysterious Man</b> Level 3 Leader 30mm		
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4	4	6	4	8	7

<b>AP:</b> 5	<b>MOVE:</b> Sprint 4 + Stealth	<b>HP:</b> 11
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#### ACTIONS



##### Supreme DNA [AP 1]

**PRJ 6,  VS  (Limited/Living) FX: Special/DNA**

**EFX:** Self/Power Up 1

- **DNA:** Mysterious Man adds one Combat Action from the Defender's card to his own available selection of Combat Actions, and this acquired Combat Action is lost in the subsequent Effects Phase. The Defender also retains the Combat Action.

##### Gizmo Blaster [AP 2]

**PRJ 6,  VS  (Strong/All) FX: Damage 1**

**EFX:** Damage 1; Knockback 4

##### Evil Science [AP 2]

**AUR 8,  VS T# 9 (Limited/Friendly Minions) FX: Attack 2**

**EFX:** Attack 1

#### POWERS

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Crimelord:** In Mysterious Man's first Activation of each Round, you may recruit a new Minion card by placing the models from the new Level 1 Minion card within 6 inches of Mysterious Man.

**Orders:** Mysterious Man adds +1 extra die to Starting Rolls, and achieve Master Plans on a 4+ when he wins Starting Rolls.

**Power Dealer:** In Mysterious Man's first Activation of each Round, allocate **1 Power Up** die to a Friendly Supreme other than Mysterious Man; if Xenobi is chosen add **2 Power Up** dice instead.

<b>AP +:</b> 3	<b>Living</b>		<b>Minion +:</b> 3
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<b>Xenobi</b> Level 1 Support 30mm		
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<b>4</b>	<b>3</b>	<b>4</b>	<b>6</b>	<b>1</b>	<b>2</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Instant Mutation [AP 1]**

**CCM,  VS  FX: Damage 1 and Special/Mutate**

**EFX: Damage 1**

- **Mutate:** Roll 1d6 and apply the additional FX according to the result: 1-2: no addition; 3-4: **Damage 1 and Self/Damage 1**; 5-6: **Damage 1**.

**Taunting [AP 1]**

**IND 12,  VS T# 4 (Limited/Living) FX: Shift 4**

**EFX: Power Down 1; Self/Power Up 1**

**Ka-Boom [AP 2]**

**PRJ 6,  VS  FX: Damage 2 and Self/Knockback 3**


**EFX: Damage 1**







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Little Kingpin:** Enemy models in BtB with Xenobi do not benefit from **Brawler** and/or **Tank** Powers.

<b>AP +: 2</b>	<b>Living</b>			<b>Minion +: 1</b>
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<b>Sister Bedlam</b> <b>Level 1 Support 30mm</b>		
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<b>4</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>3</b>

<b>AP:3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Heal-Kill [AP 1]**

**PRJ 6,  VS T# 6 FX: Heal 1**

**EFX:** Heal 1; Special/Heal-Kill


- **Healer-Killer:** Choose an Enemy model within 6 inches of Sister Bedlam to suffer Damage 1

**Pain Chain [AP 2]**

**PRJ 6,  VS  (Limited/Living) FX: Damage 1**

**EFX:** Damage 1; Extra Target 6; Follow Up

**Pain Link [AP 2]**

**AUR 6,  VS T# 7 FX: Special/Pain Linked**

**EFX:** None

- **Pain Linked:** For each Living Enemy model that suffers Damage while in the Aura, Sister Bedlam may **Heal 1** to one friendly Living model also in the Aura. Pain linked ends in the following Effects Phase.







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Sister of Mercy:** Sister Bedlam adds +1 die to her Action Rolls if she is at less than full HP before the roll is made.

<b>AP +: 2</b>	<b>Living</b>		<b>Minion +: 0</b>
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<b>Tangent</b> <b>Level 2 Blaster 30mm</b>		
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<b>3</b>	<b>4</b>	<b>6</b>	<b>5</b>	<b>4</b>	<b>3</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4</b>	<b>HP: 8</b>
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#### ACTIONS

**Analysis\* [AP 1]**

**IST,  VS T# 7 FX: Self/Power Up 1**



**EFX:** Self/Power Up 1

**Bullet Math [AP 2]**

**PRJ 6,  VS  FX: Damage 1**

**EFX:** Damage 1; Self/ Power-Up 1

**Geometry of Hurt [AP 4]**

**PLS 6,  VS  (Limited/Enemy) FX: Damage 1**

**EFX:** Self/ Power-Up 1; Special/ Retribution

- **Retribution:** Tangent may spend up to 3 Power-Up dice to inflict Damage 1 per Power Up die to the Defender. Retribution may only be applied once per Defender for each use of Geometry of Hurt.

#### POWERS

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.







**More Than Luck:** When Tangent has a tied Action Roll she is assumed to win unless the opposing model has a similar Power, in which case apply Origin as normal to resolve the tie.

**Tangents:** Tangent may discard Power-Up dice to achieve the following bonuses:

- 1 or more Power-Up dice to add +2 to range per Power-Up die for one use of Bullet Math.
- 2 Power Up dice to increase her AP Limit to 5 for the remainder of the Round.

<b>AP +: 2</b>	<b>Living</b>		<b>Minion +: 0</b>
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<b>Seabolt</b> <b>Level 2 Brawler 30mm</b>		
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<b>4</b>	<b>3</b>	<b>5</b>	<b>5</b>	<b>3</b>	<b>2</b>

<b>AP: 4</b>	<b>MOVE: Bounding 4</b>	<b>HP: 10</b>
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**ACTIONS**

**Drowning [AP 2]**

**CCM,  VS  FX: Damage 2**

**EFX: Damage 1; Stun**

**Spray [AP 1]**

**RAY 6,  VS  FX: Knockback 4**

**EFX: Damage 1; Knockback 4**

**Go With The Flow [AP 3] [Fatigue]**

**OVR 8,  VS  FX: Damage 1 and Shift 4**

**EFX: Damage 1**

**POWERS**



**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.







**Flux:** At the start of the Seabolt's first Activation of any Round you may choose to have Seabolt use Flux. Seabolt suffers **Self/Spectral** (also changing his movement type to Blink 6) until the following Effects Phase. He may not use any Combat Actions if he is affected by Flux.

**Smokin' Wet:** Seabolt is **Immune/Mobbing**.

<b>AP +: 2</b>	<b>Living</b>	<b>Water</b>	<b>Minion +: 0</b>
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<b>Gentleman</b> <b>Level 1 Blaster 30mm</b>	 	
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<b>3</b>	<b>3</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4 + Stealth</b>	<b>HP: 4</b>
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**ACTIONS**

**Snap Shot [AP 1]**

**PRJ 6,  VS  FX: Damage 1**

**EFX: None**

**Gun Run [AP 2] [Fatigue]**

**OVR 4,  VS  FX: Damage 1**

**EFX: Damage 1**

**Sniper Rifle [AP 3]**

**PRJ 12,  VS  (Strong/All) FX: Damage 2**

**EFX: Damage 1; Stun**







**POWERS**

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Flash Grenade:** The first time Gentleman is KO'ed in an Encounter, move him up to 4 inches with 1 HP remaining after fully resolving the Action that KO'ed him.

<b>AP +: 1</b>	<b>Living</b>		<b>Minion +: 0</b>
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Nuke Level 2 Blaster 40mm		
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4	5	6	3	2	3

AP: 3	MOVE: Sprint 4	HP: 10
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ACTIONS

**Nuclear Powerhouse [AP 1]**

PRJ 2,  VS  FX: Damage 1

EFX: Extra Target 1

**Mini Nuke Gauntlets [AP 2]**

PRJ 4,  VS  FX: Damage 2

EFX: Damage 1

**Apocalypse [AP 3] [Damage 1]**




PLS 6,  VS  FX: Damage 2

EFX: Damage 1; Stun

POWERS







**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Atomic:** Nuke is **Strong/Living**.

**Fire Inside:** Nuke may use  instead of the listed Trait when Defending against Combat Actions that are not used in BtB against him, except against Attacker Combat Actions that use  or .

AP +: 2	Mechanical, Nonliving			Minion +: 0
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Avatar Of The Jaguar Level 2 Brawler 30mm		
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5	4	2	6	2	3

AP: 4	MOVE: Bounding 5	HP: 10
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ACTIONS

**Primal Slash\* [AP 1]**

CCM,  VS  FX: Suppress 1

EFX: Damage 1; Suppress 1

**Rip [AP 2]**


CCM,  VS  FX: Damage 2 and Follow Up

EFX: Damage 1; Stun

**Dread Totem [AP 1]**

SUM 6,  VS T# 5 FX: Summon Structure/Dread Totem

EFX: Self/Power Up 1

- **Dread Totem:** (Dread Totem:  8; 1 inch; 30mm base; HP 2) Whenever a Living Enemy model is Activated and is the closest Enemy model to Dread Totem, it may not be moved to be any farther away from Dread Totem than it began its Activation.

POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Avatar Of Ahau Kin:** Dark Solar, Solar and Avatar of the Jaguar are the same Supreme; therefore a Team may only include one of them.

**Feral:** If an Enemy Supreme is KO'ed by Avatar Of The Jaguar, then this Avatar Of The Jaguar may immediately make a Movement Action which costs no Fatigue.

AP +: 2	Living		Minion +: 0
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Acorn Level 1 Support 30mm		
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2	2	2	4	4	5

AP: 3	MOVE: Sprint 4 + Stealth	HP: 4
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ACTIONS

**Hide 'N' Seek [AP 1]**

RCT/BTB,  VS T# 6 FX: Self/Shift 4



EFX: None

**Hurray For The Trees [AP 2]**

PLS 4,  VS  (Limited/ Enemy) FX: Fatigue and Weak/Earth

EFX: Damage 1

**Reclaim The Land [AP 1]**

PRJ 4,  VS  (Limited/Structures) FX: Damage 5



EFX: Damage 3







POWERS

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Charming Kid:** Acorn adds +2 dice against Living Enemy Action Rolls where she is the Defender.

AP +: 2	Living	Earth	Gaia	Minion +: 2
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<b>Father Oak</b> <b>Level 3 Powerhouse 50mm</b>		
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<b>7</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Sprint 5</b>	<b>HP: 14</b>
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**ACTIONS**

**Power Smash [AP 2]**

**CCM,  VS  FX: Damage 2**

**EFX:** Damage 1; Knockback 4

**Long Arm [AP 1]**

**PRJ 6,  VS  FX: Pull 6**

**EFX:** Follow Up; Grab & Throw

**Throw [AP 2]**

**THR 6,  VS  FX: Damage 2**

**EFX:** Damage 1; Knockback 4

**POWERS**



**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Earth's Renewal:** In his first Activation of each Round Father Oak recovers 1 HP up to his maximum.

**Gaia's Vengeful Fist:** Father Oak is **Strong**/.

**Earth's Uprising:** Father Oak is **Immune/Displacement Effects**.

<b>Dice: 4</b>	<b>Living</b>	<b>Earth</b>	<b>Gaia</b>	<b>Minion +: 0</b>
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<b>Kitty Cheshire</b> <b>Level 1 Speeder 30mm</b>	 	
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4	4	4	4	4	4

<b>AP: 3</b>	<b>MOVE: Blink 6 + Stealth</b>	<b>HP: 4</b>
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#### ACTIONS

##### Scratch [AP 1]

CCM,  VS  FX: **Damage 1**

EFX: Damage 1; Special/Cat Scratch Fever

- **Cat Scratch Fever:** Kitty Cheshire becomes **Immune/ Defender's Combat Actions**; this Effect lasts until the following Effects Phase (multiple Cat Scratch Fever EFX against a Target do not stack).

##### Walk the Otherside\* [AP 1]

CCM,  VS  FX: **Shift 6**

EFX: Damage 1

##### Somersault [AP 2] [Fatigue]

OVR 6,  VS  FX: **Stun**

EFX: Damage 1; Fatigue







#### POWERS

**Speeder:** Speeders can be Fatigued up to 3 times per Round.

**Little Mad:** Kitty Cheshire does not possess a specific Trump Trait. Instead, at the beginning of any of her Activations or whenever she is forced to Defend an Action Roll, name one Trump Trait which will remain as Trump until the following Effects Phase; Kitty Cheshire also adds +1 die as a Combat Bonus to Action Rolls with the designated Trump Trait. A different Trump Trait may be chosen in each new Round.

<b>AP +: 2</b>	<b>Outsider</b>		<b>Otherside + Freelancer</b>	<b>Minion +: 0</b>
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<b>Vector</b> <b>Level 1 Support 30mm</b>		
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<b>1</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>4</b>	<b>3</b>

<b>AP: 4</b>	<b>MOVE: Blink 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Digital Blaster [AP 2]**

**PRJ 6, ✖ VS ✖ (Strong/Mechanical) FX: Damage 1**

**EFX:** Damage 1

**Digital Shield\* [AP 1]**

**PRJ 4 or IST, ✖ T# 6 FX: Defend 1 (if used as PRJ 4) or Self/Defend 1 (if used as IST)**

**EFX:** Power-Up 1 (if used as PRJ 4); Self/Power Up 1 (if used as IST)

**Pixels\* [AP 1]**

**SUM 6, ✖ VS T# 6 FX: Summon Minion/Pixel (3)**


**EFX:** Summon Minion/Pixel (3)







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Glitch:** Vector is **Immune/Damage** from  and - based Combat Actions.

<b>AP +: 2</b>	<b>Mechanical</b>		<b>Minion +: Pixels</b>
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<b>Pixels</b> <b>Level 1 Minions/3 Pixels per card /Vector / 30mm</b>		
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<b>1</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>2</b>

	<b>MOVE:</b> Blink 4*	<b>HP:</b> 1 per Pixel
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**POWERS**



**Pixel Power:** If a Pixel is moved into BtB with a model, then the Pixel is repositioned in BtB with that model whenever the model moves or is moved – the Pixel cannot then move or be transferred to another model; if the model they are attached to is KO'ed, then the Pixel is also KO'ed. The Pixel can be used for the following by the Vector player:







- **Attached to A Friendly Model:** Until the Pixel is KO'ed, Defending Action Rolls by the Friendly model in BtB with the Pixel add +1 die.
- **Attached to An Enemy Model:** Until the Pixel is KO'ed, Friendly Attacking Combat Actions against the Enemy model in BtB with the Pixel add +1 die to their Action Rolls.
- **Pixels Combine:** In an Effects Phase you may remove 3 Friendly Pixels from anywhere on the battlefield and place a Mega Pixel within 6 inches of Vector.

**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

	<b>Mechanical</b>			
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Mega Pixel Level 2 Minion/1 Mega Pixel per card/ Vector / 40mm	 	
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1	3	4	2	1	1

	<b>MOVE:</b> Blink 4	<b>HP:</b> 3
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COMBAT ACTIONS

**Energy Strike [Activation]**

**CCM,  VS  FX: Damage 1**

**EFX:** Damage 1

**Energy Harvest [Activation]**

**CCM,  VS  FX: Fatigue**

**EFX:** Fatigue; Stun







POWERS

**Brawler:** Add +1 die to Attack Actions against models in BtB.

**Pixelated:** Mega Pixel counts as 1 Pixel to the limit of Pixels that Vector may Summon.

	Mechanical			
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<b>Stalker</b> <b>Level 1 Infiltrator 30mm</b>	 	
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<b>4</b>	<b>3</b>	<b>2</b>	<b>5</b>	<b>2</b>	<b>3</b>

<b>AP: 3</b>	<b>MOVE: Wall Crawling 6 + Stealth</b>	<b>HP: 4</b>
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**ACTIONS**

**Lunge [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX: Damage 1**

**Ahau Kin's Mark\* [AP 1]**

**IND 12,  VS T# 6 (Limited/Model with Avatar of Ahau Kin) FX: Power-Up 1**

**EFX: Power-Up 1**

**Prowl\* [AP 1]**

**IST,  VS T# 7 FX: Self/Attack 2**


**EFX: Self/Power-Up 1**







**POWERS**

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Elusive:** Stalker adds +1 die when Defending against Combat Actions in BtB.

<b>AP +: 2</b>	<b>Living</b>			<b>Minion +: 0</b>
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<b>Tritonious</b> <b>Level 1 Brawler 40mm</b>		
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<b>5</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>4</b>	<b>3</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 6</b>
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**ACTIONS**

**Triton's Strike [AP 2]**

**CCM,  VS  (Strong/Water) FX: Damage 2**

**EFX: Damage 1**



**Dampen [AP 1]**

**CCM,  VS  (Strong/Water, Limited/Living) FX: Suppress 1 and Special/Water Strike**

**EFX: Fatigue; Power Down 1; Suppress 1**

- **Water Strike:** The Defender gains the Water Element until the following Effects Phase.

**Tidal Charge [AP 2] [Fatigue]**

**OVR 4,  VS  (Strong/Water) FX: Damage 1 and Knockback 4**

**EFX: Damage 1**







**POWERS**

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Child of Neptune:** Whenever Tritonious participates in an Action Roll, before it is made, he may choose whether or not he counts as Water Element.

<b>AP +: 1</b>	<b>Living</b>	<b>Water</b>	<b>Not Ulthar, Star Marshals + Freelancer</b>	<b>Minion +: 0</b>
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Virgo Level 2 Blaster 30mm		
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4	3	5	5	5	3

AP: 4	MOVE: Sprint 5 + Stealth	HP: 10
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ACTIONS

**Blade Swing [AP 1]**

CCM,  VS  FX: Damage 1

EFX: Damage 1; Self/Shift 4

**Nanotraps [AP 1]**

RCT/TGT 6,  VS  FX: Damage 1

EFX: None

**Laser Crossbow Shot [AP 2]**

PRJ 8,  VS  FX: Damage 1

EFX: Damage 1; Stun

POWERS







**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Renegade:** Virgo is **Strong/Ulthar**.

**Mindcamo:** Virgo adds +1 die when Defending against Enemy Combat Actions.

AP +: 2	Living		Not Ulthar, Star Marshals + Freelancer	Minion +: 0
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<b>Riposte</b> <b>Level 2 Support 30mm</b>		
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<b>3</b>	<b>3</b>	<b>2</b>	<b>5</b>	<b>5</b>	<b>4</b>

<b>AP: 4</b>	<b>MOVE: Sprint 4</b>	<b>HP: 8</b>
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**ACTIONS**

**Defense Gap [AP 1]**

**CCM,  VS  (Strong/models Damaged by Riposte) FX: Damage 1 and Follow Up**

**EFX:** Damage 1; Self/Power Up 1

**Chessmaster\* [AP 2]**

**AUR 4,  VS T# 7 (Limited/Friendly) FX: Attack 1**

**EFX:** Attack 1; Defend 1

**Redirect [AP 1]**


**RCT/BTB,  VS  FX: Shift 4**

**EFX:** Self/Power Up 1



**POWERS**







**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Tactical Insight:** Add +1 die to Riposte's Starting Rolls.

**Nimble:** Riposte may use  instead of  when targeted by Combat Actions but this does not count as a Trump Trait for the roll.

<b>AP +: 4</b>	<b>Living</b>		<b>Minion +: 0</b>
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Arquero Level 1 Blaster 30mm	 	
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3	3	5	4	3	3

AP: 4	MOVE: Sprint 4	HP: 5
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ACTIONS

**Defensive Fire [AP 1]**

RCT/TGT 6,  VS  FX: Knockback 4

EFX: Knockback 2

**Arcing Fire [AP 2] [Fatigue]**

IND 12,  VS  FX: Damage 1

EFX: Damage 1

**Rain Of Arrows [AP 3]**

PLS 6,  VS  (Limited/Enemy) FX: Damage 1


EFX: Damage 1







POWERS

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Chosen Prey:** In Arquero's first Activation of the Encounter, choose an Enemy model which becomes the Chosen Prey. Arquero gains +1 die on all Actions Targeting the Chosen Prey which lasts until the Chosen Prey model is KO'ed.

AP +: 2	Living			Minion +: 0
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<b>Dark Solar</b> <b>Level 3 Leader 30mm</b>		
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<b>6</b>	<b>6</b>	<b>7</b>	<b>5</b>	<b>5</b>	<b>5</b>

<b>AP: 5</b>	<b>MOVE: Flight 5</b>	<b>HP: 12</b>
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#### ACTIONS

##### Solar Smash [AP 2]

CCM,  VS  (Strong/All) FX: Damage 2

EFX: Damage 1; Knockback 4

##### Sun Ray [AP 2]

RAY 6,  VS  (Strong/All) FX: Damage 1

EFX: Damage 1

##### Night Sun [AP 3]

PLS 6,  VS  (Strong/All) FX: Damage 1 and Special/The Dark Sun



EFX: Damage 1


- **The Dark Sun:** For every model Damaged by Night Sun, Dark Solar gains 1 Power-Up die, which is gained after all Night Sun Action Rolls are completed.

#### POWERS

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Avatar Of Ahau Kin:** Dark Solar, Solar and Avatar of the Jaguar are the same Supreme, therefore a Team may only include one of them.

**Touch Of The Dark Sun:** All  Supremes other than Dark Solar, Solar and Avatar of the Jaguar within 4 inches add +1 die to all Action Rolls. Dark Solar adds +1 die to all of his  Rolls.

**Dark Solstice:** During Dark Solar's first Activation in each Round give this Dark Solar or one Friendly  Supreme **1 Power Up** die.

<b>AP +: 3</b>		<b>Darkness, Light</b>		<b>Minion +: 0</b>
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<b>Herald</b> <b>Level 1 Infiltrator 30mm</b>		
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<b>4</b>	<b>3</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>4</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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#### ACTIONS

##### **Fast Shot [AP 1]**

**RCT/TGT 6,  VS  (Strong/All) FX: Damage 1**

**EFX:** None



##### **Cloaking [AP 1]**

**IST,  VS T# 7: Special/Cloaked**

**EFX:** Self/Defend 1

- **Cloaked:** Herald benefits from **Stealth** until the following Effects Phase.

##### **Message Delivered [AP 2]**

**PRJ 6,  VS  (Strong/All) FX: Damage 2**

**EFX:** Damage 1; Stun



#### POWERS







**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Time Assassin:** If Herald is in a Team, he never counts as a Friendly Supreme except in relation to other Infinite Hourglass models, and other Supremes in the Team are not considered friendly to Herald. In addition, after deployment but before starting the first Turn, declare a model in an opposing Team to be the Herald's **Marked Target**. If the Marked Target is KO'ed, then immediately remove Herald from the battlefield; this does not score your opponent any AGP for any reason. If the Marked Target is returned to the battlefield for any reason, so is the Herald, placed by the owning player 6 inches away from the Marked Target. In addition Herald is **Strong/Marked Target**.

<b>AP +: 2</b>	<b>Living, Mechanical</b>	<b>Infinite Hourglass</b>	<b>Minion +: 0</b>
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Foxy Blade Level 1 Brawler 30mm		
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3	3	2	5	3	4

AP: 3	MOVE: Sprint 5	HP: 5
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ACTIONS

Lunge [AP 1]

CCM,  VS  FX: Damage 1

EFX: Damage 1

Rip Roaring Rampage Of Revenge [AP 2] [Fatigue]

OVR 5,  VS  (Limited/Enemy) FX: Damage 1

EFX: Damage 1

Randori [AP 1]

RCT/TGT,  VS T# 6 FX: Self/Defend 1


EFX: Self/Defend 1







POWERS

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Come And Get Me:** Foxy Blade adds +2 dice to Action Rolls against Minions.

AP +: 1	Living		The Way + Freelancer	Minion +: 0
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<b>Red Bella</b> <b>Level 2 Blaster 30mm</b>	 	
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<b>3</b>	<b>3</b>	<b>5</b>	<b>5</b>	<b>4</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Flight 6</b>	<b>HP: 10</b>
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**ACTIONS**

**Whip [AP 1]**

**PRJ 6,  VS  (Limited/Targets on 30mm or 40mm bases) FX: Pull 4**

**EFX: Damage 1; Pull 2**

**Dark Arts [AP 2]**

**IND 6,  VS  (Limited/Living) FX: Mind Control and Attack 1 and Damage 1**

**EFX: Damage 1**

**Weird Colt [AP 2]**

**PRJ 6,  VS  FX: Damage 1**

**EFX: Damage 1**

**POWERS**



**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.







**Ruby Idol:** Bella starts the Encounter with 3 Idol Points. At any point of the Encounter, even if Bella is KO'ed, her controller may announce the use of Idol Points.

- 1 Idol Point: re-roll one die rolled by your Team (each die may be re-rolled only once),
- 1 Idol Point: announce before the Roll made by any friendly model, add +2 dice to it.
- 2 Idol Points: announce at the end of one of your Team's Activations, you may then immediately perform another turn before handing the lead to the other player.

**Time to Go:** When Red Bella uses **Climb High**, all models within 3 inches suffer **Knockback 4**.

<b>AP +: 2</b>	<b>Living</b>		<b>A.R.C., The Way</b>	<b>Minion +: 1</b>
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<b>Primate of Mystery</b> <b>Level 1 Leader 30mm</b>	 	
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<b>2</b>	<b>6</b>	<b>2</b>	<b>6</b>	<b>4</b>	<b>6</b>

<b>AP: 3</b>	<b>MOVE: Blink 5</b>	<b>HP: 4</b>
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**ACTIONS**

**Mind Bolt [AP 1]**


IND 6,  VS  FX: Damage 1

EFX: None

**Guidance of the Ape Spirit [AP 2]**

IST,  VS T# 8 FX: Special/ Guidance of Mystery

EFX: Self/Power Up 1

- **Guidance of Mystery:** All Friendly A.R.C models add +1 die when making Action Rolls using their  until the following Effects Phase.

**Chosen of the Ape Spirit [AP 2]**

IND 8,  VS T# 8 (Limited/  A.R.C with  3+) FX: Special/Chosen

EFX: Power Up 1

- **Chosen:** Add +2 to all Traits until the following Effects Phase.







**POWERS**

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.

**Primate of Power:** All Damage applied to the Primate of Mystery from any source may be transferred to a Friendly ARC Supreme within 6 inches. In addition the Primate of Mystery is **Immune/Mind Control**.

<b>AP +: 2</b>	<b>Living</b>		<b>A.R.C.</b>	<b>Minion +: 2</b>
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<b>Primate of Nature</b> <b>Level 1 Leader 30mm</b>	 	
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4	6	2	6	2	6

<b>AP:</b> 3	<b>MOVE:</b> Bounding 5	<b>HP:</b> 4
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**ACTIONS**

**Strike [AP 1]**


CCM,  VS  FX: Damage 1

EFX: Damage 1

**Guidance of the Ape Spirit [AP 2]**

IST,  VS T# 8 FX: Special/Guidance of Nature

EFX: Self/Power Up 1

- **Guidance of Nature:** All Friendly A.R.C models add +1 die when making Action Rolls using their  until the following Effects Phase.

**Chosen of the Ape Spirit [AP 2]**

IND 8,  VS T# 8 (Limited/  A.R.C with  3+) FX: Special/Chosen

EFX: Power Up 1



- **Chosen:** Add +2 to all Traits until the following Effects Phase.







**POWERS**

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.

**Primate of Power:** All Damage applied to the Primate of Nature from any source may be transferred to a Friendly ARC Supreme within 6 inches. In addition the Primate of Nature is **Immune/Mind Control**.

<b>AP +:</b> 2	<b>Living</b>		<b>A.R.C.</b>	<b>Minion +:</b> 1
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<b>Primate of Science</b> <b>Level 1 Leader 30mm</b>	 	
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<b>2</b>	<b>6</b>	<b>4</b>	<b>6</b>	<b>2</b>	<b>6</b>

<b>AP: 3</b>	<b>MOVE: Wall Crawling 5</b>	<b>HP: 4</b>
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**ACTIONS**

**Energy Blast [AP 1]**


**PRJ 6,  VS  FX: Damage 1**

**EFX: None**

**Guidance of the Ape Spirit [AP 2]**

**IST,  VS T# 8 FX: Special/Guidance of Science**

**EFX: Self/Power Up 1**

- **Guidance of Science:** All Friendly A.R.C models add +1 die when making Action Rolls using their  until the following Effects Phase.

**Chosen of the Ape Spirit [AP 2]**

**IND 8,  VS T# 8 (Limited/  A.R.C with  3+) FX: Special/Chosen**

**EFX: Power Up 1**

- **Chosen:** Add +2 to all Traits until the following Effects Phase.







**POWERS**

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.

**Primate of Power:** All Damage applied to the Primate of Science from any source may be transferred to a Friendly ARC Supreme within 6 inches. In addition the Primate of Science is **Immune/Mind Control**.

<b>AP +: 2</b>	<b>Living</b>		<b>A.R.C.</b>	<b>Minion +: 1</b>
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V.H. Level 3 Leader 30mm		
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4	5	2	6	7	7

AP: 5	MOVE: Sprint 5	HP: 12
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**ACTIONS**

**Power Lunge [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1

**Warding [AP 2]**

CCM,  vs.  (Limited/Enemy) FX: Special/Hinder and Stun and Power Down 3

EFX: Self/Power Up 1

- **Hinder:** Model losing the Action Roll doesn't benefit from its Role Power until the end of the Round - Support Supremes don't generate extra AP next round due to their Power; Leaders are **Immune/Hinder**.

**The Hunter\* [AP 1]**

PRJ 6,  VS  FX: Special/Master Hunter

EFX: Follow Up

- **Master Hunter:** V.H. gains EFX on all Action Rolls against the Target on 4+ until the following Effects Phase.

**POWERS**


**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**Blood of the Hunter:** V.H. wins all ties against  Supremes, overriding the Origins rule. When two models have a similar rule, roll a die to each time to randomly decide who wins.

**Exorcism:** Friendly Supremes add +1 die as Attacker in Action Rolls against enemy **Nonliving** and **Outsider** models.

**Hunter Training:** Regardless of Combat Bonuses available to V.H., V.H. always rolls a minimum of 3 dice for Action Rolls as Attacker.

AP +: 3	Living		Blood Watch	Minion +: 0
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Blacksmith Level 2 Tank 30mm		
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4	5	2	2	4	7

AP: 3	MOVE: Sprint 4	HP: 12
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#### ACTIONS

##### Hammer Slam [AP 2]


CCM,  VS  (Strong/All) FX: Damage 2

EFX: Damage 1; Stun

##### Reliquary [AP 1]

PRJ 12,  VS T# 9 FX: Special/Relics

EFX: None

- **Relics:** Each time a Relics is achieved in a Round choose one of the following (each may only be chosen once per Round), which lasts until the following Effects Phase:
  - **Armor of St. Ursus:** Defend 1.
  - **Silver Dagger of St. Andronicus:** Attack 1.
  - **Fiery Relic of St. Barbara:** The Defender adds the Fire Element to its abilities.
  - **Laughter of St. Genesis:** Each time the Defender is targeted by a hostile  Action Roll, it may pay 1 AP to be **Immune** to that Combat Action for that Action Roll only.






##### Master of Relics [AP 1]

INS,  VS T# 10 FX: Self/Power Up 1

EFX: Self/Power Up 1

#### POWERS







**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Battle Armor:** Blacksmith may use  instead of  and adds 1 die to  and  Action Rolls when Targeted by Enemy Combat Actions;  does not count as a Trump Trait for these Action Rolls.

**Relics & Artifacts:** Whenever this Blacksmith successfully uses **Reliquary** Combat Action, he may pay an additional AP 1 to make it affect all Friendly Blood Watch Supremes (choose one Relic for all) anywhere on the battlefield.

AP +: 2	Living		Blood Watch	Minion +: 0
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<b>Papa Zombie</b> Level 3 Leader 30mm		
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<b>3</b>	<b>4</b>	<b>2</b>	<b>5</b>	<b>7</b>	<b>8</b>

<b>AP: 5</b>	<b>MOVE: Sprint 4</b>	<b>HP: 13</b>
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#### ACTIONS

##### Possession [AP 2]

IND 6,  VS  (Limited/Living) FX: Mind Control and Damage 1

EFX: Damage 1; Attack 1

##### Voodoo Training\* [AP 1]

IND 10,  VS T# 10 (Limited/Friendly Coven) FX: Special/Voodoo

EFX: Power Up 1

- **Voodoo:** After completing this Papa Zombie's Activation you may immediately Activate the Target Friendly Coven Supreme.

##### Voodoo Magic [AP 2]

IND 6,  VS  (Strong/Living) FX: Damage 1 and Special/Dead Bomb

EFX: Damage 1; Extra Target 4; Fatigue; Power Down 1

- **Dead-Bomb:** If the Target is a Nonliving Minion it is KO'ed automatically and Not Quite Dead Yet does not apply, and all models in BtB with it suffer Damage 1

#### POWERS

**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.

**Bad Mojo:** Enemy models within 8 inches of Papa Zombie may not use Power Up dice.







**The Dead Will Walk Again:** Whenever an Enemy **non-Mechanical** Minion or a **non-Mechanical** Supreme is KO'ed within LOS of Papa Zombie, replace it with a Ghede Minion; that new Ghede Minion is added to the nearest Ghede Minion card or forms a new Ghede Minion card if there is none already, and is considered part of this Papa Zombie's Team.

**The Saint's Blessing:** Papa Zombie benefits from +1 die to all Action Rolls.

<b>AP +: 3</b>	<b>Living</b>		<b>Coven</b>	<b>Minion +: 4</b>
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Comte Vendredi Level 2 Support 40mm		
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5	4	2	3	5	6

AP: 3	MOVE: Sprint 4	HP: 8
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ACTIONS

**Choking Mud [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Fatigue; Suppress 1

**Vitae Siphon [AP 2]**



IND 6,  VS  (Limited/Living) FX: Damage 1 and Self/Heal 1

EFX: Self/Power Up 1; Self/Heal 1

**Gravestone Shield\* [AP 1]**

IST,  VS T# 7 FX: Special/Graven Shield

EFX: Self/Power Up 1

- **Graven Shield:** Until the following Effects Phase, Vendredi may not perform any Actions other than Movement and adds + 3 dice to his Action Rolls when Defending with  and .


POWERS







**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**On the Shoulders of Dead Giants:** Any time Comte Vendredi would lose its last remaining HP, you may pick a **Nonliving Minion** within 2 inches of it. That Minion is removed from the game and Comte Vendredi remains on the table with 1 point of HP.

**Juju Strength:** Comte Vendredi and Friendly Dead Guard add +1 to  Action Rolls as Attacker.

AP +: 4	Nonliving	Darkness	Coven	Minion +: 2
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<b>Dead Guard</b> <b>Level 2 Minion/1 Dead Guard per card 40mm</b>		
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<b>5</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>1</b>	<b>2</b>

	<b>MOVE:</b> Sprint 4	<b>HP:</b> 3
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**ACTIONS**

**Strike [Activation]**

**CCM,  VS  FX: Damage 1**

**EFX:** Damage 1


**POWERS**







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Not Quite Dead Yet:** Whenever a Dead Guard would be KO'ed, roll 1d6; on a 5+ the Dead Guard is not KO'ed and remains with 1 HP.

**Slow:** Dead Guard may not benefit from **Momentum** Combat Bonuses.

	<b>Nonliving</b>		<b>Coven</b>	
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Slug Muldoon Level 2 Blaster 30mm		
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4	4	5	4	4	4

AP: 5	MOVE: Sprint 4	HP: 10
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ACTIONS

**Phased Plasma Cannon [AP 3]**

PRJ 8,  VS  FX: Damage 2 and Blast 2

EFX: Damage 1; Stun

**Tangle Wire [AP 2]**

PRJ 4,  VS  FX: Fatigue and Stun

EFX: Damage 1; Self/Shift 2

**The Galaxy's Dirtiest Fighter\* [AP 1]**

CCM,  VS  FX: Stun

EFX: Damage 1

POWERS







**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Monster Hunter:** Slug Muldoon benefits from +1 die when Attacking models with a larger base than his and additional +1 die if their base is 50mm or more; in addition Enemy models do not benefit from **Size Matters** against Slug Muldoon.

**Overcharge:** Slug may suffer **Self/Damage 2** to gain +2 dice to all of his Phased Plasma Cannon Action Rolls for this Round.

AP +: 2	Living		Star Marshals + Freelancer	Minion +: 0
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Jade Oni Level 2 Brawler 40mm		
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6	5	1	3	2	5

AP: 4	MOVE: Sprint 4	HP: 12
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#### ACTIONS

##### Obliterator Sword [AP 2] [Fatigue]

CCM,  VS  FX: Damage 3 and Stun


EFX: Damage 1 and Suppress 1

##### Power Slash [AP 2]

CCM,  VS  FX: Damage 2

EFX: Damage 1; Follow Up

##### Oni Power\* [AP 1]

IST,  VS T# 8 FX: Self/Power Up 1

EFX: Self/Power Up 1


#### POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Brutal Counterattack:** When Defending against an Enemy Combat Action in BtB, if this Jade Oni wins the Action Roll he may immediately use one Action outside of the usual Turn sequence.

**Inexorable:** When Jade Oni suffers Damage from a Ranged Attack move him 2 inches directly towards the Attacking model, avoiding Dangerous Terrain.

AP +: 1	Outsider	Darkness	Jade Cult	Minion +: 0
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<b>Taurus Shock Trooper</b> <b>Level 1 Brawler 40mm</b>		
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<b>5</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>

<b>AP: 3</b>	<b>MOVE: Sprint 5</b>	<b>HP: 6</b>
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**ACTIONS**

**Power Smash [AP 2]**

**CCM,  VS  FX: Damage 2**

**EFX: Damage 1; Knockback 4**

**Goring Rush [AP 2] [Fatigue]**

**OVR 5,  VS  FX: Damage 1**

**EFX: Damage 1; Stun**

**Scent Of Their Blood\* [AP 1]**

**IST,  VS T# 3 FX: Self/Attack 1**

**EFX: Self/Power Up 1**







**POWERS**

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Taurus Herd:** A Team of all Ulthar Supremes may include up to 3 Taurus Shock Troopers subject to the usual Encounter Level limit.

<b>AP +: 1</b>	<b>Living</b>		<b>Ulthar</b>	<b>Minion +: 0</b>
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<b>100 Voices</b> <b>Level 3 Leader 30mm</b>		
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<b>5</b>	<b>4</b>	<b>2</b>	<b>4</b>	<b>6</b>	<b>8</b>

<b>AP: 5</b>	<b>MOVE: Blink 4 + Stealth</b>	<b>HP: 12</b>
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#### ACTIONS

##### **Whispers [AP 1][Fatigue]**

**IND 8, ✱ VS Ⓢ (Strong/models in BtB with 100 Voices or Voicelings) FX: Mind Control and Shift 4**

**EFX:** Attack 1

##### **Terrible Voices [AP 2]**

**IND 8, ✱ VS ✱ FX: Stun and Suppress 2**

**EFX:** Damage 1; Fatigue; Power Down 1; Suppress 1; Power Up 1

##### **Cacophony Of Voices\* [AP 3]**

**PLS 4, ✱ VS ✱ FX: Special/Madness and Damage 1**

**EFX:** Damage 1

- **Madness:** Affected models may instantly perform a Combat Action of up to AP 2 cost and against a model in BtB at their controller's choice; when used due to Madness, Combat Actions have no costs. All of Madness caused Combat Actions are resolved in sequence as decided by 100 Voices' controlling player.

#### POWERS


**Leader:** May choose 3 Leader Cards. If requirements are met they may also gain a Faction Card.







**A Mind is a Terrible Thing:** 100 Voices always rolls 1 extra die for Combat Actions and all of his Combat Actions are also **Strong/Living**.

**Cloak of Madness:** Whenever a model uses a Combat Action against 100 Voices, it must use its ✱ instead of the trait designated by the Action unless it pays 1 extra AP.

**Step Through Shadows:** Once per Round 100 Voices may move as though he had Blink 8 but may not Combine this Movement Action with any other Actions and his Activation immediately ends after the Movement Action is resolved; he is still Fatigued for using this movement.

<b>AP +: 3</b>	<b>Outsider</b>		<b>Minion +: 2</b>
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<b>Voicelings</b> <b>Level 1 Brawler 30mm</b>		
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<b>4</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>2</b>	<b>4</b>

<b>AP: 3</b>	<b>MOVE: Blink 4 + Stealth</b>	<b>HP: 2 (x3)</b>
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## ACTIONS

### Spectral Blades [AP 1]

CCM,  VS  FX: Damage 1


EFX: Damage 1; Follow Up; Power Down 1

### Voices of the Dead [AP 1]

IND 6,  VS  FX: Pull 4

EFX: Extra Target 6

### Voices Echoes\* [AP 2]

IST,  VS T# 7 FX: Special/Echo

EFX: Special/Echo


- **Echo:** Place a Voicelings model within 6 inches of Voicelings, subject to the limit of 3 at any one time.







## POWERS

**Brawler:** Add +1 die to Attack Actions against models in BtB.

**Damned Souls:** Voicelings is represented by 3 models and always begins the Encounter with those 3 models; each is considered a Voicelings. Friendly Voicelings always Activate simultaneously; when performing an Action, select one of the Voicelings as the source of it. When performing a Movement Action, you may move all available Friendly Voicelings. Each Voicelings model is treated as separate model for Damage purposes. Voicelings is KO'ed only when all Friendly Voicelings are KO'ed. Whenever one or more Voicelings are benefitting from Mobbing, all other Friendly models in this combat (including Voicelings) roll an extra die on their Attacks in BtB.

<b>AP +: 2</b>	<b>Outsider</b>			<b>Minion +: 0</b>
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Anansi Level 2 Infiltrator 30mm		
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4	3	2	6	3	4

AP: 4	MOVE: Wall Crawling 5 + Stealth	HP: 8
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**ACTIONS**

**Power Lunge [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1

**Web Barrage [AP 2]**

PLS 4,  VS  FX: Shift 4

EFX: Damage 1

**Webswing\* [AP 2]**

PRJ 6,  VS  FX: Damage 1

EFX: Damage 1; Self/Shift 6

**POWERS**

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.







**Trickster Spider:** Whenever Anansi is a target of an enemy Combat Action that uses more than 1 die, she may change 1 die into a result of "1".

**Blessing of the Spider:** In Anansi's first Activation of each Round she gains **1 Power Up** die.

AP +: 4	Living			Minion +: 0
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<b>Tekkna</b> <b>Level 2 Support 30mm</b>		
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<b>3</b>	<b>3</b>	<b>2</b>	<b>4</b>	<b>5</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Blink 4</b>	<b>HP: 8</b>
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
**ACTIONS**

**Curse of Hephaestus [AP 2]**

**IND 6,  VS  (Strong/Mechanical) FX: Damage 1 and Stun**

**EFX: Damage 1**

**Secret Verse of Mekkana\* [AP 1]**

**IND 8,  VS T# 8 FX: Power Up 1**

**EFX: Power Up 1; Self/Power Up 1**

**Shields of Daedalus [AP 2]**

**AUR 6,  VS T# 7 (Limited/Friendly) FX: Defend 1**

**EFX: Defend 1**

**POWERS**







**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Techno-Sorcery:** Each time Tekkna generates any AP due to her Support Power, she receives **1 Power Up** die.

**Cult of Mekkana:** Whenever Defending against the Combat Actions of Mechanical Enemy models, Tekkna rolls 1 extra die.

<b>AP +: 4</b>	<b>Living</b>		<b>Minion +: 0</b>
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<b>Aurelius</b> Level 2 Tank 30mm		
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5	5	5	3	4	3

<b>AP:</b> 3	<b>MOVE:</b> Sprint 4	<b>HP:</b> 12
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#### ACTIONS

##### Molten Gold [AP 2]

CCM,  VS  FX: Damage 2 and Fatigue

EFX: Damage 1

##### Golden Boy\* [AP 1]

IST,  VS T# 8 FX: Self/Defend 1 and Immunity/Displacement Effects

EFX: Self/Defend 1; Self/Power-Up 1

##### Pool of Gold [AP 2]

SUM 6,  VS  FX: Summon Dangerous Terrain 3/Liquid Gold

EFX: Self/Power Up 1

- **Liquid Gold: Damage 1;** All models in the area may immediately move out of it using the shortest possible route; this does not cost any Fatigue. Once those movements are completed the Area becomes Dangerous Terrain until the following Effects Phase, when it is removed.


#### POWERS







**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Transmute:** Aurelius may always choose to be either Living or Mechanical or both when targeted by Friendly and Enemy Actions.

**Alchemist:** Aurelius begins each Encounter with **3 Power Up** dice.

<b>AP +:</b> 3	<b>Living, Mechanical</b>		<b>Minion +:</b> 0
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Wildman Level 2 Brawler 40mm		
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5	4	2	4	2	5

AP: 4	MOVE: Bounding 5	HP: 10
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ACTIONS

**Rending Slash [AP 2]**

CCM,  VS  (Strong/Models with full HP) FX: Damage 2

EFX: Damage 1

**Howl\* [AP 1]**

PLS 6,  VS  (Limited/Enemy) FX: Stun

EFX: Power Down 1; Suppress 1; Knockback 2

**Shrug Off\* [AP 1]**

IST,  VS T# 9 FX: Self/ Heal 1

EFX: Self/Power Up 1

POWERS







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Project Chimera Blood:** At the end of any Activation when Wildman rolls 5 or more dice on Rending Slash Combat Action, he may use **Shrug Off** at no AP cost.

**Unleashed:** Wildman is **Immune/Mobbing** and **High Ground** when the Target of Enemy Models' Combat Actions.

AP +: 2	Living		Minion +: 0
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Grimmancer Level 1 Support 30mm	 	
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2	3	3	3	3	4

AP: 3	MOVE: Sprint 4	HP: 4
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ACTIONS

**May the Grimm Be With You [AP 2]**

AUR 6,  VS T# 6 (Limited/Friendly Grimm) FX: Defend 2

EFX: Defend 1

**Powerful You Have Become [AP 1]**

IND 6,  VS T# 5 FX: Power Up 1

EFX: Power Up 1

**Unlearn What You Have Learned [AP 1]**

IND 6,  VS  FX: Power Down 2


EFX: Power Down 1; Suppress 1







POWERS

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Size Matters Not:** Enemy models never benefit from **Size Matters** against Grimm Elder or against Friendly Grimm.

AP +: 2	Living		Grimm	Minion +: 1
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Digger Level 1 Infiltrator 30mm	 	
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4	4	3	4	1	2

AP: 3	MOVE: Sprint 4	HP: 4
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ACTIONS

**Driller [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**Shakedown [AP 2]**

PLS 4,  VS T# 8 FX: Suppress 1 and Power Down 1

EFX: Fatigue; Stun

**Tunneling\* [AP 1] [Fatigue]**

IST,  VS T# 6 FX: Self/Shift 4, Special/Underground

EFX: Self/Shift 3

- **Underground:** Digger benefits from Spectral while moving this Activation. Spectral ends immediately if Digger chooses to use Driller to make an Attack. If Digger benefits from Momentum while Underground he gains an additional +2 Dice on the Action Roll.







POWERS

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Digger Grimm:** Digger Grimm is **Strong/Earth**, and **Strong/Structures**.

AP +: 2	Living		Grimm	Minion +: 1
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Grimmrock Level 1 Tank 30mm	 	
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4	4	3	3	1	2

AP: 3	MOVE: Sprint 4	HP: 6
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ACTIONS

**Grimm Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**\*Rock Hard [AP 1]**

IST,  VS T# 6 FX: Self/Defend 1

EFX: Self/Defend 1; Self/Power Up 1

**One with the Earth [AP 1] [Fatigue]**

AUR 4,  VS T# 4 (Limited/Friendly Grimm) FX: Immune/Displacement

EFX: Defend 1







POWERS

**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Built Grimm Tough:** If Grimmrock is Damaged from using Grimmrock's **Tank** Power, the Damage is reduced by 1 to a minimum of 1 before being applied to Grimmrock.

AP +: 1	Living	Earth	Grimm	Minion +: 0
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Grimmtorch Level 1 Blaster 30mm	 	
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2	4	4	4	1	2

AP: 3	MOVE: Sprint 4	HP: 5
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ACTIONS

**Burn [AP 2]**

RAY 4,  VS  FX: Damage 1


EFX: Damage 1

**The City Is Burning [AP 2]**

PRJ 6,  VS  (Strong and Limited/Objects or Structures) FX: Damage 3

EFX: Damage 3

**Cooking with Gas\* [AP 1]**

IST,  VS T# 7 FX: Self/Power Up 1


EFX: Self/Power Up 2 and Self/Damage 1







POWERS

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Continuous Burn:** After completing a Burn Action Grimmtorch may immediately make a second **Burn** Action in the same Activation; he immediately suffers **Self/Damage 1** but the Action is resolved even if Grimmtorch is KO'ed. The second **Burn** must target the same Model as the first and costs only 1 AP.

AP +: 1	Living	Fire	Grimm	Minion +: 0
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<b>Toxic Grimmvenger</b> <b>Level 1 Brawler 30mm</b>	 	
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<b>2</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>1</b>	<b>2</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 5</b>
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**ACTIONS**

**Sludge Strike [AP 1]**

**CCM, ★ VS  (Strong/Living) FX: Damage 1**

**EFX: Damage 1**

**Sludge Ball [AP 2]**

**PRJ 6, ★ VS  (Strong/Living) FX: Damage 1 and Blast 3**

**EFX: Damage 1**

**Toxic Hug [AP 3]**

**CCM, ★ VS  (Strong/Living) FX: Damage 2 and Stun**

**EFX: Damage 1; Fatigue**

**POWERS**







**Brawler:** Add +1 dice to Combat Actions as Attacker when in BtB with any Enemy model.

**Barrelmates:** Grimmvenger gains +1 ★ Trait while TINY! is on the table.

<b>AP +: 1</b>	<b>Non-Living</b>		<b>Grimm</b>	<b>Minion +: 0</b>
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Supreme Grimm Level 1 Speeder 30mm	 	
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4	4	2	4	1	2

AP: 3	MOVE: Sprint 4	HP: 4
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ACTIONS

**\*The Cape! [AP 1]**

IST,  VS T# 6 FX: Special/Flight

EFX: Self/Power Up 1

- **Flight:** Supreme Grimm replaces his Movement type with **Flight 5** until the following Effect Phase.

**Strike [AP 1]**

CCM,  VS  FX: Damage 1

EFX: Damage 1

**Grimm Rush [AP 2] [Fatigue]**

OVR 4,  VS  FX: Damage 1


EFX: Damage 1







POWERS

**Speeder:** Speeders can be Fatigued up to 3 times per Round.

**The Grimm the City Needs:** During Supreme Grimm's first Activation in a Turn a single Friendly model in BtB with Supreme Grimm gains **Power Up 1**.

AP +: 1	Living		Grimm	Minion +: 1
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<b>Gravito Grimm</b> <b>Level 1 Blaster 30mm</b>	 	
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<b>3</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>2</b>	<b>2</b>

<b>AP: 4</b>	<b>MOVE: Flight 4</b>	<b>HP: 5</b>
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**ACTIONS**

**Metal Storm [AP 2]**

**PRJ 6,  VS  FX: Damage 1**

**EFX:** Damage 1; Follow Up

**Magna Throw [AP 2]**

**THR 6  VS  FX: Damage 2**

**EFX:** Damage 1; Knockback 4

**Gravity Crush [AP 2]**

**CCM,  VS  FX: Damage 2**



**EFX:** Damage 1; Grab and Throw; Stun







**POWERS**

**Blaster:** Add +2 dice to Attack Actions when not in BtB with an Enemy model.

**Swirling Barrier:** Gravito Grimm gains +1 Die on any Defense Roll against Attacks from Enemy models that are not in BtB with him.

<b>AP +: 1</b>	<b>Living</b>		<b>Grimm</b>	<b>Minion +: 0</b>
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Grimm Lee Chan Level 1 Brawler 30mm	 	
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3	4	2	4	2	3

AP: 4	MOVE: Sprint 4	HP: 5
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ACTIONS

**Grimm Chucks [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Stun; Follow Up

**\*Grimm Fu [AP 1]**

IST,  VS T# 5 FX: Self/Attack 1

EFX: Self/Power Up 1

**Grimm Chi Whirlwind [AP 3]**

PLS 3,  VS  FX: Damage 1 and Knockback 4


EFX: Damage 1







POWERS

**Brawler:** Add +1 dice to Combat Actions as Attacker when in BtB with any Enemy model.

**Swift Strikes:** If Grimm Lee Chan generates 2 or more EFX on a Grimm Chuck Action any **Follow Up Grimm Chuck** Actions against the same Model cost only 1 AP.

AP +: 1	Living		Grimm , The Way	Minion +: 0
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Hooligrimm Level 1 Tank 30mm	 	
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4	4	1	3	1	2

AP: 3	MOVE: Sprint 4	HP: 6
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ACTIONS

**Power Smash [AP 2]**

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

**Grimm Charge [AP 2] [Fatigue]**

OVR 4,  VS  FX: Damage 1

EFX: Damage 1; Knockback 4

**\*Getting Pumped [AP 1]**

IST,  VS T# 6 FX: Self/Attack 1




EFX: Self/Power Up 1







POWERS

**Tank:** Tanks add +1 die when Defending; and any **Combat Action** Action Roll used against Friendly models in BtB with the Tank may be directed against the Tank at the Tank player's discretion.

**Grimm On!:** Friendly Grimm models that benefit from **Mobbing** with Hooligrimm gain +1 to their Trait used for the Attack.

AP +: 1	Living		Grimm	Minion +: 0
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<b>Spartagrimm</b> <b>Level 1 Brawler 30mm</b>	 	
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<b>4</b>	<b>4</b>	<b>2</b>	<b>3</b>	<b>1</b>	<b>3</b>

<b>AP: 3</b>	<b>MOVE: Sprint 5</b>	<b>HP: 5</b>
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**ACTIONS**

**Strike [AP 1]**

**CCM,  VS  FX: Damage 1**

**EFX: Damage 1**

**Spear [AP 2]**

**PRJ 4,  VS  FX: Damage 1**

**EFX: Damage 1; Stun**

**Spartagrimm Leap [AP 3]**

**CCM,  VS  (Strong/All) FX: Damage 2 and Knockback 4**



**EFX: Damage 1**







**POWERS**

**Brawler:** Add +1 dice to Combat Actions as Attacker when in BtB with any Enemy model.

**Spartagrimm Shield:** Friendly Grimm models in BtB with Spartagrimm gain +1  Trait.

<b>AP +: 1</b>	<b>Living</b>		<b>Grimm</b>	<b>Minion +: 0</b>
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<b>The Big Grimmowski</b> <b>Level 1 Support 30mm</b>	 	
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<b>2</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>4</b>

<b>AP: 3</b>	<b>MOVE: Sprint 4</b>	<b>HP: 4</b>
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**ACTIONS**

**Secret Ways [AP 2] [Fatigue]**

**PLS 6,  VS T# 7 (Limited/Friendly Grimm) FX: Shift/4**

**EFX: Self/Power Up 1**

**Trash Bomb [AP 1]**

**PRJ 4,  VS  FX: Damage 1**

**EFX: None**

**Grimm-oufrage [AP 1]**


**AUR 4,  VS T# 7 (Limited/ Friendly Grimm Supremes on 30mm bases) FX: Special/Hiding**

**EFX: Self/Power Up 1**

**Hiding:** Models in this Aura gain the **Typical Cover** Combat Bonus.







**POWERS**

**Support:** Generates 1 extra AP per Friendly Supreme within 6 inches during the AP Calculation Phase.

**Surfer of the Sewer Ways:** Friendly Grimm models in BtB with The Big Grimmowski gain a +1  Trait.

<b>AP +: 2</b>	<b>Living</b>		<b>Grimm</b>	<b>Minion +: 1</b>
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<b>TINY!</b> Level 3 Powerhouse 50mm	 	
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6	4	5	3	1	3

<b>AP:</b> 4	<b>MOVE:</b> Sprint 4	<b>HP:</b> 14
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**ACTIONS**

**Throw [AP 2]**

**THR 6**  **VS** , **Damage 2**

**EFX:** Damage 1; Knockback 4

**Goo Barrel Smash [AP 2]**

**CCM,**  **VS** : **(Strong/ Living) FX: Damage 2**

**EFX:** Damage 2; Power Down 2; Suppress 1; Grab and Throw

**\*Mutations [AP 1]**

**PRJ 6,**  **VS T# 8: (Limited/ Friendly Grimm models) FX: Special/Mutate**

**EFX:** Power Up 1



**Mutate:** Roll 1d6 and apply the result - 1-2 Gain +1 to 1 Trait of your choice; 3-4 Gain + 1 to 2 Traits of your Choice; 5-6 Gain +2 to 2 Traits of your choice. Mutate lasts until the following Effects Phase.

**POWERS**

**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Throw Grimm:** Friendly Grimm models in BtB with Tiny may be used as Objects to be Thrown without the need to use Grab and Throw.

**Toxic Sludge:** TINY! is **Strong/Nature**.

**Big Body Small Mind:** TINY! gains +2 dice to Defend against any  or  based Attack Actions.

<b>Dice:</b> 3	<b>Living</b>		<b>Grimm</b>	<b>Minion +:</b> 1
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<b>John Grimmsham</b> Level 3 Leader 30mm		
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4	4	5	4	7	8

<b>AP: 5</b>	<b>MOVE: Sprint 4 + Stealth</b>	<b>HP: 11</b>
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**ACTIONS**

**Grimm Gas [AP 2]**

**PRJ 6,  VS  (Limited/ Non-Grimm and Strong/All) FX: Damage 1 and Extra Target 1**

**EFX:** Damage 1; Suppress 1; Stun

**Grimm Above All! [AP 2]**

**AUR 6,  VS T# 10 (Limited/Friendly Grimm Supremes) FX: Attack 1**

**EFX:** Attack 1; Defend 1

**To Me My Grimm! [AP 3]**

**PLS 12,  VS T# 10 (Limited/Friendly Grimm) FX: Pull 4 and Special/The Grimm**

**EFX:** Pull 4

- **The Grimm:** Remove **Stun** and all **Suppress** from eligible Targets.

**POWERS**

**Leader:** May choose one Leader Card if requirements are met.



**Grimm Overlord:** You may select an additional 1 model of any Level 1 Grimm Supreme(s) of each type subject to the Encounter Level limit.







**Grimm Master:** John Grimmsham adds +1 die to all Action Rolls if there are any Friendly Grimm Supremes within 6 inches when rolls are made.

**Rise of the Grimm:** John Grimmsham generates 1 extra AP per Friendly Grimm Supreme within 6 inches during the AP Calculation Phase.

<b>AP +: 3</b>	<b>Living</b>		<b>Grimm</b>	<b>Minion +: 3</b>
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<b>Grimminions</b> <b>Level 2-5 Brawler Minion</b> <b>One Grimminions per Level per Card 30mm</b>	 	
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<b>1+X</b>	<b>X</b>	<b>2</b>	<b>X</b>	<b>1</b>	<b>2</b>

	<b>MOVE:</b> Sprint 4	<b>HP:</b> 1 per Grimminion
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**ACTIONS**

**Strike [Activation]**

**CCM,  VS  FX: Damage 1**

**EFX:** Damage 1

**POWERS**







**Brawler:** Add +1 die to Attack Actions against models in BtB.

**Grimm Horde:** When you select Grimminions you may choose their level from 2 to 5. You get one base of Grimminions per level. The Grimminions Traits increase by 1 for each base of Grimminions in play (represented by the X in the Trait line).

**Small But Mighty:** Only a single Grimminion model may make an Attack Action during an Activation.

	<b>Living</b>		<b>Grimm</b>	
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Soul Golem Level 3 Powerhouse 50mm		
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6	4	7	3	1	5

AP: 4	MOVE: Sprint 4	HP: 14
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#### ACTIONS

##### Necro Punch [AP 2] [Power Down 1]

CCM,  VS : Damage 3

EFX: Damage 1; Grab & Throw; Self/Power Up 1

##### Throw [AP 2]

THR 6,  VS : Damage 2

EFX: Damage 1; Knockback 4

##### Soul Ray [AP 2] [Power Down 1]

RAY 6,  VS : Damage 1

EFX: Damage 1

#### POWERS


**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Soul Furnace:** When any **Living** model is KO'ed by Soul Golem he gains **1 Power Up** die.

**Soul Powered:** During Soul Golem's first Activation in a Round, it may discard 1 **Power Up** Die to **Self/Heal 1**; the Soul Golem may not discard more than 1 Power Up die to benefit from Soul Powered.

**Necroplane War Machine:** Soul Golem may use **Smash It Up** with the **Necro Punch** Action.

Dice: 2	Nonliving, Mechanical		Necroplane	Minion +: 0
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L.O.A. Level 3 Powerhouse 50mm		
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7	5	6	3	1	5

AP: 4	MOVE: Sprint 4	HP: 14
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#### ACTIONS

##### Voodoo Claws [AP 2]

CCM,  VS : Damage 2 and Stun

EFX: Damage 1; Follow Up

##### Cyber Snakes [AP 2]

PRJ 4,  VS : Damage 1

EFX: Fatigue; Damage 1; Pull 4

##### Black Wings [AP 2]

PRJ 6,  VS  (Strong/Living): Blast 3, Stun



EFX: Damage 1

#### POWERS


**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Mount of Legba:** Master of Roads and pathways. L.O.A. is **Immune/Stun** and **Mind Control**, and **Immune/Fatigue** from sources other than his own movement.

**Mount of Samedi:** The first time L.O.A. is KO'd L.O.A. remains in play with a single HP remaining.

**Mount of Kalfu:** Whenever any Friendly Coven Supreme uses  or  Action, they may use friendly L.O.A as the source of this Action.

Dice: 3	Mechanical, Outsider		Coven	Minion +: 0
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Yeti Level 3 Powerhouse 50mm		
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6	4	7	5	1	3

AP: 4	MOVE: Bounding 5	HP: 14
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#### ACTIONS

##### Power Smash [AP 2]

CCM,  VS  FX: Damage 2

EFX: Damage 1; Knockback 4

##### Snow Blast [AP 2]

PRJ 6,  VS  FX: Damage 1

EFX: Damage 1; Fatigue

##### Icy Mist [AP 2]

PLS 6,  VS  FX: Fatigue

EFX: Damage 1; Stun

#### POWERS

**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Mountain Beast:** Yeti adds +1 die when Defending against Air or Water Attackers.

**Snow and Wind:** Opponents in BtB may not benefit from Mobbing bonuses.

**Unholy Feast:** When a Living model is KO'ed by Yeti, then Yeti may immediately **Heal 1**.

Dice: 3	Living	Air	Jade Cult +Freelancer	Minion +: 0
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<b>Gorgoroth</b> Level 3 Powerhouse 50mm		
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<b>8</b>	<b>4</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>5</b>

<b>AP: 4</b>	<b>MOVE: Sprint 6</b>	<b>HP: 14</b>
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ACTIONS

**Gorgoroth Rush [AP 4] [Fatigue]**

**OVR 6,  VS : Damage 2 and Knockback 4**

**EFX:** Damage 2

**Power Smash [AP 2]**

**CCM,  VS : Damage 2**

**EFX:** Damage 1; Knockback 4

**Soothe the Herd [AP 2]**



**PLS 6,  VS T#8 (Limited/Ulthar): Heal 1**

**EFX:** Heal 1; Power Up 1

POWERS


**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Blood Rage:** Gorgoroth gains +1 die when Attacking **Living** models who are at less than their maximum HP.

**Tough Hide:** Gorgoroth gains +1 die to Action Rolls when Defending, except when Defending with  or .

**Herd Master:** Friendly Taurus Shock Troopers add +1 die to Action Rolls as Attacker.

<b>Dice: 2</b>	<b>Living</b>		<b>Ulthar</b>	<b>Minion +: 0</b>
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Rosie "Baby" Rude Level 3 Powerhouse 50mm		
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7	4	5	4	3	3

AP: 4	MOVE: Sprint 5	HP: 13
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ACTIONS

**Batter Up! [AP 2]**

CCM,  VS : Damage 1 and Knockback 4


EFX: Damage 1; Knockback 5

**Wild Swing [AP 3]**

PLS 2,  VS : Damage 2 and Knockback 3

EFX: Damage 1 and Knockback 3



**Steel Glove\* [AP 1]**

IST,  VS T# 7: Self/Attack 1

EFX: Self/Attack 1

POWERS


**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Girl Power:** When Targeting a model with  of 6 or more gain +1 die per point of the Target's  above 5.

**Skyscraper:** Babe Rude is **Immune/Displacement** and **Fatigue** except from her own Actions and Powers.

**Whole Lot of Rosie:** Baby Rude is **Immune/Stun** except when becoming **Burdened**.

Dice: 3	Living			Minion +: 0
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Cro Mag Level 3 Powerhouse 50mm		
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8	5	1	3	1	3

AP: 5	MOVE: Bounding 5	HP: 14
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ACTIONS

**Rarrgh! [AP 4] [Fatigue]**

**OVR 5,  VS : Damage 2 and Stun**

**EFX:** Damage 2

**Rummmph! Headbutt [AP 2] [Damage 2]**

**CCM,  VS : Damage 3 & Grab Throw**

**EFX:** Damage 1; Knockback 4; Stun

**Oooogh! Power Throw [AP 3]**

**THR 8,  VS : Damage 2 and Blast 2**

**EFX:** Damage 1; Knockback 4

POWERS



**Powerhouse:** Powerhouse Attacker Actions generate EFX on a 4+.







**Enchanted Headdress:** Cro Mag is **Immune/Mind Control**.

**Boss-man:** After a Friendly Leader completes his Activation you may immediately Activate Cro Mag.

**Great Hunter:** Cro Mag adds an extra +1 die to Action Rolls as Attacker when he benefits from **Size Matters**.

Dice: 2	Living	Earth	Minion +: 0
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<b>Tomcat</b> <b>Level 3 Powerhouse 50mm</b>		
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<b>5</b>	<b>4</b>	<b>7</b>	<b>5</b>	<b>3</b>	<b>3</b>

<b>AP: 4</b>	<b>MOVE: Flight 6</b>	<b>HP: 12</b>
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**ACTIONS**

**Twin .50 Cals [AP 2]**

**PRJ 6, ✖ VS 🚶: Damage 1**

**SFX: Damage 1; Extra Target 4**

**Strafing Run [AP 4] [Fatigue]**

**OVR 6, ✖ VS 🚶: Damage 2**

**SFX: Damage 2**

**Jet Wash [AP 2]**

**CCM, ✖ VS 🛡: Damage 2**

**SFX: Damage 1; Knockback 4**

**POWERS**

**Powerhouse:** Powerhouse Attacker Actions generate SFX on a 4+.


**Top Gun:** Tomcat is **Strong/ Flight**.







**High G Training:** Tomcat is **Immune/Stun** unless he becomes Burdened.

**Payload:** When Tomcat succeeds in an Attack Action against a Structure the Structure takes an additional 2 points of Damage per Action.

<b>Dice: 3</b>	<b>Living</b>		<b>Heavy Metal + Freelancer</b>	<b>Minion +: 0</b>
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<b>Ninjas</b> Level 2 Brawler Minions/2 Ninjas per card 30mm		
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4	2	2	3	2	2

	<b>MOVE:</b> Wall Crawling 4 + Stealth	<b>HP:</b> 2 per Ninja
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**ACTIONS**

**Shuriken [Activation]**

PRJ 4,  VS  FX: Fatigue

EFX: Damage 1

**Strike [Activation]**

CCM,  VS  FX: Damage 1

EFX: Damage 1







**POWERS**

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Masters Of Stealth:** Ninja Minions may Deploy within 6 inches of a Friendly Ninja Sensei as if benefitting from his Infiltrator Power.

	<b>Living</b>			
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Ninja Sensei Level 2 Infiltrator Minion 30mm		
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3	2	2	3	2	3

	<b>MOVE:</b> Wall Crawling 4 + Stealth	<b>HP:</b> 3
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**ACTIONS**

**Assassin's Strike [Activation]**

**CCM,  VS  (Strong/All) FX: Damage 1**

**EFX:** Damage 1

**Shuriken [Activation]**

**PRJ 4,  VS  FX: Fatigue**

**EFX:** Damage 1

**Master is Watching [Activation]**


**AUR 6,  VS T# 5 (Limited/Friendly Ninjas) FX: Attack 1**







**EFX:** None

**POWERS**

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

	Living			
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June Summers Level 1 Infiltrator Minion 30mm	 	
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2	3	2	3	2	3

	<b>MOVE:</b> Sprint 4 + Stealth	<b>HP:</b> 2
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ACTIONS

**Broadcasting Live [Activation]**

**PRJ 12,  VS T# 4 FX: Power Up 1**



**EFX:** None







POWERS

**Infiltrator:** May be Deployed anywhere outside of the Enemy DZ.

**Bloody Good Story:** If an Enemy Supreme is KO'ed within 6 inches of June Summers, add **1 Power Up** die to the model that KO'ed the Enemy Supreme.

	<b>Living</b>			
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<b>Sentry Bots</b> Level 1 Blaster Minions / 2 Sentry Bots per card 30mm	 	
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2	3	3	3	1	1

	<b>MOVE:</b> Sprint 4	<b>HP:</b> 1 per Sentry Bot
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ACTIONS

**Laser Eyes [Activation]**

PRJ 6,  VS  FX: Damage 1

EFX: None

**Detonate [Activation] [Damage 1]**


PLS 3,  VS  FX: Damage 1







EFX: Damage 1

POWERS

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

	<b>Mechanical</b>			
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Advanced Sentry Bots Level 2 Blaster Minions/ 2 Advanced Sentry Bots per card 30mm		
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3	3	4	3	1	1

	<b>MOVE:</b> Sprint 4	<b>HP:</b> 2 per Advanced Sentry Bot
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ACTIONS

**Laser Eyes [Activation]**

PRJ 6,  VS  FX: Damage 1

EFX: None

**Taser Strike [Activation]**

CCM,  VS  (Strong/All) FX: Fatigue


EFX: None







POWERS

**Blaster:** Add +2 dice to Combat Actions as Attacker when not in BtB with any Enemy model.

**Improved Armor:** Advanced Sentry Bots add +1 die to their Action Rolls when Defending.

	Mechanical		Heavy Metal	
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Necro GI's Level 2 Brawler Minions 2 Necro G.I.'s per card 30mm		
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3	4	5	2	1	1

	<b>MOVE:</b> Sprint 4	<b>HP:</b> 2 per Necro G.I.
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**ACTIONS**

**Necro Weapons [Activation]**

**PRJ 6,  VS  FX: Damage 1**

**EFX:** Damage 1


**POWERS**







**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Not Quite Dead Yet:** Whenever a Necro G.I. would be KO'ed, roll 1d6; on a 5+ the Necro G.I. is not KO'ed and remains with 1 HP.

**Necro Contagion:** When a Living model is KO'ed by a Necro G.I. in Base to Base roll a die; on a 5+, replace the KO'ed model with another Necro G.I. that forms part of the same card.

	<b>Undead</b>		<b>Necroplane</b>	
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Vigilantes Level 2 Brawler Minions 2 Vigilantes per card 30mm		
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5	3	2	3	2	2

	<b>MOVE:</b> Sprint 4	<b>HP:</b> 2 per Vigilante
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ACTIONS

**Strike [Activation]**

**CCM,  VS  FX: Damage 1**

**EFX:** Damage 1

POWERS

**Brawler:** Add +1 die to Combat Actions as Attacker against models in BtB.

**Inspired:** If Dead Eye is in the same Team, Vigilantes are **Strong/ Enemy models**.

**Masked Defenders:** Citizens (including Agenda Citizens) within 4 inches of a Vigilante add +2 dice to their Action Rolls when Defending.

	<b>Living</b>			
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