





## FLASK

Melee Zone 1"

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



### CHARACTER PLAYS

CST	RNG	SUS	OPT

**Smoke Bomb** 1 4" ✗ ✓  
Position an ongoing effect AOE within range. While within this AOE, models gain cover.



## FLASK

### CHARACTER TRAITS

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

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

**Overheat [3" Pulse]**  
When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the burning condition.

Indar, Mechanica, Mascot  
Size 30 mm

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## NAJA

Melee Zone 2"

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



### CHARACTER PLAYS

CST	RNG	SUS	OPT

**Hypnosis** 1/ 6" ✓ ✓  
The next time target enemy model spends influence on an attack, charge, or character play, the enemy model must spend 1 additional influence.



## NAJA

### CHARACTER TRAITS

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

**Venomous Strike**  
Enemy models damaged by this model suffer the poison condition.

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

Indar, Animal, Mascot  
Size 30 mm

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## CALCULUS

Melee Zone 1"

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



### CHARACTER PLAYS

CST	RNG	SUS	OPT

**Blind** 1 6" ✓ ✓  
Target enemy model suffers -2 TAC, -2/-2" KICK, and -2"/-2" MOV.

**Noxious Blast** 2/ 6" ✗ ✓  
Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the poison condition. Models entering or ending their activations within this AOE suffer the poison condition.



## CALCULUS

### CHARACTER TRAITS

**Poisonous Fumes [2" Aura]**  
Enemy models entering or starting their activations within this aura suffer the poison condition.

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

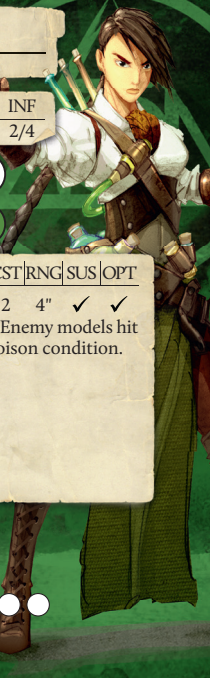
Ethraynnian, Human, Female, Central Midfielder, Squaddie  
Size 30 mm

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## CALCULUS

Melee Zone 1"

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



### CHARACTER PLAYS

CST	RNG	SUS	OPT

**Sticky Bomb** 2 4" ✓ ✓  
Position an AOE within range. Enemy models hit suffer -2"/-2" MOV and the poison condition.



## CALCULUS

### CHARACTER TRAITS

**Spillage [4" Pulse]**  
When this model makes a kick, enemy models within the pulse suffer the poison condition.

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

Ethraynnian, Human, Female, Winger, Veteran, Squaddie  
Size 30 mm

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## CRUCIBLE

Melee Zone 2"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Acrobatic** 1 S X ✓  
This model may make a 2" dodge.

**Great Balls of Fire** 2 4" X ✓  
Target enemy model loses possession of the ball to this model and suffers the burning condition.



## CRUCIBLE

### CHARACTER TRAITS

#### Chemical Admixture

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

#### Covalence [4" Aura]

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

#### Reactive Solution

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

Numasai, Human, Female,  
Attacking Midfielder,  
Squaddie



Size 40 mm

## KAMI

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	4	3/6"	5+	0	2/4



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Chemical Ordnance** 6" X X  
Choose either the burning or the poison condition. Target enemy model suffers 1 condition DMG and the chosen condition.

**Kill the Ball** 1 6" X ✓  
Remove target free ball from the pitch. This model's controlling player resolves a goal kick.



## KAMI

### CHARACTER TRAITS

#### Anatomical Precision

During an attack from this model enemy models suffer -1 ARM.

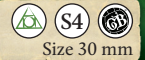
#### Deadeye

When this model makes a successful attack, it may add an additional playbook result.

#### Elusive

Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". If it does, immediately place this model in base contact with the other model.

Numasai, Human, Female,  
Attacking Midfielder,  
Squaddie



Size 30 mm

## KATALYST

Melee Zone 1"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

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



## KATALYST

### CHARACTER TRAITS

#### Burning Effigy

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

#### Burning Strike

Enemy models damaged by this model suffer the burning condition.

#### Pyromaniac

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

Skaldic, Human, Male,  
Central Midfielder,  
Squaddie



Size 40 mm

## KATALYST

Melee Zone 2"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Ground Pound** 3/4 S X X  
Models within this model's melee zone suffer a 2" push directly away from this model, 2 DMG, and the knocked down condition.



## KATALYST

### CHARACTER TRAITS

#### Burst of Fumes

After this model resolves a successful attack during its activation, enemy models within 2" that are suffering the burning or poison condition suffer 1 condition DMG.

#### Toxicity

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

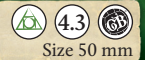
#### Venomous Strike

Enemy models damaged by this model suffer the poison condition.

#### Witness Me!

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

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



Size 50 mm



## MERCURY

Melee Zone 1"

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



### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Fire Blast** 2/ 6" X ✓  
Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition. Models entering or ending their activations in this ongoing effect AOE suffer the burning condition.

**Fire Ball** 6" X X  
Target enemy model suffers 2 DMG and the burning condition.



## MERCURY

### CHARACTER TRAITS

**Burning Spirit [2" Aura]**  
Enemy models entering or starting their activations within this aura suffer the burning condition.

Ethraynnian, Human, Male,  
Central Midfielder,  
Squaddie



Size 30 mm

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## VENIN

Melee Zone 1"

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



### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Acid Rain** S X X  
3" pulse. Enemy models within this pulse suffer the poison condition.



## VENIN

### CHARACTER TRAITS

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

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

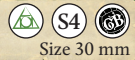
**Secretion**  
Once per turn during this model's activation, it may suffer the poison condition.

**Venomous Strike**  
Enemy models damaged by this model suffer the poison condition.

### HEROIC PLAY

**Coagulation [3" Pulse]**  
Enemy models within this pulse that are suffering the poison condition suffer 3 condition DMG.

Valentian, Human, Male,  
Attacking Midfielder,  
Squaddie



Size 30 mm

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## VITRIOL

Melee Zone 2"

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



### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Clone** 2/ S ✓ ✓  
The next time this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.



## VITRIOL

### CHARACTER TRAITS

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

### HEROIC PLAY

**Face Your Fear [4" Pulse]**  
Enemy models within this pulse suffer the burning condition.

Skaldic, Human, Female,  
Striker,  
Squaddie



Size 30 mm

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## COMPOUND

Melee Zone 2"

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



### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Horrific Odour** 1 S ✓ ✓  
6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.



## COMPOUND

### CHARACTER TRAITS

**Noxious Death [3" Pulse]**  
When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

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

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

Figeon, Mechanica, Human, Male,  
Goalkeeper,  
Squaddie



Size 40 mm

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