

PELAGE

Melee Zone 1"

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

1

2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Singled Out

Friendly models gain +2 TAC while attacking target enemy model.

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PELAGE

CHARACTER TRAITS

● Cloak of Rats [2" Pulse]

At the end of this model's activation, the opposing player chooses one of the following:

- Enemy models within this pulse suffer the snared condition.
- Enemy models within this pulse suffer 3 DMG.

Empathy

While attacking this model, playbook damage results don't generate MP.

Grim Caress

When an enemy model ends an activation engaging this model, the enemy model suffers 3 DMG.

Killer [Male]

This model gains +1 DMG to playbook damage results while attacking models of the named type.

Erskirii, Human, Female,
Central Midfielder,
Squaddie

Size 30 mm

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SCOURGE

Melee Zone 2"

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

1

2 3 5

CHARACTER PLAYS | CST | RNG | SUS | OPT

Snack Break

This model recovers 6 HP.

1/ S ✗ ✓

SCOURGE

CHARACTER TRAITS

Carrier

This model starts the game suffering the disease condition. During the End Phase, before conditions are resolved, this model suffers the disease condition.

Good Feet, for a Big Man

This model may make passes without spending influence. Friendly models may make passes to this model without spending influence.

Plague Ridden

While suffering the disease condition, this model gains +1 DMG to playbook damage results.

Tough Hide

This model suffers -1 DMG from enemy plays and playbook damage results.

Mald, Human, Male,
Centre Back,
Squaddie

Size 50 mm

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SKULK

Melee Zone 2"

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

2

1 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Horrific Odour

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

1 S ✓ ✓

Pest Control

While within this model's melee zone, enemy models suffer -1/-2" KICK.

1/ S ✓ ✓

SKULK

CHARACTER TRAITS

● Follow Up

When an enemy model ends an advance that caused it to leave this model's melee zone, this model may immediately make a jog directly towards the enemy model.

● Lightning Reflexes [6" Aura]

Once per turn when an enemy model ends a dodge within this aura, this model may immediately make a jog directly towards the enemy model.

● Poisoned

Once per turn this model may declare a Counter-Attack without spending MP.

Figeon, Human, Male,
Goalkeeper,
Squaddie

Size 40 mm

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