Union Worker

Union Member

Rank 1
Base 30
Size 2
DZ C

◇ Infantry ◇

SAVAGE BLOW

Melee	1	00

SPECIAL ABILITIES

Pain Fueled: While this model has 1 or more damage on it, it gains [+1], and its melee attacks gain **Unstoppable(1)** and [+1].

***Unstoppable(1):** Replace (1) Non-⚡ Non-💀 on the defender's chart with ⚡.

Union Boss

Union Member

Rank 1
Base 40
Size 3
DZ C

◇ Leader ◇

BRUTAL METHODS

Melee	3	00

SPECIAL ABILITIES

Bolster: This model may make an Assist Action on a model up to 2" away.

Whip Into Frenzy: When this mode activates as part of a combined activation, any active model with **Pain Fueled** may suffer 1 damage.

COMMAND ABILITIES

Inspire: While in contact with a friendly model, this model gains **Offensive Expertise(+1)**.

***Offensive Expertise(1):** When this model attacks, before results are generated, it may re-roll up to (1) dice.

Training: Once per turn, if this model is unengaged, and an enemy kills a friendly model within 2", this model may move up to 2" toward that enemy.

The Ironward

Union Member

Rank 2
Base 40
Size 3
DZ C

◇ Leader • Character ◇

TWIN GREAT SWORDS

Melee	3	00

Suppression(1): Replace (1)✱ on the defender's chart with ⚡.

PRIMAL SURGE

Action	-	-

All active models with **Pain Fueled** may move up to 2" and remove 1 damage.

SPECIAL ABILITIES

Rein Them In: Aura 6", Friendly models with **Pain Fueled** in the area gain **Unbreakable**.

***Unbreakable:** Replace the lowest 💀 on this model's defense chart with ⚡.

COMMAND ABILITIES

Inspire: While in contact with a friendly model, this model's melee attacks gain [+1] against models with [2] or greater.

Training: If a friendly model with the same **trait** is killed while in contact with this model, this model may perform 1 of its melee attacks on an active enemy within 1", ignoring melee range and LoS.

Defender Lineman
Citizen
Defender Lineman
Citizen
Infantry
Rank 1
Base 30
Size 2
DZ B
10
9
8
7
6
5
4
3
2
1
6 5 1 1
GREATSWORD
Melee 1 00
Follow-Through(1): Replace (1) on the defender's chart with .
RESCUE
Action - -
Target 1 engaged friendly model within 3". Place that model in contact with this model. You may then place this model anywhere in contact with an enemy the friendly model was engaged with.
SPECIAL ABILITIES
[Reaction] Counterattack (2): Once per attack, when a is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks on an active enemy, replacing the attack's rate with (2).

Defender Lineman Controller
Citizen
Defender Lineman Controller
Citizen
Leader
Rank 1
Base 30
Size 2
DZ B
10
9
8
7
6
5
4
3
2
1
6 6 1 3
HAMMER TIME
Melee 2 00
Knockback(2): Before results are generated, each enemy targeted by this attack is forced (2)" direclty away. If that enemy's movement is stopped by another model the model stopping it suffers a [1] melee attack.
RESCUE
Action - -
Target one engaged friendly model within 3". Place that model in contact with this model. You may then place this model anywhere in contact with an enemy the friendly model was engaged with.
SPECIAL ABILITIES
[Reaction] Counterattack (2)
Iron Will: When targeted by a Will Attack this model gains [+2] for that attack.
Defensive Expertise(1): When this model is attacked, before results are generated, it may force the attacker to re-roll up to (1) dice.
COMMAND ABILITIES
Inspire: This model may perform the Rescue action after Sprinting.
Training: All friendly models gain Iron Will.

Defender Raeth Sevisk
Citizen
Defender Raeth Sevisk
Citizen
Leader • Character
Rank 2
Base 30
Size 2
DZ B
10
9
8
7
6
5
4
3
2
1
6 7 2 3
SHATTERING BLOW
Melee 2 00
Sundering(2): Replace (2) on the defender's chart with .
Suppression(1): Replace (1) on the defender's chart with .
STICK IN
Toggle - -
Aura 6", Enemies engaged with friendly models in the area cannot disengage.
SPECIAL ABILITIES
[Reaction] Counterattack (2)
Hold the Line: Aura 6": Friendly models in the area cannot be moved by enemy effects.
COMMAND ABILITIES
Inspire: While in contact with a friendly model, this model's melee attacks gain Unstoppable(1).
*Unstoppable(1): Replace (1) Non- Non- on the defender's chart with .
Training: While in contact with a friendly model, this model gains Evasion(1).
*Evasion(1): When this model is attacked, after any re-rolls are made, it may adjust the results of up to (1) dice up or down by 1.

Addanii Brood Warriors

Addanii

Infantry

Rank	2
Base	40
Size	1
DZ	B

GANG-UP

Melee	1	00

SPECIAL ABILITIES

Lash Out: Each time this model is hit, but not killed, 1 active enemy within 2" suffers a [1] melee attack.

[Reaction] Distraction: If an enemy that is engaged with this model would perform an attack that does not target this model, that enemy must make a Will Check(1). On a failure, it must allocate at least 1 attack die to this model. An enemy may only be targeted by Distraction once per turn.

Addanii Brood Masterminds

Addanii

Leader

Rank	1
Base	40
Size	1
DZ	B

MURDEROUS MAELSTROM

Melee	2	00

Precision(1): When this model attacks, after re-rolls are made, it may adjust the result of (1) dice up or down by 1.

Suppression(1): Replace (1) on the defender's chart with .

SPECIAL ABILITIES

Hive Mind: Aura 6", Each time an enemy attack triggers **Lash Out** on a model in the area, all friendly models with the **Addanii** trait within 1" of that friendly model may also trigger Lash Out.

COMMAND ABILITIES

Inspire: This model's melee attacks gain [+1] and **Backstab** against enemies that began the turn engaged with another friendly model.

*__Backstab:__ Replace the lowest result on the defender's chart with . Hits from this automatically deal 1 damage to the target.

Training: This model's melee attacks gain **Precision(+1)** against enemies that began the turn engaged with another friendly model.

Timoshkin

Addanii

Leader • Character

Rank	2
Base	40
Size	1
DZ	B

THUNDERING STRIKES

Melee	2	2

Unstoppable(1): Replace (1) Non- Non- on the defender's chart with .

SPECIAL ABILITIES

Berserker Rage: For each damage on this model, it's melee attacks gain [+1], to a max of [+3].

Fueled by Combat: At the end of any turn in which this model killed an enemy, it may remove 1 damage.

Synaptic Fury: When this model is part of a combined activation, all other active models with 1 or more damage on them gain [+1] to melee attacks this actiation.

COMMAND ABILITIES

Inspire: If this model has 1 or more damage on it, its melee attacks gain **Offensive Expertise(1)** this activation.

***Offensive Expertise(1):** When this model attacks, before results are generated, it may re-roll up to (1) dice.

Training: This model's melee attacks gain **Offensive Expertise(+1)** when attacking enemies with 1 or more damage on them.

The Zaalak

◇ Specialist ◇

Rank 1
Base 50
Size 2
DZ C

SWORD STRIKE

Melee	2	00

SPECIAL ABILITIES

Abomination: Aura 6", Enemy Leaders in the area suffer [-2] to their Leadership Value.

[Reaction] Unleashed ☠: For each ☠ result generated on this model make a Will Attack(1) against each enemy within 3". On a success, that enemy suffers 1 damage.

Nimble: During free movement, this model ignores the **Rough** keyword of terrain elements.

Galvanic Defender

◇ Specialist ◇

Rank 1
Base 40
Size 3
DZ A

GALVANIC BOLT

Magic	1	8

Suppression(1): Replace (1)✱ on the defender's chart with ⚡.

GALVANIC FEEDBACK

Toggle	-	-

Aura 6", ⟨⟩ results on friendly models in the area cause Backlash against Magic attacks.

REINFORCE WILL

Toggle	-	-

Aura 6", Friendly models in the area gain **Strong Will**.

SPECIAL ABILITIES

Ward Bearer: Aura 6", Enemies in the area lose **Sundering(x)**.

Strong Will: When this model makes a Will Check, or is the target of a Will Attack, it gains re-roll(+1).

C.A.G.E

◇ Specialist ◇

Rank 2
Base 50
Size 4
DZ B

POLE-AXE

Melee	3	2

Critical Blow(1): Replace (1)⚡ on the defender's chart with ☠.

GALVANIC BACKLASH

Magic	1	2

This attack targets all enemies in range.

Suppression(1): Replace (1)✱ on the defender's chart with ⚡.

SPECIAL ABILITIES

[Reaction] Counterattack ⟨⟩ (1): Once per attack, when a ⟨⟩ is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks on an active enemy, replacing the attack's rate with (1).

[Reaction] Galvanic Backlash ✱: Once per attack, when a ✱ is generated against this model, and this model is not killed, this model may perform a Galvanic Backlash attack.

Lineman Boris

◇ Specialist • Character ◇

Rank 2
Base 40
Size 2
DZ B

10 9 8 7 6 5 4 3 2 1

DOUBLE STRIKE

Melee | 2 | 2

Unstoppable(2): Replace (2) Non-⚡ Non-💀 on the defender's chart with ⚡.

SPECIAL ABILITIES

Flying: During free movement, this model may pass through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.

[Reaction] Counterattack ( ) (2): Once per attack, when a ( ) is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks on an active enemy, replacing the attack's rate with (2).

[Reaction] Retaliation (1): Each time a friendly model is killed while in contact with this model, this model may perform 1 of its melee attacks on an active enemy that was engaged with the model killed, replacing the attack's rate with (1).

The Mighty Taur

◇ Specialist • Character ◇

Rank 2
Base 50
Size 4
DZ A

10 9 8 7 6 5 4 3 2 1

STEAM HAMMER

Melee | 2 | 00

Critical Blow(1): Replace (1)⚡ on the defender's chart with 💀.

Unstoppable(1): Replace (1) Non-⚡ Non-💀 on the defender's chart with ⚡.

WARSTOMP

Melee | 2 | 00

This attack targets all enemies in range. Once this attack is resolved, this model may force all enemies in contact up to 2" away.

SPECIAL ABILITIES

Brutal Charge: When this model engages an enemy, its melee attacks gain **Unstoppable(+1)** this activation.

Rampage: The first time each turn this model kills an enemy, after that attack is resolved, it may move up to 3" and perform 1 of its melee attacks.

Sorik The Unfinished

◇ Specialist • Character ◇

Rank 2
Base 40
Size 2
DZ A

10 9 8 7 6 5 4 3 2 1

GALVANIC LIGHTNING

Magic | 2 | 6

Suppression(2): Replace (2)✸ on the defenders chart with ⚡.

Sundering(2): Replace (2)( ) on the defenders chart with ⚡.

SHREDDING CLAWS

Melee | 2 | 00

Enemies are treated as having [1]🛡 for this attack.

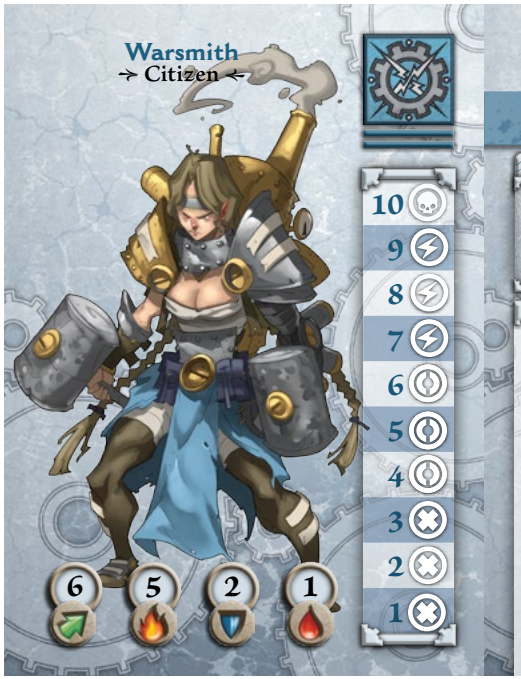
Sundering(2): Replace (2)( ) on the defender's chart with ⚡.

SPECIAL ABILITIES

[Reaction] Galvanic Feedback ( ): For each ( ) result generated against this model, 1 active enemy within 2" suffers a [1] magic attack.

Shield Extension: Aura 2". Other friendly models in the area gain **Ward (1)**.

*Ward(1): Replace (1) lowest ⚡ on this model's defense chart with ✸.



Warsmith

Citizen

Infantry

Rank 2
Base 30
Size 2
DZ B

MASTERWORK WEAPONS

Melee | 2 | 00

Critical Blow(1): Replace (1) on the defender's chart with .
Sundering(1): Replace (1) on the defenders chart with .

SPECIAL ABILITIES

Enhance Armor: Attacks targeting this model, or friendly models in contact with this model, lose **Sundering(x).**

Enhance Weapons: When this model performs an Assist Action on a friendly model, that model's melee attacks gain **Critical Blow(+1)** this turn.

Warsmith Captain

Citizen

Leader

Rank 1
Base 30
Size 2
DZ B

MASTER'S HAMMERS

Melee | 2 | 00

Critical Blow(1): Replace (1) on the defender's chart with .
Sundering(1): Replace (1) on the defenders chart with .

SPECIAL ABILITIES

Enhance Armor

Enhance Weapons

Offensive Expertise(1): When this model performs an attack, before results are generated, it may re-roll up to (1) dice.

COMMAND ABILITIES

Inspire: This model gains **Bolster** this turn.

*__Bolster:__ This model may make an Assist Action on a model up to 2" away.

Training: Friendly models without damage have **Unbreakable** while in contact with a friendly model.

*__Unbreakable:__ Replace the lowest on this model's defense chart with .

Union Bombardier

Union Member

Infantry

Rank 2
Base 40
Size 3
DZ C

SAVAGE BLOW

Melee | 1 | 00

SPECIAL ABILITIES

Flying: During free movement, this model may pass through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.

Pain Fueled: While this model has 1 or more damage on it, it gains [+1], and its melee attacks gain **Unstoppable(1)** and [+1].

*__Unstoppable(1):__ Replace (1) Non- Non- on the defender's chart with .

Pig Bomb: After this model has completed its maneuver you may have this model, and all other models within 1", suffer a [1] ranged attack.

Flight Captain

Union Member

Leader

Rank 1
Base 40
Size 3
DZ C

DEEP IMPACT

Melee | 2 | 00

If this model used Pig Bomb this activation, this attack may assign 1 attack die to all enemies within 1" instead of using its normal rate.

SPECIAL ABILITIES

Flying

Pain Fueled

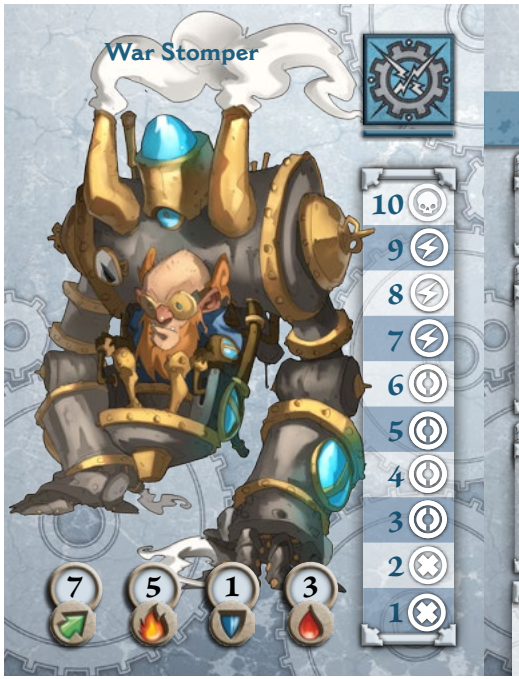
Pig Bomb

Controlled Crash: This model may re-roll 1 attack generated by Pig Bomb.

COMMAND ABILITIES

Inspire: At the start of this model's activation, if it is damaged, it may have 1 enemy it is engaged with suffer a [1] melee attack.

Training: While this model is damaged, it gains [+1].



War Stomper

Rank 1
Base 50
Size 4
DZ B

◇ Specialist ◇

CRUSHING ARMS

Melee | 2 | 00

Sundering(2): Replace (2) on the defender's chart with ⚡.

DAMPENER

Toggle | - | -

Aura 4", Friendly models gain **Evasion(+1)**

***Evasion(1):** When this model is attacked, after any re-rolls are made, it may adjust the results of up to (1) dice up or down by 1, keeping the adjusted result.

SHIELDING

Toggle | - | -

This model gains [+1]. When this model is attacked and a is generated, all enemies in contact suffer a [1] magic attack.

SPECIAL ABILITIES

None

Union Butcher

Rank 1
Base 40
Size 3
DZ C

◇ Specialist ◇

BUTCHER'S CLEAVER

Melee | 2 | 00

Sundering(1): Replace (1) on the defender's chart with ⚡.

Unrelenting(1): Replace (1) on the defender's chart with ⚡.

SPECIAL ABILITIES

Berserker Rage: For each damage on this model, it's melee attacks gain [+1], to a max of [+3].

Butcher's Fervor: This model gains **Offensive Expertise(+1)** for each damage on it.

Offensive Expertise(x): When this model performs an attack, before results are generated, it may re-roll up to (x) dice.

Fueled by Combat: At the end of any turn in which this model killed an enemy, it may remove 1 damage.

Hateforged Titan

Rank 2
Base 80
Size 5
DZ C

◇ Specialist ◇

HATE-FUELED SLAUGHTER

Melee | 3 | 00

When this model is killed, it may immediately perform this attack before being removed.

DEATHCHARGE

Melee | 1 | 00

This attack gains **Critical Blow(+1)** for each damage on this model, up to (+3).

Critical Blow(x): Replace (x)⚡ on the defender's chart with .

SPECIAL ABILITIES

Berserker Rage: For each damage on this model, it's melee attacks gain [+1], to a max of [+3].

Bloodlust: For each damage on this model, it gains [+1]

Magical Vortex: Aura 2", If a friendly model in the area is targeted by a Magic attack, this model may choose to become the target instead.

Increased Backlash: This model generates an additional attack when causing Backlash.

Molotok

◇ Specialist • Character ◇

Rank	1
Base	30
Size	3
DZ	C

SHIPBUILDER'S HAMMER

Melee	2	00

Knockback(3): Before results are generated, each enemy targeted by this attack is forced (3)" directly away. If that enemy's movement is stopped by another model the model stopping it suffers a [1] melee attack.

SPECIAL ABILITIES

Entrench: This model may forfeit its maneuver to gain [+1] until the beginning of its next activation.

Immovable: This model cannot be moved by enemy effects or abilities.

Vigilance: If an enemy disengages from this model, this model may immediately perform 1 of its melee attacks. All dice from that attack must target that enemy model.

Yevrozov

Union Member

◇ Leader • Character ◇

Rank	2
Base	40
Size	3
DZ	C

RAPID ASSAULT

Melee	3	00

If this kills an enemy, Yevrozov may immediately perform a free Sprint action.

SPECIAL ABILITIES

Flying

Pig Bomb

From the Skies: You may choose not to deploy Yevrozov, and up to 3 other models with the **Pig Bomb** special ability, at the start of the game. At the start of any round, before Initiative is rolled, you may deploy Yevrozov anywhere on the board, with the remaining models inside his Sphere of Influence.

COMMAND ABILITIES

Inspire: If this model engages an enemy this activation, its melee attacks gain **Knockback(2)**.

Knockback(2): Before results are generated, each enemy targeted by this attack is forced (2)" directly away. If that enemy's movement is stopped by another model the model stopping it suffers a [1] melee attack.

Training: If this model is Hit, but not killed by enemy attack, it may immediately move up to 2", ignoring disengage penalties.