

Conscripted

Warrior 1 point

AP SPD EVA ARM RSL HP

2 4 5 12 8 1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Bludgeon	3	0	2	
Damaged Boltdriver	3	8	4	Powerful(2), Jammable(17), Reload(1)

SPECIAL ABILITIES

Spoils of War
Poorly Protected

HGT 2 30MM WL 4

Deckhand

Warrior 2 points

AP SPD EVA ARM RSL HP

3 3 5 16 10 1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Bludgeon	4	0	2	
Company Boltdriver	5	8	4	Powerful(2), Jammable(19), Reload(1)

SPECIAL ABILITIES

Spoils of War

HGT 2 30MM WL 4

Watchleader

Champion 3 points

AP SPD EVA ARM RSL HP

3 3 4 16 12 2

WEAPON	AA	RN	ST	WEAPON ABILITIES
Aura Gauntlets	6	0	4	Powerful(2), Disorient

SPECIAL ABILITIES

Dashing Show

HGT 2 30MM WL 2

Bossun

Warrior 4 points

AP SPD EVA ARM RSL HP

3 3 5 16 14 2

WEAPON	AA	RN	ST	WEAPON ABILITIES
Bludgeon	5	0	2	
Heirloom Boltdriver	5	8	4	Powerful(2), Jammable(20), Reload(1)

SPECIAL ABILITIES

Paymaster Protected

HGT 2 30MM WL 2

Conscripted

Spoils of War: This model does not lose **Loot tokens** during the End Phase.

Loot token: This model may remove a **Loot token** from itself during an Attack Test made during its activation. If it does so, re-roll all dice used in the Attack Test, including those from the **Powerful(X)** ability. During the End Phase, a model loses all **Loot tokens**.

If a roll of X or higher is rolled during at Attack Test made with this weapon profile, the Attack Test is considered a Botched Attack. Additionally, place a **Jammed counter** on the model that attacked with this weapon profile.

Jammed counter: While a model has a **Jammed counter**, it cannot make attacks with weapon profiles with the **Jammable(X)** weapon ability.

Deckhand

Spoils of War: This model does not lose **Loot tokens** during the End Phase.

Loot token: This model may remove a **Loot token** from itself during an Attack Test made during its activation. If it does so, re-roll all dice used in the Attack Test, including those from the **Powerful(X)** ability. During the End Phase, a model loses all **Loot tokens**.

If a roll of X or higher is rolled during at Attack Test made with this weapon profile, the Attack Test is considered a Botched Attack. Additionally, place a **Jammed counter** on the model that attacked with this weapon profile.

Jammed counter: While a model has a **Jammed counter**, it cannot make attacks with weapon profiles with the **Jammable(X)** weapon ability.

Watchleader

Dashing Show

- If this model hits a model with a melee attack during its activation, all other non-Leader models in its party benefit from a +2 TN Attack Test modifier for attacks made during their activation.

Bossun

Paymaster : Other non-Leader models in this model's party have +2 TN modifier for any Resolution (RSL) Tests made during their activation. Models with **Spoils of War** special ability gain a **Loot token** when they form a party with this model.

Jammable(X) : If a roll of X or higher is rolled during at Attack Test made with this weapon profile, the Attack Test is considered a Botched Attack. Additionally, place a **Jammed counter** on the model that attacked with this weapon profile.

Jammed counter: While a model has a **Jammed counter**, it cannot make attacks with weapon profiles with the **Jammable(X)** weapon ability.

Master Gunner

Gunner 3 points

AP SPD EVA ARM RSL HP

3 3 5 16 14 1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Call Cannonade	6	✱	8	Wall(10), Terrifying, Reload(1), Support Attack

SPECIAL ABILITIES

Solitary

HGT 2
30MM
WL 1

Master Gunner

A model hit by an attack from this weapon profile must perform a Resolution (RSL) test:

- TN of RSL
- Failure: Gain a **Wavering counter**.

Wavering counter: This model may not make Special Actions other than **Rally**.

Support Attack

- Making an attack action with this weapon profile costs 1 Fortune in addition to 1 AP.

Captain

Warlord 6 points

AP SPD EVA ARM RSL HP

4 3 6 18 16 3

WEAPON	AA	RN	ST	WEAPON ABILITIES
Heavy Aurablade	8	✱	8	Reach
Officer's Pistol	6	6	6	Jammable(20), Reload(2)

SPECIAL ABILITIES

Dashing Show Heavy Blows

HGT 2
30MM
WL 1

Captain

If this model successfully hits a model with a melee attack during its activation, all other non-Leader models in its party benefit from a +2 TN Attack Test modifier for attacks made during their activation.

Heavy Blows: This model may only make a Charge special action once per round.

If a roll of X or higher is rolled during an Attack Test made with this weapon profile, the Attack Test is considered a Botched Attack. Additionally, place a **Jammed counter** on the model that attacked with this weapon profile.

Jammed counter: While a model has a **Jammed counter**, it cannot make attacks with weapon profiles with the **Jammable(X)** weapon ability.

Coxcomb

Warlord 5 points

AP SPD EVA ARM RSL HP

3 4 6 20 10 2

WEAPON	AA	RN	ST	WEAPON ABILITIES
Starforged Foil	4	0	8	Powerful(2)

SPECIAL ABILITIES

Fortunate One Protected

Fine-Forged Armor Vigilant

HGT 2
30MM
WL 1

Coxcomb

If this model is included in a warband, it must be selected to be the Leader. This model does not gain the **Commander** special ability as a result of being selected as the Leader.

Fortunate One

- Each round, at the beginning of the Start Phase, this model may select to either:
 - gain the **Commander** and **Paymaster** special abilities.
 - gain 2 **Loot tokens**.

Fine-Forged Armor

- This model does not gain **Blight tokens** as the result of Perfect Attacks or from the **Blighted** terrain rule.

Vigilant

- At the end of this model's activation, if it is unengaged, it gains an **On Guard token**.

Paymaster

- Other non-Leader models in this model's party have +2 TN modifier for any Resolution (RSL) Tests made during their activation. Models with **Spoils of War** special ability gain a **Loot token** when they form a party with this model.

DeLver Fortune

During the Start Phase, select a model in one of your warbands with a **Downed token** within 6" of another friendly model. That model heals 1 HP.

DeLver Fortune

During the Start Phase, select a model in one of your warbands without the **Solitary** special ability. That model gains 2 **Loot tokens**.

DeLver Fortune

Select a model in one of your warbands at the start of its activation. During this activation, Ranged attacks made with weapon profiles with the **Jammable(X)** weapon ability gain the **Burning** weapon ability. At the end of this model's activation, it gains a **Jammed counter**.

FORTUNE

FORTUNE

FORTUNE

Archaeological Dig

Models in your warbands activating as part of a party may perform a **Search** Special Action for 1 AP when in contact with an Objective.

Search: Make a Resolution (RSL) test:

- TN of RSL
- Success: Place an **Archaeology** marker on the Objective.
- Failure: Nothing.

At the end of the Round, remove all **Archaeology** markers. Score 1 **VP** when a party places two **Archaeology** markers on the same Objective in one round.

Deed

Coordinated Assault

When an enemy model is Killed during an attack action made by a model in one of your warbands that is activating as part of a party, score 1 **VP**.

Deed

Guard

When a model in one your warbands in contact with an Objective makes a ranged attack that wounds a model, score 1 **VP**.

Deed

Know Who Pays The Bills

At the end of the game, if the Leader in one of your warbands is not Downed or Killed, score 1 **VP**.

Deed