

Leader - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except Artificial or Animal. Personality model.

Ruthless - Can fire into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed cannot roll for Morale again if ally killed.

Greedy - If treasure in field of view, must move to and pick up each turn unless part of Group Activation - resist with Will Check with 2 successes. Also roll Will Check if an enemy is killed in H2H combat or spend next turn "looting".

Power Leap - Gain +2 on Leap physical activities. Double the Leap distance. Leap vertically one Medium stick or leap onto adjacent Medium height scenery with one action.

Ether Tech (1) - Can use only CL 1 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.









<u>Combat Master</u> - Can make one Hand to Hand attack per action used. Gets the +1 bonus from charging into combat but only on the first attack. Personality model.

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

Ether Tech (1) - Can use only CL 1 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

Tough - Extra wounds. Only fallen or dazed on double / triple.

Fearless - No Morale Checks for gruesome kill or Terror. Model rolls Morale Checks at +1 after the loss of a Leader or when the







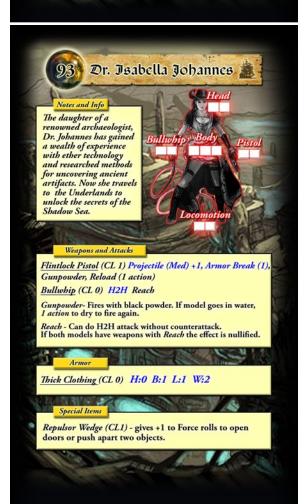


<u>Scientist (2)</u> - Can use CL 1 and CL 2 Ether Tech devices. Activate new device or repair damaged device with Quality Check with with number of successes = CL. Activate CL 3 devices with -2 to Quality Check - then can use. 3 failures damages the item. Model is a Personality.

Shooter (medium) - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

 $Tomb\ Hunter$  - Gain +2 when rolling to open locks and disarm traps. They also gain +1 on Leap and Climb activities.

Agile - gets +1 to Climb and Leap rolls. Ranged attacks and spells targeted against model are at -1 unless transfixed.



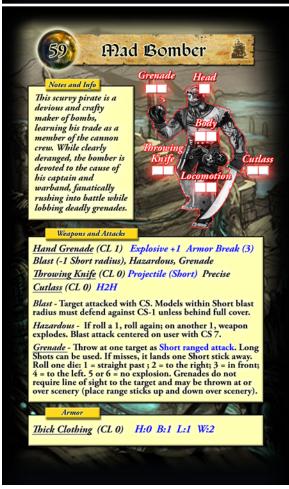












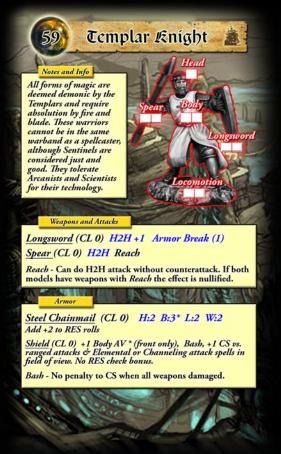




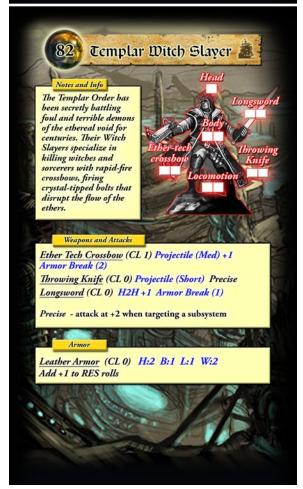














<u>Scientist (3)</u> - Can use all Ether Tech devices. Activate new device or repair damaged device with Quality Check with success = CL. damage item with 3 failures. Personality model.

Power Leap - gain +2 on Leap physical activities. Double the Leap distance. Leap vertically one Medium stick or leap onto adjacent Medium height scenery with one action.

Agile - Gain +1 to Climb and Leap physical activity rolls. Ranged attacks and attack spells against model at -1, unless the model is *transfixed*.

Shooter (Long) - Can shoot up to Long range. Range depends on weapon used so Long range weapon needed for Long shot.

