

Amphibious - Can operate on land and underwater.

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

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 I action.









Tough - Extra wounds. Only fallen on a double or triple.

Fearless - No Morale Check for gruesome deaths and Terror.

 $\it Big$ - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

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Hurl Enemy - Roll Grab attack. If win by 1 or more, can spend 1 action to hurl medium size enemy 1 Short stick. Hurled victims must roll a Quality Check (at -1) with 2 successes or be fallen and suffer 1 wound. On three failures, the model suffers 2 wounds and is fallen. If victim thrown at another model, use Combat stat of thrower and treat as regular attack. The hurled model must roll its Quality Check to avoid injury.

Warbeast - Led by Beastmaster only. No magic or tech items. If no Beastmaster or Shaman in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Creature.

Moldy - Adjacent model that activates must roll a Resistance Check with 2 successes or be *fallen*.

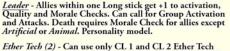
Dim Witted - Gets -1 to Group Activation.











devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

Agile - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*. Forester - Can move across Fungal Forest scenic terrain or

Difficult Terrain without movement penalty.









<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.

Clinging - Gain +3 to rolls to Climb and to avoid Falling Damage. Clinging models adjacent to scenery gain elevation (+1) bonus in H2H combat with models on the ground.

Ether Tech (2) - Can use only CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item. Bio-weapon (2) - Can use bio-item of BCL 1 and BCL 2. Can repair damaged biotech weapons during battle by spending 1 action for a Quality Check and a number of successes equal to the item BCL. On 3 failures, bio-weapon is destroyed.

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

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.









Clinging - Gain +3 when rolling to avoid Falling Damage. Clinging models adjacent to scenery gain higher elevation (+1) bonus in H2H combat with models on the ground.

Forester - Can move across Fungal Forest scenic terrain or Difficult Terrain without movement penalty.

Coward - Morale Checks and Will Checks vs Terror at -1

Salvager - Gain +1 bonus to roll on treasure tables

Bio-weapon (2) - Can use bio-item of BCL 1 and BCL 2. Can repair damaged biotech weapons during battle by spending 1 action for a Quality Check and a number of successes equal to the item BCL. On 3 failures, bio-weapon is destroyed.

Shooter (short) - Shoots using the Short stick. Long and Medium range weapon only fire with the Short stick.

































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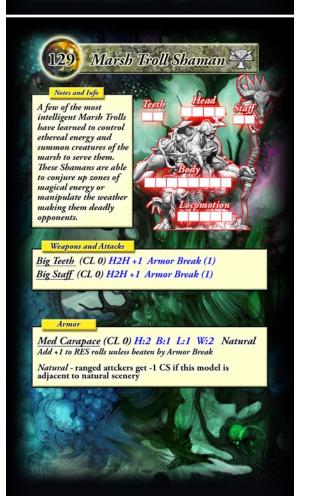
Fearless - No Morale Check for gruesome deaths and Terror.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Shaman - Can summon wild creatures and cast Elemental Shaman - Can summon wild creatures and cast Elemental Conjuration spells. Allocate up to half of warband points to "Summoning Pool" and double value. Summon creatures with Spelcasting Roll. Each success = up to 50 points from pool. 3 failures = loss of ability until healed. Creature starts at edge of map closest to scenic item and disappears when Shaman dies. Can "charm" wild creature already on map using summoning points. Personality model.

Moldy - Adjacent model that activates must roll a Resistance Check with 2 successes or be fallen.

Swamp Walk - No penalty from moving in Stinkmarsh or other terrain with Shallow Water.

















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Agile - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless transfixed.

Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy). However, this model gets -1 CS when attacking one enemy in H2H combat.









Rabble - Gets +1 CS when attacking as a group in H2H combat (more than one attacker adjacent to the same enemy). However, this model gets -1 CS when attacking one enemy in U3H combat.

Combo Attack (2-bit) - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

