

# Ox

Male, Captain

<b>MOV</b>	<b>TAC</b>	<b>KICK</b>	<b>DEF</b>	<b>ARM</b>	<b>INF</b>
5" / 7"	7	3 / 8"	3+	2	3 / 5

## Playbook

■	■	■	■	■	■	■	■
■	*	T	KD	>>	■	■	■
1	2	>	4	5	>>>	**	■

## Plays

*Tough Skin:* Target friendly model gains +1 ARM.

	<b>INF</b>	<b>RNG</b>	<b>AOE</b>	<b>SUSTAIN</b>
	1	S	-	Yes

*Butchery:* Target friendly model gains +2 TAC. +1 MP if successful.

	3 / **	8"	-	Yes
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*He Ain't Tough!:* Target enemy model suffers -2 ARM. +1 MP if successful.

	2 / *	10"	-	Yes
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## Melee Zone - 1"

Size - 30mm

## Character Traits

### *The Owner*

While within 4" of this model, other friendly models gain +1 DMG.

### *Legendary Play*

#### *Get Em Lads!*

All friendly models within 10" gain +1 DMG and all enemy models suffer -2 ARM for one round.

## Hitpoints

									■
■	■	■	■	■	■	■	■	■	■



# Boar

Male, Attacker

MOV	TAC	KICK	DEF	ARM	INF
4" / 9"	9	1 / 4"	2+	0	1 / 1

## Playbook

■	■	■	■	■	■	■	■
■	>	*	■	■	■	■	■
1	2	KD	3	T	>>	>>>	**

## Plays

*Smashed Leg:* Target enemy model suffers -2 MOV.

*Concussion Blow:* Target enemy model has their INF reduced by -4.

INF    RNG    AOE    SUSTAIN

*	-	-	Yes
**	-	-	Yes

## Melee Zone - 2"

Size - 40mm

## Character Traits

### *Bezerk*

If this model damages an enemy model this turn, it can then make an additional attack without spending INF to do so. This ability cannot generate further attacks from itself.

### *Furious*

This model can make charge attacks without spending INF.

### *Regenerate*

This model heals d3 at the start of every round.

## Hitpoints

		■	■	■	■	■	■	■	■



# Shank

Male, Attacker

MOV	TAC	KICK	DEF	ARM	INF
5" / 8"	7	2 / 8"	3+	0	1 / 4

## Playbook


## Plays

INF    RNG    AOE    SUSTAIN

*Thousand Cuts:* Target enemy model suffers -2 TAC and -2 DEF.    4 / \*\*    10"    -    Yes

*Where He Go?:* This model can be placed anywhere within 5" of its current position. This play can only be used once per activation.    1 / \*    S    -    -

## Melee Zone - 2"

Size - 30mm

## Character Traits

### Swift Strikes

If this model damages an enemy model this turn, this model can be placed within 2" of its current position.

### Damaged Target

This model gains +2 MOV when charging a damaged enemy model.

## Hitpoints




# Brisket

Female, Midfielder

MOV	TAC	KICK	DEF	ARM	INF
6" / 8"	3	2 / 10"	4+	0	1 / 4

## Playbook

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<			KD				
1	2	*	>				

## Plays

*Swift Stance:* Target friendly model gains +1 DEF. +1 MP if successful.

*Marked Target:* Friendly models declaring charges against affected enemy models gain +2 TAC and +2 MOV.

**INF    RNG    AOE    SUSTAIN**

1    8"    -    Yes

2 / \*    10"    3"    Yes

## Melee Zone - 1"

Size - 30mm

## Character Traits

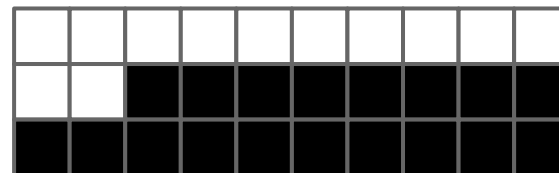
### *Beautiful*

Enemy abilities targeting this model suffer -5" to their RNG.

### *Charmed [Male]*

This model gains +1 DEF when attacked by the named enemy character type.

## Hitpoints



# Boiler

Male, Defender

MOV	TAC	KICK	DEF	ARM	INF
5" / 8"	2	4 / 8"	3+	1	1 / 3

## Playbook

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	>						
1	2	3	<	KD			

## Plays

*Throwing Knives:* Target enemy model receives +2 DMG when it is targeted by an attack or play.

*Super Shot:* This model gains +1 / +2" KICK.

INF    RNG    AOE    SUSTAIN

3    12"    -    Yes

1    S    -    Yes

## Melee Zone - 1"

Size - 30mm

## Character Traits

### *Anatomical Precision*

This model can boost an attack or play this turn without spending MP. This ability can only be used once per activation.

### *Crucial Artery*

This model automatically causes the bleed conditional effect on an enemy model targeted with an attack or play.

## Hitpoints




# Princess

Animal, Mascot

MOV	TAC	KICK	DEF	ARM	INF
6" / 9"	2	1 / 4"	5+	0	1 / 2

## Playbook

T		KD			**		
1	2	3	*	>	>>		

## Plays

*Blood!*: Target enemy model suffers the Bleed conditional effect.

*Rabid Dog*: Target enemy model suffers -3 MOV and the poison conditional effect.

**INF    RNG    AOE    SUSTAIN**

*	-	-	-
**	-	-	Yes

## Melee Zone - 1"

Size - 30mm

## Character Traits

*Loved Creature*

If this model is destroyed, friendly models gain +2 TAC and +2 MOV for one round. Add +2 MP.

## Attack Support [Brisket]

If the named model starts within 4" of this model it gains +2 TAC and +1 MP when activated.

## Damage Support [Boiler]

If the named model starts within 4" of this model it deals +2 DMG and gains +1 MP when activated.

## Hitpoints