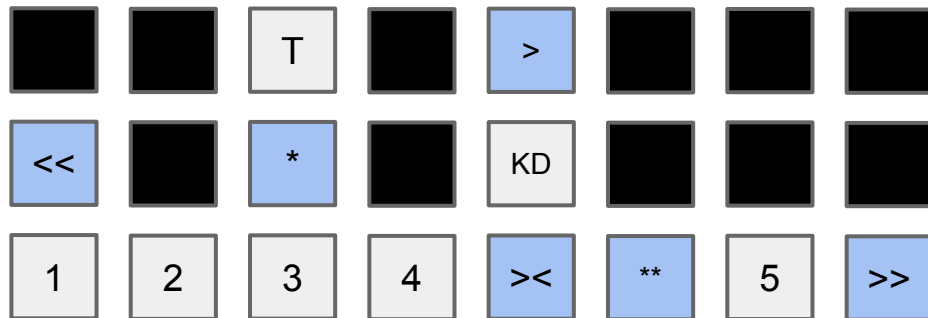


# Shark

Male, Captain

<b>MOV</b>	<b>TAC</b>	<b>KICK</b>	<b>DEF</b>	<b>ARM</b>	<b>INF</b>
7" / 9"	7	4 / 12"	4+	1	4 / 6

## Playbook



## Plays

**Gut & String:** Target enemy model receives +1 DMG when it is targeted by an attack or play and suffers - 2 MOV.

**Quick Foot:** Target friendly model gains +2 MOV.

**Sea Legs:** Target model can be placed anywhere within 4" of its current position.

<b>INF</b>	<b>RNG</b>	<b>AOE</b>	<b>SUSTAIN</b>
------------	------------	------------	----------------

3 / \*    8"    -    Yes

1    8"    -    Yes

3 / \*\*    12"    -    -

## Melee Zone - 2"

Size - 30mm

## Character Traits

*Likes to be Liked*

This model gains +1 TAC while within 2" of another friendly model.

## Legendary Play

*Caught in a Net*

All enemy models within 12" of this model suffer -2 MOV for one round.

## Hitpoints



# Greyscales

Male, Midfielder

MOV	TAC	KICK	DEF	ARM	INF
6" / 8"	5	3 / 8"	3+	1	2 / 4

## Playbook

■	T	■	■	■	■	■	■
■	<<	■	KD	>	■	■	■
1	2	3	*	4	**	><	>>

## Plays

*Ball's Gone!*: If target enemy model has the ball, This model can take it and give it to any friendly model with 6". This counts as a successful pass action.

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

*Decoy*: Enemy models targeting this model suffers -5 TAC. Decoy then expires.

## INF    RNG    AOE    SUSTAIN

\*\*    -    -    -

1 / \*    S    -    -

2    S    -    Yes

## Melee Zone - 1"

Size - 30mm

## Character Traits

### Shadow Like

This model can be placed within 2" of its current position at the start of its activation.

### Just Listen...

While within 8" of this model, other friendly models gain +1 TAC.

## Hitpoints

					■	■	■	■	■
■	■	■	■	■	■	■	■	■	■

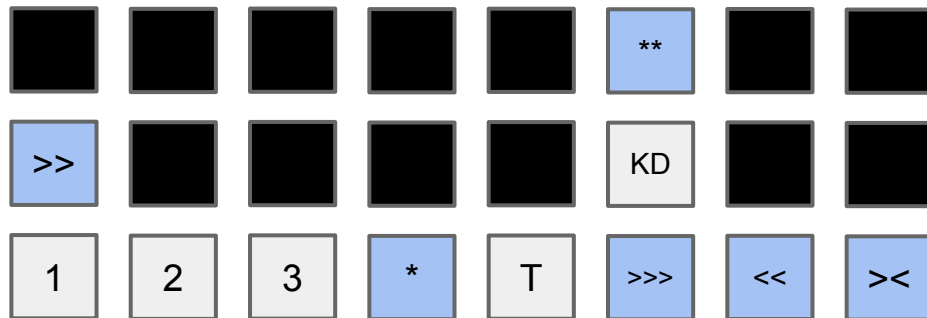


# Siren

Female, Midfielder

<b>MOV</b>	<b>TAC</b>	<b>KICK</b>	<b>DEF</b>	<b>ARM</b>	<b>INF</b>
7" / 9"	3	3 / 12"	4+	0	1 / 3

## Playbook



## Plays

*Lure:* Target enemy model make an advance directly towards this model. This ability can only be used once per activation. +1 MP if successful.

*Seduced:* Target enemy model makes a full advance and make an attack against another enemy model if possible.

<b>INF</b>	<b>RNG</b>	<b>AOE</b>	<b>SUSTAIN</b>
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2 / *	14"	-	Yes
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**	-	-	-
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## Melee Zone - 1"

Size - 30mm

## Character Traits

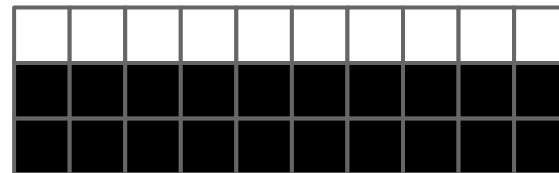
*Beautiful*

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

*Charmed [Male]*

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

## Hitpoints



# Kraken

Male, Defender

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

## Playbook

KD		T		>			
1	2	3	5	*	>>	8	**

## Plays

INF    RNG    AOE    SUSTAIN

*Super Push:* Target enemy model is pushed 10" directly away and suffers 5 DMG.

\*\*    S    -    -

*Harpoon:* Target enemy model is pushed 8" directly towards this model and suffers 2 DMG. If the enemy model is already within this models melee, make an additional attack instead. +1 MP if successful.

2 / \*    8"    -    -

**Melee Zone - 2"**

**Size - 40mm**

## Character Traits

*Pure at Heart [Female]*

This model suffers -1 ARM when attacked by the named enemy character type.

*Protective [The Siren]*

This model gains +1 ARM while within 6" of the named model.

## Hitpoints



