



LUCKY EMISSARY

♣ *Enforcer, Rare 1*

EMISSARY OF FATE

COST
12

DF	WP	WD	WK	CG	HT
6	6	12	5	8	3
					
					

FINAL, OFFICIAL

Power Sink: When this Crew scores 1 or more **VP** from the Strategy, this model gains the following Condition for the rest of the game: "**Destined +1:** At the end of this model's Activation it heals +1 damage. This Condition may not be removed by other model's Actions."

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Prophecies of Fortune: At the start of this model's Activation it may discard a card to gain ♣ to all duels for the duration of the Activation.

ATTACK ACTIONS

(1) It Was Your Fate To Be Trampled (MI 6 / Rst: Df / Rg: ♣ 3): Target suffers 3/4/7 damage.

📖 **Caught In The Spokes:** After resolving, place the target anywhere in base contact with this model.

🗡️ **Word of the Emissary:** After damaging, take this Action again.

TACTICAL ACTIONS

(1) Do Over: All players discard their hands and draw a number of cards equal to those discarded. This Action may only be taken once per Turn.

(0) "Onward, Bessy!" (Ca 6 / TN: 12): Push this model up to 3" in any direction.

(0) "Reach Into The Hat...of Destiny!": This Action may only be taken while this model has the **Destined +3** Condition or greater. Remove the **Destined** Condition from this model to flip a card which may not be cheated for every other friendly model in LoS and apply one of the following results to the model depending on the suit:

📖 Place up to two Scheme Markers in base contact with the model.

🌀 The model receives the **Reactivate** Condition.

✂️ Heal all damage on the model.

🗡️ Place the model within 6" of its current location.



GLUTTONY

♠ *Enforcer, Living, Mercenary, Rare 1*
LUNATIC, TORMENTED

COST

8

DF	WP	WD	WK	CG	HT
5	5	10	6	7	2



FINAL, OFFICIAL

Gluttony's Song: Enemy models which end their Activation within ③ must discard a card or suffer 2 damage unless they took an interact Action to remove or place a Scheme Marker during their Activation.

Hard to Wound +1: Damage flips against this model suffer ①.

Df (♠) Hunger Pains: After resolving, the Attacker must discard a Scheme Marker friendly to it and within 6" of it or suffer 2 damage.

ATTACK ACTIONS

(1) Bongo Bash (MI 5 / Rst: Df / Rg: 1): Target suffers 2/3/5 damage.

(1) A Melody to Those Who Hunger (Ca 6 / Rst: Wp / Rg: 8): Target suffers 4 damage. The target may immediately discard any number of Scheme Markers friendly to it and within 6" of it to reduce this damage by 2 for each Marker discarded.

♣ **Left Overs:** After damaging, place a Scheme Marker in base contact with the target.

TACTICAL ACTIONS

(0) Feast! Target a friendly model within 6". Discard all Scheme Markers within (x)3 of the target.



MECHANIZED PORKCHOP

4 Minion, Construct

PIG, FOUNDRY

COST

7

FINAL, OFFICIAL

DF	WP	WD	WK	CG	HT
6	5	8	6	8	2

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Walking Rage Machine: Other friendly models within 3 which declare a Charge Action immediately suffer 1 damage and gain + to Attack flips for the duration of the Activation.

Detachable Tail: Once per Turn, after this model completes a Walk Action, a Scrap Marker may be placed into base contact with it.

Bayou Two Card: This model may Cheat Fate with the top card of its Fate Deck.

ATTACK ACTIONS

(1) Metal Tusks (MI 6 / Rst: **Df** / Rg: 1): Target suffers 2/3/5 damage. This Action must declare a Trigger if able.

🔥 **Blaze:** After damaging, the target gains the **Burning +1** Condition.

🏹 **Bowled Over:** After succeeding, push target 4" directly away from this model, then push this model into base contact with the target.

✖ **Gore Frenzy:** While damaging, this Attack deals +1 damage. End this model's Activation after resolving this Action.

💣 **Pound to Dust:** After damaging, discard all Scheme Markers in (X)3 of the target.

TACTICAL ACTIONS

(0) Vent Boilers (Ca 5 / TN: 12🔥): Until the end of the Turn, any model which ends its Activation within ①3 gains the **Burning +1** Condition.



SPARKS

♣ *Henchman, Living*

GREMLIN, FOUNDRY

COST
8
Cache
5

FINAL, OFFICIAL

DF	WP	WD	WK	CG	HT
5	5	7	5	6	1



Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP

Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

ATTACK ACTIONS

(1) My Beatin' Wrench (MI 5 / Rst: **Df** / Rg:  2): Target suffers 3/4/5 damage.

 **Blaze:** After damaging, the target gains the **Burning +1** Condition.

 **Pound to Dust:** After damaging, discard all Scheme Markers in (X)3 of the target.

(0) Packed With Explosives (Ca 6 / TN: 12 / Rst: **Df** / Rg: 8): Target gains the following Condition until the end of the Turn: "**Unstable:** Attack Actions targeting this model which result in a damage flip gain + to moderate and severe damage."

 **Fiery Contents:** After succeeding, the target gains the **Burning +1** Condition.

 **Turns Out, Those Are Bad For You:** After succeeding, the target gains the **Poison +1** Condition.

TACTICAL ACTIONS

(0) Wind 'em Up (Ca 6 / TN: 12 / Rg: 6): Discard target Scrap Marker within 6" to give target Construct within 6" the **Fast** Condition.

(1) Metal Platin' Means You's a Robot (Ca 6 / TN: 12 / Rg: 6): Target other model gains the Construct Characteristic and the following Condition until the end of the Turn: "**Armor +1:** Reduce all damage suffered by this model by +1, to a minimum of 1."



SURVIVOR

◊ *Minion, Living, Construct*

GREMLIN

COST

5

Df	Wp	Wd	Wk	Cg	Ht
5	5	4	4	6	1



FINAL, OFFICIAL

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Df (🚩) Grind To a Halt: This model immediately gains an additional **Armor +2** for the duration of the Action.

ATTACK ACTIONS

- (1) **Replacement Limbs** (MI 5 / Rst: **Df** / Rg:  2): Target suffers 2/4/5 damage.
✕ **Rusty Weapons**: After damaging, the target gains the **Poison +1** Condition.

TACTICAL ACTIONS

- (0) **Implacable Assault**: This model may discard a card to gain the following Condition until the end of the Turn: "**Implacable**: This model gains  to all **MI** Actions and damage flips caused by its **MI** Actions."