

# LEI GONG



4

5 3 5



Place yourself on a Free Space with Smoke within Range ●1-6.

3

*Closed Barrage*



2-4



Nullify a of your Target's Roll.



*God of Lightning*

At the beginning of the Preparation Step, flip this Character card keeping all the tokens and markers that are on it.



*Chi Vision*

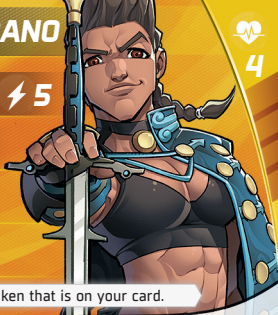
Ignore the Effects of Smoke. Add a to your Attack Rolls if you are on a Space with Smoke.

# SHONA CARANO



4

♦ 4    ⚔ 4    ⚡ 5



Flip a State token that is on your card.

2

**Broadsword**



1-2



Displace the Target if their ♥ Hit Points Attribute is 4 or below.

2

**Hit the Blade**



1-2



Displace yourself.



Displace the Target.



**Defense at a Distance**

At the beginning of the Actions Step of your Activation you may *Displace* yourself if you are Adjacent to an Enemy, and if you declare and perform Broadsword against them as your first Action.

SHONA CARANO

# KOORIE QUEEN



3

5 4 5



!!

You may impose the Hidden State on yourself. *Displace yourself.*

3

## Boomerang



2-6



After the Resolution step of this Attack, perform Bounce once, with no Action Points cost, against a Target within 1-3 of this Attack's Target.

2

## Bounce



1-4



Inflict 2 to the Target.

→ Impose the Stunned State to the Target.



## Feral Spirit

Do not flip your Hidden State token during your States Step if there are no Enemy Characters within Range 1-3. If you are Hidden, add to 'Boomerang' and to your .

KOORIE QUEEN

# FINAL BOSS



4

4

4

5



!!

Impose the Stunned State to the Target if it is within Range ● 1-2.

2

**'Keep Your Eyes Open'**



1-4



Impose the -2 State to the Target.

1

**'Face, Meet Fist'**



1-1

→ Impose the Dazzled State to the Target.

0

**Swim Move**

1-1

» Spend one Movement Point to Place yourself in any Free Space adjacent to a Stunned, Dazzled or Immobilized Target.



**i-Khol**

When you are the target of an Enemy's Attack, nullify one ★ from your opponent's Roll, before the Switches Step, if they are within Range ● 1-4.

FINAL BOSS



# MAJOR LUNAH



3

5 4 5



Nullify a from your Target's Combat Roll.

3

*Called Shot*



3-8

2

*Suppressive Fire*



3-8

! Inflict 1 to the Target.

→ Impose the -2 State to the Target.



*Marksmanship*

Your targets **cannot** gain the benefits of Cover.



*Veteran Sniper*

Before making a Combat Roll, you can switch any to .

# DART



2

5 4 5



Nullify a of your opponent's Roll.

3

## 'Silent Death'



2-7



Impose a *Poisoned State* token on the Target.

- Add a to your roll if the Target doesn't have Line of Sight to you.

2

## Dendro-nanoids



0-5

- ➔ Remove a State token on the Target to inflict 1 to them.



## Camouflage

At the end of your Activation, after the States Step, you may impose the *Hidden State* on yourself if you are not Adjacent to an Enemy. If you are *Hidden*, add to 'Silent Death' and to your .

DART

# PRYSM



4

♦ 6    ⚡ 4    ⚡ 5



Nullify a ★ of your opponent's Roll within Range ●1-5



Impose the ⚡*Taunted* State on an Enemy within Range ●1-4.

3

*Gamma Radiation*



1-3



*Pulsing Light*

1-5

Enemies ⚡*Taunted* by you that can perform an Attack against you **must** Attack you whenever they can.



*Guiding Light*

At the end of your Activation, after the States Step, impose the Ⓜ*Marked* State on yourself.

PRYSM

# BÌXIE

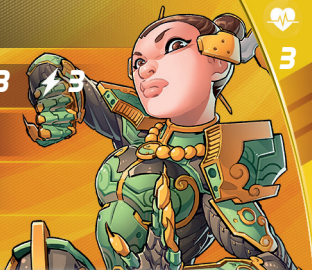


3

6

3

3



Place yourself Adjacent to a Blocked or Occupied Space that is already Adjacent to you.

2

**Celestial Wind**



1-6



Place yourself Adjacent to the Target.



Gain 1 Action Point.

1

**Emperor's Light**



1-4

→ Impose the Marked State on the Target.

1

**Doumu's Gift**

1-3

» Place yourself Adjacent to a Blocked Space within Range.



**Yi's Vision**

Ignore the Effects of Smoke. Whenever you are imposed the -2 ⚡ State, flip the -2 ⚡ State token.

BÌXIE

# ECLYPSE



3

5 5 5



Impose the *Marked State* on the Target.

2

*Black Lightning*



2-5



Impose the *Dazzled State* on the Target.

1

*Moon Cycle*



0-4



Flip a State token on a Target within Range ● 0-4.

→ Flip a State token on the Target.



*Penumbra*

At the end of your Activation, you and any Adjacent Allies may be imposed the *Hidden State*.

ECLYPSE

# PADRE-INQUISIDOR MENDOZA



4

4 4 5



Heal an Ally within 0-5 of 1.

3

*Flamma Veritatis*



1-4



Impose the Burning State to the Target.

2

*Deus Vult!*



1-1



Impose the Burning State to a Target within Range 1-2.



Impose the Burning State to all Enemies within Range.



*Sanatur a Deo*

Your Allies flip the -2 State token they are imposed in the Bench.



074

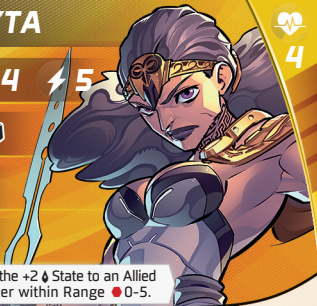
PADRE-INQUISIDOR MENDOZA

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# HIPPOLYTA



♦ 4    ⚔ 4    ⚡ 5



Impose the +2 ♦ State to an Allied Character within Range ● 0-5.

3

**Myrmidon Steel**



→ Impose the -2 ♦ State to the Target.

1

**Inspire**



→ Impose the +2 ♦ State to the Target.



**Boosted Reflexes**

At the beginning of the Actions Step of your Activation, you gain 2 Movement Points if your ♦ Initiative value is over 4.



**Shot Down Leader**

Whenever you are sent to the Infirmary, remove any State tokens from your Allies which modify their ♦ Initiative.

HIPPOLYTA

# MURTAIR



5


4\*

5

5



!!


Nullify a  of your opponent's Roll if the Target is Adjacent.

3\*

*Bite*



1-1

» Add one  to your Roll for each extra Action Point spent to perform this Attack.

2

*Claw Swipe*




1-1

  Displace the Target.

2



*Super-Jump*

1-3

» Place yourself on a free space within Range  1-3.



*Fury*

Your  Initiative is 4 + the number of  Damage tokens on you.



073

MURTAIR

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# TÁOWÙ



2

5

3

5



!!



!!



!!



!!

Your opponent must choose and Discard one Tactic.

3

## Paralyzing Terror



1-4



Impose the *Immobilized State* to a Target within Range 1-4.

- Impose the *Immobilized State* to the Target.
- » Your opponent may choose and Discard a Tactic to Nullify the Effect of a Switch in this Action.

1

## Hallucinations



Choose a space within Range 1-3 containing Smoke or an *Immobilized Character*. Place yourself Adjacent to that space.

- Place a Smoke token on a space within Range 0-2.



## Phantasmagorical Aura

Your opponent **cannot** draw a Tactic when you go to the Infirmary.

TÁOWÙ



072

# BACHMANN



3

5 4 5



Impose the *Poisoned* State to the Target.

1

*Sample*



1-5

→ Remove a State token from the Target and impose that State on yourself.

1

*Inoculate*



1-5

→ Remove a State token from you and impose that State to the Target.



*Flux Capacitor*

You can have any number of State tokens on you.



*Immunized*

You are not affected by any State imposed on you except *Silenced* and those modifying Attributes: ⚡, 💧, and 🦶. During the States Step, do not flip or remove any State tokens you are not affected by.



# MOONCHILD



Initial Profile – Dogface Form



2

4 4 5



Nullify a  from your opponent's Roll if your Target is within Range  1-3.

3

*Teseum Tomahawks*



1-1

2


*Throw Tomahawks*



2-3





*Inner Beast*

After the Resolution Step of a Combat Roll between you and an Enemy, you may inflict 1  to yourself.



*Transmutation*

After you receive  Damage, but before being sent to the Infirmary, remove all the tokens and markers on this Character card and flip it to Dog-Warrior Form. This Automatic Skill **cannot** be .

MOONCHILD