**Backdraft**  
When this model declares an attack or charge, it may remove the burning or poison condition from another model within 4’.  
If it does so, for the remainder of the turn when this model makes a successful attack, it may add an additional playbook result.

**Inferno**  
When this model makes a successful attack, the target enemy model suffers the burning and poison conditions.

**Chemical Breeze**  
Choose one:  
- Enemy models within 3’ of target friendly guild model suffer the burning condition.  
- Enemy models within 3’ of target friendly guild model suffer the poison condition.

**Infuse**  
Target enemy model that is currently suffering the burning or poison condition suffer 3 condition DMG.

**Smoke Bomb**  
Position an ongoing effect AOE within range.  
While within this AOE, models gain cover.

**Nitro!**  
6’ Pulse. Friendly guild models within this pulse may make any number of 3’ dodges, up to a total of 6’ of movement between all friendly guild models.  

**Raging Fire**  
2 6’  
Target friendly guild model gains Inferno.  
(Inferno: When this model makes a successful attack, the target enemy model suffers the burning condition. Then enemy models within 2’ of this model suffering the burning condition suffer 1 condition damage.)

**Gimme Fuel...**  
While this model is on the pitch, friendly guild models gain Backdraft.  

**Gimme Fire!**  
6’ Pulse. Enemy models within this pulse suffer the burning condition. Replace this model’s stat card with Pneuma’s stat card.

**Midas**  
When this model makes a successful attack, the target enemy model suffers the burning and poison conditions.

**Midas Touch**  
When this model makes a successful attack, the target enemy model suffers the burning and poison conditions.
**FLASK**

**Melee Zone 1**

**Character Traits**

- **Squaddie**
  - **Central Midfielder**, Ethraynnian, Human, Female

**Character Plays**

- **CST RNG SUS OPT**
  - **Smoke Bomb**
    - Position an ongoing effect AOE within range. While within this AOE, models gain cover.

**FLASK**

**Character Traits**

- **Test Subject**
  - **Beaker Keeper**
    - Once per turn during this model’s activation, choose a friendly non-Captain guild model within 4”. The friendly model may use a CST 1 or 2 character play without spending influence once during its activation.

**Character Plays**

- **CST RNG SUS OPT**
  - **Light Footed**
    - Position an ongoing effect AOE within range. Enemy models hit suffer – 2 TAC, – 2” KICK, and the poison condition.

**STICKY BOMB**

**Melee Zone 2**

**Character Traits**

- **Veteran**, Squaddie
  - **Winger**, Ethraynnian, Human, Female

**Character Plays**

- **CST RNG SUS OPT**
  - **Position**
    - Position an ongoing effect AOE within range. Enemy models hit suffer – 2 TAC, – 2” KICK, and the poison condition.

**NOXIOUS BLAST**

**Melee Zone 1**

**Character Traits**

- **Major, Mascot**
  - **Indar, Mechanica**

**Character Plays**

- **CST RNG SUS OPT**
  - **Hypnosis**
    - The next time target enemy model spends influence on an attack, charge, or character play, the enemy model must spend 1 additional influence.

**VENOMOUS STRIKE**

**Melee Zone 2**

**Character Traits**

- **Mascot**, Indar, Animal
  - **Animal, Mechanica**

**Character Plays**

- **CST RNG SUS OPT**
  - **Hypnosis**
    - The next time target enemy model spends influence on an attack, charge, or character play, the enemy model must spend 1 additional influence.

**VENOMOUS STRIKE**

**Melee Zone 1**

**Character Traits**

- **Central Midfielder**, Ethraynnian, Human, Female

**Character Plays**

- **CST RNG SUS OPT**
  - **Venomous Strike**
    - The next time target enemy model spends influence on an attack, charge, or character play, the enemy model must spend 1 additional influence.

**VENOMOUS STRIKE**

**Melee Zone 2**

**Character Traits**

- **Central Midfielder**, Ethraynnian, Human, Female

**Character Plays**

- **CST RNG SUS OPT**
  - **Venomous Strike**
    - The next time target enemy model spends influence on an attack, charge, or character play, the enemy model must spend 1 additional influence.
**Crucible**

**Melee Zone 2**

**Character Traits**

**Chemical Admixture**
Enemy models damaged by this model suffer the burning and poison conditions.

**Covenance (4 Aura)**
While within this aura, enemy models suffering the burning or poison condition must spend an additional +1 MP when they use Rest or are targeted by Encourage.

**Reactive Solution**
Once per turn during this model’s activation, it may remove the burning or poison condition from another model within 4”. If it does, this model may then use a character play once during its activation without spending influence.

**Character Plays**

- **Acrobatic**
  - 1 S ✓
  - This model may make a 2” dodge.
- **Great Balls of Fire**
  - 2 4” ✓
  - Target enemy model loses possession of the ball to this model and suffers the burning condition.

**Kami**

**Melee Zone 1**

**Character Traits**

**Anatomical Precision**
During an attack from this model enemy models suffer -1 ARM.

**Deadeye**
When this model makes a successful attack, it may add an additional ◦ playbook result.

**Elusive**
Once per turn during this model’s activation, it may remove the burning or poison condition from another model within 4”. If it does, immediately place this model in base contact with the other model.

**Character Plays**

- **Chemical Ordeal**
  - 6” ◦ ◦
  - Choose either the burning or the poison condition. Target enemy model suffers 1 condition DMG and the chosen condition.
- **Kill the Ball**
  - 6” ◦ ✓
  - Remove target free ball from the pitch. This model’s controlling player resolves a goal kick.

**Katalyst**

**Melee Zone 1**

**Character Traits**

**Burst of Fumes**
After this model resolves a successful attack during its activation, enemy models within 2” that are suffering the burning or poison condition suffer 1 condition DMG.

**Toxicity**
When an enemy model ends an activation engaging this model, the enemy model suffers 2 condition DMG and the poison condition.

**Venomous Strike**
Enemy models damaged by this model suffer the poison condition.

**Witness Me!**
Once per turn during this model’s activation, when it inflicts the taken out condition on an enemy model, the friendly team gains an additional ◦ playbook result.

**Character Plays**

- **Ground Pound**
  - 2” push directly away from this model, 2 DMG, and the knocked down condition.

**Katalyst**

**Melee Zone 2**

**Character Traits**

**Burnout**
After this model resolves a successful attack during its activation, enemy models within 2” that are suffering the burning or poison condition suffer 1 condition DMG.

**Deadeye**
When this model makes a successful attack, it may add an additional ◦ playbook result.

**Elusive**
Once per turn during this model’s activation, it may remove the burning or poison condition from another model within 4”. If it does, immediately place this model in base contact with the other model.

**Elemental Comprehender**
While within this aura, enemy models suffering the burning or poison condition must spend an additional +1 MP when they use Rest or are targeted by Encourage.

**Character Plays**

- **Burnout**
  - 6” ◦ ◦
  - Choose either the burning or the poison condition. Target enemy model suffers 1 condition DMG and the chosen condition.
- **Kill the Ball**
  - 6” ◦ ✓
  - Remove target free ball from the pitch. This model’s controlling player resolves a goal kick.

**Katalyst**

**Melee Zone 2**

**Character Traits**

**Burst of Fumes**
After this model resolves a successful attack during its activation, enemy models within 2” that are suffering the burning or poison condition suffer 1 condition DMG.

**Toxicity**
When an enemy model ends an activation engaging this model, the enemy model suffers 2 condition DMG and the poison condition.

**Venomous Strike**
Enemy models damaged by this model suffer the poison condition.

**Witness Me!**
Once per turn during this model’s activation, when it inflicts the taken out condition on an enemy model, the friendly team gains an additional ◦ playbook result.

**Character Plays**

- **Ground Pound**
  - 2” push directly away from this model, 2 DMG, and the knocked down condition.
**Mercury**

**Character Traits**

- **Burning Spirit [2nd Aura]**: Enemy models entering or starting their activations within this aura suffer the burning condition.

**Heroic Play**

- **I’ve Been Burnt Before**: Once per turn during this model’s activation, it may remove the burning or poison condition from another model within 4”. If it does so, if it then makes a sprint or charge during its activation it may do so without spending influence.

**Character Plays**

- **Fire Blast**: Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition.
- **Fire Ball**: Target enemy model suffers 2 DMG and the burning condition.

**Vitriol**

**Character Traits**

- **I’ve Been Burnt Before**: Once per turn during this model’s activation, it may remove the burning or poison condition from another model within 4”. If it does so, if it then makes a sprint or charge during its activation it may do so without spending influence.

**Heroic Play**

- **Face Your Fear [3rd Pulse]**: Enemy models within this pulse suffer the burning condition.

**Character Plays**

- **Clone**: The next time this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

**Venin**

**Character Traits**

- **Melting Body**: While suffering the poison condition, this model gains +1 ARM.
- **Secretion**: Once per turn during this model’s activation, it may suffer the poison condition.
- **Venomous Strike**: Enemy models damaged by this model suffer the poison condition.

**Heroic Play**

- **Coagulation [3rd Pulse]**: Enemy models within this pulse that are suffering the poison condition suffer 3 condition DMG.

**Compound**

**Character Traits**

- **Noxious Death [3rd Pulse]**: When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.
- **Resilience**: The first time each turn this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.
- **Rush Keeper**: While this model is within 4” of a friendly goalpost, once per turn when an enemy model makes an advance within 6” of this model, this model may immediately declare a charge targeting the enemy model without spending influence.