The buccaneers are the worst of 'em. Oh, they claim to be adventurers, noble heroes charting new seas out on the frontier—but that he smells worse than the otter’s arse. They’re nothing more than smugglers, for my money. Windfinder isn’t the worst by far, but she’s infamous enough—her and her ship, the Freebooter’s Bounty. Her ilk came about once the Pirate King left the seas, and may sprint or charge without spending MP.

The sooner this arrangement runs its course, the better. They’ve no stomach for a fight, the cowards.

Her ilk came about once the Pirate King left the seas,
**EBB**

**Character Traits**

**Guild Rule: Precise Calculations**

This model may reroll any number of dice during its attacks and kicks.

**Blessings of Old**

This model can't suffer more than 2 Dmg from any action.

**True Path**

(Four Aura)

Friendly models within this aura may use gliding without spending MP.

**Sharp Eyes**

(Four Aura)

When a friendly model begins its activation within this aura, the friendly model gains Anatomical Precision for the duration of its activation.

*(Anatomical Precision: During an attack from this model enemy models suffer –1 ARM.)*

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**Fathom**

**Character Traits**

**Guild Rule: Precise Calculations**

This model may reroll any number of dice during its attacks and kicks.

**Light Footed**

When this model makes an advance, it ignores the MOV penalty for rough terrain.

**Linked [Angel]**

When this model’s activation ends, the named friendly model may immediately take its activation if able to do so.

**Heroic Play**

**Waverunner**

If this model is within 1" of one or more pieces of terrain it may immediately make a 4" dodge.

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**Horizon**

**Character Traits**

**Guild Rule: Precise Calculations**

This model may reroll any number of dice during its attacks and kicks.

**Don’t Get Cocky**

When this model suffers the taken out condition, the enemy team gains 1 VP instead of 2 VP. When this model returns to the pitch after suffering the taken out condition, it may treat the enemy team’s deployment zone as its own.

**Stellar Navigation**

Once per turn during its activation, this model may make a 5" dodge.

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Unknown, Human, Male, Central Midfielder, Squaddie

Size: 10 mm

Numasai, Human, Female, Winger, Squaddie

Size: 10 mm

Raed, Human, Male, Winger, Squaddie

Size: 10 mm

Unknown, Human, Male, Central Midfielder, Squaddie