

**BERSERKER**

MAELSTROM 8 <sup>E</sup><sub>B</sub>

2 2 1

**RAGE**  
If the first action of this model's activation is a melee attack, it gains Accurate.

**BERSERKER** ★

MAELSTROM 8 <sup>E</sup><sub>B</sub>

2 2 1

**RAGE**  
If the first action of this model's activation is a melee attack, it gains Accurate.

**CRUSHER**

MAELSTROM 15 <sup>E</sup><sub>B</sub>

2 1 2 2

**BRAWLER**  
When this model is hit by a successful attack, refresh all of its Action Tokens. This model ignores Unwieldy on Gear.

**CYBERNETIC WEAPONS**

All of this model's attacks gain Deadly Crits.

**CRUSHER** ★

MAELSTROM 15 <sup>E</sup><sub>B</sub>

3 1 2

**BRAWLER**  
When this model is hit by a successful attack, refresh all of its Action Tokens. This model ignores Unwieldy on Gear.

**FLENSER**

MAELSTROM 15 <sup>E</sup><sub>B</sub>

1 2 2 2

**MIND LINK**

Activate friendly model.

**FLENSER** ★

MAELSTROM 20 <sup>E</sup><sub>B</sub>

1 2 3 2

**MIND LINK**

Activate friendly model.

**CYBERNETIC WEAPONS**

All of this model's attacks gain Deadly Crits.

**WOLVER**

Deadly Crits

**WOLVER**

Deadly Crits

**RANGED SPECIALIST**

MAELSTROM, SPECIALIST 15 <sup>E</sup><sub>B</sub>

2 1 2

**RANGED SPECIALIST** ★

MAELSTROM, SPECIALIST 15 <sup>E</sup><sub>B</sub>

2 1 3

**RIPPER**

MAELSTROM 8 <sup>E</sup><sub>B</sub>

2 1 1

**BRAVADO**  
This model gains +1 to its melee attacks if another friendly model is visible.

**NEURAL UPLINK** Cybergear

All visible friendly Gonks may move **YELLOW**.

**NEURAL UPLINK** Cybergear

All visible friendly Gonks may move **YELLOW**.

**WOLVER**

Deadly Crits

**ASSAULT RIFLE**

Rapid 2 - OR -

**ASSAULT RIFLE**

Rapid 2 - OR -

**WOLVER**

Deadly Crits

**RIPPER** ★

MAELSTROM 8 <sup>F</sup><sub>B</sub>

2 2 1

**BRAVADO**  
This model gains +1 to its melee attacks if another friendly model is visible.

**WOLVER**

Deadly Crits

**WARLORD**

MAELSTROM, LEADER 15 <sup>F</sup><sub>B</sub>

2 1 1

**INSPIRING**  
After this model inflicts a wound in a Brawl, refresh up to one Action Token on all other visible friendly characters.

**SMG**

Suppression

**WARLORD** ★

MAELSTROM, LEADER 15 <sup>F</sup><sub>B</sub>

3 2 2

**INSPIRING**  
After this model inflicts a wound in a Brawl, refresh up to one Action Token on all other visible friendly characters.

**SMG**

Suppression

**WARLORD** ★★

MAELSTROM, LEADER 15 <sup>F</sup><sub>B</sub>

3 3 2

**INSPIRING**  
After this model inflicts a wound in a Brawl, refresh up to one Action Token on all other visible friendly characters.

**SMG**

Suppression

**PLEDGE**

MAELSTROM, GONK 5 <sup>F</sup><sub>B</sub>

1 1 1