**Backdraft**

Once per turn during this model’s activation, it may remove the burning or poison condition from another model within 4. If it does, for the remainder of the turn when this model makes a successful attack, it may add an additional 1 playbook result.

**Midas Touch**

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

**Unpredictable Movement**

Once per turn when an enemy model ends an advance within this model’s melee zone, this model may immediately make a 2" dodge.

**Midas Touch**

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

**Fulmination**

While this model is on the pitch, friendly guild models gain Fulmination.

**Chemical Shower**

If chemical shower is currently suffering the burning or poison condition suffers 3 condition DMG.

**Unpredictable Movement**

Once per turn when an enemy model enters or starts its activations anywhere within the chosen AOE, if does so, this model gains +/two.tnum TAC for the duration of the attack or charge.

**Gimme Fuel…**

While this model is on the pitch, friendly guild models gain Gumme Fuel.

**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**

Target friendly guild model gains Raging Fire. (Inferno: When this model is currently suffering the burning condition. Then enemy models suffer the burning condition suffer 1 condition damage.)

**Gimme Fire!**

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

**Gimme Fire!**

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

**Cloud Jumpers**

Once per turn during this model’s activation, it may choose an ongoing effect AOE within 6 and be placed anywhere within the chosen AOE.

**Waning Light**

When this model suff ers the taken out condition, enemy models within this model’s melee zone suff er the burning condition. After this model is removed from the pitch, replace this model’s stat card with Pneuma’s stat card.

**Furious**

When this model makes a charge during its activation, it may do so without spending influence.

**Magnum Opus**

Enemy models within this pulse suffer the burning and poison conditions. Models within this pulse gain Fulmination.
within this AOE suffer the poison condition.

Models entering or ending their activations suffer /two DMG and the poison condition.

Position an ongoing effect AOE within range.

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**Noxious Blast**

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

**Overheat [3 Pulse]**

Once per turn when an enemy model ends an advance within this model’s melee zone, this model may immediately make a 2” dodge.

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**Smoke Bomb**

Position an ongoing effect AOE within range.

**Spillage [4 Pulse]**

When this model makes a kick, enemy models within the pulse suffer the poison condition.

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**Blind**

Target enemy model suffers -2 TAC, -2/-2 KICK, and -2/-2 MOV.

**Sticky Bomb**

Position an AOE within range. Enemy models hit suffer -2/-2 MOV and the poison condition.

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**Venomous Strike**

Enemy models damaged by this model suffer the poison condition.

**Unpredictable Movement**

Once per turn when an enemy model ends an advance within this model’s melee zone, this model may immediately make a 2” dodge.
**Suff er the burning condition.** Enemy models within /three.tnum of the target model are resolved, this model suffers the burning condition. At the start of the End Phase, before conditions are resolved, this model suffers the burning condition.

**External Combustion**
Target enemy model loses possession of the ball to this model and suffers the burning condition.

**Great Balls of Fire**
This model may make a /two.tnum dodge.

**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 2 condition DMG.

**Anatomical Precision**
Choose either the burning or the poison condition. Target enemy model suffers 1 condition DMG and the chosen condition.

**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.

**Encourage.**
When this model makes a successful attack, it may add an additional /six.tnum playbook result.

**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 characteristic play once during its activation without spending influence.

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

**Effective**
While suffering the burning condition, this model gains +2 TAC and ignores the MOV penalty for suffering the burning condition.

**Chemical Ordnance**
Choose either the burning or the poison condition. Target enemy model suffers 1 condition DMG and the chosen condition.

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

**Pyromaniac**
This model starts the game suffering the burning condition. At the start of the End Phase, before conditions are resolved, this model suffers the burning 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 +2 MP.
**Mercury**

**Character Traits**

**Burning Spirit [2° Aura]**

Enemy models entering or starting their activations within this aura suffer the burning condition.

**Character Plays**

- **Fire Blast**
  - 2° 6°
  - Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition. Models entering or ending their activations in this ongoing effect AOE suffer the burning condition.
- **Fire Ball**
  - Target enemy model suffers 2 DMG and the burning condition.

**Ethereynian, Human, Male, Central Midfielder, Squaddie**

**Squaddie**

**Venin**

**Character Traits**

**Debilitating Strike**

This model gains +2 TAC while attacking enemy models suffering the poison condition.

**Character Plays**

- **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 [3° Pulse]**

Enemy models within this pulse that are suffering the poison condition suffer 3 condition DMG.

**Venin**

**Character Traits**

**Noxious Death [3° 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.

**Character Plays**

- **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 eats an advance within 6° of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

**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.

**Character Plays**

- **Clone**
  - 2° S
  - 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.

**Vitriol**

**Character Traits**

**Face Your Fear [4° Pulse]**

Enemy models within this pulse suffer the burning condition.

**Character Plays**

- **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 [3° Pulse]**

Enemy models within this pulse that are suffering the poison condition suffer 3 condition DMG.

**Vitriol**

**Character Traits**

**Noxious Death [3° 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.

**Character Plays**

- **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 eats an advance within 6° of this model, this model may immediately declare a charge targeting the enemy model without spending influence.