



KV-12



RANGE



SPECIAL:



Dash (1)  
Tank Shock (1)  
Railgun

ATTACK

1



2



2



2



1



0



# COSSACK

1 OR 1 1

1 1



## RANGE

2 0

## SPECIAL:

Legion:

- 1-Runner
- 2-Grenades
- 3-Rapid Assault (1)

## ATTACK

1

2 1 0 0 0



# HUSSAR



## RANGE



## SPECIAL:

Rapid Assault (1)

Legion:

1-Rapid Assault (+1)

## ATTACK





# LANCER



## RANGE



## SPECIAL:

Rapid Assault (1)  
Chain Strike

## ATTACK

1



2



2



1





# KORPORAL URSUS



## RANGE



## SPECIAL:

Frenzy (2)

Tank Shock (1)

Buff: Bolster Defense (-1)

## ATTACK

2



2



2



2



1



0



# TESLA BOT



RANGE



SPECIAL:



Arch Lightning

ATTACK





# TUNGSTEN LOADER

2



RANGE



SPECIAL:

penetrating round (2)

ATTACK



**Arch Lightning:** Unit can only attack grids adj to more than 1 tesla bot grid.

**Frenzy (X):** add 1 to any movement including Dash, Rapid Assault, etc. (buff up to X adjacent grids including its own)

**Grenades(buff):** Extra grenade attack: Flat Grid 1/1/0/0/0, Range 1.

**Chain Strike:** If a unit is hit, attacker rolls again to hit and continues rolling until a miss or unit is destroyed.

**Penetrating Round(x):** Roll to hit the same target X number of times per attack.

**Railgun:** On a successful hit the player may attack the first unit in any grids in line from the attacking unit up to its range plus 1.

**Legion:** Abilities are granted for every additional unit of the same type within the grid. Units must activate and target/move to the same grid with any abilities to take advantage of this.