

Unit: Spark							Points: 95
A ctions 2	C ombat 4	P recision 4 (3)	AG ility 6	S trength 4	T oughness 4	T_eC_h 4	Special Rules./Mutations: Under the flaming eye: extra Hit the gas Action. Bike: Cover Armor +3. Hit the gas: 2 times per game can use an Action to: - Pedal to the metal: move up to 12" in a straight line. - Gross power: +3 to C in Assault. - Cloud of dust: -3 to P to all shots against it that Turn. - Hit the road, Jack: disengages from Combat automatically.
Armour: Hardened leather				Arm.:3			
Equip.: Motorbike							
Weapon Pistol Comb.: - Str.: 6 Pen.: 4 Range (15 / 30 / 45) Spec. Rules: Firearm			Weapon Comb.: Str.: Pen.: Range (/ /) Spec. Rules:				

Unit: Ember (shotgun)							Points: 91
A ctions 2	C ombat 4	P recision 4 (5)	AG ility 5	S trength 4 (5)	T oughness 4	T_eC_h 3	Special Rules./Mutations.: Under the flaming eye: gets +1 to Toughness.
Armour: Hardened leather				Arm.:3			
Equip.: Biohazard protection							
Weapon Shotgun Comb.: - Str.: 7/6/5 Pen.: 3 Range (10 / 20 / 30) Spec. Rules: Firearm, Pellets, Two-handed			Weapon Shotgun(c/c) Comb.: - Str.: +1 Pen.: - Range (/ /) Spec. Rules:				

Unit: Ember (flamethrower)							Points: 75
A ctions 2	C ombat 4	P recision 4	AG ility 5 (4)	S trength 4 (5)	T oughness 4	T_eC_h 3	Special Rules./Mutations.: Under the flaming eye: gets +1 to Toughness.
Armour: Hardened leather				Arm.:3			
Equip.: Biohazard protection							
Weapon Flamethrower Comb.: - Str.: 3 (2 charges) / 6 (5 charges) Pen.: 2 (2 charges) / 5 (5 charges) Range (- / - / -) Spec. Rules: Cumbersome, Petrol (10 - 5/2), Template, Two-handed			Weapon Flamethrower (c/c) Comb.: - Str.: +1 Pen.: - Range (/ /) Spec. Rules:				

Unit: Burnt							Points: 20
A ctions 2	C ombat 2	P recision 2	AG ility 4	S trength 3 (4)	T oughness 3	T_eC_h 2	Special Rules./Mutations.: Mong Martyr: uses its body to suffer the damage caused to an ally in a 2" radius against its own Toughness. Under the flaming eye: gets Offroad.
Armour:				Arm.:			
Equip.:							
Weapon Small blade Comb.: - Str.: +1 Pen.: 2 Range (/ /) Spec. Rules:			Weapon Comb.: Str.: Pen.: Range (/ /) Spec. Rules:				

Unit: Ash							Points: 35
A ctions 2	C ombat 3	P recision 3	AG ility 3	S trength 3 (4)	T oughness 3	T_eC_h 3	Special Rules./Mutations:
Armour:				Arm.:			
Equip.:							
Weapon Pistol Comb.: - Str.: 6 Pen.: 4 Range (15 / 30 / 45) Spec. Rules: Arma de fuego			Weapon Light mace Comb.: - Str.: +1 Pen.: - Range (/ /) Spec. Rules:				

Unit: Flamekeeper							Points: 30
A ctions 2	C ombat 2	P recision 2	AG ility 2	S trength 3 (5)	T oughness 3	T_eC_h 6	Special Rules./Mutations.: Under the flaming eye: gives bonus to miniatures with this same rule in Line of sight.
Armour: Metallic armour				Arm.: 4			
Equip.:							
Weapon Mace Comb.: - Str.: +2 Pen.: 1 Range (/ /) Spec. Rules:			Weapon Comb.: Str.: Pen.: Range (/ /) Spec. Rules:				

Unit:							Points:
A ctions	C ombat	P recision	AG ility	S trength	T oughness	T_eC_h	Special Rules./Mutations.:
Armour:				Arm.:			
Equip.:							
Weapon Comb.: Str.: Pen.: Range (/ /) Spec. Rules:			Weapon Lanzallamas (c/c) Comb.: Str.: Pen.: Range (/ /) Spec. Rules:				

Unit:							Points:
A ctions	C ombat	P recision	AG ility	S trength	T oughness	T_eC_h	Special Rules./Mutations.:
Armour:				Arm.:			
Equip.:							
Weapon Comb.: Str.: Pen.: Range (/ /) Spec. Rules:			Weapon Comb.: Str.: Pen.: Range (/ /) Spec. Rules:				