

CHROMIUM



HUMANS

CHAMPION
PASSIVE

ONCE PER ROUND:
RE-ROLL ANY DICE

TRACTOR BEAM

TARGET A BALL CARRIER WITHIN 1 AREA, ROLL:

1

IF A RESULT IS ROLLED, **STEALBALL**
[IGNORE ANY OTHER RESULT]

2 •

2 •
 +1

1 •

1 •
 BASH



3

4





GO-209



HUMANS

HANDLESS
PASSIVE

**MAY NOT PERFORM ANY BALL-RELATED
ACTION**

DANGER GAME

**REMOVE GO-209 AND ONE ADJACENT
ENEMY BASHER FROM THE MATCH**



/ • /



2



•



+1



1



•



1



•



-1 DEF DICE



3





IRIDIUM



HUMANS

HAIL MARY PASS
PASSIVE

MAY PASS THE BALL UP TO 2 AREAS AWAY

HIGH COMMAND

IF IRIDIUM IS ACTIVATED WHEN HE IS IN THE HEALING ROOM, THE COACH MAY CHOOSE TO ACTIVATE ANOTHER TEAM BASHER ON THE PITCH INSTEAD



4





MERCURY



HUMANS

AGILE
PASSIVE

**IGNORES OPPONENTS' POWER ZONE
WHEN PERFORMING BALL-RELATED ACTIONS**

DODGER
PASSIVE

**ONCE PER ROUND:
RE-ROLL 1 FAILED EVADE RESULT**



5





THORIUM



HUMANS

SPRINT

MAY SKIP COMBAT
TO MOVE 2 HEXES

NANO HEALING

MAY SKIP COMBAT TO HEAL 1 WOUND
TO ONE TEAM BASHER WITHIN 1 AREA



STEALBALL



BASH



4





TITANIUM



HUMANS

**HARDENED
PASSIVE**



WHEN DEFENDING

**UNBREAKABLE
PASSIVE**

TITANIUM MAY IGNORE ANY BASH EFFECT



BASH



-1 DEF DICE

