



Alice Tinkerly



Beginner's
Luck, Scientist,
Engineer: *Power Flux*,
Overcharge, *Repair*.

Huge Wrench*: Melee Weapon.

SPELLS:

Command: Buff [1], Cost 1, Range 12".

Magic
Ability

3

Armor

-

Inventors

ABILITIES:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack,

Scientist,

Engineer: Quick Action; once per activation Alice may use one of the following effects on a friendly Golem in BtB:

Power Flux: until the end of turn the Golem has his Armour increased by 2,

Overcharge: until the end of turn the Golem adds +2 M and +2 S,

Repair: the Golem is immediately restored to his full Wounds.

Magic Ability [3]: Technomagic,

GADGETS:

Huge Wrench*: Melee Weapon. +2S (*: included in the profile)

SPELLS:

Command: Buff [1], Cost 1, Range 12". Choose a friendly Golem within range. The Golem may perform one Action as a part of an extra Activation after Alice ends her Activation, then the spell expires.

Biocognitive Golem

COST
3

ACTIONS

2

MOVE

4

FIGHT

3

STRENGTH

6

GUNS

3

REFLEX

3

Golem,
Try to take over the World!

Pinky Gun: Ranged Weapon

S	8"	16"	NOTES
5	0	-1	Quick.

Magic
Ability

—

Armor

7

Inventors

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill.

This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

Try to take over the World!: This model may use cards as if it were a Hero model for Heroic Deeds only.

GADGETS:

Pinky Gun: Ranged Weapon

S	8"	16"	NOTES
5	0	-1	Quick.

They're only mice. After all, they wouldn't try to take over the world, or anything like that.

Clockwork Servant

1
COST

ACTIONS

1



MOVE

7

FIGHT

1

STRENGTH

1

GUNS

0

REFLEX

4

Golem,

Choose one role for each
Clockwork Servant before deployment
for the duration of the game:

Oiler/Tinker/Booster.

*The roles are defined by the actual model
you're using.*

Magic
Ability

—

Armor

4

Inventors

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

Choose one role for each Clockwork Servant before deployment for the duration of the game (*The roles are defined by the actual model you're using*):

Oiler: Action Quick: Friendly Golem in BtB gains +1M and +1F until end of turn.

Tinker: As long as this model is on the table, replace any friendly Golems with Wreck marker when they are reduced to 0 Wounds. Action Quick: Friendly Golem in BtB recovers 1W. Action Quick, friendly Hero within 6" discards a card in his or her suit: Replace a Wreck Marker in BtB with the same type of Golem it was before at 1W remaining.

Booster: Whenever a friendly Hero discard a card during their Activation or a spell is cast within 12", this model stores 1 charge. Friendly Golems within 6" may use a charge prior to making a dice roll to gain: This model may re-roll any number of the dice it rolled this test.



Filippo Benelli



Scientist,
Beginner's Luck,
Hidden in the Crowd, Winding,
Let's Play!:
*What's inside?, Hide and Seek!,
Race!, Tag!*

Magic
Ability

—

Armor

—

Inventors

ABILITIES:

Scientist,

Beginner's Luck: Once per game this model may re-roll all dice when shooting, fighting a melee or being a target of an attack,

Concealed in the Crowd: This model enters play with a Crowd Marker. It can only lose its Crowd Marker under one of three circumstances:

- it attacks an opposing model,
- it ends its activation within 3" of an opposing model,
- opposing model ends its activation within 3" of it.

A model with a Crowd Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells,

Winding: Quick Action, discard a card in this model's suit. Target clockwork model in BtB with this model gains +2 Actions until end of turn,

Let's Play!: Quick Action. Discard a card and apply the corresponding result:

Clubs - *What's inside?* - Target Golem in BtB is healed up to its starting number of Wounds.

Hearts - *Hide and Seek!* - Clockwork Toys within 3" of this model gain Hidden in the Crowd marker. Draw a card when a friendly Hidden in the Crowd model is discovered this turn.

Diamonds - *Race!* - Clockwork Toys within 3" of this model make 1 Move Action each immediately after this model ends its Activation.

Spades - *Tag!* - Clockwork toys within 3" of this model make a Charge Action on one target model if able immediately after this model ends its Activation.

Galvanizer

1
COST

ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

3

GUNS

2

REFLEX

3

Explode,
Charge Counters,

Galvanic Burst: Ranged Weapon.

S

12"

NOTES

3

0

Quick, Galvanic, *Overcharge*.

Magic
Ability

—

Armor

—

Inventors

ABILITIES:

Charge Counters: Every time a model within 12" discards a card or casts a spell, place a Charge Counter on this model. When this model dies it first Explodes! with number of dice (X) equal to the number of Charge Counters it had and is then removed from the game.

Explode: roll X dice and compare the number of successes rolled to Reflex rolls of every model within 6" of this model. Models that rolled over this number are unaffected. Models that rolled equal number of successes are Toppled. Models that rolled less successes suffer Damage equal to the number of Critical Hits and are moved this many inches directly away from this model and are Toppled. If a model contacts another model or terrain it stops there.

GADGETS:

Galvanic Burst: Ranged Weapon.

S	12"	NOTES
3	0	Quick, Galvanic, <i>Overcharge</i> .

Overcharge: This model may remove one of the Charge Counters it has to gain +1 Guns and +1 Strength this shot.



Ingrid Rangvaldottir



Fiery Passion,
Scientist.

Sun Spear: Ranged Weapon.

S	∞"	NOTES
4	0	Fire, <i>Beam</i>

Magic
Ability

—

Armor

—

Inventors

ABILITIES:

Fiery Passion: Resistance to Fire [3],
Scientist.

GADGETS:

Sun Spear: Ranged Weapon.

S	∞"	NOTES
4	0	Fire, <i>Beam</i>

Beam – when shooting this weapon, Ingrid may target all models in LoS in a straight line between herself and the chosen point at the edge of the table.

Ingrid always comes equipped with **3 Mirror Servants**.

Lab Assistant

1
COST

ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

3

GUNS

2

REFLEX

3

Lab Flask: Ranged Weapon.

S

8"

NOTES

-

+1

Quick, *Unintentional result*

Magic
Ability

-

Armor

-

Inventors

GADGETS:

Lab Flask: Ranged Weapon.

S	8"	NOTES
-	+1	Quick, Unintentional result

Unintentional result - When the target is hit with the Lab Flask roll a D6 and refer to the following chart:

- 1 – **Smoke:** center a 3" Smoke template on the target. Remove it at the end of the turn.
- 2 – **Empty:** the target suffers a S 3 hit.
- 3 – **Acid:** the target's armour is reduced by 4 until the end of the game. If the target has no armour it suffers a S 4 hit.
- 4 – **Glue:** the model hit is Toppled
- 5 – **Mercury Fumes:** center a 3" Smoke template on the target. Each living model starting its activation within or moving through the template suffers 2 W. Remove the template at the end of the turn.
- 6 – **Nitroglycerine:** center a 3" Smoke template on the target. The target suffers a S 6 hit, all models touching the template are Toppled. Remove the template at the end of the turn.

Laboratory Golem

2
COST

ACTIONS

2

MOVE

4

FIGHT

3

STRENGTH

5

GUNS

0

REFLEX

2

Golem.

Magic
Ability

—

Armor

7



Inventors

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.



Luigi Campari



Scientist,
Swift, Mad Plunge, Sky Hussar.

SPELLS:

Contagious Enthusiasm:
Aura [1], Cost 1, Range 1", S -.

Magic
Ability

2

Armor

-

Inventors

ABILITIES:

Scientist

Swift: This model may use R instead of F when Defending in Melee.

Magic Ability [2]

Mad Plunge: If this model uses the **Sky Hussar** to be placed in BtB with an enemy model it may immediately make a melee attack against it with +3F and Gruesome Damage.

GADGETS:

Sky Hussar: Action, discard a card in this model's suit. This model may be placed at any surface with no roof above it within 12". This action does not allow this model to enter buildings or move into any roofed area. This model can make this Action in melee.

SPELLS:

Contagious Enthusiasm:

Aura [1], Cost 1, Range 1", S -.

All friendly models within range may make 1 Action each immediately after this model finishes its Activation.

Mirror Servant

WORKING
COST
n/a

ACTIONS

1



MOVE

7

FIGHT

1

STRENGTH

1

GUNS

0

REFLEX

4

Golem, Single Activation,
Mirror.

Magic
Ability

—

Armor

3



Inventors

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

Single Activation: All the friendly Mirror Servants activate in the same Activation.

Mirror: When shooting the Sun Spear Ingrid may elect to use Mirror Servants to extend her LoS. You may pick any targets that are in LoS of a Mirror Servant that has LoS to Ingrid. You may also trace Ingrid's LoS between several Servants and the target. Each Servant may reflect the shot only once.



Professor Egir Eldstrom



Scientist,
Hard to Kill, Fiery
Passion, Extraordinary Chemist,
Rage, Fury, Fury Token,
Gruesome Damage in melee.

Lab Flask - Ranged Weapon

S	8"	NOTES
0	+1	<i>Unintentional result</i>

Magic
Ability

—

Armor

—

Inventors

ABILITIES:

Scientist

Hard to Kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, remove all Fury Tokens from this model. This model is then returned to the battlefield with 1 Wound remaining.

Fiery Passion: Resistance to Fire [3]

Gruesome Damage in melee,

Extraordinary Chemist – each model in the same Club equipped with Lab Flask has: “When checking unintentional result roll an additional die and apply one of the effects rolled.”

Rage: at the start of the turn this model makes a Reflex test with difficulty equal to the number of Fury Tokens on this model. If the test is failed it is Mindless until end of turn. This test can be boosted with cards in this model's suit.

Fury: Each time this model is hit by an attack it gains one Fury Token.

Fury Token: each Fury Token gives a cumulative +1Fight, +1Wound and +1Armor.

GADGETS:

Lab Flask: Ranged Weapon

S	8"	NOTES
0	+1	<i>Unintentional result</i>

Unintentional result: When the target is hit with the Lab Flask roll a D6 and refer to the following chart:

1. **Smoke** – center a 3" Smoke template on the target. Remove it at the end of the turn.

2. **Empty** – the target suffers a S 3 hit.

3. **Acid** – the target's Armor is reduced by 4 until the end of the game. If the target has no Armor it suffers a S 4 hit.

4. **Glue** – the model hit is Toppled

5. **Mercury Fumes** – center a 3" Smoke template on the target. Each living model starting its activation within or moving through the template suffers 2 W. Remove the template at the end of the turn.

6. **Explosive Fluid** – center a 3" Smoke template on the target. The target suffers a S 6 hit, all models touching the template are Toppled. Remove the template at the end of the turn.

Security Golem

3
COST

ACTIONS

2

MOVE

3

FIGHT

3

STRENGTH

8

GUNS

0

REFLEX

2

Golem, Trample, Juggernaut.

Magic
Ability

—

Armor

8



Inventors

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

Trample: As a single action this model may attack each enemy model within 1". To use this special rule the Security Golem has to be in BtB with at least one enemy model.

Juggernaut: This model ignores Difficult Terrain when moving. Additionally it may Move through impassable terrain but cannot end Move inside it.



Snorri Rottstein



Scientist,
Natural
Engineer, Golemic Flea: *Bash,*
Flea jump, Ride.

SPELLS:

Galvanic Blast: Magic Attack, Cost 1,
Range 6", *Blast, Topple.*

Magic
Ability

3

Armor

-

Inventors

ABILITIES:

Scientist,

Natural Engineer: Action. Once per game. Place a Golem Servant model in BtB with this model.

GADGETS:

Golemic Flea: Base size 40mm

Bash - Models hit by Snorri Rottstein in Melee are Toppled.

Flea jump - this model may perform Heroic Move without discarding a card.

Ride – Action, Quick, once per activation. If Snorri starts his action in BtB with a friendly small based model right after completing his Move action you may put that model in BtB with Snorri. The model may be moved in our out of a melee.

SPELLS:

Galvanic Blast: Magic Attack, Cost 1, Range 6",
Blast, Topple.

Blast: this spell affects all enemy models in range. Test once for Magic Ability and compare it to Reflex test of all enemy models in range.

Topple: Models hit are Toppled.



Stephany Seagull



Scientist.

Beginner's Luck,

Pistol: Ranged Weapon.

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

Golem Beacon Launcher: Ranged Weapon.

S	8"	16"	NOTES
2	+1	-1	Beacon

Magic
Ability

—

Armor

—

Inventors

ABILITIES:

Scientist.

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

GADGETS:

Pistol: Ranged Weapon.

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

Golem Beacon Launcher: Ranged Weapon.

S	8"	16"	NOTES
2	+1	-1	<i>Beacon</i>

Beacon: Model hit counts as a friendly Scientist model for friendly Golems until end of turn. Friendly Golems have +1M and +2F while within 6" of that model. Beacons on different models stack their effects on shared area. If a friendly Golem is hit it cannot Activate next turn due to feedback overload.



Thomas Rocketheart Jr.



Scientist,
Heavy Smoker,
Night Vision, Magneton Boots.

Scorcher: Ranged Weapon.

S	8"	16"	NOTES
5	+1	-1	Fire, <i>Template</i>

Magic
Ability

—

Armor

—

Inventors

ABILITIES:

Scientist

Heavy Smoker: Action, Quick, Put a Smoke Marker in contact with Thomas.

Night Vision: Dwarfs may trace LoS through Smoke Markers.

GADGETS:

Magneton Boots: This model may perform Heroic Move and Heroic Recovery without discarding a card. Effects that reduce movement have no effect on this model regardless of their kind. If a friendly Golem with a larger base starts his Move action in BtB with this model, during the Golem's activation this model may be moved with by placing it in BtB with the moving Golem at the end of its Action.

Hunting Rifle: Ranged Weapon

S	8"	16"	NOTES
5	+1	-1	Fire, <i>Template</i>

Template: when using this weapon choose a target in raange and place the 3" fire template marker completely over it. If the farthest point of the template is above the maximum weapon range no further effect takes place but template stays on the battlefield. If the farthest template point is below maximum range make a Ranged Attack against each model touched by the template then leave it on the battlefield. Each model starting its action or moving through this fire template suffers a S1 hit from Fire. Remove this template at the end of turn.



Thorvald Nielsgaard

2
FUND

ACTIONS

2

MOVE

5

FIGHT

4

STRENGTH

7*

GUNS

3

REFLEX

3

Beginner's Luck,
Scientist,
Reflector Field*,
Arcantric Arm*: Melee Weapon.

SPELLS:

Lightning: Projectile, Cost 0, Range 12", S 3.

Shimmer Field: Aura [2], Cost 1, Range 6",
Shield.

Arcantric Field: Aura [2], Cost [2], Range 6",
Shield, Armour [2].

Magic
Ability

4

Armor

3*

Inventors

ABILITIES:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack,
Scientist,
Magic Ability [4] – Technomagic.

GADGETS:

Arcantric Arm*: Melee Weapon. +4S (*: included in the profile)

Reflector Field*: Armour [3] (*: vs Shooting Attacks only.)

SPELLS:

Lightning: Projectile, Cost 0, Range 12", S 3.

Shimmer Field: Aura [2], Cost 1, Range 6", *Shield*.

Arcantric Field: Aura [2], Cost [2], Range 6", *Shield*,
Armour [2].

Shield: The field has 10 W. Whenever a magical or non-magical ranged attack hits a model within the field it inflicts the damage to the field not the targeted model. If the field reaches 0 or less wounds the spell automatically ends. Targeted model suffers the excess wounds as normal.

Only one friendly Shimmer Field may be in effect at a time.

Welder

1
COST

ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

3

GUNS

2

REFLEX

3

Fixit,

Welder: Melee Weapon.

Magic
Ability

—

Armor

—

The card has a steampunk aesthetic with a background of various gears, cogs, and mechanical parts in shades of brown, gold, and red. A central rectangular area with a light beige, parchment-like texture contains the text. This central area is framed by a dark brown border that features several circular mechanical components, including what look like pressure gauges or dials, at the corners and midpoints. The word "Inventors" is written in a large, ornate, gold-colored font at the top of the central area.

Inventors

ABILITIES:

Fixit: Action. Make a Reflex test. Replace a wreck marker in BtB with this model with a friendly Golem of the same type it was before with X Wounds remaining. X is the number of successes this model rolled in the Reflex test.

GADGETS:

Welder: Melee Weapon. This model ignores Armor. On a critical hit, one of the gadgets chosen by the attacker is damaged and cannot be used for the rest of the game.

Wind-up soldier

WORTH
1
COST

ACTIONS

1

MOVE

6

FIGHT

3

STRENGTH

3

GUNS

2

REFLEX

2

Golem,
Clockwork Toy,
Cork Gun: Ranged Weapon

S	3"	6"	9"	NOTES
2	+1	0	-1	Quick

Magic
Ability

—

Armor

4

Inventors

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

Clockwork Toy.

GADGETS:

Cork Gun: Ranged Weapon.

S	3"	6"	9"	NOTES
2	+1	0	-1	Quick