

Gary Grobeck

3 4 0 5



Style: Apron

500,000*

Warrior

Yanni Scarab

2 4 1 5



Style: Business Casual

500,000*

Warrior

Patricia Plutonlum

2 5 0 5



Style: Soccer Mom

500,000*

Warrior

Ell Roknoffagon

2 4 0 7



Style: Ponytail

500,000*

Warrior

Lil' Butros

2 4 1 5



Style: Flattop

500,000*

Gunner

Honda Takamodo

1 4 2 5



Style: Bathrobe

500,000*

Gunner

Remote Ostrich

1 5 1 5



Style: Chicken Boots

500,000*

Gunner

Big Purple John

1 4 1 7



Style: Sweatpants

500,000*

Gunner

Junior Sansatchel

2 5 0 5



Style: Velcro Shoes

500,000*

Scout

Yuki Takamodo

1 5 1 5



Style: Soft Spoken

500,000*

Scout

Inspector Gordon

1 6 0 5



Style: Absent-Minded

500,000*

Scout

Professor Josiah

1 5 0 7



Style: Danim

500,000*

Scout

Young Man Mulligan

2 4 0 7



Style: Haggard, Weathered

500,000*

Medic

Dr. Charles Signozo

1 4 1 7



Style: Sideburns

500,000*

Medic

Dr. Hoostheyer

1 5 0 7



Style: Good Listener

500,000*

Medic

Young Woman Hobblerone

1 4 0 9



Style: Sandals

500,000*

Medic

Patrick Plutonium

3 4 1 5

When Patrick Plutonium is attacked by a ranged weapon the attacking unit is hit with a strength 4 ranged attack.



1,000,000*

Warrior

Butros

2 4 2 5

When Butros is attacked by a close combat weapon the attacking unit is hit with a strength 4 close combat attack.



1,000,000*

Gunner

Senior Sansatchel

2 6 0 5

When one of your control points is captured, Senior Sansatchel may immediately move up to 2 spaces.



1,000,000*

Scout

Old Man Hobblerone

2 4 0 9

When one or more of your other units are wounded, Old Man Hobblerone may move up to 4 spaces, then if he is adjacent to one or more of the wounded units, you may heal them by 1 hit each.



1,000,000*

Medic

Man Shaped Swarm

3 4 2 5

Pushed Back with any weapon. Pushes back 3 spaces, or until the enemy unit contacts lava, a wall or another unit.



1,500,000*

Mlswarnunlounson

3 5 1 5

Mlswarnunlounson may be released from jail by sacrificing 1 unit phase on your turn.



1,500,000*

Key Lord

2 5 0 9

A Use an action to gain a movement phase.

M Use a movement phase to gain an action.



1,500,000*

Queen Bee

2 6 1 5

Queen Bee may move over walls, enemy units, lava, and may move onto the tower without using the bridges. Queen Bee is still harmed by the lava and can be pushed into it.



1,500,000*

Old Man Mulligan

1 4 1 11

When any adjacent unit moves 1 space or more, Old Man Mulligan may follow it. Place Old Man Mulligan in any space adjacent to the moving unit once its movement is complete.



1,500,000*

Bee Lord

2 5 1 7

A Once per turn, use an action phase to give Bee Lord, or one unit within 4 spaces and line of sight 1 strength and Push Back with any weapon until the end of your turn.



1,500,000*

Conglomagraron

4 4 2 5

Cannot be incapacitated. Conglomagraron is unharmed by lava and may move through it as normal.



2,000,000*