

Draw Arms 



Execute ranged attack with 100% damage modifier.

"Bombards old and new alike, bellow smoke and scorch the sky."

Draw Arms 



Execute ranged attack with 100% damage modifier.

"Bombards old and new alike, bellow smoke and scorch the sky."

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Execute ranged attack with 100% damage modifier.


"Bombards old and new alike, bellow smoke and scorch the sky."

Advance 



Move 1 square in any intercardinal or cardinal direction.

"Shifting sands seldom sway free short of elusivity."

Advance 



Move 1 square in any intercardinal or cardinal direction.


"Shifting sands seldom sway free short of elusivity."

Advance 



Move 1 square in any intercardinal or cardinal direction.

"Shifting sands seldom sway free short of elusivity."

Advance 



Move 1 square in any intercardinal or cardinal direction.

"Shifting sands seldom sway free short of elusivity."

Press On 



Move 2 squares in any cardinal direction.

"In fear of heat, our people run, the antipode of the raging sun."

Press On 



Move 2 squares in any cardinal direction.

"In fear of heat, our people run, the antipode of the raging sun."

Press On 



Move 2 squares in any cardinal direction.


"In fear of heat, our people run, the antipode of the raging sun."

Press On 



Move 2 squares in any cardinal direction.

"In fear of heat, our people run, the antipode of the raging sun."

Strike! 



Execute melee attack with 100% damage modifier.

"The Janissary's kijik strike: The desert wind, the wasteland blight."

Strike! 



Execute melee attack with 100% damage modifier.


"The Janissary's kijik strike: The desert wind, the wasteland blight."

Strike! 



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Strike! 



Execute melee attack with 100% damage modifier.

"The Janissary's kijik strike: The desert wind, the wasteland blight."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Advance and retreat, to and fro, the dancing steps of war."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Advance and retreat, to and fro, the dancing steps of war."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Advance and retreat, to and fro, the dancing steps of war."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Advance and retreat, to and fro, the dancing steps of war."

Draw Arms



Execute ranged attack with 100% damage modifier.

"Load, aim, fire. Load, aim, fire. The mechanical army ticks on."

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"Load, aim, fire. Load, aim, fire. The mechanical army ticks on."

Draw Arms



Execute ranged attack with 100% damage modifier.

"Load, aim, fire. Load, aim, fire. The mechanical army ticks on."

Press On



Move 2 squares in any cardinal direction

"Press on! Onwards! Charge! Music to the martyrs' ears."

Press On



Move 2 squares in any cardinal direction

"Press on! Onwards! Charge! Music to the martyrs' ears."

Press On



Move 2 squares in any cardinal direction

"Press on! Onwards! Charge! Music to the martyrs' ears."

Press On



Move 2 squares in any cardinal direction

"Press on! Onwards! Charge! Music to the martyrs' ears."

Strike!



Execute melee attack with 100% damage modifier.

"Strike! Strike as a clockhand screams the time!"

Strike!



Execute melee attack with 100% damage modifier.

"Strike! Strike as a clockhand screams the time!"

Strike!



Execute melee attack with 100% damage modifier.

"Strike! Strike as a clockhand screams the time!"

Strike!



Execute melee attack with 100% damage modifier.

"Strike! Strike as a clockhand screams the time!"

Draw Arms



Execute ranged attack with 100% damage modifier.

"Deafen the wind with shot and shell."

Draw Arms



Execute ranged attack with 100% damage modifier.

"Deafen the wind with shot and shell."

Draw Arms



Execute ranged attack with 100% damage modifier.

"Deafen the wind with shot and shell."

Draw Arms



Execute ranged attack with 100% damage modifier.

"Deafen the wind with shot and shell."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Moving keeps you warm, warmth keeps you moving."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Moving keeps you warm, warmth keeps you moving."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Moving keeps you warm, warmth keeps you moving."

Advance



Move 1 square in any intercardinal or cardinal direction.

"Moving keeps you warm, warmth keeps you moving."

Press On



Move 2 squares in any cardinal direction

"A step ahead of the storm is a step ahead of death."

Press On



Move 2 squares in any cardinal direction

"A step ahead of the storm is a step ahead of death."

Press On



Move 2 squares in any cardinal direction

"A step ahead of the storm is a step ahead of death."

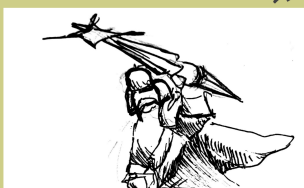
Press On



Move 2 squares in any cardinal direction

"A step ahead of the storm is a step ahead of death."

Strike!



Execute melee attack with 100% damage modifier.

"Our foes are the rock in which our pickaxe bore."

Strike!



Execute melee attack with 100% damage modifier.

"Our foes are the rock in which our pickaxe bore."

Strike!



Execute melee attack with 100% damage modifier.

"Our foes are the rock in which our pickaxe bore."

Strike!



Execute melee attack with 100% damage modifier.

"Our foes are the rock in which our pickaxe bore."

Draw Arms



Execute ranged attack with 100% damage modifier.

"A bullet a day keeps their medic away."



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Execute ranged attack with 100% damage modifier.

"A bullet a day keeps their medic away."



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Execute ranged attack with 100% damage modifier.

"A bullet a day keeps their medic away."



Draw Arms



Execute ranged attack with 100% damage modifier.

"A bullet a day keeps their medic away."



Advance



Move 1 square in any intercardinal or cardinal direction.

"Slow and steady wins the skirmish."



Advance



Move 1 square in any intercardinal or cardinal direction.

"Slow and steady wins the skirmish."



Advance



Move 1 square in any intercardinal or cardinal direction.

"Slow and steady wins the skirmish."



Advance



Move 1 square in any intercardinal or cardinal direction.

"Slow and steady wins the skirmish."



Press On



Move 2 squares in any cardinal direction

"They think us cowards. Prove them wrong!"



Press On



Move 2 squares in any cardinal direction

"They think us cowards. Prove them wrong!"



Press On



Move 2 squares in any cardinal direction

"They think us cowards. Prove them wrong!"



Press On



Move 2 squares in any cardinal direction

"They think us cowards. Prove them wrong!"



Strike!



Execute melee attack with 100% damage modifier.

"Fight like men, not savages. There exists a subtle difference."



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