

# BACKBONE

The Backbone isn't flashy or loud. They're the one who stands tall when everyone else starts to shake. Their steady presence keeps the gang focused and firm, even in the heat of battle. When Backbone's nearby, you just feel like everything's gonna be alright.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

BACKBONE									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	3	3	4	3	3	3	3	4	29

GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.

TRAITS AND ABILITIES	
Inspiring	All friendly models within 6" gain +1 WP. Not cumulative.

BACKBONE VETERAN									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	3	3	4	3	4	4	4	4	41

GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Inspiring	All friendly models within 6" gain +1 WP. Not cumulative.
Grace	Will never be targeted with Free Strikes.

BACKBONE HERO									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	4	4	5	4	4	5	5	5	69

GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
Layered Gear			Gain +1 ARM (Added above).
Liquid Courage			Consume to gain Fearless for 1 round.

TRAITS AND ABILITIES	
Inspiring	All friendly models within 6" gain +1 WP. Not cumulative.
Grace	Will never be targeted with Free Strikes.
Grit	When wounded, reroll 1's when making ARM roll.

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# BOUNTY HUNTER

Bounty Hunters are patient, cold-eyed marksmen who stalk their quarry across the frontier with a single-shot longarm always at the ready. Whether perched on a rooftop or tracking through the brush, they specialize in long-range takedowns, dropping targets with calm precision before slipping away to claim their prize. In a world full of chaos, a Bounty Hunter's aim is steady, and their loyalty belongs only to the highest bidder.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

BOUNTY HUNTER									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	3	3	4	3	3	4	3	4	31



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Layered Gear			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Duck & Cover	Counts as being in soft cover when out in the open.
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LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL, RECRUIT

BOUNTY HUNTER VETERAN									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	3	3	4	3	4	5	4	4	51



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.

**TRAITS AND ABILITIES**

Duck & Cover	Counts as being in soft cover when out in the open.
Marksmen	Reroll 1's when shooting.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL, VETERAN

BOUNTY HUNTER HERO									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	4	4	5	4	4	6	5	5	74



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Brass Scope			May target models in Stealth normally.

**TRAITS AND ABILITIES**

Duck & Cover	Counts as being in soft cover when out in the open.
Marksmen	Reroll 1's when shooting.
Grit	When wounded, reroll 1's when making ARM roll.

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL, HERO

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# BREACHER

Breachers are straightforward, no-nonsense fighters who thrive in the chaos of close quarters. Armed with trusty shotguns, they smash through doors, scatter foes at point-blank range, and hold tight spaces with brutal efficiency. There's nothing fancy about their methods. Just raw stopping power and the grit to get up close when everyone else hangs back.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

BREACHER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



**GEAR**

GEAR	RANGE	DAM	NOTES
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.

**TRAITS AND ABILITIES**

Infiltration	May deploy up to 6" beyond your deployment area.
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LIFE: ♥ ♥ ♥
AP: ★ ★ ★
MORTAL, RECRUIT

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BREACHER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	4	4	4	41



**GEAR**

GEAR	RANGE	DAM	NOTES
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
Layered Gear			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.

LIFE: ♥ ♥ ♥ ♥
AP: ★ ★ ★
MORTAL, VETERAN

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BREACHER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	5	5	5	69



**GEAR**

GEAR	RANGE	DAM	NOTES
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
Layered Gear			Gain +1 ARM (Added above).
Liquid Courage			Consume to gain Fearless for 1 round.

**TRAITS AND ABILITIES**

Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.
Fearless	Immune to Fear. Automatically passes any Bravery tests.

LIFE: ♥ ♥ ♥ ♥ ♥
AP: ★ ★ ★ ★
MORTAL, HERO

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# DOCTOR

Doctors are the vital lifeline of any posse, stitching up gunshot men with an uncanny knack for keeping their friends in the game. They rush through the fray to patch injuries and pull allies back from the brink, keeping the fight going when it would otherwise be lost. In a world drenched in blood and dust, a good Doctor is worth more than their weight in gold.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

DOCTOR		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Smellin' Salts	4		May revive fallen models.

TRAITS AND ABILITIES	
Grit	When wounded, reroll 1's when making ARM roll.

LIFE: ♥ ♥ ♥
AP: ★ ★ ★
MORTAL, RECRUIT

DOCTOR VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	3	4	4	39



GEAR	RANGE	DAM	NOTES
Smellin' Salts	4		May revive fallen models.
Snake Oil			Consume to heal 1 lost wound.

TRAITS AND ABILITIES	
Grit	When wounded, reroll 1's when making ARM roll.
Infiltration	May deploy up to 6" beyond your deployment area.

LIFE: ♥ ♥ ♥ ♥
AP: ★ ★ ★ ★
MORTAL, VETERAN

DOCTOR HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	5	5	5	64



GEAR	RANGE	DAM	NOTES
Smellin' Salts	4		May revive fallen models.
Snake Oil			Consume to heal 1 lost wound.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Grit	When wounded, reroll 1's when making ARM roll.
Infiltration	May deploy up to 6" beyond your deployment area.
Duck & Cover	Counts as being in soft cover when out in the open.

LIFE: ♥ ♥ ♥ ♥ ♥
AP: ★ ★ ★ ★
MORTAL, HERO

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# GUARDIAN

Guardians are towering warriors armed with massive weapons like sledgehammers, axes, or anything heavy enough to break bones and barriers alike. But their true strength lies in their unwavering loyalty, stepping into harm's way to shield nearby allies without a second thought. They hold the line through sheer toughness and grit, absorbing blows meant for others and striking back with devastating force.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

GUARDIAN									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	3	3	4	3	3	4	3	4	31



GEAR	RANGE	DAM	NOTES
Great Weapon	Melee	4	Subtract 2 dice from Opponent's Armour Pool.
Layered Gear			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Warden *May take damage for a friendly model in threat range.*

LIFE: ♥ ♥ ♥ AP: ★ ★ ★ MORTAL, RECRUIT

GUARDIAN VETERAN									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	3	3	4	3	4	5	4	4	51



GEAR	RANGE	DAM	NOTES
Great Weapon	Melee	4	Subtract 2 dice from Opponent's Armour Pool.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.

**TRAITS AND ABILITIES**

Warden *May take damage for a friendly model in threat range.*

Agile Riposte *Make Free Strikes against enemies that charge you or completely miss you in melee combat.*

LIFE: ♥ ♥ ♥ ♥ AP: ★ ★ ★ MORTAL, VETERAN

GUARDIAN HERO									
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	4	4	5	4	4	7	5	5	84



GEAR	RANGE	DAM	NOTES
Great Weapon	Melee	5	Subtract 2 dice from Opponent's Armour Pool.
Fortified Outfit			Gain +3 ARM (Added above). Hindering.
Native Remedy			Consume to gain +1 DEF until next turn.

**TRAITS AND ABILITIES**

Warden *May take damage for a friendly model in threat range.*

Agile Riposte *Make Free Strikes against enemies that charge you or completely miss you in melee combat.*

Fearless *Immune to Fear. Automatically passes any Bravery tests.*

LIFE: ♥ ♥ ♥ ♥ ♥ AP: ★ ★ ★ ★ MORTAL, HERO

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# GUNSLINGER

Gunslingers are quick-draw specialists who live and die by the speed of their trigger finger. Armed with a trusty pistol and iron nerves, they thrive in tense standoffs and chaotic skirmishes, putting down threats before most can even clear leather. Confident, precise, and always ready for the next showdown, a Gunslinger's reputation is built on the bodies left behind.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

GUNSLINGER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29

GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.

TRAITS AND ABILITIES	
Infiltration	May deploy up to 6" beyond your deployment area.

GUNSLINGER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	4	4	3	4	4	4	4	46

GEAR	RANGE	DAM	NOTES
Two Pistols	10"	4	Gain +1 MRK (added above). May be used as a Melee weapon.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.

GUNSLINGER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	5	5	4	4	5	5	5	69

GEAR	RANGE	DAM	NOTES
Two Pistols	10"	4	Gain +1 MRK (added above). May be used as a Melee weapon.
Layered Gear			Gain +1 ARM (Added above).
Liquid Courage			Consume to gain Fearless for 1 round.

TRAITS AND ABILITIES	
Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.
Marksman	Reroll 1's when shooting.

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# HEXER

Hexers wield dark magic and Corruption powers, bending sinister forces to their will with whispered incantations and forbidden rites. While many embrace the shadows for selfish gain or cruel delight, some walk this perilous path to shield those they care for, using darkness as a weapon against even darker threats. Whether feared or misunderstood, a Hexer's power is undeniable and always comes at a price.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

HEXER										
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST	
4	3	3	4	3	3	3	3	4	29	



GEAR	RANGE	DAM	NOTES
Grimoire			May use Corruption Powers.

TRAITS AND ABILITIES			
Grit			When wounded, reroll 1's when making ARM roll.

LIFE: ♥ ♥ ♥	AP: ★ ★ ★	MORTAL, RECRUIT
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HEXER VETERAN										
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST	
4	3	3	4	3	4	4	4	4	41	



GEAR	RANGE	DAM	NOTES
Grimoire			May use Corruption Powers.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES			
Grit			When wounded, reroll 1's when making ARM roll.
Infiltration			May deploy up to 6" beyond your deployment area.

LIFE: ♥ ♥ ♥ ♥	AP: ★ ★ ★	MORTAL, VETERAN
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HEXER HERO										
MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST	
4	4	4	5	4	4	5	5	5	64	



GEAR	RANGE	DAM	NOTES
Grimoire			May use Corruption Powers.
Layered Gear			Gain +1 ARM (Added above).
Snake Oil			Consume to heal 1 lost wound.

TRAITS AND ABILITIES			
Grit			When wounded, reroll 1's when making ARM roll.
Infiltration			May deploy up to 6" beyond your deployment area.
Adept			Reroll 1's when attempting to Draw Mana.

LIFE: ♥ ♥ ♥ ♥ ♥	AP: ★ ★ ★ ★	MORTAL, HERO
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# HUNTER

Hunters are dedicated to stalking the wildest threats of the frontier, especially werebeasts. Armed with longarms for precise, powerful shots, they move through dense forests and moonlit plains with quiet confidence, reading signs that others would miss. Calm, disciplined, and relentless, a Hunter never quits the chase until the beast is down.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

HUNTER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.

**TRAITS AND ABILITIES**

Wolfsbane	Gain +1 ATT or MRK when attacking Werebeasts.
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LIFE: 
AP: 
MORTAL, RECRUIT

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HUNTER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	4	4	4	41



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Layered Gear			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Wolfsbane	Gain +1 ATT or MRK when attacking Werebeasts.
Infiltration	May deploy up to 6" beyond your deployment area.

LIFE: 
AP: 
MORTAL, VETERAN

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HUNTER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	6	5	5	74



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Snake Oil			Consume to heal 1 lost wound.

**TRAITS AND ABILITIES**

Wolfsbane	Gain +1 ATT or MRK when attacking Werebeasts.
Infiltration	May deploy up to 6" beyond your deployment area.
Fearless	Immune to Fear. Automatically passes any Bravery tests.

LIFE: 
AP: 
MORTAL, HERO

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# MOONSHINER

Moonshiners are rough-edged brewers who turn their backwoods stills into sources of both profit and chaos, cooking up potent firewater strong enough to drink... or to hurl as a blazing weapon. Armed with bottles packed for ignition and an outlaw's grin, they set the battlefield alight, driving enemies from cover and turning any skirmish into a roaring inferno.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

MOONSHINER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29

GEAR	RANGE	DAM	NOTES
Firewater	6"	4	Area of Effect, Burning.

TRAITS AND ABILITIES	
Fearless	Immune to Fear. Automatically passes any Bravery tests.

MOONSHINER VETERAN	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
	4	3	3	4	3	4	5	4	4	41

GEAR	RANGE	DAM	NOTES
Firewater	6"	4	Area of Effect, Burning.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Fearless	Immune to Fear. Automatically passes any Bravery tests.
Grace	Will never be targeted with Free Strikes.

MOONSHINER HERO	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
	4	4	4	5	4	4	6	5	5	74

GEAR	RANGE	DAM	NOTES
Firewater	6"	4	Area of Effect, Burning.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Liquid Courage			Consume to gain Fearless for 1 round.

TRAITS AND ABILITIES	
Fearless	Immune to Fear. Automatically passes any Bravery tests.
Grace	Will never be targeted with Free Strikes.
Grit	When wounded, reroll 1's when making ARM roll.

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# PROSPECTOR

Prospectors may roam the frontier chasing gold and silver, but they're just as quick to turn their mining tools into instruments of war. With dynamite always close at hand, they hurl blasting charges to scatter foes, collapse defenses, or simply sow chaos. Gritty, stubborn, and half-mad from years under the sun, a Prospector knows that sometimes the fastest way to strike it rich is by making everything else blow sky-high.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

PROSPECTOR		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Dynamite	6"	5	Area of Effect, Explosive.

TRAITS AND ABILITIES	
Infiltration	May deploy up to 6" beyond your deployment area.

LIFE: 
AP: 
MORTAL, RECRUIT

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PROSPECTOR VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	4	4	4	41



GEAR	RANGE	DAM	NOTES
Dynamite	6"	5	Area of Effect, Explosive.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Infiltration	May deploy up to 6" beyond your deployment area.
Duck & Cover	Counts as being in soft cover when out in the open.

LIFE: 
AP: 
MORTAL, VETERAN

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PROSPECTOR HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	6	5	5	74



GEAR	RANGE	DAM	NOTES
Dynamite	6"	5	Area of Effect, Explosive.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Native Remedy			Consume to gain +1 DEF until next turn.

TRAITS AND ABILITIES	
Infiltration	May deploy up to 6" beyond your deployment area.
Duck & Cover	Counts as being in soft cover when out in the open.
Fearless	Immune to Fear. Automatically passes any Bravery tests.

LIFE: 
AP: 
MORTAL, HERO

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# PREACHER

Preachers are fervent warriors of faith who call upon divine power through spoken prayers, turning belief into a shield for their allies and a hammer against their foes. Whether raising spirits, warding off evil, or rallying the wounded to fight on, a Preacher's voice carries more than words. It carries the weight of something holy, and in a place like Blackwater Gulch, that might be the strongest weapon of all.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

PREACHER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Bible	4		May use Holy Prayers.

TRAITS AND ABILITIES	
Grace	Will never be targeted with Free Strikes.

LIFE: 
AP: 
MORTAL, RECRUIT

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PREACHER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	5	4	4	41



GEAR	RANGE	DAM	NOTES
Bible	4		May use Holy Prayers.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Grace	Will never be targeted with Free Strikes.
Inspiring	All friendly models within 6" gain +1 WP. Not cumulative.

LIFE: 
AP: 
MORTAL, VETERAN

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PREACHER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	6	5	5	64



GEAR	RANGE	DAM	NOTES
Bible	4		May use Holy Prayers.
Layered Gear			Gain +1 ARM (Added above).
Liquid Courage			Consume to gain Fearless for 1 round.

TRAITS AND ABILITIES	
Grace	Will never be targeted with Free Strikes.
Inspiring	All friendly models within 6" gain +1 WP. Not cumulative.
Adept	Reroll 1's when attempting to Draw Mana.

LIFE: 
AP: 
MORTAL, HERO

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# RANGER

Rangers move with the confidence of folks who know the frontier better than most people know their own homes. Long days tracking across harsh country have honed their senses to a razor edge, letting them slip through brush, ruin, or rocky passes without breaking stride. Some take to the craft for justice, others for coin, and a few because the wilds feel more like home than any settlement ever could.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

RANGER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Repeating Rifle	12"	4	Suppressive Fire.

TRAITS AND ABILITIES	
Pathfinder	Never slowed by any terrain features, treat all areas like open ground when moving.

LIFE: 
AP: 
MORTAL, RECRUIT

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RANGER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	4	4	3	4	4	4	4	41



GEAR	RANGE	DAM	NOTES
Repeating Rifle	12"	4	Suppressive Fire.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Pathfinder	Never slowed by any terrain features, treat all areas like open ground when moving.
Marksman	Reroll 1's when shooting.

LIFE: 
AP: 
MORTAL, VETERAN

---

RANGER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	5	5	4	4	5	5	5	64



GEAR	RANGE	DAM	NOTES
Repeating Rifle	12"	4	Suppressive Fire.
Layered Gear			Gain +1 ARM (Added above).
Native Remedy			Consume to gain +1 DEF until next turn.

TRAITS AND ABILITIES	
Pathfinder	Never slowed by any terrain features, treat all areas like open ground when moving.
Marksman	Reroll 1's when shooting.
Duck & Cover	Counts as being in soft cover when out in the open.

LIFE: 
AP: 
MORTAL, HERO

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# SCOUT

Scouts are masters of stealth and patience, slipping through shadows and underbrush with a hunter's grace. Armed with bows, they strike from concealment, sending silent arrows to fell their targets before a fight even begins. Whether watching a trail or stalking prey, a Scout's greatest weapon is the fear that comes from never knowing where the next shot will come from.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

SCOUT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Bow	10"	4	Silent.

**TRAITS AND ABILITIES**

Stealth (1)	Use 1 AP to create a Stealth Token (max 1). Enemy must use a Spot action to remove your token before they can shoot at you.
-------------	---

LIFE: ♥ ♥ ♥
AP: ★ ★ ★
MORTAL, RECRUIT

---

SCOUT VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	4	4	4	41



GEAR	RANGE	DAM	NOTES
Bow	10"	4	Silent.
Layered Gear			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Stealth (2)	Use 1 AP to create a Stealth Token (max 2). Enemy must use a Spot action to remove your token before they can shoot at you.
Sneak Attack	Hit on 2+ when shooting while you have a Stealth Token.

LIFE: ♥ ♥ ♥ ♥
AP: ★ ★ ★
MORTAL, VETERAN

---

SCOUT HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	5	5	5	64



GEAR	RANGE	DAM	NOTES
Bow	10"	4	Silent.
Layered Gear			Gain +1 ARM (Added above).
Native Remedy			Consume to gain +1 DEF until next turn.

**TRAITS AND ABILITIES**

Stealth (3)	Use 1 AP to create a Stealth Token (max 3). Enemy must use a Spot action to remove your token before they can shoot at you.
Sneak Attack	Hit on 2+ when shooting while you have a Stealth Token.
Infiltration	May deploy up to 6" beyond your deployment area.

LIFE: ♥ ♥ ♥ ♥ ♥
AP: ★ ★ ★ ★
MORTAL, HERO

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# SHAMAN

Shamans are mystics attuned to the raw forces of nature. They wield Wildcraft, earth magic that bends root, stone, and storm to their will. They call up tangled vines to ensnare, harden skin like bark to protect, or summon tremors to shatter the ground beneath their enemies. Deeply connected to the land's ancient spirits, a Shaman fights not alone, but with the very wilderness at their side.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

SHAMAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29
GEAR	RANGE	DAM		NOTES							
Totem				May use Wildcraft Rituals.							
		<b>TRAITS AND ABILITIES</b>									
Pathfinder				Never slowed by any terrain features, treat all areas like open ground when moving.							
LIFE: ♥ ♥ ♥		AP: ★ ★ ★		MORTAL, RECRUIT							
SHAMAN VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	4	4	4	41
GEAR	RANGE	DAM		NOTES							
Totem				May use Wildcraft Rituals.							
Layered Gear				Gain +1 ARM (Added above).							
		<b>TRAITS AND ABILITIES</b>									
Pathfinder				Never slowed by any terrain features, treat all areas like open ground when moving.							
Duck & Cover				Counts as being in soft cover when out in the open.							
LIFE: ♥ ♥ ♥ ♥		AP: ★ ★ ★		MORTAL, VETERAN							
SHAMAN HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	5	5	5	64
GEAR	RANGE	DAM		NOTES							
Totem				May use Wildcraft Rituals.							
Layered Gear				Gain +1 ARM (Added above).							
Native Remedy				Consume to gain +1 DEF until next turn.							
		<b>TRAITS AND ABILITIES</b>									
Pathfinder				Never slowed by any terrain features, treat all areas like open ground when moving.							
Duck & Cover				Counts as being in soft cover when out in the open.							
Adept				Reroll 1's when attempting to Draw Mana.							
LIFE: ♥ ♥ ♥ ♥ ♥		AP: ★ ★ ★ ★		MORTAL, HERO							

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# SLAYER

Shamans are mystics attuned to the raw forces of nature. They wield Wildcraft, earth magic that bends root, stone, and storm to their will. They call up tangled vines to ensnare, harden skin like bark to protect, or summon tremors to shatter the ground beneath their enemies. Deeply connected to the land's ancient spirits, a Shaman fights not alone, but with the very wilderness at their side.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

SLAYER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.

TRAITS AND ABILITIES	
Reaper	Gain +1 ATT or MRK when attacking Undead.

LIFE: 
AP: 
MORTAL, RECRUIT

SLAYER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	4	4	4	41



GEAR	RANGE	DAM	NOTES
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Reaper	Gain +1 ATT or MRK when attacking Undead.
Marksman	Roll 1's when shooting.

LIFE: 
AP: 
MORTAL, VETERAN

SLAYER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	6	5	5	74



GEAR	RANGE	DAM	NOTES
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Liquid Courage			Consume to gain Fearless for 1 round.

TRAITS AND ABILITIES	
Reaper	Gain +1 ATT or MRK when attacking Undead.
Marksman	Roll 1's when shooting.
Infiltration	May deploy up to 6" beyond your deployment area.

LIFE: 
AP: 
MORTAL, HERO

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# WATCHER

Watchers are relentless hunters of the infernal, trained to track, confront, and destroy demonic horrors that plague Blackwater Gulch. Armed with a repeating rifle and hardened by countless grim encounters, they strike with unwavering purpose, driving back the darkness wherever it dares to rise. Calm in the face of hellish fury and merciless toward the damned, a Watcher's true strength lies not just in steel or shot, but in an iron will that no demon can corrupt.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WATCHER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	3	3	3	4	29



GEAR	RANGE	DAM	NOTES
Repeating Rifle	12"	4	Suppressive Fire.

TRAITS AND ABILITIES	
Righteous	Gain +1 ATT or MRK when attacking Demons.

LIFE: ♥ ♥ ♥
AP: ★ ★ ★
MORTAL, RECRUIT

---

WATCHER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	3	3	4	3	4	4	4	4	41



GEAR	RANGE	DAM	NOTES
Repeating Rifle	12"	4	Suppressive Fire.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Righteous	Gain +1 ATT or MRK when attacking Demons.
Grace	Will never be targeted with Free Strikes.

LIFE: ♥ ♥ ♥ ♥
AP: ★ ★ ★
MORTAL, VETERAN

---

WATCHER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	4	5	4	4	6	5	5	74



GEAR	RANGE	DAM	NOTES
Repeating Rifle	12"	5	Suppressive Fire.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Holy Relic			Gain +1 DEF when attacked by Corruption Powers.

TRAITS AND ABILITIES	
Righteous	Gain +1 ATT or MRK when attacking Demons.
Grace	Will never be targeted with Free Strikes.
Duck & Cover	Counts as being in soft cover when out in the open.

LIFE: ♥ ♥ ♥ ♥ ♥
AP: ★ ★ ★ ★
MORTAL, HERO

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\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WRASSLER		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	3	4	3	3	4	3	4	31
	<b>GEAR</b>	<b>RANGE</b>		<b>DAM</b>		<b>NOTES</b>					
	Two Hand Weapons	Melee		4		Gain +1 ATT (added above).					
	Layered Gear					Gain +1 ARM (Added above).					
<b>TRAITS AND ABILITIES</b>											
Follow Through		Free Move when you Incapacitate. Free attack if you move into Enemy threat range.									
LIFE: ♥ ♥ ♥		AP: ★ ★ ★				MORTAL, RECRUIT					

WRASSLER VETERAN		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	3	4	3	4	5	4	4	51
	<b>GEAR</b>	<b>RANGE</b>		<b>DAM</b>		<b>NOTES</b>					
	Two Hand Weapons	Melee		4		Gain +1 ATT (added above).					
	Reinforced Wear					Gain +2 ARM (Added above). Hindering.					
<b>TRAITS AND ABILITIES</b>											
Follow Through		Free Move when you Incapacitate. Free attack if you move into Enemy threat range.									
Armsman		Reroll 1's in melee combat.									
LIFE: ♥ ♥ ♥ ♥		AP: ★ ★ ★				MORTAL, VETERAN					

WRASSLER HERO		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	5	4	5	4	4	7	5	5	84
	<b>GEAR</b>	<b>RANGE</b>		<b>DAM</b>		<b>NOTES</b>					
	Two Hand Weapons	Melee		4		Gain +1 ATT (added above).					
	Fortified Outfit					Gain +3 ARM (Added above). Hindering.					
	Native Remedy					Consume to gain +1 DEF until next turn.					
<b>TRAITS AND ABILITIES</b>											
Follow Through		Free Move when you Incapacitate. Free attack if you move into Enemy threat range.									
Armsman		Reroll 1's in melee combat.									
Marauder		Charge distance is double your MOV (8").									
LIFE: ♥ ♥ ♥ ♥ ♥		AP: ★ ★ ★ ★				MORTAL, HERO					

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# BEASTS

Shapechangers cursed into their dual nature, werebeasts straddle the line between man and monster. Whether wolves, bears, bats, or other beasts, they are fiercely territorial and often bound to nature's will. They see humanity as a threat to the balance of the wild, and respond with claw, fang, and fury.

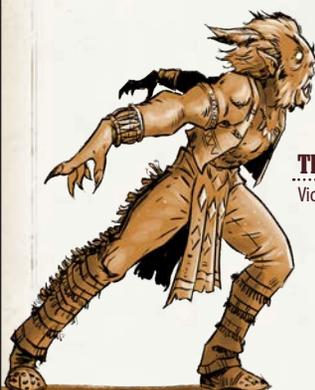
\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

CACTUS CAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	2	4	3	1	3	3	4	46
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	4	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Shooty Spines	8"	4									
TRAITS AND ABILITIES											
Marksman	Reroll 1's when shooting.										
											
LIFE: ♥ ♥ ♥		AP: ★ ★ ★		SMALL BEAST, RECRUIT							

CHUPACABRA		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	2	4	3	1	3	3	4	41
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	4	Reroll 1's in melee combat. Gain +1 ATT (added above).								
TRAITS AND ABILITIES											
Stealth (1)	Use 1 AP to create a Stealth Token (max 1). Enemy must use a Spot action to remove your token before they can shoot at you.										
											
LIFE: ♥ ♥ ♥		AP: ★ ★ ★		SMALL BEAST, RECRUIT							

HALFBREED		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	3	4	3	3	4	3	4	29
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	4	Reroll 1's in melee combat. Gain +1 ATT (added above).								
TRAITS AND ABILITIES											
Vicious	When you incapacitate an enemy they are removed from the game.										
											
LIFE: ♥ ♥ ♥		AP: ★ ★ ★		MORTAL, RECRUIT							

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\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

<b>JACKALOPE</b>		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	2	4	3	1	3	3	4	41
<b>GEAR</b>	<b>RANGE</b>	<b>DAM</b>	<b>NOTES</b>								
Natural Weapons	Melee	4	Reroll 1's in melee combat. Gain +1 ATT (added above).								
<b>TRAITS AND ABILITIES</b>											
Lunge		Gain +1 MOV and +1 ATT when charging.									
											
LIFE: ♥ ♥ ♥		AP: ★ ★ ★		SMALL BEAST, RECRUIT							

<b>MAUNTUACK</b>		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	2	4	3	1	3	3	4	41
<b>GEAR</b>	<b>RANGE</b>	<b>DAM</b>	<b>NOTES</b>								
Natural Weapons	Melee	4	Reroll 1's in melee combat. Gain +1 ATT (added above).								
<b>TRAITS AND ABILITIES</b>											
Manhunter		Gain +1 ATT or MRK when attacking Mortals.									
											
LIFE: ♥ ♥ ♥		AP: ★ ★ ★		SMALL BEAST, RECRUIT							

<b>SASQUATCH</b>		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		7	5	2	4	3	1	6	6	6	100
<b>GEAR</b>	<b>RANGE</b>	<b>DAM</b>	<b>NOTES</b>								
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide		Gain +1 ARM (Added above).									
<b>TRAITS AND ABILITIES</b>											
Follow Through		Free Move when you Incapacitate. Free attack if you move into Enemy threat range.									
Slam		Successful Melee hit will knock enemy out of threat range.									
											
LIFE: ♥ ♥ ♥ ♥ ♥ ♥		AP: ★ ★ ★		LARGE BEAST, VETERAN							

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# WEREBAT

Werebats thrive where others fear to tread like deep caves, moonlit ruins, and the forgotten spaces between. They are curious, sharp-eared, and uncomfortably perceptive, guided by instincts that pierce darkness and deception alike. Swift dives and sudden ambushes define their hunts, turning the night itself into a weapon. A Werebat doesn't simply find hidden things, they expose them.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WEREBAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	79
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
Wings			Grants the ability to Fly								
TRAITS AND ABILITIES											
Grace	Will never be targeted with Free Strikes.										
											
LIFE: ♥ ♥ ♥ ♥ ♥		AP: ★ ★ ★ ★		WEREBEAST, LARGE, RECRUIT							

DIRE WEREBAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	88
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
Wings			Grants the ability to Fly								
TRAITS AND ABILITIES											
Grace	Will never be targeted with Free Strikes.										
Manhunter	Gain +1 ATT or MRK when attacking Mortals.										
											
LIFE: ♥ ♥ ♥ ♥ ♥ ♥		AP: ★ ★ ★ ★		WEREBEAST, LARGE, VETERAN							

ALPHA WEREBAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	108
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
Wings			Grants the ability to Fly								
TRAITS AND ABILITIES											
Grace	Will never be targeted with Free Strikes.										
Manhunter	Gain +1 ATT or MRK when attacking Mortals.										
Assassin	Spend 1 AP to reroll any failed attack dice.										
											
LIFE: ♥ ♥ ♥ ♥ ♥ ♥ ♥		AP: ★ ★ ★ ★ ★		WEREBEAST, LARGE, HERO							

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# WEREBIRD

Werebirds are creatures of perspective, clarity, and sudden violence. Keen-eyed and restless, they track movement from impossible distances, always searching for the shift that breaks a stalemate. When the time comes to strike, they descend with startling speed, letting momentum carry their fury. A Werebird's greatest strength lies in seeing what others overlook, then choosing the exact moment to act.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WEREBIRD		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	79

GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).
Wings			Grants the ability to Fly

**TRAITS AND ABILITIES**

Stealth (1) *Use 1 AP to create a Stealth Token (max 1). Enemy must use a Spot action to remove your token before they can shoot at you.*

LIFE: ♥ ♥ ♥ ♥ ♥ AP: ★ ★ ★ ★ WEREBEAST, LARGE, RECRUIT

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DIRE WEREBIRD		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	88

GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).
Wings			Grants the ability to Fly

**TRAITS AND ABILITIES**

Stealth (2) *Use 1 AP to create a Stealth Token (max 2). Enemy must use a Spot action to remove your token before they can shoot at you.*

Infiltration *May deploy up to 6" beyond your deployment area.*

LIFE: ♥ ♥ ♥ ♥ ♥ ♥ AP: ★ ★ ★ ★ WEREBEAST LARGE, VETERAN

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ALPHA WEREBIRD		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	108

GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).
Wings			Grants the ability to Fly

**TRAITS AND ABILITIES**

Stealth (3) *Use 1 AP to create a Stealth Token (max 3). Enemy must use a Spot action to remove your token before they can shoot at you.*

Infiltration *May deploy up to 6" beyond your deployment area.*

Duck & Cover *Counts as being in soft cover when out in the open.*

LIFE: ♥ ♥ ♥ ♥ ♥ ♥ ♥ AP: ★ ★ ★ ★ ★ WEREBEAST, LARGE, HERO

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# WEREBISON

Werebison channel stubborn endurance and explosive power, the spirit of a soul that refuses to be pushed aside. They charge through obstacles and enemies with unstoppable momentum, each horn-tipped rush born from a lifetime of grit. Beneath their towering form lies a surprising calm, the steady patience of a creature that picks its moment carefully. When a Werebison commits, the world trembles to make room.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WEREBISON		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Warden	May take damage for a friendly model in threat range.										

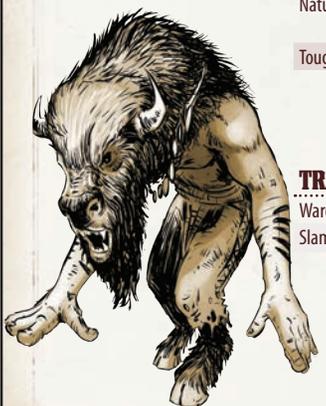


LIFE: 

AP: 

WEREBEAST, LARGE, RECRUIT

DIRE WEREBISON		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Warden	May take damage for a friendly model in threat range.										
Slam	Successful Melee hit will knock enemy out of threat range.										



LIFE: 

AP: 

WEREBEAST, LARGE, VETERAN

ALPHA WEREBISON		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Warden	May take damage for a friendly model in threat range.										
Slam	Successful Melee hit will knock enemy out of threat range.										
Smite	May reroll failed ATT dice.										



LIFE: 

AP: 

WEREBEAST, LARGE, HERO

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# WEREBOAR

Wereboars embody raw determination and unbreakable grit. Their tempers run hot and their resolve runs deep, driving them to crash through obstacles rather than skirt around them. Every fight becomes a contest of stubborn will. Quick to anger but just as quick to stand their ground for allies, they hit with the full weight of a creature that refuses to back down. A Wereboar's fury is as infamous as their loyalty, making them both feared and fiercely respected.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WEREBOAR		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Roll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Mighty	Never have ATT dice subtracted under any circumstances.										
LIFE:		AP:		WEREBEAST, LARGE, RECRUIT							

DIRE WEREBOAR		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Roll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Mighty	Never have ATT dice subtracted under any circumstances.										
Follow Through	Free Move when you Incapacitate. Free attack if you move into Enemy threat range.										
LIFE:		AP:		WEREBEAST, LARGE, VETERAN							

ALPHA WEREBOAR		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	6	Roll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Mighty	Never have ATT dice subtracted under any circumstances.										
Follow Through	Free Move when you Incapacitate. Free attack if you move into Enemy threat range.										
Fearless	Immune to Fear. Automatically passes any Bravery tests.										
LIFE:		AP:		WEREBEAST, LARGE, HERO							

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# WERECAT

Werecats move with quiet confidence, guided by precision, patience, and a razor-edged focus. They stalk their foes from high ledges and narrow passes, striking only when the moment is perfect. Calm in stillness and deadly in motion, they close the distance in a blur of claws and fury. A Werecat's grace hides the truth: every step is a calculated threat.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WERECAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76

GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Grace	Will never be targeted with Free Strikes.


LIFE:  AP:  WEREBEAST, LARGE, RECRUIT

DIRE WERECAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83

GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Grace	Will never be targeted with Free Strikes.
Agile Riposte	Make Free Strikes against enemies that charge you or completely miss you in melee combat.


LIFE:  AP:  WEREBEAST, LARGE, VETERAN

ALPHA WERECAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103

GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).

TRAITS AND ABILITIES	
Grace	Will never be targeted with Free Strikes.
Agile Riposte	Make Free Strikes against enemies that charge you or completely miss you in melee combat.
Pathfinder	Never slowed by any terrain features, treat all areas like open ground when moving.


LIFE:  AP:  WEREBEAST, LARGE, HERO

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# WERECROC

Werecrocs are patient predators shaped by discipline and raw force. They wait, watch, and study every motion around them, unleashing their power only when victory is certain. Once they commit, their jaws and claws strike with brutal finality, ending battles in single decisive bursts. A Werecroc's calm exterior hides something terrifying... absolute control over when the killing blow lands.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WERECROC		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Infiltration	May deploy up to 6" beyond your deployment area.										
LIFE:		AP:		WEREBEAST, LARGE, RECRUIT							

DIRE WERECROC		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Infiltration	May deploy up to 6" beyond your deployment area.										
Vicious	When you incapacitate an enemy they are removed from the game.										
LIFE:		AP:		WEREBEAST, LARGE, VETERAN							

ALPHA WERECROC		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Infiltration	May deploy up to 6" beyond your deployment area.										
Vicious	When you incapacitate an enemy they are removed from the game.										
Duck & Cover	Counts as being in soft cover when out in the open.										
LIFE:		AP:		WEREBEAST, LARGE, HERO							

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# WERERAT

Wererats flourish through cunning and adaptation. Clever, resourceful, and always thinking three steps ahead, they slip through cracks (both literal and figurative) where others see walls. Their fights are won before they begin, through traps, diversions, and well-timed strikes that turn chaos to their advantage. A Wererat survives not by strength, but by outwitting anything foolish enough to corner them.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WERERAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Skirmisher	Successful melee attacks count as finesse attacks, allowing you to leave melee combat.										
LIFE:		♥ ♥ ♥ ♥ ♥		AP:		★ ★ ★ ★		WEREBEAST, LARGE, RECRUIT			

DIRE WERERAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Skirmisher	Successful melee attacks count as finesse attacks, allowing you to leave melee combat.										
Agile Riposte	Make Free Strikes against enemies that charge you or completely miss you in melee combat.										
LIFE:		♥ ♥ ♥ ♥ ♥ ♥		AP:		★ ★ ★ ★		WEREBEAST, LARGE, VETERAN			

ALPHA WERERAT		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Skirmisher	Successful melee attacks count as finesse attacks, allowing you to leave melee combat.										
Agile Riposte	Make Free Strikes against enemies that charge you or completely miss you in melee combat.										
Infiltration	May deploy up to 6" beyond your deployment area.										
LIFE:		♥ ♥ ♥ ♥ ♥ ♥ ♥		AP:		★ ★ ★ ★ ★		WEREBEAST, LARGE, HERO			

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# WERESNAKE

Weresnakes are creatures of calculation and quiet menace, shaped by a life lived on the edge of danger. Their instincts sharpen into patient, coiled focus—waiting for the perfect moment to strike rather than wasting strength on bluster. Every motion is deliberate, every word measured, every ambush earned through observation. When they commit, their attack is swift, precise, and final.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WERESNAKE		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Assassin	Spend 1 AP to reroll any failed attack dice.										
LIFE:		AP:		WEREBEAST, LARGE, RECRUIT							

DIRE WERESNAKE		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Assassin	Spend 1 AP to reroll any failed attack dice.										
Agile Riposte	Make Free Strikes against enemies that charge you or completely miss you in melee combat.										
LIFE:		AP:		WEREBEAST, LARGE, VETERAN							

ALPHA WERESNAKE		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Assassin	Spend 1 AP to reroll any failed attack dice.										
Agile Riposte	Make Free Strikes against enemies that charge you or completely miss you in melee combat.										
Stealth (3)	Use 1 AP to create a Stealth Token (max 3. Enemy must use a Spot action to remove your token before they can shoot at you).										
LIFE:		AP:		WEREBEAST, LARGE, HERO							

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# WERESTAG

Werestags carry an air of fierce dignity, their spirits tied to the vast, untamed wilderness. They move with swift, sweeping grace, but beneath that calm runs a powerful territorial instinct. When threatened, they lower their antlers and charge with breathtaking force, turning open ground into a battlefield of momentum and pride. A Werestag balances vigilance with nobility. Ever watchful, ever ready to defend what they hold dear, standing tall even when the world tries to bend them.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WERESTAG		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76



GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Pathfinder	Never slowed by any terrain features, treat all areas like open ground when moving.
------------	---

LIFE: 
AP: 
WEREBEAST, LARGE, RECRUIT

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DIRE WERESTAG		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83



GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Pathfinder	Never slowed by any terrain features, treat all areas like open ground when moving.
Mighty	Never have ATT dice subtracted under any circumstances.

LIFE: 
AP: 
WEREBEAST, LARGE, VETERAN

---

ALPHA WERESTAG		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103



GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).
Tough Hide			Gain +1 ARM (Added above).

**TRAITS AND ABILITIES**

Pathfinder	Never slowed by any terrain features, treat all areas like open ground when moving.
Mighty	Never have ATT dice subtracted under any circumstances.
Skirmisher	Successful melee attacks count as finesse attacks, allowing you to leave melee combat.

LIFE: 
AP: 
WEREBEAST, LARGE, HERO

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# WEREWOLF

Werewolves embody relentless instinct and burning resolve. Fierce, loyal, and driven, they charge into danger with the confidence of a creature born to lead the hunt. Their senses sharpen to every threat, and once they fix on a quarry they pursue it with tireless determination. Whether guarding their pack or running down an enemy through the dark, a Werewolf is a force that refuses to yield.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

WEREWOLF		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	3	3	5	5	76
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Assassin	Spend 1 AP to reroll any failed attack dice.										
LIFE:		AP:		WEREBEAST, LARGE, RECRUIT							

DIRE WEREWOLF		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	3	3	3	4	4	3	6	5	83
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	5	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Assassin	Spend 1 AP to reroll any failed attack dice.										
Vicious	When you incapacitate an enemy they are removed from the game.										
LIFE:		AP:		WEREBEAST, LARGE, VETERAN							

ALPHA WEREWOLF		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		6	4	4	4	5	4	4	7	6	103
GEAR	RANGE	DAM	NOTES								
Natural Weapons	Melee	6	Reroll 1's in melee combat. Gain +1 ATT (added above).								
Tough Hide			Gain +1 ARM (Added above).								
TRAITS AND ABILITIES											
Assassin	Spend 1 AP to reroll any failed attack dice.										
Vicious	When you incapacitate an enemy they are removed from the game.										
Manhunter	Gain +1 ATT or MRK when attacking Mortals.										
LIFE:		AP:		WEREBEAST, LARGE, HERO							

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# DEMONS

Demons are malevolent entities born of corruption, summoned from realms unknown or awakened by forbidden power. They feed on fear and suffering, warping the land around them with their presence. To face a demon is to face a force that exists only to destroy.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

HELLION		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	2	1	4	3	3	3	4	4	32
GEAR	RANGE	DAM	NOTES								
Melee Weapon	Melee	4									
TRAITS AND ABILITIES											
Powers	May use Corruption Powers.										
Fear (3)	Issue 3 Panic Tokens to models in threat range.										
Manhunter	Gain +1 ATT or MRK when attacking Mortals.										
LIFE:		AP:		DEMON, RECRUIT							

FIEND		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		4	4	1	4	3	4	3	6	5	57
GEAR	RANGE	DAM	NOTES								
Melee Weapon	Melee	5									
TRAITS AND ABILITIES											
Powers	May use Corruption Powers.										
Fear (4)	Issue 4 Panic Tokens to models in threat range.										
Smite	May reroll failed ATT dice.										
Assassin	Spend 1 AP to reroll any failed attack dice.										
LIFE:		AP:		DEMON, VETERAN							

INCUBI		MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
		5	3	3	5	5	4	2	3	3	53
GEAR	RANGE	DAM	NOTES								
Melee Weapon	Melee	3									
Wings	Grants the ability to Fly										
TRAITS AND ABILITIES											
Powers	May use Corruption Powers.										
Fear (4)	Issue 4 Panic Tokens to models in threat range.										
Assassin	Spend 1 AP to reroll any failed attack dice.										
Skirmisher	Successful melee attacks count as finesse attacks, allowing you to leave melee combat.										
LIFE:		AP:		DEMON, VETERAN							

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# DEMONS

Demons are malevolent entities born of corruption, summoned from realms unknown or awakened by forbidden power. They feed on fear and suffering, warping the land around them with their presence. To face a demon is to face a force that exists only to destroy.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

## PRIMEVIL

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
5	5	5	6	5	5	3	4	4	65



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	4	

**TRAITS AND ABILITIES**

Powers	May use Corruption Powers.
Fear (5)	Issue 5 Panic Tokens to models in threat range.
Manhunter	Gain +1 ATT or MRK when attacking Mortals.
Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.

LIFE: ♥ ♥ ♥ ♥
AP: ★ ★ ★ ★ ★
DEMON, HERO

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## MALIGNANT

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
6	6	5	5	4	5	5	8	6	117



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	6	
Wings			Grants the ability to Fly

**TRAITS AND ABILITIES**

Powers	May use Corruption Powers.
Fear (5)	Issue 5 Panic Tokens to models in threat range.
Follow Through	Free Move when you Incapacitate. Free attack if you move into Enemy threat range.
Mighty	Never have ATT dice subtracted under any circumstances.
Vicious	When you incapacitate an enemy they are removed from the game.

LIFE: ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥
AP: ★ ★ ★ ★ ★
DEMON, HERO

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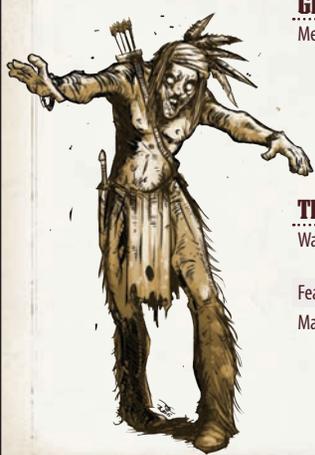
# UNDEAD

The undead are twisted echoes of life. Shambling corpses, blood-drinking vampires, cursed revenants, and other horrors that defy death. Some are raised through dark rituals, others return with unfinished business. They do not sleep, they do not feel, and they do not stop.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

## ZOMBIE

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
3	2	2	3	2	1	3	3	4	22



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	4	

**TRAITS AND ABILITIES**

Walking Plague	Mortals incapacitated in melee make WP test (TN 4), if failed the model is removed and replaced with a zombie model.
Fear (3)	Issue 3 Panic Tokens to models in threat range.
Marauder	Charge distance is double your MOV (8").

LIFE: ♥ ♥ ♥

AP: ★ ★

UNDEAD, RECRUIT

## WENDIGO

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	3	2	4	3	3	3	4	4	36



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	4	

**TRAITS AND ABILITIES**

Walking Plague	Mortals incapacitated in melee make WP test (TN 4), if failed the model is removed and replaced with a zombie model.
Fear (4)	Issue 4 Panic Tokens to models in threat range.
Follow Through	Free Move when you Incapacitate. Free attack if you move into Enemy threat range.
Vicious	When you incapacitate an enemy they are removed from the game.

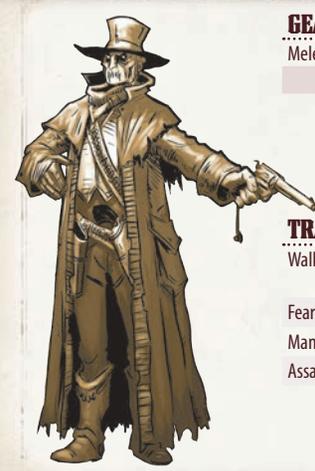
LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

UNDEAD, VETERAN

## REVENANT

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
4	2	3	4	3	3	3	4	4	36



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	4	

**TRAITS AND ABILITIES**

Walking Plague	Mortals incapacitated in melee make WP test (TN 4), if failed the model is removed and replaced with a zombie model.
Fear (4)	Issue 4 Panic Tokens to models in threat range.
Manhunter	Gain +1 ATT or MRK when attacking Mortals.
Assassin	Spend 1 AP to reroll any failed attack dice.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

UNDEAD, VETERAN

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# UNDEAD

The undead are twisted echoes of life. Shambling corpses, blood-drinking vampires, cursed revenants, and other horrors that defy death. Some are raised through dark rituals, others return with unfinished business. They do not sleep, they do not feel, and they do not stop.

\* Note: These character cards are only compatible with the Blackwater Gulch 3rd Edition rules.

## HULK

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
5	3	3	2	2	2	5	8	8	99



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	8	

**TRAITS AND ABILITIES**

Walking Plague	Mortals incapacitated in melee make WP test (TN 4), if failed the model is removed and replaced with a zombie model.
Fear (4)	Issue 4 Panic Tokens to models in threat range.
Slam	Successful Melee hit will knock enemy out of threat range.
Smite	May reroll failed ATT dice.

LIFE: 
AP: 
UNDEAD, VETERAN

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## VAMPIRE

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
5	5	3	5	5	4	3	5	5	61



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	5	

**TRAITS AND ABILITIES**

Walking Plague	Mortals incapacitated in melee make WP test (TN 4), if failed the model is removed and replaced with a zombie model.
Fear (5)	Issue 5 Panic Tokens to models in threat range.
Assassin	Spend 1 AP to reroll any failed attack dice.
Vicious	When you incapacitate an enemy they are removed from the game.
Infiltration	May deploy up to 6" beyond your deployment area.

LIFE: 
AP: 
UNDEAD, HERO

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