

ADAM JAMES

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 66



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
Pistol	10"	4	May be used as a melee weapon.

TRAITS AND ABILITIES

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

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BOUNTY HUNTER, VETERAN

ASHTON CAMPBELL

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



GEAR	RANGE	DAM	NOTES
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
Great Weapon	Melee	5	Two-Handed.
Grimoire			May use Corruption Powers.

TRAITS AND ABILITIES

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

POWER

MANA	TN	RANGE	NOTES
Agony	1	6+	12" Target model loses 1 AP per success.

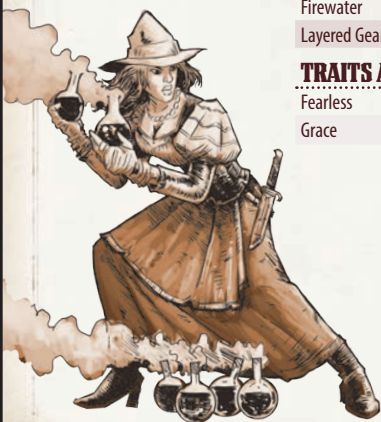
LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL HEXER, VETERAN

THE BELLE WITCH

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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL MOONSHINER, VETERAN

BONESHIRT

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



GEAR	RANGE	DAM	NOTES
Repeating Rifle	12"	4	Suppressive Fire.
Totem			May use Wildcraft Rituals.
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.
Duck & Cover	Counts as being in soft cover when out in the open.

RITUAL

MANA	TN	RANGE	NOTES
Tremor	1	4+	16" Inflict 1 DAM3 hit per success, knocks target down.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL SHAMAN, VETERAN

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BROOKE

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



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).
Comfortable Boots			Gain +1 MOV (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 GUNSLINGER, VETERAN

BUTTERCUP

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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, VETERAN

CABO MENDOZA

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 RANGER, VETERAN

CARL WILLIAMS

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).
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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, VETERAN

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CAROL FRANKLIN

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 RANGER, RECRUIT

CHANG

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.

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 GUNSLINGER, VETERAN

CLINTON WALES

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 4 4 3 4 4 4 4 56



GEAR RANGE DAM NOTES

Two Pistols 10" 4 Gain +1 MRK (added above). May be used as a Melee weapon.

Reinforced Wear Gain +2 ARM (Added above). Hindering.

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 GUNSLINGER, VETERAN

COLIN BUCHANAN

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 56



GEAR RANGE DAM NOTES

Great Weapon Melee 5 Two-Handed.

Pistol 10" 4 May be used as a melee weapon.

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 GUARDIAN, VETERAN

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CORPORAL WATSON

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 HUNTER, VETERAN

CORPORAL AMBLER

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 RANGER, VETERAN

DAVID ANDERSON

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.
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LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL RANGER, RECRUIT

DIEGO TOREZ

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 HUNTER, VETERAN

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DOC LLOYD

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 56



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.
Marksman	Reroll 1's when shooting.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BOUNTY HUNTER, VETERAN

DR. HOO

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 3 4 4 44



GEAR RANGE DAM NOTES

Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
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 DOCTOR, VETERAN

DR. SIMMONS

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 3 4 4 49



GEAR RANGE DAM NOTES

Two Pistols	10"	4	Gain +1 MRK (added above). May be used as a Melee weapon.
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 DOCTOR, VETERAN

DR. TRENT DOUGALL

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 3 4 4 44



GEAR RANGE DAM NOTES

Repeating Rifle	12"	4	Suppressive Fire.
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 DOCTOR, VETERAN

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EDIE JENNINGS

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.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, RECRUIT

ESTEBAN CRUZ

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



GEAR	RANGE	DAM	NOTES
Two Hand Weapons	Melee	4	Gain +1 ATT (added above).
Reinforced Wear			Gain +2 ARM (Added above), Hindering.

TRAITS AND ABILITIES
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 WRASSLER, VETERAN

FAR SEEING HAWK

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 SCOUT, RECRUIT

GRAMPS FILLICKSON

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 PROSPECTOR, VETERAN

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HUGH BROCKET

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



GEAR	RANGE	DAM	NOTES
Two Hand Weapons	Melee	4	Gain +1 ATT (added above).
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Follow Through	Free Move when you Incapacitate. Free attack if you move into Enemy threat range.
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LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL WRASSLER, RECRUIT

JACOB SPARKS

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 56



GEAR	RANGE	DAM	NOTES
Great Weapon	Melee	5	Two-Handed.
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
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 GUARDIAN, VETERAN

JANEY BOWER

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 46



GEAR	RANGE	DAM	NOTES
Firewater	6"	4	Area of Effect, Burning.
Pistol	10"	4	May be used as a melee weapon.
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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL MOONSHINER, VETERAN

JEB WILLIAMS

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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, VETERAN

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JEN CHOI

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 4 3 4 3 4 5 4 4 56



GEAR	RANGE	DAM	NOTES
Two Hand Weapons	Melee	4	Gain +1 ATT (added above).
Pistol	10"	4	May be used as a melee weapon.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.

TRAITS AND ABILITIES

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 WRASSLER, VETERAN

JOHN BLACKWOOD

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



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Pistol	10"	4	May be used as a melee weapon.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.

TRAITS AND ABILITIES

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

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BOUNTY HUNTER, VETERAN

JUAN CARLOS

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.
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LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BACKBONE, RECRUIT

JULIE FRAI

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 56



GEAR	RANGE	DAM	NOTES
Great Weapon	Melee	5	Two-Handed.
Pistol	10"	4	May be used as a melee weapon.
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 GUARDIAN, VETERAN

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LEE ROLAND

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



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

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

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL RANGER, VETERAN

LIEUTENANT THOMPSON

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 56



GEAR	RANGE	DAM	NOTES
Longarm	18"	4	Accurate.
Smellin' Salts		4	May revive fallen models.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.

TRAITS AND ABILITIES

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

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BOUNTY HUNTER, VETERAN

LILY

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 3 4 4 44



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

MAGGIE JONES

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

Infiltration	May deploy up to 6" beyond your deployment area.
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LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BREACHER, RECRUIT

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MARIA

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.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BACKBONE, RECRUIT

MICKEY FINN

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).
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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 GUNSLINGER, VETERAN

MOHAWK

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 WATCHER, VETERAN

NATE WINSTON

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).
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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 GUNSLINGER, VETERAN

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NED McNULTY

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



GEAR

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

TRAITS AND ABILITIES

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

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, RECRUIT

NINA BLACKBURN

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



GEAR

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

Longarm RANGE 18" DAM 4 Accurate.

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 PROSPECTOR, VETERAN

OLAF SVENSON

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



GEAR

Two Hand Weapons MELEE 4 Gain +1 ATT (added above).

Layered Gear Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Follow Through Free Move when you Incapacitate. Free attack if you move into Enemy threat range.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL WRASSLER, RECRUIT

OLEANDER

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



GEAR

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

Two Hand Weapons MELEE 4 Gain +1 ATT (added above).

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 PROSPECTOR, VETERAN

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NED McNULTY

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



GEAR

Pistol

RANGE

10"

DAM

4

NOTES

May be used as a melee weapon.

TRAITS AND ABILITIES

Infiltration

May deploy up to 6" beyond your deployment area.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, RECRUIT

REVEREND SHEPARD

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 46



GEAR

Shotgun

RANGE

6"

DAM

5

NOTES

Armour Piercing. Long Range adds Inaccurate.

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 PREACHER, VETERAN

ROYCE WILLIAMS

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



GEAR

Shotgun

RANGE

6"

DAM

5

NOTES

Armour Piercing. Long Range adds Inaccurate.

TRAITS AND ABILITIES

Infiltration

May deploy up to 6" beyond your deployment area.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BREACHER, RECRUIT

RUTHIE MAE

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 46



GEAR

Repeating Rifle

RANGE

12"

DAM

4

NOTES

Suppressive Fire.

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 PREACHER, VETERAN

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SALVADOR DIAZ

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



GEAR RANGE DAM NOTES

Two Hand Weapons Melee 4 Gain +1 ATT (added above).
Layered Gear Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Follow Through Free Move when you Incapacitate. Free attack if you move into Enemy threat range.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL WRASSLER, RECRUIT

SAM WINSTON

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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, VETERAN

SANCHO

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.

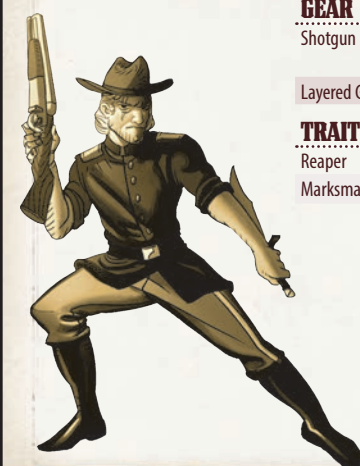
LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BACKBONE, RECRUIT

SERGEANT CONNORS

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 Reroll 1's when shooting.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL SLAYER, VETERAN

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SHADOW ON STONE

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



GEAR

Bow

RANGE DAM NOTES

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 SCOUT, RECRUIT

SHAMUS MCFOX

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



GEAR

Two Pistols

RANGE DAM NOTES

10" 4 Gain +1 MRK (added above). 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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BACKBONE, VETERAN

SILENT REED

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



GEAR

Bow

RANGE DAM NOTES

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 SCOUT, RECRUIT

STAN DAVIS

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



GEAR

Pistol

RANGE DAM NOTES

10" 4 May be used as a melee weapon.

TRAITS AND ABILITIES

Infiltration

May deploy up to 6" beyond your deployment area.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, RECRUIT

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SUSANA LA LOBA

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 3 4 3 4 5 4 4 46



GEAR	RANGE	DAM	NOTES
Firewater	6"	4	Area of Effect, Burning.
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL MOONSHINER, VETERAN

THE NORWEGIAN

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

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

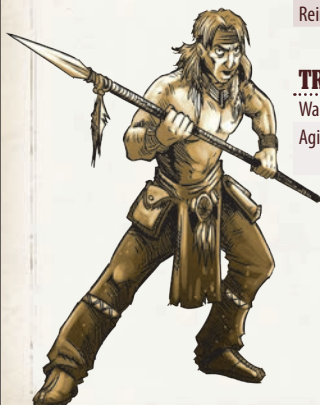
LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BREACHER, VETERAN

THE SPEARMAN

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	5	Two-Handed.
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 GUARDIAN, VETERAN

TOP HAT

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.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

MORTAL GUNSLINGER, VETERAN

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UNCLE ZEKE

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



GEAR

Shotgun

RANGE

6"

DAM

5

NOTES

Armour Piercing. Long Range adds Inaccurate.

TRAITS AND ABILITIES

Infiltration

May deploy up to 6" beyond your deployment area.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★

MORTAL BREACHER, RECRUIT

WU TENG

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



GEAR

Two Hand Weapons

RANGE

Melee

DAM

4

NOTES

Gain +1 ATT (added above).

Reinforced Wear

Gain +2 ARM (Added above), Hindering.

TRAITS AND ABILITIES

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 WRASSLER, VETERAN

CAMAZOTZ

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



GEAR

Natural Weapons

RANGE

Melee

DAM

5

NOTES

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: ★ ★ ★ ★

DIRE WEREBEAST, VETERAN, LARGE

KRAKRAK

MOV ATT MRK DEF IV WP ARM EN DAM COST
6 3 3 3 4 4 3 6 5 98



GEAR

Natural Weapons

RANGE

Melee

DAM

5

NOTES

Reroll 1's in melee combat. Gain +1 ATT (added above).

Great Weapon

Melee

5

Two-Handed.

Totem

May use Wildcraft Rituals.

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: ★ ★ ★ ★

DIRE WEREBIRD, VETERAN, LARGE

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NANDI

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).
Great Weapon	Melee	5	Two-Handed.
Totem			May use Wildcraft Rituals.

TRAITS AND ABILITIES

Follow Through	Free Move when you Incapacitate. Free attack if you move into Enemy threat range.
Smite	May reroll failed ATT dice.

RUGAROO

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).
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.
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: ★ ★ ★ ★

DIRE WEREBEAR, VETERAN, LARGE

LIFE: ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

DIRE WEREWOLF, VETERAN, LARGE

SHUNKA

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.

SNARLFANG

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).
Repeating Rifle	12"	4	Suppressive Fire.
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: ★ ★ ★ ★

DIRE WEREWOLF, VETERAN, LARGE

LIFE: ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

DIRE WERECAT, VETERAN, LARGE

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TUNKA

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).
Great Weapon	Melee	5	Two-Handed.
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: ★ ★ ★ ★

DIRE WEREBISON, VETERAN, LARGE

WARAKIN

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.

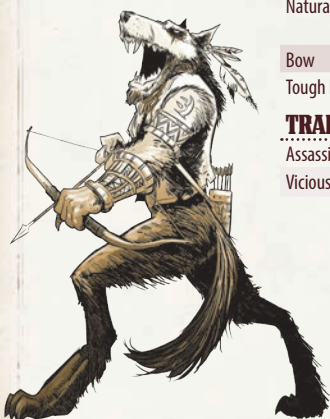
LIFE: ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

DIRE WEREWOLF, VETERAN, LARGE

WILDEYE

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).
Bow	10"	4	Silent.
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: ★ ★ ★ ★

DIRE WEREWOLF, VETERAN, LARGE

YAKWAHE

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

Follow Through	Free Move when you Incapacitate. Free attack if you move into Enemy threat range.
Smite	May reroll failed ATT dice.

LIFE: ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

DIRE WEREBEAR, VETERAN, LARGE

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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

JACKALOPE

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

Lunge

Gain +1 MOV and +1 ATT when charging.



LIFE: ♥ ♥ ♥

AP: ★ ★ ★

SMALL BEAST, RECRUIT

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MAUNTUACK

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

Manhunter Gain +1 ATT or MRK when attacking Mortals.



LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

SMALL BEAST, RECRUIT

SASQUATCH

MOV ATT MRK DEF IV WP ARM EN DAM COST
7 5 2 4 3 1 6 6 6 100

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

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

BLACK EYED CHILDREN

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 2 1 4 3 3 3 4 4 42

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.

POWER MANA TN RANGE NOTES

Agony 1 6+ 12" Target model loses 1 AP per success.



LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★

DEMON HELLION, RECRUIT

JACOB

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 5 1 4 3 4 3 6 5 72

GEAR RANGE DAM NOTES

Two Hand Weapons Melee 5 Gain +1 ATT (added above).

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.

POWER MANA TN RANGE NOTES

Hellblade 2 4+ Self Creates a magical weapon that adds +1 die per success to your Attack Pool.



LIFE: ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★

DEMON FIEND, VETERAN

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MR. KREEPER

MOV ATT MRK DEF IV WP ARM EN DAM COST
5 3 3 5 5 4 2 3 3 63



GEAR	RANGE	DAM	NOTES
Great Weapon	Melee	4	Two-Handed.
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.		
POWER	MANA	TN	RANGE NOTES
Lifeleach	1	4+	12"
			Inflicts 1 Damage (DAM) 3 hit per success on a single target. Gains 1 EN per success, which can be transferred to any model within 6" of the caster.

LIFE: ♥ ♥ ♥

AP: ★ ★ ★ ★ ★

DEMON INCUBI, VETERAN

THE RAKE

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 5 1 4 3 4 3 6 5 72



GEAR	RANGE	DAM	NOTES
Two Hand Weapons	Melee	5	Gain +1 ATT (added above).
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.		
POWER	MANA	TN	RANGE NOTES
Agony	1	6+	12" Target model loses 1 AP per success.

LIFE: ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★

DEMON FIEND, VETERAN

THE JERSEY DEVIL

MOV ATT MRK DEF IV WP ARM EN DAM COST
6 6 5 5 4 5 5 8 6 127



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.		
POWER	MANA	TN	RANGE NOTES
Hellfire	2	5+	12" Inflicts 1 Damage (DAM) 5 hit per success, and may allocate to 1 additional enemy mode per success within 12" of you.

LIFE: ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MALIGNANT DEMON, HERO

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 ZOMBIE, RECRUIT

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CHARLIE GRAVES

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



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

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 REVENANT, VETERAN

DONNER

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 2 4 3 3 3 4 4 41



GEAR	RANGE	DAM	NOTES
Melee Weapon	Melee	4	
Shotgun	6"	5	Armour Piercing. Long Range adds Inaccurate.

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 WENDIGO, VETERAN

EATER OF HEARTS

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 3 2 4 3 3 3 4 4 41



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

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 WENDIGO, VETERAN

FESTER

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 WENDIGO, VETERAN

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