

CAPTAIN NATHAN REINHOLDT

MOV ATT MRK DEF IV WP ARM EN DAM COST
5 4 5 5 4 4 6 5 5 94



GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Comfortable Boots			Gain +1 MOV (Added above).

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.
Gambler	Friendly models may reroll any one D6 once per round for an actions or interrupt.

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL BACKBONE, HERO

CHIEF BLOODWOLF

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 4 4 5 4 4 7 5 5 114



GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
ForeverSharp	Melee	6	Two-Handed. Silver.
Fortified Outfit			Gain +3 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.
Fearless	Immune to Fear. Automatically passes any Bravery tests.
Stone Under Moon	Friendly models gain the Fearless ability when fighting against Werebeasts.

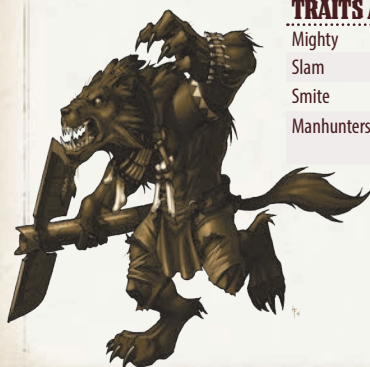
LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL GUARDIAN, HERO

CROATOAN

MOV ATT MRK DEF IV WP ARM EN DAM COST
6 4 4 4 5 4 3 7 6 118



GEAR	RANGE	DAM	NOTES
Crusher Staff	Melee	7	Two-Handed. Vorpall.
Tough Hide			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Mighty	Never have dice subtracted from their ATT
Slam	Successful Melee hits knock enemies out of Threat Range.
Smite	May spend 1 AP to reroll all missed ATT dice.
Manhunters	Friendly models may reroll any missed dice when they are fighting against Mortals in melee combat, once per activation.

LIFE: ♥ ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★ ★

WEREWOLF ALPHA, HERO

EL JEFE

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



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).
Snake Oil			Consume to heal 1 lost wound.

TRAITS AND ABILITIES

Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.
Marksmen	Reroll 1's when shooting.
¡Adelante!	Friendly Models within 12" of El Jefe at the start of their activation gains +1 MOV (including himself, added above).

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL GUNSLINGER, HERO

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J. W. CLARKSON

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 4 4 5 4 4 5 5 5 89



GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
Templar Axe	Melee	6	Two-Handed. Holy.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Righteous	Gain +1 MRK or ATT when attacking Demons.
Marksman	Reroll 1's when shooting.
Fearless	Immune to Fear. Automatically passes any Bravery tests.
Shielded by Faith	Friendly models may reroll any failed bravery test when fighting agasint Demons or Undead.

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL WATCHER, HERO

LADY NIGHTSHADE

MOV ATT MRK DEF IV WP ARM EN DAM COST
5 4 5 5 4 4 5 5 5 89



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).
Snake Oil			Consume to heal 1 lost wound.

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.
Velvet Trigger	All female models in her posse gain +1 MRK (including herself, added above).

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL GUNSLINGER, HERO

MAJOR WILDE

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 4 5 5 4 4 6 5 5 94



GEAR	RANGE	DAM	NOTES
Two Pistols	10"	4	Gain +1 MRK (added above). May be used as a Melee weapon.
Silver Cavalry Saber	Melee	5	Silver.
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.
Marksman	Reroll 1's when shooting.
Iron Sights	Any friendly model armed with a Longarm, Shotgun, or Repeating Rifle gains +1 MRK when performing a Focused ranged attack.

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL GUNSLINGER, HERO

MISS LAVOE

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 4 4 5 4 4 5 5 5 99



GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
Hex Staff	Melee	6	Two-Handed. Vorpall.
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.
Adept	Reroll 1's when attempting to Draw Mana.
Eaters of the Dead	Friendly Undead models may feast upon incapacitated models. Make a EN test with TN 6, regain 1 lost point of health for each success
Necromancy	May recruit Undead.

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL HEXER, HERO

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MR. FOO

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 5 4 5 4 4 6 5 5 84



GEAR	RANGE	DAM	NOTES
Tow Hand Weapons	Melee	5	Gain +1 ATT (added above).
Reinforced Wear			Gain +2 ARM (Added above). Hindering.

TRAITS AND ABILITIES

Follow Through	Make a full MOV action after incapacitating an enemy.
Armsman	Reroll 1's when attacking in melee combat.
Marauder	Declare charge for free as long as enemy is within double MOV distance, only once per activation.
Ghost Step	Friendly models may leave melee combat without provoking free strikes. If a model also has the Grace ability, they will gain +1 MOV when leaving melee combat.

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL WRASSLER, HERO

SHERIFF DAWSON

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 4 4 5 4 4 6 5 5 94



GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
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.
Marksman	Reroll 1's when shooting.
Grit	When wounded, reroll 1's when making ARM roll.
Stonewall	Friendly models treat soft cover as hard cover (only when acutally in cover, this does not combine with Duck & Cover).

LIFE: ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL BOUNTY HUNTER, HERO

THE TALL MAN

MOV ATT MRK DEF IV WP ARM EN DAM COST
5 5 5 6 5 5 4 4 4 94



GEAR	RANGE	DAM	NOTES
Unholy Cane	Melee	4	Vorpal.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Powers	May select up to 3 Corruption Powers.
Marauder	Declare charge for free as long as enemy is within double MOV distance, only once per activation.
Follow Through	Make a full MOV action after incapacitating an enemy.
Relentless	All Demons following The Tall Man do not become Incapacitated when they are reduced to 0 EN. Instead they will continue to act normally until they receive one more point of damage, or the turn in which they were Incapacitated ends. If wounded again, they are completely removed from the battlefield.
Beguile	May recruit Mortals.

LIFE: ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★ ★

PRIMEVIL DEMON, HERO

TINY

MOV ATT MRK DEF IV WP ARM EN DAM COST
5 4 3 4 4 4 6 7 7 135



GEAR	RANGE	DAM	NOTES
Hand Weapon	Melee	7	
Miss Bessie	12"	6	Inccurate. Suppressive Fire. Artillery.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.

TRAITS AND ABILITIES

Big Iron	May equip artillery like a normal gun, large models only.
Grit	When wounded, reroll 1's when making ARM roll.
Inspiring	All friendly models within 6" gain +1 WP. Not cumulative.
Get Behind Me	Any friendly model in Tiny's threat range or behind him will be treated as if they are in heavy cover. Additionally, he will not block line of sight for the members of his posse, they may shoot through him.

LIFE: ♥ ♥ ♥ ♥ ♥ ♥ ♥

AP: ★ ★ ★ ★

MORTAL BIG IRON, HERO

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WAMPUS

MOV ATT MRK DEF IV WP ARM EN DAM COST
6 5 5 4 5 4 3 7 6 128



GEAR	RANGE	DAM	NOTES
Natural Weapons	Melee	6	Reroll 1 missed die with melee attacks. +1 ATT (added above).
Two Pistols	10"	4	Gain +1 MRK (added above). May be used as a Melee weapon.
Tough Hide			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Infiltration	May deploy up to 6" beyond your deployment area.
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.
Wormwood Wrath	Enemy Mortal models within 6" of any member of Wampus's pack suffer -1 to Willpower. This penalty stacks if affected by multiple models.

LIFE: ♥ ♥ ♥ ♥ ♥ ♥ ♥ AP: ★ ★ ★ ★ ★

WERECAT ALPHA, HERO

WILT CLANCY

MOV ATT MRK DEF IV WP ARM EN DAM COST
4 4 5 5 4 4 6 5 5 84



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.
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.
Dirty Fighters	Friendly models gain +1 ATT when fighting a target that is already engaged in melee combat. Additionally, they may target incapacitated models, wounding them will remove them from the game as a casualty.

LIFE: ♥ ♥ ♥ ♥ ♥ AP: ★ ★ ★ ★ ★

MORTAL GUNSLINGER, HERO

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