

CAMAZOTZ

12PTS

FACE, HEX, MUTATION, DARK NATION, TAINTED



1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to all of its Attributes until the start of its next Activation.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

SKY-LEAP: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impossible terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.



v3.04c

SPIRIT BLAST

ATTUNED, TORRENT, SPECIAL
DISORDER

BLAZING FISTS

HAZARDOUS

RNG PRC ROA

- -2 1

- -1 2



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CARCOSA REX

22PTS

BOSS, LEGENDARY, HEX, CARCOSA, MYTH, TAINTED



1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

COUNTER INTELLIGENCE: For each Unit in the Force that has this rule, once both sides have deployed but before any Trailfinder moves have been made, the players take it in Rounds (in initiative order) to redeploy a single Unit within their Deployment Zone if they wish. Each additional instance of Counter Intelligence in a Force allows an additional Unit to be redeployed. Each Unit may only be redeployed once.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must take a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been applied to it at that time. If failed, the Condition remains as normal.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may take a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

PRIMAL URGE: At the end of this Unit's Activation, a single CARCOSA Unit within 7" of this Unit may immediately Activate provided it has not yet Activated this round. The Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.



v3.04c

"NIGHTBRINGER"

LINKED, BRUTAL, REFINED
FATAL

HEAVY TRIBAL AXE

BRUTAL
FATAL

RNG PRC ROA

13" -2 2

1" -2 1



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CASTOR

7PTS

SPECIALIST, HEX, MUTATION, TAINTED



1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

LOYAL COMPANION (VICTOR BEITEL): Viktor Beitel is the Companion for this Unit. This Unit may only use weapons with the Special quality if it is within 10" of a Companion. REACTION - If a Companion is the Initial Target of an attack and this Unit is within 5" of it, this Unit becomes the Initial Target of the attack instead. Still calculate range, Line of Sight etc to a Companion but resolve the Grit Check on this Unit.



v3.04c

VICIOUS BITE

SPECIAL, BRUTAL, LETHAL

FRENZIED ATTACK

SPECIAL, BRUTAL, LETHAL

RNG PRC ROA

- -1 2

- -3 1



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CEMETARY KRIMINAL

13PTS

FACE, LEGENDARY, HEX, OUTLAWS, NAZOMBU, MERCENARY, TAINTED



1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

ABSORBED ESSENCE: SPECIAL ACTION - During its Activation, this Unit may target a non-LEGENDARY enemy Unit within 5". The Enemy Unit loses all unspent Fortune. This Unit gains Fortune equal to the number of unspent Fortune lost by the enemy Unit for the remainder of this Activation.

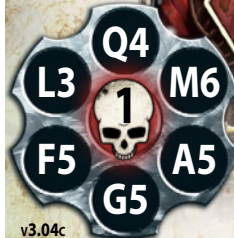
CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.



v3.04c

SHADOW VORTEX

SPECIAL, LETHAL, BLAST, CLOSE WORK
FATAL

MORTICIAN'S BLADE

FATAL

RNG PRC ROA

8" -2 1

- -1 1

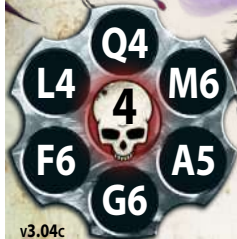


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CHESTER BARREMAN

21PTS

BOSS, LEGENDARY, HEX, HUMAN, PATH OF CHRONOZON, TAINTED



v3.04c

HEX BOLT
SHRED, REFINED
LETHAL

	RNG	PRC	ROA
10"	-1	3	

SPECTRE OF CHRONOZON
SPECIAL, REFINED
BRUTAL

	RNG	PRC	ROA
3"	-4	2	

SPIRIT CLAW
ATTUNED

	RNG	PRC	ROA
-	-1	2	



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CHESTER BARREMAN

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, (For more details see p.12 of the Rules)

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

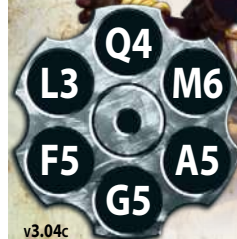
IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

MALEFIC AURA: At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

CLEO - NAZOMBU CRONE

12PTS

FACE, HEX, NAZOMBU, TAINTED



v3.04c

FETISH STAFF
REFINED
SHOCK

	RNG	PRC	ROA
2"	0	1	

HEX BOLT
SHRED, REFINED
LETHAL

	RNG	PRC	ROA
10"	-1	3	



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CLEO - NAZOMBU CRONE

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

PROFANE NEST: When this Unit is deployed, place a Hexalth Unit within 3" of this Unit. This Hexalth Unit has no cost and is in addition to any other Hexalths provided by other rules.

RABBLE ROUSER: Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no effect.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

CUTTHROAT INTERCEPTOR

6PTS
PER MODEL

HANDS, HEX, HUMAN, MACHINE, MOUNTED, INTERCEPTOR, TAINTED



v3.04c

SHOTGUN
TORRENT

	RNG	PRC	ROA
-	0	1	

BASIC MELEE ATTACK

	RNG	PRC	ROA
-	0	1	

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CUTTHROAT INTERCEPTOR

2-6 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

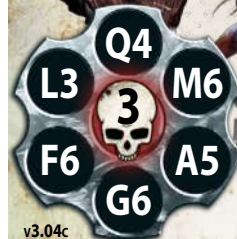
MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

DOROTHY GOOD & BLOOD

19PTS

BOSS, HEX, HUMAN, MUTATION, WYLDORNE, TAINTED



v3.04c

SACRIFICIAL BLADE
REFINED, THROWN
FATAL

	RNG	PRC	ROA
1"	-2	1	

FANGED MAW
BRUTAL, TANGLE, REFINED
FATAL

	RNG	PRC	ROA
-	-1	1	



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DOROTHY GOOD & BLOOD

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, (For more details see p.12 of the Rules)

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

EDWARD CARTER

10PTS

FACE, HEX, HUMAN, PATH OF CHRONOZON, TAINTED

L3

Q4

M4

F4

A4

G5

v3.04c

MAN-CATCHER

REFINED, TANGLE

BRUTAL

THROWING KNIVES

THROWN

-1 PIERCE

	RNG	PRC	ROA
MAN-CATCHER	2"	0	1
THROWING KNIVES	-	0	3

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeches Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

ELIZABETH TALBOT

10PTS

FACE, HEX, HUMAN, PATH OF CHRONOZON, TAINTED

L3

Q4

M4

F4

A4

G5

v3.04c

MEAT HOOKS

BRUTAL

-2 PIERCE

THROWING KNIVES

THROWN

-1 PIERCE

	RNG	PRC	ROA
MEAT HOOKS	1"	0	2
THROWING KNIVES	-	0	3

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeches Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

GARRATT MORDEN

14PTS

FACE, HEX, UNION, CROWN, HUMAN, SENESCHAL, TAINTED

L3

Q4

M6

F4

A5

G5

v3.04c

HEX BOLT

SHRED, REFINED

LETHAL

BASIC MELEE ATTACK

TENEBOUS SHROUD

BLAST

LETHAL

	RNG	PRC	ROA
HEX BOLT	10"	-1	3
BASIC MELEE ATTACK	-	0	1
TENEBOUS SHROUD	10"	0	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

COMMANDING PRESENCE: Friendly Units that are within 10" of a this Unit may spend Fortune belonging to this Unit as though it was their own. Furthermore, those Units can use this Unit's Mind value whilst making Morale Checks.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from it's current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

HEX BEAST PACK

1PTS PER MODEL

HANDS, HEX, MUTATION, HEX BEAST, TAINTED

L1

Q3

M2

F5

A4

G6

v3.04c

HEAVY FIST

BRUTAL

STUN

	RNG	PRC	ROA
HEAVY FIST	-	0	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

REANIMATED: Each time this Unit is Stunned or Disordered, one Model in the Unit must immediately pass a Grit Check or suffer a Wound. This Unit cannot be affected by any rule that would enable it to return to play once destroyed.

TAINTED VIGOUR: During this unit's Activation, it gains +1 to its Limit if there is one or more Tainted Units within 6", not including themselves.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

HEX CUTTHROATS

HANDS, HEX, HUMAN, TAINTED

3PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
PISTOLS CLOSE WORK, REFINED -1 PIERCE	10"	0	2
BLADE REFINED -1 PIERCE	1"	0	1

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HEX CUTTHROATS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.



HEX GUNMEN

HANDS, HEX, HUMAN, TAINTED

3PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
RIFLE -	20"	-1	1
BASIC MELEE ATTACK -	-	0	1

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HEX GUNMEN

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.



HEX SHARPSHOOTERS

SUPPORT, HEX, HUMAN, TAINTED

3PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
CHASE SNIPER RIFLE REFINED FATAL	20"	-2	1
BASIC MELEE ATTACK -	-	0	1

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HEX SHARPSHOOTERS

2-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.



HEXALITH

HEX, STRUCTURE, TAINTED



v3.04c

RNG PRC ROA

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HEXALITH

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

HEX ENERGIES: Any TAINTED Units within 12" of this Unit may re-roll Tainted Checks.

INITIAL DEPLOYMENT: This Unit cannot be placed into Reserve. Before any other deployment, starting with Player B, each player must take it in Rounds to place a Unit with the Initial Deployment rule onto the Play Area. The Unit may not be placed within 10" of any edge of the Play Area. They may not be deployed within 10" of your opponent's deployment zone and cannot be deployed in Impassable terrain.

INSIGNIFICANT: The Unit may never be Activated and its destruction never awards Victory Points unless specified in the Adventure.

MALEFIC AURA: At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

NODE OF POWER: This Unit regains Fortune up to its starting value at the start of each Resolution Phase. Furthermore this Unit may allow a friendly Unit within 10" of this Unit to spend this Unit's Fortune as though it was their own.

RALLY: Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are AUTOMATA or have the Lobotomised special rule.

SPECTRAL CONDUCTOR: SPIRIT Units arriving from Reserve may be deployed in base contact with a Model in this Unit. They Receive a point of Fortune and +1 Limit for the Round that they do so.

HEKED SKINSHIFTER PACK

10PTS
PER MODEL

SUPPORT, LEGENDARY, HEX, SPIRIT WALKER, DARK
NATION, MYTH, MUTATION, TAINTED



v3.04c

RAZOR CLAWS

BRUTAL

LETHAL

FANGED MAW

BRUTAL, TANGLE, REFINED

FATAL

RNG PRC ROA

1" -1 3

- -1 1

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HEKED SKINSHIFTER PACK

1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

JANE CARTER

10PTS

FACE, HEX, HUMAN, PATH OF CHRONOZON, TAINTED



v3.04c

MEAT HOOK

BRUTAL

-2 PIERCE

THROWING KNIVES

THROWN

-1 PIERCE

RNG PRC ROA

1" 0 1

- 0 3

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JANE CARTER

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeches Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

JAQUES SANTIAGO

13PTS

SUPPORT, HEX, NAZOMBU, HEX BEAST, RAM, TAINTED



v3.04c

MIGHTY HAMMER

STUN, REFINED

BRUTAL

FRENZIED ATTACK

SPECIAL, BRUTAL

LETHAL

CORROSIVE SPRAY

LETHAL, TORRENT

RNG PRC ROA

1" -1 1

- -3 1

- -1 1

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JAQUES SANTIAGO

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE: (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

IMPERVIOUS: The Unit ignores the Fatal Quality and negative Piercing modifiers when taking Grit Checks.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

JOHN HUNTER BENNETT

11PTS

FACE, HEX, UNION, HUMAN, TAINTED



v3.04c

ELECTROCARBINE

SHOCK

REFINED

-1 PIERCE

SIDEARM

CLOSE WORK

-2 PIERCE

RNG PRC ROA

15" -1 1

1" 0 1

5" 0 1

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JOHN HUNTER BENNETT

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

QUICK DRAW: Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy or Special qualities.

SIC'EM! At the end of this Unit's Activation, a Friendly K9 AUTOMATA Unit within 10" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

JOHN TALBOT

10PTS

FACE, HEX, HUMAN, PATH OF CHRONOZON, TAINTED

Q4

L3

F4

G5

M4

A4

v3.04c

MAN-CATCHER

REFINED, TANGLE

BRUTAL

THROWING KNIVES

THROWN

-1 PIERCE

	RNG	PRC	ROA
MAN-CATCHER	2"	0	1
THROWING KNIVES	-	0	3

UNIQUE

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JOHN TALBOT

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeches Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

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JUICED HEX BEAST PACK

5PTS

SUPPORT, HEX, MUTATION, HEX BEAST, RAM, TAINTED

Q4

L2

F5

G6

M2

A4

v3.04c

RAZOR CLAW

BRUTAL

LETHAL

NECROTIC BREATH

HAZARDOUS, TORRENT, SPECIAL

FATAL

	RNG	PRC	ROA
RAZOR CLAW	1"	-1	2
NECROTIC BREATH	-	-1	1

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JUICED HEX BEAST PACK

2-4 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

PROFANE NEST: When this Unit is deployed, place a Hexalith Unit within 3" of this Unit. This Hexalith Unit has no cost and is in addition to any other Hexaliths provided by other rules.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

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K9 ATTACK DOG PACK

2PTS

SUPPORT, HEX, AUTOMATA, MACHINE, K9 SIMULACRA

Q6

L2

F5

G4

M3

A1

v3.04c

STEEL JAWS

-

	RNG	PRC	ROA
STEEL JAWS	-	0	2

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K9 ATTACK DOG PACK

2-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

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K9 GUARD DOG

3PTS

SPECIALIST, HEX, AUTOMATA, MACHINE, K9 SIMULACRA

Q6

L2

F5

G4

M3

A1

v3.04c

STEEL JAWS

-

	RNG	PRC	ROA
STEEL JAWS	-	0	2

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K9 GUARD DOG

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TARGET PRIORITY, (For more details see p.12 of the Rules)

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

ON GUARD: REACTION - If a friendly Unit within 3" is nominated as the Initial Target of an attack, this Unit becomes the Initial Target of the attack instead. If this occurs, you must still calculate range, Line of Sight etc to the original Initial Target but resolve the Grit Check on this Unit instead.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

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K9 GUN DOG PACK

SUPPORT, HEX, AUTOMATA, MACHINE, K9 SIMULACRA

5PTS
PER MODEL



v3.04c

GATLING GUN

SPECIAL, BRUTAL

RNG	PRC	ROA
15"	-1	3

BASIC MELEE ATTACK

-	-	0	1
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K9 GUN DOG PACK

2-4 x

25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.



KHALI

FACE, LEGENDARY, HEX, SPIRIT WALKER, DARK NATION, MYTH, TAINTED

15PTS



v3.04c

FANGED MAW

BRUTAL, TANGLE, REFINED

FATAL

RNG	PRC	ROA
-	-1	1

WEB LAUNCHER

TANGLE, TORRENT

LETHAL

RNG	PRC	ROA
-	0	1

ACID SPRAY

HAZARDOUS, TORRENT, SPECIAL

LETHAL

RNG	PRC	ROA
-	-2	1



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KHALI

1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (For more details see p.12 of the Rules)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

KREECHUR

SPECIALIST, LEGENDARY, HEX, MUTATION, HEX BEAST, RAM, TAINTED

13PTS



v3.04c

SWALLOW WHOLE

SPECIAL, HEAVY, FATAL

RNG	PRC	ROA
-	-2	1

HEAVY FIST

BRUTAL

STUN

-	-	0	1
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KREECHUR

1 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

LOYAL COMPANION (THIRD MAN): The Third Man is the Companion for this Unit. This Unit may only use weapons with the Special quality if it is within 10" of a Companion. **REACTION** - If a Companion is the Initial Target of an attack and this Unit is within 5" of it, this Unit becomes the Initial Target of the attack instead. Still calculate range, Line of Sight etc to a Companion but resolve the Grit Check on this Unit.

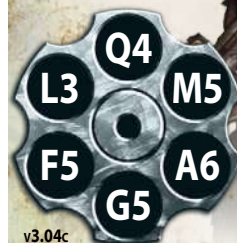
MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

LITTLE FOOT

FACE, HEX, MUTATION, DARK NATION, TAINTED

12PTS



v3.04c

RIFLE

RNG	PRC	ROA
20"	-1	1

BASIC MELEE ATTACK

-	-	0	1
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LITTLE FOOT

1 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Failure, the hit is Piercing -4. At the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

TRAPPER: When using the Set Booby Traps rule, this Unit may instead remove up to two Size 1 Booby Trap Markers instead of the usual 1. This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker.

LOKESS

15PTS

FACE, LEGENDARY, HEX, CARCOSA, RAM, MYTH,
TAINTED



v3.04c

URSUN REPEATER

LINKED, SPECIAL
BRUTAL

	RNG	PRC	ROA
15"	-1	3	

HEAVY TRIBAL AXE

BRUTAL
FATAL

	RNG	PRC	ROA
1"	-2	1	



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LOKESS

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (For more details see p.12 of the Rules)

BRACED: During its activation, this Unit may spend a point of fortune to ignore the SPECIAL Quality on one if its ranged weapons for a single Action.

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

LUCRETIA & TITUBA

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

PROFANE NEST: When this Unit is deployed, place a Hexalith Unit within 3" of this Unit. This Hexalith Unit has no cost and is in addition to any other Hexaliths provided by other rules.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

LUCRETIA & TITUBA

21PTS

BOSS, LEGENDARY, HEX, MUTATION, HUMAN, HEX
BEAST, RAM, TAINTED



v3.04c

HEX BOLT

SHRED, REFINED
LETHAL

	RNG	PRC	ROA
10"	-1	3	

SHADOW VORTEXS

SPECIAL, LETHAL, BLAST, CLOSE WORK
FATAL

	RNG	PRC	ROA
8"	-2	2	

FRENZIED ATTACK

SPECIAL, BRUTAL
LETHAL

	RNG	PRC	ROA
-	-3	1	

HAMMERHAND

STUN
BRUTAL

	RNG	PRC	ROA
-	0	1	



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LOREN

14PTS

FACE, LEGENDARY, HEX, NUCKALAVEE, WYLBORNE,
RAM, MYTH, TAINTED



v3.04c

NUCKALAVEE JAVELIN

THROWN
BRUTAL

	RNG	PRC	ROA
1"	-3	1	

FANGED MAW

BRUTAL, TANGLE, REFINED
FATAL

	RNG	PRC	ROA
-	-1	1	



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LOREN

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

DEADLY RAM: This Unit wounds Models with a -2 penalty to their Grit (instead of the usual -1) when making Ram Actions.

DECAPITATE: When a Size 1,2 or 3 Model is hit by an Action made by this Unit, the hit becomes Lethal. If the hit is already Lethal it becomes Brutal as well. MACHINE, SPIRIT or STRUCTURE Units are unaffected by Decapitate.

FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

NUCKALAVEE: This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker or when making a Jump Action Climb. SPECIAL ACTION - This Unit may remove a Portal Marker or Booby Trap Marker within 12" of it.

LYDIA HERON

14PTS

FACE, HEX, HUMAN, PATH OF CHRONOZON, TAINTED



v3.04c

HEX BOLT

SHRED, REFINED
LETHAL

	RNG	PRC	ROA
10"	-1	3	

FELLBLADE

BRUTAL, ATTUNED
FATAL

	RNG	PRC	ROA
1"	-1	1	



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LYDIA HERON

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focused Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

WALK THE PATH: After both sides have deployed, this Unit and a Friendly PATH OF CHRONOZON Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation. During its Activation this Unit may add or remove the Hunkered Condition from itself and a Friendly PATH OF CHRONOZON Unit within 7" even if in contact with terrain.

GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leeches Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.

REJUVENATE: SPECIAL ACTION - This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

SENIOR CULTIST: While this Unit is within 5" of Chester Barreman, should he be nominated as the Initial Target of an attack, this Unit may make an immediate Reaction and become the Initial Target of the attack instead. If this occurs, you must still calculate range, Line of Sight and cover bonuses etc to Chester Barreman but resolve the Grit Check on this Unit instead.

SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

MARIA TORRES-VILLA

12PTS

FACE, HEX, OUTLAWS, HUMAN, GOLDEN ARMY, SOILED
DOVE, TAINTED



v3.04c

THROWING KNIVES

THROWN

-1 PIERCE

SIDEARM

CLOSE WORK

-2 PIERCE

VORTEX GLOVE

SPECIAL

LETHAL

RNG	PRC	ROA
-	0	3
5"	0	1
-	-2	1



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MARIA TORRES-VILLA

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Fortune in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

MARIE LAVEAU

20PTS

BOSS, HEX, OUTLAWS, NAZOMBU, CONFEDERATE,
MERCENARY, TAINTED



v3.04c

HEX BOLT

SHRED, REFINED

LETHAL

FELLBLADE

BRUTAL, ATTUNED

FATAL

FETISH STAFF

REFINED

SHOCK

RNG	PRC	ROA
10"	-1	3
1"	-1	1
2"	0	1



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MARIE LAVEAU

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

FATEWEAVER: SPECIAL ACTION - Look at the top card from either their opponent's Adventure Deck or Action Deck. Discard that card or return it to the top of the deck.

MALEFIC AURA: At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

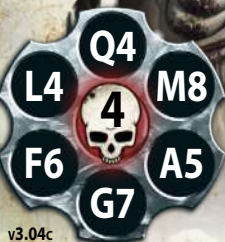
SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

SPECTRAL SUMMONING: SPECIAL ACTION - This Unit may spend a point of Fortune to immediately deploy a SPIRIT Unit that is held in Reserve. The SPIRIT Unit must be deployed in base contact with a Model in this Unit, a Hexalith or a Greater Spirit Totem. It may Activate as normal this Round.

MARIE LAVEAU

24PTS

BOSS, LEGENDARY, HEX, NAZOMBU, TAINTED



v3.04c

HEX BOLT

SHRED, REFINED

LETHAL

IRIDESCENT BREATH

STUN, TORRENT

DISORDER

FETISH STAFF

REFINED

SHOCK

TENTACULAR TENDRILS

SPECIAL, REFINED

TANGLE

RNG	PRC	ROA
10"	-1	3
-	-2	1
2"	0	1
3"	-1	3



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MARIE LAVEAU

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

DRAW: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

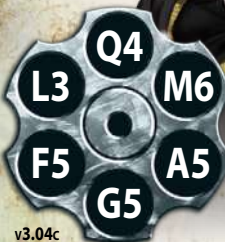
MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

MEGAN WILD

14PTS

FACE, HEX, HUMAN, TAINTED



v3.04c

HEX BOLT

SHRED, REFINED

LETHAL

TENEBOUS SHROUD

BLAST

LETHAL

FELLBLADE

BRUTAL, ATTUNED

FATAL

RNG	PRC	ROA
10"	-1	3
10"	0	1
1"	-1	1



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MEGAN WILD

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

MUTUAL DESTRUCTION: When this Model is destroyed, before removing it from the Play Area, all Models within 2", friend or foe, suffer a Piercing -1 hit with the Hazardous Quality.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

REJUVENATE: SPECIAL ACTION - This Unit may select a friendly Unit in Line of Sight and within 7". The selected Unit immediately regains d5 Fortune up to its starting value.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand.

UNDERBOSS: For +3 points this Unit may replace its FACE Trait for a BOSS Trait, it is now considered a BOSS Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +2 Fortune and the Largesse rule. As a BOSS it may take a Faction Posse as normal.

MERCY GOOD

FACE, HEX, HUMAN, WYLDBORNE, TAINTED

14PTS



1 x 1

MERCY GOOD

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

PROFANE NEST: When this Unit is deployed, place a Hexalith Unit within 3" of this Unit. This Hexalith Unit has no cost and is in addition to any other Hexaliths provided by other rules.

SHADOWY VISAGE: This Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.



v3.04c

FELLBLADE
BRUTAL, ATTUNED
FATAL

POISON DART
CLOSE WORK
FATAL

	RNG	PRC	ROA
FELLBLADE	1"	-1	1
POISON DART	10"	0	1



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NADRAGEEL

SPECIALIST, HEX, MUTATION, NAZOMBU, DARK NATION, WYLDBORNE, TAINTED

10PTS



1 x 2

NADRAGEEL

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TARGET PRIORITY, THE QUICK AND THE DEAD

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

EYE FOR THE SOFT PARTS: After resolving one or more successful wounds on the target with a Focussed Action that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound. This Unit cannot benefit from the Expose Their Weakness rule.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



v3.04c

FANGED MAW
BRUTAL, TANGLE, REFINED
FATAL

	RNG	PRC	ROA
FANGED MAW	-	-1	1



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NAZOMBU SNAKE

SUPPORT, HEX, ENLIGHTENED, OUTLAWS, NAZOMBU, CONSTRUCT, MUTATION, WYLDBORNE, MERCENARY, TAINTED

12PTS



1 x 4

NAZOMBU SNAKE

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FICKLE: This Unit must pay an additional Action Point to make Special Actions (including using weapons with the Special Quality).

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.



v3.04c

FRENZIED ATTACK
SPECIAL, BRUTAL
LETHAL

SPIKE TAILS

	RNG	PRC	ROA
FRENZIED ATTACK	-	-3	1
SPIKE TAILS	1"	-1	2

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NECRATU

FACE, HEX, MUTATION, DARK NATION, TAINTED

12PTS



1 x 1

NECRATU

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

BOUNDING STRIKE: If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

DECAPITATE: When a Size 1, 2 or 3 Model is hit by an Action made by this Unit, the hit becomes Lethal. If the hit is already Lethal it becomes Brutal as well. MACHINE, SPIRIT or STRUCTURE Units are unaffected by Decapitate.

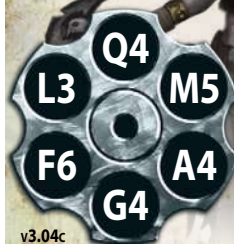
FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation.

SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



v3.04c

HEAVY TRIBAL AXE
BRUTAL
FATAL

POISON DART
CLOSE WORK
FATAL

	RNG	PRC	ROA
HEAVY TRIBAL AXE	1"	-2	1
POISON DART	10"	0	1



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FACE, LEGENDARY, HEX, SPIRIT WALKER, WEYLYN, DARK
NATION, MYTH, TAINTED



v3.04c

	RNG	PRC	ROA
RAZOR CLAWS BRUTAL LETHAL	1"	-1	3
HELL MASK BRUTAL, TORRENT, HAZARDOUS, CLOSE WORK LETHAL	-	-1	1



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1 x 2

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

SPECIALIST, HEX, MUTATION, TAINTED

7PTS



v3.04c

	RNG	PRC	ROA
VICIOUS BITE	-	-1	2
FRENZIED ATTACK	-	-3	1



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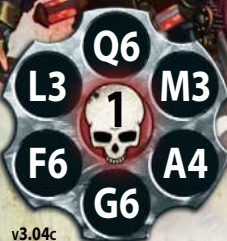
POLLUX

1 x 2

LOYAL COMPANION (VICTOR BEITEL): Viktor Beitel is the Companion for this Unit. This Unit may only use weapons with the Special quality if it is within 10" of a Companion. **REACTION - If a Companion is the Initial Target of an attack and this Unit is within 5" of it, this Unit becomes the Initial Target of the attack instead. Still calculate range, Line of Sight etc to a Companion but resolve the Grit Check on this Unit.**

FACE, LEGENDARY, HEX, ENLIGHTENED, NAZOMBU,
CONSTRUCT, MUTATION, WYLDBORNE, TAINTED

15PTS



v3.04c

	RNG	PRC	ROA
SWALLOW WHOLE SPECIAL, HEAVY, FATAL	-	-2	1
RAZOR CLAWS BRUTAL LETHAL	1"	-1	3
ACID SPRAY HAZARDOUS, TORRENT, SPECIAL LETHAL	-	-2	1
FRENZIED ATTACK SPECIAL, BRUTAL	-	-3	1



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1 x

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

REAVER BERSERKER

SUPPORT, HEX, MUTATION, MACHINE, DARK NATION,
MOUNTED, IRON HORSE, TAINTED

8PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
GATLING GUNS SPECIAL, BRUTAL	15"	-1	4
HEADHUNTER AXE BRUTAL FATAL	1"	-1	1



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REAVES BERSERKER

2-6 x 2

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

REAPER BLAZER

9PTS
PER MODEL

SUPPORT, HEX, MUTATION, MACHINE, DARK NATION,
MOUNTED, BLAZER, TAINTED



v3.04c

BLAZER GATLING FUSILLADES

HEAVY, SPECIAL, BRUTAL
HAZARDOUS

HEADHUNTER AXE

BRUTAL
FATAL

	RNG	PRC	ROA
BLAZER GATLING FUSILLADES	15"	-1	5
HEADHUNTER AXE	1"	-1	1

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REAPER BLAZER

2-4 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

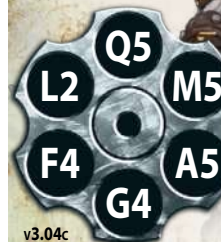
VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.



REAPER HARRIERS

4PTS
PER MODEL

HANDS, HEX, MUTATION, DARK NATION, TAINTED



v3.04c

RIFLE

-

	RNG	PRC	ROA
RIFLE	20"	-1	1

POISON DART

CLOSE WORK
FATAL

-

	RNG	PRC	ROA
POISON DART	10"	0	1

BASIC MELEE ATTACK

-

	RNG	PRC	ROA
BASIC MELEE ATTACK	-	0	1

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REAPER HARRIERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

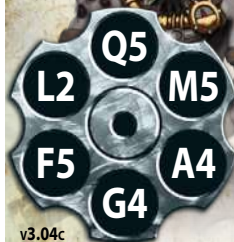
TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.



REAPER HEADHUNTERS

4PTS
PER MODEL

HANDS, HEX, MUTATION, DARK NATION, TAINTED



v3.04c

HEADHUNTER AXE

BRUTAL
FATAL

POISON DART

CLOSE WORK
FATAL

	RNG	PRC	ROA
HEADHUNTER AXE	1"	-1	1
POISON DART	10"	0	1

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REAPER HEADHUNTERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.



REAPER SHOCKERS

4PTS
PER MODEL

SUPPORT, HEX, MUTATION, DARK NATION, TAINTED



v3.04c

ELECTROCOIL

REFINED
SHOCK

	RNG	PRC	ROA
ELECTROCOIL	15"	-1	1

BASIC MELEE ATTACK

-

	RNG	PRC	ROA
BASIC MELEE ATTACK	-	0	1

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REAPER SHOCKERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

GALVANIC: The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the Condition.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.



SEKE

13PTS

FACE, LEGENDARY, HEX, MUTATION, WYLDBORNE, DARK NATION, TREEWALKER, TAINTED



v3.04c

TREEWALKER BLADES

LINKED
FATAL

RNG PRC ROA

- -1 3



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SEKE

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

DECAPITATE: When a Size 1, 2 or 3 Model is hit by an Action made by this Unit, the hit becomes Lethal. If the hit is already Lethal it becomes Brutal as well. MACHINE, SPIRIT or STRUCTURE Units are unaffected by Decapitate.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

TREEWALKER: If this Unit is in Area Terrain, Enemy Units cannot nominate this Unit as an Initial Target unless the Enemy Unit successfully passes a Mind Check. This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

SPAWN OF CHRONOZON

14PTS

SUPPORT, HEX, SPIRIT, PATH OF CHRONOZON, TAINTED



v3.04c

SPIRIT CLAWS

ATTUNED

RNG PRC ROA

- -1 3

TELEKINE SMITES

ATTUNED, BLAST, CLOSE WORK
SHOCK

10" 0 2

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

ABSORBED ESSENCE: SPECIAL ACTION - During its Activation, this Unit may target a non-LEGENDARY enemy Unit within 5". The Enemy Unit loses all unspent Fortune. This Unit gains Fortune equal to the number of unspent Fortune lost by the enemy Unit for the remainder of this Activation.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

MALEFIC AURA: At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

SERNOS

15PTS

SUPPORT, LEGENDARY, HEX, CARCOSA, SPIRIT, WYLDBORNE, RAM, MYTH, TAINTED



v3.04c

SPIRIT CLAW

ATTUNED

RNG PRC ROA

- -1 2

CRUEL HORNS

LETHAL, REFINED, SPECIAL
-2 PIERCE

1" 0 1

NECROTIC BREATH

HAZARDOUS, TORRENT, SPECIAL
FATAL

- -1 1



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SERNOS

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

MALEFIC AURA: At the start of the Round, Friendly HEX Units within 10" of this Unit may remove the Hunkered Condition from themselves even if they are in base contact with terrain. Successful Aim Checks against this Unit and Size 1 HEX Units within 12" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

THE THIRD MAN

19PTS

BOSS, HEX, HUMAN, TAINTED



v3.04c

HEX BOLT

SHRED, REFINED
LETHAL

RNG PRC ROA

10" -1 3

NECROTIC BREATH

HAZARDOUS, TORRENT, SPECIAL
FATAL

- -1 1

SHADOW VORTEX

SPECIAL, LETHAL, BLAST, CLOSE WORK
FATAL

8" -2 1



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THE THIRD MAN

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

FATEWEAVER: SPECIAL ACTION - Look at the top card from either their opponent's Adventure Deck or Action Deck. Discard that card or return it to the top of the deck.

IMPERVIOUS: The Unit ignores the Fatal Quality and negative Piercing modifiers when taking Grit Checks.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

NODE OF POWER: This Unit regains Fortune up to its starting value at the start of each Resolution Phase. Furthermore this Unit may allow a friendly Unit within 10" of this Unit to spend this Unit's Fortune as though it was their own.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

WICASASNI
 BOSS, LEGENDARY, HEX, SPIRIT, DARK NATION, FLIGHT, MYTH, TAINTED

22PTS




Q5

L4

F6

G6

M6

A5

4

SONIC SCREECH

TORRENT, STUN

LETHAL

RNG

PRC

ROA

-

-2

1

FELLBLADES

BRUTAL, ATTUNED

FATAL

1"

-1

2

UNIQUE

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WICASASNI
 1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
 LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)
 DARK COUNCIL: SPECIAL ACTION - This Unit may target a TAINTED Unit (friend or foe) within 7". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, a Model in that Unit (or the entire unit, if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of this Action, the Compelled Unit counts as friendly to this Unit.
 EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.
 ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.
 FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.
 INSTINCTIVE STRIKE: Successful Strike Actions by this Unit ignore the Parry Special Rule. After resolving one or more successful wounds on a target with an attack that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound.
 MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.
 SHADOWY VISAGE: This Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

ZORA - NAZOMBU ORACLE
 FACE, HEX, HUMAN, NAZOMBU, TAINTED

13PTS




Q4

L3

F5

G5

M6

A5

SHADOW VORTEX

SPECIAL, LETHAL, BLAST, CLOSE WORK

FATAL

RNG

PRC

ROA

8"

-2

1

TELEKINE SMITE

ATTUNED, BLAST, CLOSE WORK

SHOCK

10"

0

1

FETISH STAFF

REFINED

SHOCK

2"

0

1

UNIQUE

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ZORA - NAZOMBU ORACLE
 1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
 TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)
 AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.
 CURSE OF THE NAZOMBU: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all Size 1 NAZOMBU Units within 7". The affected Units each return a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models.
 EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.
 FATEWEAVER: SPECIAL ACTION - Look at the top card from either their opponent's Adventure Deck or Action Deck. Discard that card or return it to the top of the deck.
 HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.
 RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civillians, HANDS or TROOPS Units.
 SHADOWY VISAGE: This Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

BANDIT HEAVY INTERCEPTOR
 SUPPORT, OUTLAWS, HEX, HUMAN, MACHINE, MERCENARY, MOUNTED, INTERCEPTOR

7PTS
 PER MODEL




Q8

L2

F4

G5

M4

A4

TWIN HYPER-V RIFLE

SHRED, LINKED, SPECIAL

LETHAL

RNG

PRC

ROA

20"

-2

2

SHOTGUN

TORRENT

-

0

1

BASIC MELEE ATTACK

-

0

1

UNIQUE

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BANDIT HEAVY INTERCEPTOR
 1-3 x 3S

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
 BULKY: This Unit can never be Hunkered.



BANDIT OUTRIDERS
 SUPPORT, OUTLAWS, HEX, HUMAN, MACHINE, MERCENARY, MOUNTED, IRON HORSE

8PTS
 PER MODEL




Q7

L2

F4

G5

M4

A4

GATLING GUNS

SPECIAL, BRUTAL

RNG

PRC

ROA

15"

-1

4

BASIC MELEE ATTACK

-

0

1

UNIQUE

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BANDIT OUTRIDERS
 2-6 x 2S

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
 BULKY: This Unit can never be Hunkered.
 SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.



CERULEAN NIGHTMARE

SUPPORT, LEGENDARY, WATCHERS, HEX, CERULEAN CLADE, TAINTED

12PTS

Q5

L3

F6

M6

A5

G6

1

v3.04c

NEURO-CACOPHONIC BLAST	RNG	PRC	ROA
ATTUNED, SHRED, STUN	10"	-1	1
RAZOR CLAWS			
BRUTAL, LETHAL	1"	-1	3

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CERULEAN NIGHTMARE

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

EMBRACE THE HEX: SPECIAL ACTION - This Unit may select a target Unit (friend or foe) in Line of Sight within 10". That targeted Unit must make a Mind Check. If the Check is passed, nothing happens. If the Check fails, the selected Unit is Stunned and gains the TAINTED trait.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

SPECTRAL SUMMONING: SPECIAL ACTION - This Unit may spend a point of Fortune to immediately deploy a SPIRIT Unit that is held in Reserve. The SPIRIT Unit must be deployed in base contact with a Model in this Unit, a Hexalth or a Greater Spirit Totem. It may Activate as normal this Round.

SPLIT PERSONALITY: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

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FRATELLI

10PTS

FACE, OUTLAWS, HEX, MUTATION, MERCENARY, TAINTED

Q4

L3

F4

M6

A4

G5

v3.04c

SIDEARM	RNG	PRC	ROA
CLOSE WORK, -2 PIERCE	5"	0	1
BASIC MELEE ATTACK			
	-	0	1
TELEKINE SMITE			
ATTUNED, BLAST, CLOSE WORK, SHOCK	10"	0	1

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FRATELLI

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

DISPLACING SHOT: Each time this Unit successfully makes a Shoot Action, it may spend an additional Action Point to cause the Initial Target to scatter d5" in a random direction (this counts as a Free Move Action, remembering the Path of Least Resistance). The affected Unit gains the Disordered Condition if the Model scatters out of Coherency. Models in the Unit cannot be placed out of the Play Area or into Impassable terrain.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

SPLIT PERSONALITY: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

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IGNATIUS NERO

13PTS

FACE, OUTLAWS, HEX, HUMAN, AGENT, MERCENARY, COWBOYS, TAINTED

Q4

L3

F6

M4

A6

G5

v3.04c

GRENADE LAUNCHER	RNG	PRC	ROA
INDIRECT, SPECIAL, REFINED, BRUTAL	30"	-1	1
THERMITE GRENADES			
BRUTAL, BLAST, HAZARDOUS	7"	-3	1
BASIC MELEE ATTACK			
	-	0	1

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IGNATIUS NERO

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CONTROLLED SCATTER: The Unit may determine the direction of any scatter in any Combat Action they make.

DRAW: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

EYES ON TARGET: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

SHOWBOATING: Any Model in the Unit may add +1 to their Aim, Fight and Mind if they are within 5" of a friendly or enemy HUMAN Model (excluding Models in this unit).

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JEREMIAH SLAYN

13PTS

FACE, LEGENDARY, OUTLAWS, HEX, HUMAN, MERCENARY, CONFEDERATE, TAINTED

Q4

L3

F6

M6

A5

G5

v3.04c

CUSTOM PISTOLS	RNG	PRC	ROA
AMMO CLIP, CLOSE WORK, FATAL	10"	-2	2
SABRE			
FATAL	1"	-1	1

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JEREMIAH SLAYN

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

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JOHN WESLEY HARDIN

11PTS

FACE, OUTLAWS, HEX, HUMAN, MERCENARY,
CONFEDERATE, DEADLY SEVEN, TAINTED



v3.04c

FLAMETHROWER

HAZARDOUS, TORRENT
-2 PIERCE

VORTEX LAUNCHER

SPECIAL, BLAST
LETHAL

BASIC MELEE ATTACK

	RNG	PRC	ROA
FLAMETHROWER	-	0	1
VORTEX LAUNCHER	15"	-1	1
BASIC MELEE ATTACK	-	0	1



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JOHN WESLEY HARDIN

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

PORTAL GENERATOR: This Unit is able to make a Manipulate Portal Special Action each Activation. It can target friendly or enemy Portal Markers.

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

SPLIT PERSONALITY: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

LEROY SABAT

14PTS

FACE, OUTLAWS, HEX, HUMAN, MERCENARY,
CONFEDERATE, TAINTED



v3.04c

BIONIC ARM

REFINED
BRUTAL

CHASE SNIPER RIFLE

REFINED
FATAL

	RNG	PRC	ROA
BIONIC ARM	-	0	1
CHASE SNIPER RIFLE	20"	-2	1



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LEROY SABAT

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

ELITE: The Unit may choose to count the Guts bonus provided by Adventure Cards played during their Activation as being +1 Action Point instead of the actual bonus printed on the cards. Units with the Elite skill automatically pass Morale Checks.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

STONE COLD KILLER: Any time this Unit destroys an enemy model, it receives an additional Action Point for this Activation. The unit's Action Limit still applies.

LONGTREE

12PTS

FACE, OUTLAWS, HEX, WARRIOR NATION, HUMAN,
MERCENARY, AGENT, DARK NATION



v3.04c

DRUG PISTOL

STUN, CLOSE WORK, DISORDER
FATAL

FILLETING BLADE

FATAL

	RNG	PRC	ROA
DRUG PISTOL	10"	0	1
FILLETING BLADE	-	-1	1



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LONGTREE

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand

SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

MARCUS CUNNINGHAM

11PTS

FACE, OUTLAWS, HEX, MUTATION, MERCENARY,
TAINTED



v3.04c

MIGHTY HAMMER

STUN, REFINED
BRUTAL

	RNG	PRC	ROA
MIGHTY HAMMER	1"	-1	1



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MARCUS CUNNINGHAM

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

MERCENARY IRONHIDE

11PTS

SUPPORT, OUTLAWS, Hex, MACHINE, MERCENARY,
RAM, TRANSPORT 6



v3.04c

GATLING FUSILLADES

SPECIAL, BRUTAL, HEAVY, LINKED
LETHAL

BASIC MELEE ATTACK

	RNG	PRC	ROA
GATLING FUSILLADES	15"	-1	5
BASIC MELEE ATTACK	-	0	1

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MERCENARY IRONHIDE

1 x 55

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

FIRING PLATFORM: Transported Units are permitted to make shoot actions while embarked, furthermore they suffer a -1 to their Aim check. Line of Sight is drawn from the base of the Transport Model.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

UPGRADE: HAUPT HEAVY BORING GEAR: This Unit may be given the following special rule for +4pts: When this Unit is deployed in the Play Area it can be anywhere provided it is at least 5" away from any edge of the Play Area. Units, Buildings or impassable terrain features. Alternatively, the Unit may be held in Reserve along with any Units Transported within it.

WARMACHINE: This Unit may fire all of the weapons they are equipped with in the same Shoot Action. They may target different Units with different weapons if they have them. Furthermore, during its Activation, this Unit may spend an Action point and remain stationary to ignore the Special Quality on one of its ranged weapons for the remainder of the Activation.

XXL BASED UNIT: This Unit has a Size 5 Base and can never be Hunkered. It ignores the Fatal Quality.

OUTLAW BLACKJACK

10PTS
PER MODEL

SUPPORT, OUTLAWS, Hex, HUMAN, MACHINE,
MERCENARY, MOUNTED, BLACKJACK, RAM



v3.04c

FLECHETTE BLASTERS

CLOSE WORK, LINKED, SHRED

BASIC MELEE ATTACK

	RNG	PRC	ROA
FLECHETTE BLASTERS	10"	0	4
BASIC MELEE ATTACK	-	0	1

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OUTLAW BLACKJACK

2-4 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency: the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

SKIP McKIDNEY

10PTS

FACE, OUTLAWS, Hex, UNION, HUMAN, DOCTOR,
MERCENARY, TAINTED



v3.04c

DRUG PISTOL

STUN, CLOSE WORK, DISORDER
FATAL

BIONIC ARM

REFINED
BRUTAL

KETCHUM GRENADE

STUN, BLAST

	RNG	PRC	ROA
DRUG PISTOL	10"	0	1
BIONIC ARM	-	0	1
KETCHUM GRENADE	7"	-1	1



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SKIP McKIDNEY

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

EXPLORE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

LEECHED ABILITY: Whenever this Unit successfully destroys an Enemy Unit, this Unit may select a single Attribute from the destroyed Unit's card. This selected Attribute replaces the same Attribute on this Unit for the remainder of the Adventure. Multiple Attributes may be replaced in this way over the duration of an Adventure.

SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

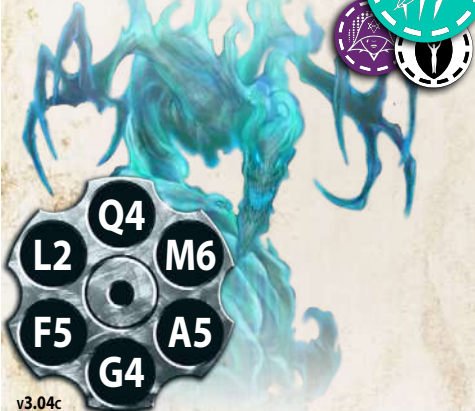
SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

SPIRIT APPARITION

6PTS
PER MODEL

SUPPORT, WARRIOR NATION, Hex, ORDER, SPIRIT,
WYLBORNE



v3.04c

IRIDESCENT BREATH

STUN, TORRENT
DISORDER

SPIRIT CLAWS

ATTUNED

	RNG	PRC	ROA
IRIDESCENT BREATH	-	-2	1
SPIRIT CLAWS	-	-1	3

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SPIRIT APPARITION

1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

GHOST ARMOUR: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Grit until the start of its next Activation and can re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

PORTAL SHUNT: SPECIAL ACTION - This Model may be placed anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If either D10 is a 1, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

SPLIT PERSONALITY: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

ANGRY MOB

HUMAN, TAINTED

1PTS

PER MODEL

Q4

L2

M3

F4

A3

G3

3.04c

PITCHFORK

THROWN

LETHAL

RNG

1"

PRC

0

ROA

1

BURNING TORCH

HAZARDOUS

BRUTAL

RNG

-

PRC

0

ROA

1

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ANGRY MOB

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BERSERKER:

When the Unit Activates it must pass a Mind check to Activate as normal. If it fails, the Unit is Berserked. A Berserked Unit must try any Actions possible to travel to Engage the closest enemy Unit to it within 20" and Line of Sight. A Berserked Unit must always travel by the shortest route possible to that closest Unit.

DISPERSED DEPLOYMENT:

This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

DISTRACTING:

Provided it is within 8" and Line of Sight, this Unit must be nominated as the Initial Target of an attack by all non-LEGENDARY enemy Units unless they first successfully pass a Mind Check. If there are multiple Units with this rule eligible, the enemy may choose which of them to target and need only make the Mind Check once per Activation to ignore all Distracting units.

FRENZY:

For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

TWITCHY:

This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

WAYLAND THE SMITH

SPECIALIST, LEGENDARY, HUMAN, MYTH

11PTS

Q5

L3

M7

F6

A6

G7

3.04c

MIGHTY HAMMER

STUN, REFINED

BRUTAL

RNG

1"

PRC

-1

ROA

1

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WAYLAND THE SMITH

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, TEAMWORK, THE QUICK AND THE DEAD, TARGET PRIORITY,

(For more details see Special Rules on p.12 of the rules book)

INDOMITABLE:

Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

INVIGORATE: SPECIAL ACTION

Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

JURY-RIG AUTOMATA: SPECIAL ACTION

This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5". The affected Unit returns a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models. If the Check fails the AUTOMATA Unit is Stunned.

REPAIR:

Any STRUCTURE, ARTEFACT or friendly MACHINE or CONSTRUCT Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

UNDERCOVER:

The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

PANDAY BECK

SPECIALIST, LEGENDARY, HUMAN

7PTS

Q5

L3

M5

F4

A6

G5

3.04c

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

RNG

15"

PRC

-2

ROA

2

BASIC MELEE ATTACK

RNG

-

PRC

0

ROA

1

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PANDAY BECK

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, THE QUICK AND THE DEAD, TARGET PRIORITY,

(For more details see Special Rules on p.12 of the rules book)

THE WAYLAND WAY:

Panday Beck may only be included in a Force that includes Wayland the Smith. Beck may only make Combat Actions with weapons with the Special quality if he is within 5" of Wayland the Smith. Furthermore, while Beck is within 5" of Wayland the Smith, should Beck be nominated as the Initial Target of an attack, Wayland the Smith instead becomes the Initial Target of the attack as he dives in front of the bullet, or pushes Beck aside at the last minute. Calculate range, Line of Sight and cover bonuses etc to Beck but resolve the Grit Check on Wayland the Smith instead.

UNDERCOVER:

The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.