

WILLIAM QUANTRILL

19PTS

COMMANDER, OUTLAWS, HUMAN, MACHINE, COLONEL,
CONFEDERATE, MOUNTED, IRON HORSE, MERCENARY,
TAINTED

LIBERTY

3

Q7

L3

M6

F6

A6

G6

v3.04c

BETA

BLASTER PISTOLS

CLOSE WORK

STUN

RNG

10"

PRC

-1

ROA

2

GATLING GUNS

SPECIAL, BRUTAL

RNG

15"

PRC

-1

ROA

4

SABRE

FATAL

RNG

1"

PRC

-1

ROA

1

UNIQUE

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WILLIAM QUANTRILL

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

SNAP SHOT: SPECIAL ACTION - This Unit may make a Run Action and at any point during that Run Action it may pause its Movement to make a Free Shoot Action with any ranged weapon. The RoA for the weapon is reduced to 1 for this Free Shoot Action with a -2 to Aim. Reactions cannot be made against this Free Shoot Action. Once the Free Shoot Action is completed, the paused Movement Action continues as normal.

FIXED WEAPONS (GATLING GUNS): When a Model in this Unit declares an Attack with this named weapon, it must first draw two straight lines parallel to the straight edges of the stadium base. Line of Sight is drawn in the direction of the muzzle of this weapon, to any Initial Target that is within the column between those two lines.

BULKY: This Unit can never be Hunkered.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12"; this Unit restores its Fortune at the end of its Activation as normal. Otherwise, this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE 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.

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

RICHARD MADDOX

16PTS

FACE, OUTLAWS, HUMAN, MACHINE, SERGEANT,
CONFEDERATE, MOUNTED, IRON HORSE, MERCENARY

LIBERTY

3

Q7

L3

M6

F6

A5

G6

v3.04c

BETA

BASIC MELEE ATTACK

-

RNG

-

PRC

0

ROA

1

PISTOL

CLOSE WORK, REFINED

-1 PIERCE

RNG

10"

PRC

0

ROA

1

FLAMETHROWERS

HAZARDOUS, TORRENT

-2 PIERCE

RNG

-

PRC

0

ROA

2

UNIQUE

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RICHARD MADDOX

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULKY: This Unit can never be Hunkered.

FIXED WEAPONS (FLAMETHROWERS): When a Model in this Unit declares an Attack with this named weapon, it must first draw two straight lines parallel to the straight edges of the stadium base. Line of Sight is drawn in the direction of the muzzle of this weapon, to any Initial Target that is within the column between those two lines.

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.

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.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE 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.

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.

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

GEORGIA MADDOX

15PTS

FACE, OUTLAWS, HUMAN, MACHINE, LIEUTENANT,
CONFEDERATE, MOUNTED, IRON HORSE, MERCENARY

LIBERTY

3

Q7

L3

M4

F4

A5

G5

v3.04c

BETA

PISTOL

CLOSE WORK, REFINED

-1 PIERCE

RNG

10"

PRC

0

ROA

1

GATLING GUNS

SPECIAL, BRUTAL

RNG

15"

PRC

-1

ROA

4

SABRE

FATAL

RNG

1"

PRC

-1

ROA

1

UNIQUE

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GEORGIA MADDOX

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULKY: This Unit can never be Hunkered.

FIXED WEAPONS (GATLING GUNS): When a Model in this Unit declares an Attack with this named weapon, it must first draw two straight lines parallel to the straight edges of the stadium base. Line of Sight is drawn in the direction of the muzzle of this weapon, to any Initial Target that is within the column between those two lines.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

RALLY: Any friendly Units (excluding this unit) within 10" of this Unit may remove the Hunkered Condition at any point during their Activation. Friendly Units (excluding this unit) within 10" of this Unit may automatically pass any Morale Checks they are required to make unless they are AUTOMATA or have the Lobotomised special rule.

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

ALAN KNOX

FACE, OUTLAWS, HUMAN, MERCENARY, DEADLY SEVEN, COWBOYS

12PTS

LIBERTY

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.

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.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

Q4

L3

F6

G5

M6

A6

INDIRECT , SPECIAL, AMMO CLIP

HAZARDOUS

PETUNIA'

30"

-2

1

CLOSE WORK

5"

0

1

BASIC MELEE ATTACK

-

0

1

UNIQUE

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AMADEO SAVOIA

FACE, LEGENDARY, OUTLAWS, ALLIANCE, HUMAN, MERCENARY, CONQUISTADORES

11PTS

LIBERTY

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)

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

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.

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.

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.

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.

Q4

L3

F5

G6

M5

A5

AMMO CLIP

20"

-1

1

AMMO CLIP, CLOSE WORK

10"

-1

1

BASIC MELEE ATTACK

-

0

1

UNIQUE

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BANDIT CUTTHROATS

HANDS, OUTLAWS, HUMAN, MERCENARY

2PTS PER MODEL

LIBERTY

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

SKIRMISHERS: The Unit has a Unit Coherency of 4".

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.

Q4

L2

F4

G4

M4

A4

CLOSE WORK, REFINED

10"

0

2

BASIC MELEE ATTACK

-

0

1

UNIQUE

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BANDIT GUNMEN

HANDS, OUTLAWS, HUMAN, MERCENARY

2PTS PER MODEL

LIBERTY

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

SKIRMISHERS: The Unit has a Unit Coherency of 4".

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.

Q4

L2

F4

G4

M4

A4

CLOSE WORK

5"

0

1

RIFLE

20"

-1

1

BASIC MELEE ATTACK

-

0

1

UNIQUE

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BANDIT INTERCEPTOR

HANDS, OUTLAWS, HUMAN, MACHINE, MERCENARY,
MOUNTED, INTERCEPTOR

6PTS
PER MODEL



v3.04c

SHOTGUN TORRENT

RNG	PRC	ROA
-	0	1

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1

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BANDIT INTERCEPTOR

2-4 x 25

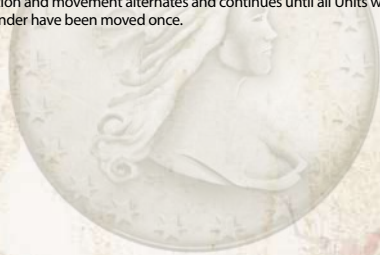
THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

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.



BANDIT OUTRIDERS

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

8PTS
PER MODEL



v3.04c

GATLING GUNS SPECIAL, BRUTAL

RNG	PRC	ROA
15"	-1	4

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1

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BANDIT OUTRIDERS

2-6 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.



BELLE WILSON

FACE, OUTLAWS, HUMAN, CONFEDERATE, SERGEANT

11PTS



v3.04c

RIFLE

RNG	PRC	ROA
20"	-1	1

SIDEARM CLOSE WORK

-2 PIERCE

RNG	PRC	ROA
5"	0	1

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1



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BELLE WILSON

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)

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.

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.

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.

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.

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.

BEN HAMILTON

FACE, OUTLAWS, ENLIGHTENED, HUMAN, CONFEDERATE

14PTS



v3.04c

TRACKER CROSSBOW BRUTAL, AMMO CLIP

RNG	PRC	ROA
20"	-2	2

MOUSEGUNS CLOSE WORK

LETHAL

RNG	PRC	ROA
10"	-1	2

SHOCK GAUNTLET

BRUTAL, REFINED
SHOCK

RNG	PRC	ROA
1"	-1	1



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BEN HAMILTON

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)

BEACON: SPECIAL ACTION - This Unit may make a Free Shoot Action with a RoA 1. Instead of causing any damage, a successful hit allows a single friendly Unit that is held in Reserve to be immediately deployed in Base Contact with the edge of the Play Area at the closest point to the Initial Target. The Deployed Unit may be Activated as normal 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.

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". 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 or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

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.

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.

BILL BROCIUS

10PTS

FACE, OUTLAWS, HUMAN, MERCENARY, COWBOYS,
TAINED



v3.04c

BLASTER CARBINES

STUN

MOUSEGUN

CLOSE WORK

LETHAL

BASIC MELEE ATTACK

	RNG	PRC	ROA
BLASTER CARBINES	15"	-1	3
MOUSEGUN	10"	-1	1
BASIC MELEE ATTACK	-	0	1



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BILL BROCIUS

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

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.

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.

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.

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.

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.

BILLY THE KID

18PTS

BOSS, LEGENDARY, OUTLAWS, HUMAN, MERCENARY,
REGULATORS



v3.04c

BLASTER PISTOLS

CLOSE WORK

STUN

QUAD SHOTGUN

LINKED, TORRENT

BRUTAL

BASIC MELEE ATTACK

	RNG	PRC	ROA
BLASTER PISTOLS	10"	-1	2
QUAD SHOTGUN	-	-1	1
BASIC MELEE ATTACK	-	0	1



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BILLY THE KID

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)

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.

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.

IF TAKEN IN A LAWMAN FORCE: TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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).

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.

BILLY "CHEF" CLANTON

11PTS

FACE, OUTLAWS, HUMAN, MERCENARY, COWBOYS



v3.04c

PISTOLS

CLOSE WORK, REFINED

-1 PIERCE

THROWING KNIVES

THROWN

-1 PIERCE

MORE THROWING KNIVES

THROWN

-1 PIERCE

MEAT CLEAVER

BRUTAL

	RNG	PRC	ROA
PISTOLS	10"	0	2
THROWING KNIVES	-	0	3
MORE THROWING KNIVES	-	0	3
MEAT CLEAVER	-	-1	2



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BILLY "CHEF" CLANTON

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)

KNIVES FOR A PRO: Should this Unit pass a Fight Check (or an Aim Check with the Thrown Quality), it may make a Free Action with a weapon containing the word 'Knife' or 'Knives'. This second Action has an additional -1 penalty to the Check.

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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

BLACK BLOOD

15PTS

FACE, OUTLAWS, HUMAN, DEADLY SEVEN, WAYWARD
EIGHT, MERCENARY, TAINED



v3.04c

THE BLACK BOW

ATTUNED, SPECIAL, REFINED

FATAL

SHIV SHANKER

REFINED

BRUTAL

	RNG	PRC	ROA
THE BLACK BOW	20"	-2	2
SHIV SHANKER	-	0	2



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BLACK BLOOD

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.

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.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

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.

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

TRICK SHOT: This Unit may spend an Action point to gain Line of Sight to an enemy Unit that is currently not in Line of Sight. The target Unit must still be in range and an otherwise normally eligible target.

BLACKHOOF SCOUTS

SUPPORT, OUTLAWS, HUMAN, AUTOMATA, MERCENARY,
BLACKHOOF, MOUNTED, CONFEDERATE

5PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
RIFLE			
-	20"	-1	1
SABRE			
FATAL	1"	-1	1
SIDEARM			
CLOSE WORK	5"	0	1
-2 PIERCE			

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BLACKHOOF SCOUTS

2-4 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

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

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

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.

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.

BRUTUS

SPECIALIST, LEGENDARY, OUTLAWS, AUTOMATA,
MACHINE, MERCENARY, DEADLY SEVEN, K9 SIMULACRA

7PTS



v3.04c

	RNG	PRC	ROA
STEEL JAWS			
-	0	0	2
FRENZIED ATTACK			
SPECIAL, BRUTAL	-	-3	1
LETHAL			



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BRUTUS

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)

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

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.

LOYAL COMPANION (EARLE SHEPHERD): Earle Shepherd 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.

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.

BROAD ARROW JACK

FACE, OUTLAWS, HUMAN, NAUTILUS, MERCENARY,
AGENT

13PTS



v3.04c

	RNG	PRC	ROA
474 HEAVY BLASTER PISTOLS			
CLOSE WORK, REFINED, BRUTAL	10"	-2	2
FATAL			
HEAVY FISTS			
BRUTAL	-	0	2
STUN			



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BROAD ARROW JACK

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)

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

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.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

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).

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

BUD "SCORCHER" HUTCH

FACE, OUTLAWS, UNION, HUMAN, MERCENARY,
CONFEDERATE, FLIGHT, AGENT, TAINTED

15PTS



v3.04c

	RNG	PRC	ROA
NAPALM CANNON			
TORRENT, HAZARDOUS	-	-2	1
LETHAL			
BASIC MELEE ATTACK			
-	-	0	1



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BUD "SCORCHER" HUTCH

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.

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

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 Impassable terrain or cause the Unit to be Engaged.

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

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.

CAYM
 BOSS, OUTLAWS, ENLIGHTENED, HUMAN, MERCENARY, FLIGHT, TAINTED

19PTS

Q5

L3

F6

G6

3

M7

A6

v3.04c

	RNG	PRC	ROA
MASTERWORK CYCLO-BLASTERS CLOSE WORK, LETHAL, SHRED	10"	-1	3
HAMMERHANDS STUN BRUTAL	-	0	2

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CAYM
 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)
 APEX EXEMPLAR (HELLION): This Unit may add +2 to their Fight while they are within 5" of another HELLION Unit.
 BLOOD ON THE WIND: At the end of this Unit's Activation, a single HELLION Unit within 5" 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.
 CARPATHOGEN: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all CONSTRUCT 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 starting number of Models. This rule does not apply to MOUNTED Units or Units that have been completely destroyed.
 DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).
 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.
 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.
 SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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CAZADORES
 HANDS, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY

1PTS
 PER MODEL

Q4

L2

F3

G3

M4

A3

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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CAZADORES
 3-10 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.
 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.

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CONFEDERATE BLAZER
 SUPPORT, OUTLAWS, HUMAN, MACHINE, CONFEDERATE, BLAZER, MOUNTED

9PTS
 PER MODEL

Q6

L2

F3

G5

M4

A5

v3.04c

	RNG	PRC	ROA
BLAZER GATLING FUSILLADES HEAVY, SPECIAL, BRUTAL HAZARDOUS	15"	-1	5
BASIC MELEE ATTACK -	-	0	1

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CONFEDERATE 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.

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CONFEDERATE TERMINATOR
 SPECIALIST, OUTLAWS, HUMAN, HEAVY TROOPER, CONFEDERATE, TAINTED

7PTS
 PER MODEL

Q4

L2

F4

G6

M4

A5

v3.04c

	RNG	PRC	ROA
TERMINATOR BLASTERS HAZARDOUS, CLOSE WORK BRUTAL	10"	-2	3
HEAVY FIST BRUTAL STUN	-	0	1

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CONFEDERATE TERMINATOR
 1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
 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.
 HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.
 SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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DIXIE SNIPERS

TROOPS, OUTLAWS, HUMAN, CONFEDERATE

3PTS
PER MODEL



v3.04c

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

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DIXIE SNIPERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL 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.

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.

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



EARLE SHEPHERD

18PTS

BOSS, OUTLAWS, LAWMEN, HUMAN, MERCENARY,
DEADLY SEVEN, WAYWARD EIGHT



v3.04c

	RNG	PRC	ROA
VOLCANIC PISTOLS	-	-	-
CLOSE WORK	10"	-1	3
HAZARDOUS	-	-	-
IRON ASP BATON	-	-	-
REFINED	1"	0	1
STUN	-	-	-



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EARLE SHEPHERD

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

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.

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.

HONOUR BEFORE AMBITION: This Unit may replace its BOSS or COMMANDER Trait for the FACE Trait. It no longer counts as a BOSS Unit and replaces the Largesse and Command Rules with Teamwork if it has them. This Unit may no longer lead a Posse or Detachment if it does so.

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". 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 or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

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.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

EDUARD COSTA

11PTS

FACE, LEGENDARY, OUTLAWS, HUMAN, AUTOMATA,
CONQUISTADORES, MOUNTED, BLACKHOOF



v3.04c

	RNG	PRC	ROA
GOLDEN RIFLE	-	-	-
AMMO CLIP	20"	-1	1
-	-	-	-
ESPAÑA DE VIDA	-	-	-
FATAL	1"	-1	1
-	-	-	-
GOLDEN PISTOL	-	-	-
AMMO CLIP, CLOSE WORK	10"	-1	1
-	-	-	-



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EDUARD COSTA

1 x 25

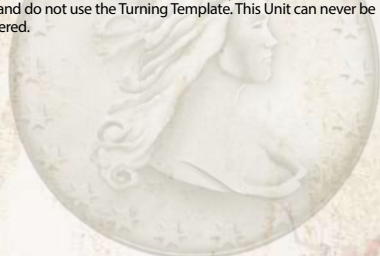
THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, 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.

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

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.



ESTEBAN EL BRUTO

10PTS

FACE, LEGENDARY, OUTLAWS, HUMAN,
CONQUISTADORES



v3.04c

	RNG	PRC	ROA
'MARTILLO DORADO'	-	-	-
LINKED, BLAST, SPECIAL	15"	-2	1
BRUTAL	-	-	-
GOLDEN PISTOL	-	-	-
AMMO CLIP, CLOSE WORK	10"	-1	1
-	-	-	-
BASIC MELEE ATTACK	-	-	-
-	0	1	-



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ESTEBAN EL BRUTO

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)

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.

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.

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.

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.

FRANK JAMES

12PTS

FACE, OUTLAWS, HUMAN, MERCENARY, CONFEDERATE



v3.04c

SOPHIE RIFLE
REFINED
BRUTAL

RNG	PRC	ROA
20"	-1	1

SIDEARM
CLOSE WORK
-2 PIERCE

RNG	PRC	ROA
5"	0	1

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1



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FRANK JAMES

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.

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.

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.

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.

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.

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.

FRATELLI

10PTS

FACE, OUTLAWS, HEX, MUTATION, MERCENARY, TAINTED



v3.04c

SIDEARM
CLOSE WORK
-2 PIERCE

RNG	PRC	ROA
5"	0	1

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1

TELEKINE SMITE
ATTUNED, BLAST, CLOSE WORK
SHOCK

RNG	PRC	ROA
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.

GIULIANNA STARR

18PTS

BOSS, OUTLAWS, HUMAN, SOILED DOVE, MERCENARY



v3.04c

'ORTOLAN'
AMMO CLIP, CLOSE WORK
HAZARDOUS

RNG	PRC	ROA
9"	-4	1

ARC WHIP
STUN
SHOCK

RNG	PRC	ROA
2"	-1	1



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GIULIANNA STARR

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)

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.

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.

OLDEST PROFESSION: This Unit may spend one Action Point during its Activation to nominate itself and another SOILED DOVE Unit in Line of Sight within 12". Both Units gain a +1 modifier to their Limit and to their Grit for the duration of this Round. This rule cannot be used if there is not another Soiled Dove Unit in Line of sight.

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 affect.

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.

HERACLIO BERNAL

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY



v3.04c

HYPER-V PISTOLS
CLOSE WORK, SHRED
LETHAL

RNG	PRC	ROA
10"	-3	2

BASIC MELEE ATTACK

RNG	PRC	ROA
-	0	1



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HERACLIO BERNAL

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

HICKS KINCADE

11PTS

FACE, OUTLAWS, LAWMEN, HUMAN, MERCENARY,
CONFEDERATE, WAYWARD EIGHT



v3.04c

ATOMIC REPEATER

BRUTAL
BLAST

RNG PRC ROA

15" -1 1

BASIC MELEE ATTACK

- 0 1



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HICKS KINCADE

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 YOUR INEVITABLE BETRAYAL: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. At the end of this Unit's Activation, this Unit may receive the Hunker Condition to allow a single unactivated friendly WAYWARD EIGHT Unit in the Play Area to immediately Activate. That 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.

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.

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.

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.

IDINA VANNEZ

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, MERCENARY,
DEADLY SEVEN



v3.04c

GRENADE REPEATER

INDIRECT, SPECIAL, SHRED
-2 PIERCE

RNG PRC ROA

30" 0 2

BASIC MELEE ATTACK

- 0 1



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IDINA VANNEZ

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)

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.

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.

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.

FLUSH OUT TARGET: Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10".

IGNATIUS NERO

13PTS

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



v3.04c

GRENADE LAUNCHER

INDIRECT, SPECIAL, REFINED
BRUTAL

RNG PRC ROA

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.

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.

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).

IKE CLANTON

8PTS

FACE, OUTLAWS, HUMAN, MERCENARY, COWBOYS



v3.04c

SIDEARMS

CLOSE WORK
-2 PIERCE

RNG PRC ROA

5" 0 2

BASIC MELEE ATTACK

- 0 1



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IKE CLANTON

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)

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 affect.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target 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.

INES SUAREZ

FACE, LEGENDARY, OUTLAWS, HUMAN, CONQUISTADORES

9PTS

LIBRETT

1

Q4

L3

F5

M5

A5

G5

1

v3.04c

	RNG	PRC	ROA
GOLDEN RIFLE AMMO CLIP	20"	-1	1
GOLDEN PISTOL AMMO CLIP, CLOSE WORK	10"	-1	1
ESPADA DE VIDA FATAL	1"	-1	1

UNIQUE

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INES SUAREZ

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)

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

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.

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.

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.

JAKE MATTIA

FACE, OUTLAWS, HUMAN, MERCENARY, REGULATORS, WAYWARD EIGHT, CONFEDERATE

12PTS

LIBRETT

1

Q4

L3

F5

M5

A5

G6

1

v3.04c

	RNG	PRC	ROA
GATLING GUNS SPECIAL, BRUTAL	15"	-1	4
BASIC MELEE ATTACK	-	0	1

UNIQUE

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JAKE MATTIA

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)

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

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

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 SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

JAKE WILLIAMSON

FACE, OUTLAWS, HUMAN, MERCENARY, REGULATORS

10PTS

LIBRETT

1

Q4

L3

F5

M5

A4

G6

1

v3.04c

	RNG	PRC	ROA
SHOTGUN TORRENT	-	0	1
MEAT CLEAVER BRUTAL	-	-1	2

UNIQUE

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JAKE WILLIAMSON

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.

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.

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

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.

UNFIT: Unit cannot Focus Move Actions or Sprint.

"MASKED MARSHAL" JIM MCCLAIN

FACE, LEGENDARY, OUTLAWS, LAWMEN, HUMAN, RANGER, MERCENARY, MARSHAL

11PTS

LIBRETT

1

Q5

L3

F6

M5

A6

G5

1

v3.04c

	RNG	PRC	ROA
BUNTLINE SPECIALS CLOSE WORK, SHRED BRUTAL	12"	-2	2
IRON ASP BATON REFINED STUN	1"	0	1

UNIQUE

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"MASKED MARSHAL" JIM MCCLAIN

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)

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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

IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

IF TAKEN IN A LAWMAN FORCE: TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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.

JEFFORD WILLIAMS

11PTS

FACE, OUTLAWS, HUMAN, CAPTAIN, CONFEDERATE, MERCENARY



v3.04c

	RNG	PRC	ROA
GATLING GUNS SPECIAL, BRUTAL	15"	-1	4
VOLCANIC PISTOL CLOSE WORK HAZARDOUS	10"	-1	2
BASIC MELEE ATTACK	-	0	1



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JEFFORD WILLIAMS

1 x 1

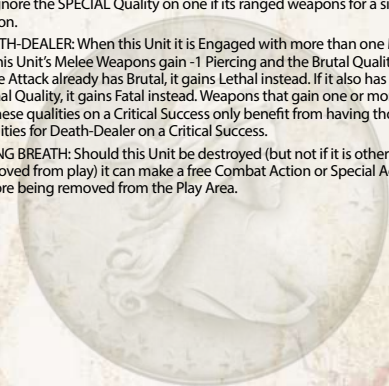
THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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.

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.



JEREMIAH SLAYN

13PTS

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



v3.04c

	RNG	PRC	ROA
CUSTOM PISTOLS 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:

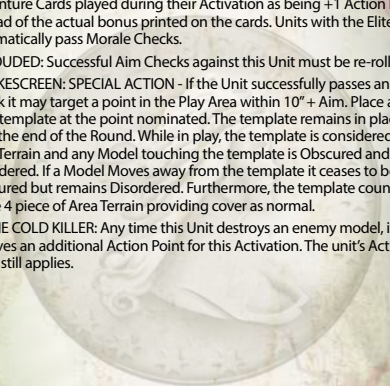
TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

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.



JESSE JAMES

19PTS

BOSS, LEGENDARY, OUTLAWS, HUMAN, MERCENARY, CONFEDERATE, TAINTED



v3.04c

	RNG	PRC	ROA
HYPER-V PISTOLS CLOSE WORK, SHRED LETHAL	10"	-3	2
HAMMERHANDS STUN BRUTAL	-	0	2



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JESSE JAMES

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)

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.

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.

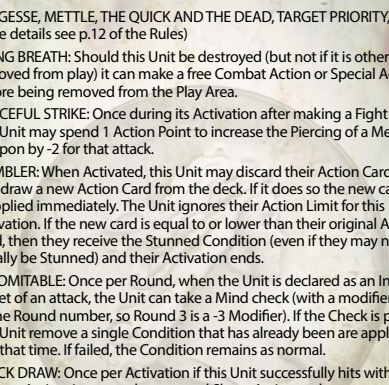
GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive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

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.

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.

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.



JESSE JAMES

17PTS

BOSS, OUTLAWS, HUMAN, MERCENARY, CONFEDERATE, TAINTED



v3.04c

	RNG	PRC	ROA
HYPER-V PISTOLS CLOSE WORK, SHRED LETHAL	10"	-3	2
BIONIC ARMS REFINED BRUTAL	-	0	2



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JESSE JAMES

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)

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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.

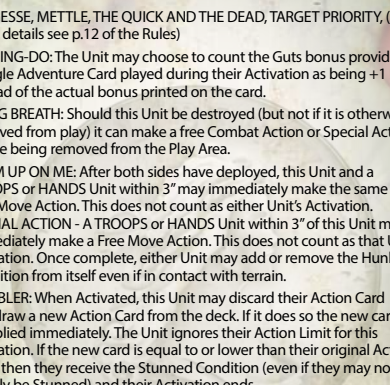
FORM UP ON ME: After both sides have deployed, this Unit and a TROOPS or HANDS Unit within 3" may immediately make the same Free Move Action. This does not count as either Unit's Activation. SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does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

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.

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.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.



JIM PETERSEN

13PTS

FACE, OUTLAWS, HUMAN, REGULATORS, MERCENARY, COWBOYS



v3.04c

VOLCANIC PISTOLS
CLOSE WORK
HAZARDOUS

	RNG	PRC	ROA
VOLCANIC PISTOLS	10"	-1	3
BLADE REFINED	1"	0	1
KETCHUM GRENADE	7"	-1	1



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JIM PETERSEN

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)

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

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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.

JOEY MANCO

16PTS

FACE, OUTLAWS, LAWMEN, HUMAN, MERCENARY, TOMBSTONE, AGENT, TAINTED



v3.04c

MAGNUM PEACEMAKER
BRUTAL, CLOSE WORK
FATAL

KETCHUM GRENADE
STUN, BLAST

BASIC MELEE ATTACK

	RNG	PRC	ROA
MAGNUM PEACEMAKER	10"	-4	1
KETCHUM GRENADE	7"	-1	1
BASIC MELEE ATTACK	-	0	1



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JOEY MANCO

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)

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.

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

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.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

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.

JOHN "BOXER" MIDDLETON

8PTS

FACE, OUTLAWS, HUMAN, MERCENARY, REGULATORS



v3.04c

SHOCK GAUNTLETS
BRUTAL, REFINED
SHOCK

	RNG	PRC	ROA
SHOCK GAUNTLETS	1"	-1	2



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JOHN "BOXER" MIDDLETON

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)

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

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.

JOHNNY RINGO

17PTS

BOSS, OUTLAWS, HUMAN, MERCENARY, COWBOYS



v3.04c

PLASMA SIX-SHOOTERS

CLOSE WORK

HAZARDOUS

BOWIE KNIFE

LETHAL

KETCHUM GRENADE

STUN, BLAST

	RNG	PRC	ROA
PLASMA SIX-SHOOTERS	10"	-2	3
BOWIE KNIFE	-	-1	2
KETCHUM GRENADE	7"	-1	1



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JOHNNY RINGO

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)

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.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

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.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target 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.

JOSE CHAVEZ Y CHAVEZ

10PTS

FACE, OUTLAWS, HUMAN, MERCENARY, GOLDEN ARMY, REGULATORS



v3.04c

MACHETTE

BRUTAL

BLASTER PISTOLS

CLOSE WORK

STUN

THROWING KNIVES

THROWN

-1 PIERCE

	RNG	PRC	ROA
MACHETTE	1"	-1	2
BLASTER PISTOLS	10"	-1	2
THROWING KNIVES	-	0	3



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JOSE CHAVEZ Y CHAVEZ

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.

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.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

JOSE ESPINOSA

10PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY, ESPINOSA, TAINTED



v3.04c

BLAZING RIFLE

HAZARDOUS

REFINED

-1 PIERCE

SIDEARM

CLOSE WORK

-2 PIERCE

	RNG	PRC	ROA
BLAZING RIFLE	20"	-1	2
SIDEARM	5"	0	1



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JOSE ESPINOSA

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.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

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.

JUAN NUEVOPUERTO

11PTS

FACE, LEGENDARY, OUTLAWS, HUMAN, CONQUISTADORES



v3.04c

'GUADANA DORADO'

HEAVY, BRUTAL, SPECIAL, AMMO CLIP

FATAL

ESPADA DE VIDA

FATAL

GOLDEN PISTOL

AMMO CLIP, CLOSE WORK

	RNG	PRC	ROA
'GUADANA DORADO'	20"	-2	2
ESPADA DE VIDA	1"	-1	1
GOLDEN PISTOL	10"	-1	1



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JUAN NUEVOPUERTO

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)

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

BUNKER: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.

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.

JUAN PONCE DE LEON

20PTS

BOSS, LEGENDARY, OUTLAWS, HUMAN, MERCENARY, CONQUISTADORES



v3.04c

'TONATIUH'

AMMO CLIP

FATAL

BLADE OF TOLLAN

HAZARDOUS

FATAL

RNG	PRC	ROA
20"	-2	1
1"	-3	1



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JUAN PONCE DE LEON

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)

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

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.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

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.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

K9 ATTACK DOG PACK

2PTS PER MODEL



SUPPORT, OUTLAWS, AUTOMATA, MACHINE, K9 SIMULACRA



v3.04c

STEEL JAWS

RNG	PRC	ROA
-	0	2

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, OUTLAWS, AUTOMATA, MACHINE, K9 SIMULACRA



v3.04c

STEEL JAWS

RNG	PRC	ROA
-	0	2

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.

K9 GUN DOG PACK

5PTS PER MODEL



SUPPORT, OUTLAWS, AUTOMATA, MACHINE, K9 SIMULACRA



v3.04c

GATLING GUN

SPECIAL, BRUTAL

BASIC MELEE ATTACK

RNG	PRC	ROA
15"	-1	3
-	0	1

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.



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KAY FREE

10PTS

FACE, OUTLAWS, UNION, HUMAN, MERCENARY,
WAYWARD EIGHT



v3.04c

	RNG	PRC	ROA
BLASTER PISTOL CLOSE WORK STUN	10"	-1	1
POWER HAMMER BRUTAL STUN	-	-1	1



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KAY FREE

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)

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". 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 or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

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.

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.

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.

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.

KODIAK

17PTS

FACE, LEGENDARY, OUTLAWS, HUMAN, MERCENARY,
DEADLY SEVEN, MUTATION, TAINTED



v3.04c

	RNG	PRC	ROA
RAZOR CLAWS BRUTAL LETHAL	1"	-1	3
"SAW BOSS" THROWN FATAL	2"	-2	1



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KODIAK

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)

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

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.

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

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

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

LAURA ANDERSSSEN

13PTS

FACE, OUTLAWS, HUMAN, MERCENARY, REGULATORS



v3.04c

	RNG	PRC	ROA
PLASMA SIX-SHOOTERS CLOSE WORK HAZARDOUS	10"	-2	3
BASIC MELEE ATTACK	-	0	1



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LAURA ANDERSSSEN

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)

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.

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 affect.

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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

LEROY SABAT

14PTS

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



v3.04c

	RNG	PRC	ROA
BIONIC ARM REFINED BRUTAL	-	0	1
CHASE SNIPER RIFLE REFINED FATAL	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.

LILITH HART

BOSS, OUTLAWS, HUMAN, MERCENARY, FLIGHT

17PTS



v3.04c

ATOM PISTOLS
LETHAL, CLOSE WORK
BLAST

RNG	PRC	ROA
10"	-2	2

SHARP TALONS
LETHAL

RNG	PRC	ROA
-	0	3

THERMITE GRENADES
BRUTAL, BLAST
HAZARDOUS

RNG	PRC	ROA
7"	-3	1



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LILITH HART

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

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.

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.

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

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 Impassable terrain or cause the Unit to be Engaged.

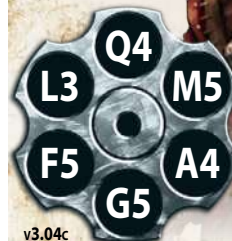
IF TAKEN IN A LAWMAN FORCE: TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

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.

LONGTREE

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

12PTS



v3.04c

DRUG PISTOL
STUN, CLOSE WORK, DISORDER
FATAL

RNG	PRC	ROA
10"	0	1

FILLETING BLADE
FATAL

RNG	PRC	ROA
-	-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.

LUCCIA ESPINOSA

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY, ESPINOSA, TAINTED

10PTS



v3.04c

BLAZING RIFLE
HAZARDOUS

RNG	PRC	ROA
20"	-1	2

SIDEARM
CLOSE WORK
-2 PIERCE

RNG	PRC	ROA
5"	0	1

BLADE
REFINED
-1 PIERCE

RNG	PRC	ROA
1"	0	1



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LUCCIA ESPINOSA

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 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.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

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.

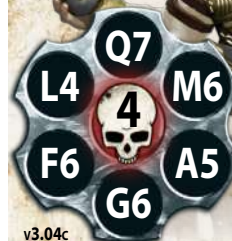
SPECIAL ACTION - A TROOPS or HANDS Unit within 3" of this Unit may immediately make a Free Move Action. This does not count as that Unit's Activation. Once complete, either Unit may add or remove the Hunkered Condition from itself even if in contact with terrain.

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).

MADRE MONICA PEREZ

BOSS, LEGENDARY, OUTLAWS, HUMAN, AUTOMATA, MACHINE, CONQUISTADORES, MOUNTED, BLACKHOOF

20PTS



v3.04c

GOLDEN PISTOL
BLAST, SPECIAL

RNG	PRC	ROA
7"	-4	1

BLESSED BOMB OF ANTIOCH
BLAST, SPECIAL
BRUTAL

RNG	PRC	ROA
7"	-4	1



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MADRE MONICA PEREZ

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, 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.

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

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.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

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.

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

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.

OUTLAW BLACKJACK

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

10PTS

PER MODEL

Q8

L2

M4

F4

A4

G6

v3.04c

FLECHETTE BLASTERS

CLOSE WORK, LINKED, SHRED

10"

0

4

BASIC MELEE ATTACK

-

0

1

RNG

PRC

ROA

10"

0

4

RNG

PRC

ROA

-

0

1

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OUTLAW BLACKJACK

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

2-4 x

25

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.

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PANCHO VILLA

BOSS, LEGENDARY, OUTLAWS, ALLIANCE, HUMAN, MERCENARY, GOLDEN ARMY

20PTS

1

Q4

L4

M6

F6

A6

G6

v3.04c

'DESTINY'

BRUTAL, LETHAL

15"

-2

3

SIDEARM

CLOSE WORK

-2 PIERCE

5"

0

1

BASIC MELEE ATTACK

-

0

1

RNG

PRC

ROA

15"

-2

3

RNG

PRC

ROA

5"

0

1

RNG

PRC

ROA

-

0

1

UNIQUE

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PANCHO VILLA

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

1 x

1

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

FLUSH OUT TARGET: Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10".

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

MEAT SHIELDS: REACTION - When this Unit fails a Grit Check, you MAY pick a friendly Size 1 or 2 HUMAN or CONSTRUCT Model within 3" of this Unit to fail their Grit Check instead as they are pulled in front at the last minute, ignorantly sacrificing themselves in the process. Models affected by Meat Shields cannot benefit from the Sawbones Special Rule.

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).

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

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PAPA TRINITY

FACE, LEGENDARY, OUTLAWS, LAWMEN, UNION, WATCHERS, CERULEAN CLADE, PRIEST, MERCENARY, CONFEDERATE, GOLDEN ARMY

15PTS

1

Q4

L3

M5

F5

A5

G5

v3.04c

NEURO-CACOPHONIC BLAST

ATTUNED, SHRED, BLAST

10"

-1

1

BASIC MELEE ATTACK

-

0

1

RNG

PRC

ROA

10"

-1

1

RNG

PRC

ROA

-

0

1

UNIQUE

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PAPA TRINITY

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

1 x

1

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

CERULEAN CLADE: This Unit has assumed a friendly form, known as its DISGUISE. Until it makes a Combat Action or a Charge Action, a Unit with a Disguise may never be the Initial Target of an attack. Once this Unit has made a Combat Action, the Disguise is lost and the Unit may be chosen as an Initial Target as normal for the remainder of the game. A Disguise is also lost if an enemy Unit moves within 3" of this Unit. Provided this Unit is at least 10" from an enemy unit, this Unit may regain its Disguise during its Activation by spending an Action Point.

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.

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.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

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.

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.

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

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PATRICIA MONAGUILLO

FACE, LEGENDARY, OUTLAWS, HUMAN, AUTOMATA, MACHINE, CONQUISTADORES, MOUNTED, BLACKHOOF

11PTS

1

Q7

L3

M5

F5

A5

G6

v3.04c

ESPADA DE VIDAS

FATAL

1"

-1

2

GOLDEN PISTOL

AMMO CLIP, CLOSE WORK

10"

-1

1

RNG

PRC

ROA

1"

-1

2

RNG

PRC

ROA

10"

-1

1

UNIQUE

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PATRICIA MONAGUILLO

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

1 x

25

TEAMWORK, 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.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

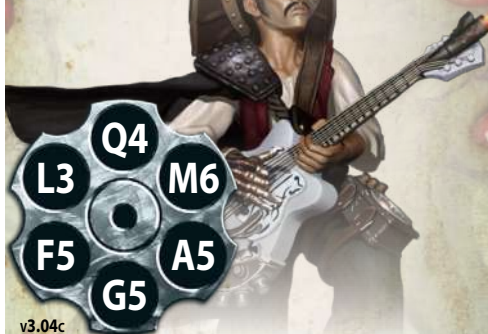
SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model 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.

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PEDRO ESPINOSA

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY,
ESPINOSA, TAINTED



v3.04c

BLAZING RIFLE

HAZARDOUS

BLADE

REFINED

-1 PIERCE

SIDEARM

CLOSE WORK

-2 PIERCE

RNG PRC ROA

20" -1 2

1" 0 1

5" 0 1



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PEDRO ESPINOSA

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.

GRITO DE DOLORES: SPECIAL ACTION - A single GOLDEN ARMY Unit within 7" of this Unit may gain +1 Fortune and +1 Limit for the remainder of the Round. Each GOLDEN ARMY Unit may only benefit from this rule once per Round.

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.

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.

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).

PROCOPIO

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY



v3.04c

HYPER-V RIFLE

SHRED

LETHAL

IONIC PISTOL

CLOSE WORK

SHOCK

BASIC MELEE ATTACK

RNG PRC ROA

20" -2 1

10" -1 1

- 0 1



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PROCOPIO

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.

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.

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.

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

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.

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.

RAIDER BLAZERS

9PTS

PER MODEL

SUPPORT, OUTLAWS, HUMAN, MACHINE, MERCENARY,
MOUNTED, BLAZER



v3.04c

BLAZER GATLING FUSILLADES

HEAVY, SPECIAL, BRUTAL

HAZARDOUS

BASIC MELEE ATTACK

RNG PRC ROA

15" -1 5

- 0 1



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RAIDER BLAZERS

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.



RAIDER CUTTHROATS

3PTS

PER MODEL

HANDS, OUTLAWS, HUMAN, MERCENARY



v3.04c

PISTOLS

CLOSE WORK, REFINED

-1 PIERCE

BLADE

REFINED

-1 PIERCE

RNG PRC ROA

10" 0 2

1" 0 1



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RAIDER CUTTHROATS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

SKIRMISHERS: The Unit has a Unit Coherency of 4".



RAIDER GUNMEN

HANDS, OUTLAWS, HUMAN, MERCENARY

3PTS
PER MODEL



v3.04c

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

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RAIDER GUNMEN

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

SKIRMISHERS: The Unit has a Unit Coherency of 4".



RAIDER SHARPSHOOTERS

SUPPORT, OUTLAWS, HUMAN, MERCENARY

3PTS
PER MODEL



v3.04c

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

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RAIDER SHARPSHOOTERS

2-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL 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.

SKIRMISHERS: The Unit has a Unit Coherency of 4".



BANDIT HEAVY INTERCEPTOR

SUPPORT, OUTLAWS, Hex, HUMAN, MACHINE, MERCENARY, MOUNTED, INTERCEPTOR

7PTS
PER MODEL



v3.04c

	RNG	PRC	ROA
TWIN HYPER-V RIFLE			
SHRED, LINKED, SPECIAL	20"	-2	2
LETHAL			
SHOTGUN			
TORRENT	-	0	1
BASIC MELEE ATTACK			
-	-	0	1

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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.



RAZORS LI

11PTS

FACE, OUTLAWS, EMPIRE, HUMAN, MERCENARY, DEADLY SEVEN, SOILED DOVE



v3.04c

	RNG	PRC	ROA
THROWING KNIVES			
THROWN	-	0	3
-1 PIERCE			
MORE THROWING KNIVES			
THROWN	-	0	3
-1 PIERCE			



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RAZORS LI

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

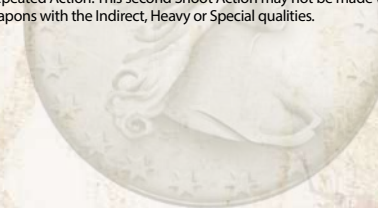
TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

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

KNIVES FOR A PRO: Should this Unit pass a Fight Check (or an Aim Check with the Thrown Quality), it may make a Free Action with a weapon containing the word 'Knife' or 'Knives'. This second Action has an additional -1 penalty to the Check.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

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.



REBEL SCOUTS
TROOPS, OUTLAWS, HUMAN, CONFEDERATE

3PTS
PER MODEL

Q4

L2

M4

F5

A4

G5

v3.04c

	RNG	PRC	ROA
PISTOLS CLOSE WORK, REFINED -1 PIERCE	10"	0	2
TOMAHAWK THROWN FATAL	-	-1	1
-	-	-	-
-	-	-	-

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REBEL SCOUTS
3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
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.
SHROUDED: Successful Aim Checks against this Unit must be re-rolled.
SKIRMISHERS: The Unit has a Unit Coherency of 4".

Q4

L2

M4

F5

A4

G5

v3.04c

	RNG	PRC	ROA
PISTOLS CLOSE WORK, REFINED -1 PIERCE	10"	0	2
TOMAHAWK THROWN FATAL	-	-1	1
-	-	-	-
-	-	-	-

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REBEL SLUGGER
SPECIALIST, OUTLAWS, HUMAN, CONFEDERATE

5PTS

Q4

L2

M4

F4

A5

G5

v3.04c

	RNG	PRC	ROA
HEAVY SLUGGER LINKED, BLAST, SHRED STUN	15"	-1	1
BASIC MELEE ATTACK	-	0	1
-	-	-	-
-	-	-	-

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REBEL SLUGGER
1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
TARGET PRIORITY: (For more details see p.12 of the Rules)
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.
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.

Q4

L2

M4

F4

A5

G5

v3.04c

	RNG	PRC	ROA
HEAVY SLUGGER LINKED, BLAST, SHRED STUN	15"	-1	1
BASIC MELEE ATTACK	-	0	1
-	-	-	-
-	-	-	-

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RICARDO FORTUNA
FACE, LEGENDARY, OUTLAWS, HUMAN, AUTOMATA, MACHINE, CONQUISTADORES, MOUNTED, BLACKHOOF

11PTS

Q7

L3

M5

F5

A5

G6

v3.04c

	RNG	PRC	ROA
GOLDEN RIFLE AMMO CLIP	20"	-1	1
ESPADA DE VIDA FATAL	1"	-1	1
-	-	-	-
-	-	-	-

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RICARDO FORTUNA
1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
TEAMWORK, METTLE: (For more details see p.12 of the Rules)
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.
DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.
NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.
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.

Q7

L3

M5

F5

A5

G6

v3.04c

	RNG	PRC	ROA
GOLDEN RIFLE AMMO CLIP	20"	-1	1
ESPADA DE VIDA FATAL	1"	-1	1
-	-	-	-
-	-	-	-

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ROSARIA MENDES
FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY

12PTS

Q4

L3

M4

F5

A5

G5

v3.04c

	RNG	PRC	ROA
'THE VOICE OF THE REVOLUTION' STUN, TORRENT, SPECIAL DISORDER	-	-2	1
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
BASIC MELEE ATTACK	-	0	1
-	-	-	-
-	-	-	-

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ROSARIA MENDES
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.
INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.
GRITO DE DOLORES: SPECIAL ACTION - A single GOLDEN ARMY Unit within 7" of this Unit may gain +1 Fortune and +1 Limit for the remainder of the Round. Each GOLDEN ARMY Unit may only benefit from this rule once per Round.
LOYAL COMPANION (PANCHE VILLA): Pancho Villa 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.
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 affect.

Q4

L3

M4

F5

A5

G5

v3.04c

	RNG	PRC	ROA
'THE VOICE OF THE REVOLUTION' STUN, TORRENT, SPECIAL DISORDER	-	-2	1
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
BASIC MELEE ATTACK	-	0	1
-	-	-	-
-	-	-	-

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SADIE WALKER

11PTS

FACE, OUTLAWS, HUMAN, SOILED DOVE, MERCENARY,
AGENT, REGULATORS



v3.04c

BUNTLINE SPECIALS

CLOSE WORK, SHRED
BRUTAL

CRUEL DAGGER

THROWN
LETHAL

	RNG	PRC	ROA
12"	-2	2	
-	0	2	



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SADIE WALKER

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)

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.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

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.

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.

SASHA TANNER

11PTS

FACE, OUTLAWS, HUMAN, GOLDEN ARMY, REGULATORS,
MERCENARY



v3.04c

BLADED GAUNTLETS

FATAL

THROWING KNIVES

THROWN
-1 PIERCE

	RNG	PRC	ROA
-	-1	2	
-	0	3	



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SASHA TANNER

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)

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.

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.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

SIERRA ICARUS

11PTS

FACE, OUTLAWS, UNION, LAWYERS, ALLIANCE, HUMAN,
SOILED DOVE, WAYWARD EIGHT, AGENT, MERCENARY



v3.04c

ATOM PISTOL

LETHAL, CLOSE WORK
BLAST

SABRE

FATAL

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



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SIERRA ICARUS

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.

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.

OLDEST PROFESSION: This Unit may spend one Action Point during its Activation to nominate itself and another SOILED DOVE Unit in Line of Sight within 12". Both Units gain a +1 modifier to their Limit and to their Grit for the duration of this Round. This rule cannot be used if there is not another Soiled Dove Unit in Line of sight.

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.

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.

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
10"	0	1	
-	0	1	
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)

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.

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.

SOFIA ANTONIELA

12PTS

FACE, OUTLAWS, ALLIANCE, HUMAN, GOLDEN ARMY,
SOILED DOVE, ESPINOSA



v3.04c

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



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SOFIA ANTONIELA

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.

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.

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

GRITO DE DOLORES: SPECIAL ACTION - A single GOLDEN ARMY Unit within 7" of this Unit may gain +1 Fortune and +1 Limit for the remainder of the Round. Each GOLDEN ARMY Unit may only benefit from this rule once per Round.

ROSS MACKEYE

13PTS

FACE, OUTLAWS, ENLIGHTENED, HUMAN, CAPTAIN,
CONFEDERATE



v3.04c

	RNG	PRC	ROA
BUNTLINE SPECIALS			
CLOSE WORK, SHRED	12"	-2	2
BRUTAL			
RIFLE			
	20"	-1	1
SABRE			
FATAL	1"	-1	1



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ROSS MACKEYE

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)

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.

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.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE 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.

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).

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.

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.

UNFIT: Unit cannot Focus Move Actions or Sprint.

SUN TOTEM

9PTS

FACE, OUTLAWS, HUMAN, DOCTOR, WAYWARD EIGHT,
MERCENARY



v3.04c

	RNG	PRC	ROA
DRUG PISTOL			
STUN, CLOSE WORK, DISORDER	10"	0	1
FATAL			
BASIC MELEE ATTACK			
	-	0	1
FRENZIED ATTACK			
SPECIAL, BRUTAL	-	-3	1
LETHAL			



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SUN TOTEM

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.

LOYAL COMPANION (FLOWING RIVER & KAY FREE): Flowing River or Kay Free are the Companions 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.

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.

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.

THE APACHE KID

13PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, WARRIOR
NATION, HUMAN, REGULATORS, MERCENARY



v3.04c

	RNG	PRC	ROA
IONIC PISTOL			
CLOSE WORK	10"	-1	1
SHOCK			
TOMAHAWK			
THROWN	-	-1	1
FATAL			
SPIRIT BOW			
ATTUNED	20"	-2	1
FATAL			



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THE APACHE KID

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)

FORWARD ECHELON: While this Unit is within 3" of one or more Friendly non-Disordered HANDS or TROOPS Units, this Unit and the HANDS or TROOPS Units ignore the Brutal Quality from any hits against them. This Unit may Go On Lookout for a cost of one Action Point, regardless of how many Combat Actions it has made this Round.

IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

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.

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.

THE BROTHERS PIZARRO

14PTS

SUPPORT, LEGENDARY, OUTLAWS, HUMAN,
CONQUISTADORES



v3.04c

	RNG	PRC	ROA
HAVOK CARRONADE REFINED, HEAVY, INDIRECT, SPECIAL BRUTAL	45"	-2	3
GOLDEN PISTOL AMMO CLIP, CLOSE WORK	10"	-1	1
BASIC MELEE ATTACK	-	0	1



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THE BROTHERS PIZARRO

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BUNKER: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.

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.

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

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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

STONEWALL JACKSON

17PTS

COMMANDER, OUTLAWS, HUMAN, GENERAL,
CONFEDERATE, MERCENARY, TAINTED



v3.04c

	RNG	PRC	ROA
CUSTOM PISTOL AMMO CLIP, CLOSE WORK FATAL	10"	-2	1
SABRE FATAL	1"	-1	1
BIONIC ARM REFINED BRUTAL	-	0	1



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STONEWALL JACKSON

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)

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

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 re-roll 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.

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.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE 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.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

THOMAS TATE TOBIN

12PTS

FACE, LEGENDARY, OUTLAWS, HEX, LAWMEN, HUMAN,
MERCENARY, CONQUISTADORES, AGENT, TAINTED



v3.04c

	RNG	PRC	ROA
GOLDEN RIFLE AMMO CLIP	20"	-1	1
GOLDEN PISTOL AMMO CLIP, CLOSE WORK	10"	-1	1
BASIC MELEE ATTACK	-	0	1



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THOMAS TATE TOBIN

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)

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.

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.

IF TAKEN IN A LAWMAN FORCE: TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

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.

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.

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.

THOMAS RUSSELL

8PTS

FACE, OUTLAWS, HUMAN, CAPTAIN, CONFEDERATE



v3.04c

	RNG	PRC	ROA
RIFLE -	20"	-1	1
SABRE FATAL	1"	-1	1
ATOM PISTOL LETHAL, CLOSE WORK BLAST	10"	-2	1



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THOMAS RUSSELL

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)

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.

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.

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 affect.

VIKTOR BEITEL

21PTS

BOSS, LEGENDARY, HEX, OUTLAWS, ENLIGHTENED, MUTATION, DOCTOR, MERCENARY, CONFEDERATE, TAINTED



v3.04c

	RNG	PRC	ROA
HELL MASK BRUTAL, TORRENT, HAZARDOUS, CLOSE WORK LETHAL	-	-1	1
MEAT CLEAVER BRUTAL	-	-1	2



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VIKTOR BEITEL

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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.

IMPERFECT MUTATIONS: Any friendly MUTATION Unit within 15" using the Mettle rule, counts their Limit value as double when calculating how many Wounds they can receive from an 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.

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

MUTAGENESIS: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect a MUTATION 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 MUTATION Unit is Disordered.

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 affect.

VIVIAN ESPINOSA

11PTS

FACE, OUTLAWS, ALLIANCE, MUTATION, HEX BEAST, GOLDEN ARMY, ESPINOSA, TAINTED



v3.04c

	RNG	PRC	ROA
HAMMERHANDS STUN BRUTAL	-	0	2
FRENZIED ATTACK SPECIAL, BRUTAL LETHAL	-	-3	1



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VIVIAN ESPINOSA

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)

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.

LOYAL COMPANION (SOFIA ANTONIELA): Sofia Antonielia 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.

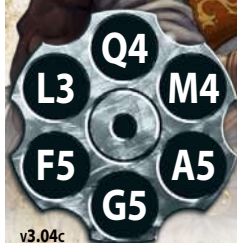
MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

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

TOBIAS FRANKLYN

10PTS

FACE, OUTLAWS, HUMAN, CORPORAL, CONFEDERATE



v3.04c

	RNG	PRC	ROA
THERMITE SHREDDER LETHAL, SPECIAL HAZARDOUS	15"	-3	2
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
BASIC MELEE ATTACK	-	0	1



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TOBIAS FRANKLYN

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)

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.

WILLIAM QUANTRILL

19PTS

COMMANDER, OUTLAWS, HUMAN, MACHINE, COLONEL, CONFEDERATE, MOUNTED, IRON HORSE, MERCENARY, TAINTED



v3.04c

	RNG	PRC	ROA
SIDEARMS CLOSE WORK -2 PIERCE	5"	0	2
ELECTROCARBINES SHOCK SABRE FATAL	15"	-1	2
	1"	-1	1



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WILLIAM QUANTRILL

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BULKY: This Unit can never be Hunkered.

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE 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.

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.

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

ZARELDA KINCADE

11PTS

FACE, OUTLAWS, HUMAN, MERCENARY, WAYWARD
EIGHT, CONFEDERATE



v3.04c

ATOMIC REPEATER

BRUTAL
BLAST

RNG PRC ROA

15" -1 1

BLASTER PISTOL

CLOSE WORK
STUN

10" -1 1

BOWIE KNIFE

LETHAL

- -1 2



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ZARELDA KINCADE

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)

CHECK THE BOUNTY: Once during their Activation, this Unit may spend an Action Point to look at the top three cards from their Adventure Deck and may discard any number of them. Replace the remaining cards in any order on top of the deck.

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.

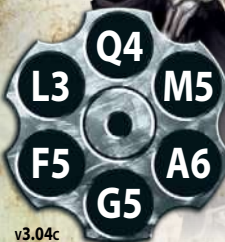
SHOULDER TO SHOULDER: Models in this Unit gains +1 Grit while in base contact with another friendly Model with this rule. Models with the Mounted trait may not benefit from this rule.

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.

YANN "THE WRAITH" PACKER

11PTS

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



v3.04c

REVOLVING SHOTGUN

AMMO CLIP, LINKED, TORRENT

RNG PRC ROA

- -1 1

BLADE

REFINED

-1 PIERCE

1" 0 1

SIDEARMS

CLOSE WORK

-2 PIERCE

5" 0 2



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YANN "THE WRAITH" PACKER

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)

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.

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.

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.

IF TAKEN IN A LAWMAN FORCE: TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

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.

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.

ANNIE MOZEE

16PTS

FACE, LEGENDARY, OUTLAWS, LAWYEN, HEX, HUMAN,
MERCENARY, RANGER, COWBOYS, TAINTED



v3.04c

LANCASTER SPECIAL

AMMO CLIP, REFINED
FATAL

RNG PRC ROA

20" -1 1

BUNTLINE SPECIAL

CLOSE WORK, SHRED
BRUTAL

12" -2 1

BASIC MELEE ATTACK

- - 0 1



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ANNIE MOZEE

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.

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.

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.

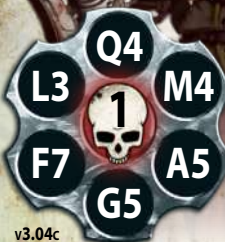
QUICK DRAW: Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy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

TRICK SHOT: This Unit may spend an Action point to gain Line of Sight to an enemy Unit that is currently not in Line of Sight. The target Unit must still be in range and an otherwise normally eligible target.

BLOODY BILL ANDERSSSEN

13PTS

FACE, LEGENDARY, ENLIGHTENED, OUTLAWS,
CONSTRUCT, CONFEDERATE, MERCENARY, SERGEANT,
TAINTED



v3.04c

FELLBLADES

BRUTAL, ATTUNED
FATAL

RNG PRC ROA

1" -1 2

SIDEARMS

CLOSE WORK

-2 PIERCE

5" 0 2

KETCHUM GRENADE

STUN, BLAST

7" -1 1



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BLOODY BILL ANDERSSSEN

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)

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.

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

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.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

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.

REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE 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.

CALAMITY JANE

12PTS

FACE, LEGENDARY, LAWMEN, OUTLAWS, HUMAN,
MERCENARY, RANGER



v3.04c

	RNG	PRC	ROA
ATOM PISTOL LETHAL, CLOSE WORK BLAST	10"	-2	1
IRON ASP BATON REFINED STUN	1"	0	1
SOPHIE RIFLE REFINED BRUTAL	20"	-1	1



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CALAMITY JANE

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)

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.

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 Triggertab, Booby Traps etc.

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.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

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).

TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

CHARLOTTE ANNING

12PTS

FACE, CROWN, OUTLAWS, HUMAN, MERCENARY,
NAUTILUS



v3.04c

	RNG	PRC	ROA
MAGIC LANTERN AMMO CLIP, SPECIAL, INDIRECT	20"	-1	1
BASIC MELEE ATTACK	-	0	1



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CHARLOTTE ANNING

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.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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.

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

CEMETARY KRIMINAL

13PTS

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



v3.04c

	RNG	PRC	ROA
SHADOW VORTEX SPECIAL, LETHAL, BLAST, CLOSE WORK FATAL	8"	-2	1
MORTICIAN'S BLADE FATAL	-	-1	1



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CEMETARY KRIMINAL

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.

DOC HOLLIDAY

16PTS

FACE, LEGENDARY, LAWMEN, OUTLAWS, HUMAN,
TOMBSTONE, MERCENARY, AGENT



v3.04c

	RNG	PRC	ROA
NICKEL PLATED PISTOLS CLOSE WORK LETHAL	10"	-1	3
RAZOR-SHARP CARD DECK SPECIAL, REFINED FATAL	5"	0	3
IRON ASP BATON REFINED STUN	1"	0	1



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DOC HOLLIDAY

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)

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.

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.

REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

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).

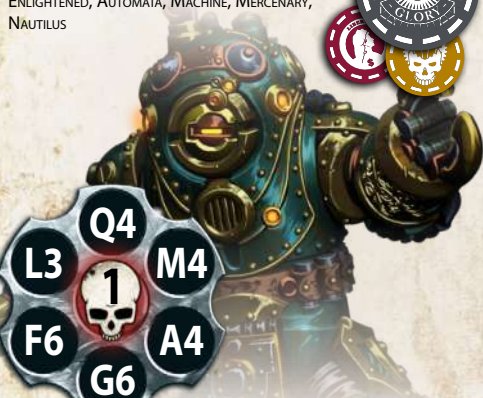
SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

DRUM

15PTS

SUPPORT, LEGENDARY, CROWN, OUTLAWS,
ENLIGHTENED, AUTOMATA, MACHINE, MERCENARY,
NAUTILUS



v3.04c

ROTARY HARPOON GUN

SPECIAL, REFINED, SHRED
BRUTAL

	RNG	PRC	ROA
15"	-2	3	

SERVO-CLAW

REFINED, SPECIAL, TANGLE
-3 PIERCE

1"	0	1	
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HAMMERHAND

STUN
BRUTAL

-	0	1	
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DRUM

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BUNKER: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.

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.

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

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model 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.

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.

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.

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

EMILY NOUGUIER

8PTS

FACE, ENLIGHTENED, OUTLAWS, HUMAN, MERCENARY



v3.04c

SERVO-CLAW

REFINED, SPECIAL, TANGLE
-3 PIERCE

	RNG	PRC	ROA
1"	0	1	

BASIC MELEE ATTACK

-	0	1	
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EMILY NOUGUIER

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)

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.

OVERRIDE AUTOMATA: SPECIAL ACTION - This Unit may target an AUTOMATA Unit (friend or foe) within 5". 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 or Model counts as friendly to this Unit. You cannot compel Models with the LEGENDARY trait.

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.

ERASMUS DARWIN

14PTS

FACE, CROWN, OUTLAWS, HUMAN, MERCENARY,
NAUTILUS



v3.04c

SERVO-CLAWS

REFINED, SPECIAL, TANGLE
-3 PIERCE

	RNG	PRC	ROA
1"	0	2	

GALVANIC DISCHARGE

SPECIAL, BRUTAL
SHOCK

7"	-1	3	
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ERASMUS DARWIN

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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.

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.

SHIELD AURA: SPECIAL ACTION - This Unit gains +1 Grit for the remainder of the Round, unless the attack has the Shock, Blast or Torrent Quality.

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

JOHN YOUNGER - CREATION XI

11PTS

FACE, ENLIGHTENED, OUTLAWS, CONSTRUCT,
MERCENARY, TAINTED



v3.04c

PISTOL

CLOSE WORK, REFINED
-1 PIERCE

	RNG	PRC	ROA
10"	0	3	

HAMMERHANDS

STUN
BRUTAL

-	0	2	
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MOUSEGUN

CLOSE WORK
LETHAL

10"	-1	1	
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JOHN YOUNGER - CREATION XI

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)

BACKUP PISTOL: Should this Unit successfully hit with a weapon with the Close Work rule, it may make a Free Shoot Action with a second weapon with the Close Work rule. This second Action has an additional -1 Aim penalty.

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

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.

FAILSAFE DETONATOR: SPECIAL ACTION - This Unit is removed from play once this Action is resolved. Any Model (friendly or enemy) in Base contact with a Model in this Unit suffers an automatic hit with a -2 Piercing. This Action cannot cause a hit on other Models in 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.

SPLIT SHOT: This Unit may target different Units with each die from their weapon's Rate of Attack in a Shoot Action rather than having to resolve them against a single target Unit.

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
THROWING KNIVES	-	0	3
SIDEARM	5"	0	1
VORTEX GLOVE	-	-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 Model 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
HEX BOLT	10"	-1	3
FELLBLADE	1"	-1	1
FETISH STAFF	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.

MISSY COPELIE

11PTS

FACE, LAWREN, OUTLAWS, HUMAN, RANGER, SOILED
DOVE, MERCENARY



v3.04c

IRON ASP BATON

REFINED
STUN

SIDEARM
CLOSE WORK
-2 PIERCE

PORTABLE LAUNCHER
HEAVY, BLAST
HAZARDOUS

	RNG	PRC	ROA
IRON ASP BATON	1"	0	1
SIDEARM	5"	0	1
PORTABLE LAUNCHER	20"	-2	1



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MISSY COPELIE

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)

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.

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).

TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

NEKO MEI

11PTS

FACE, CROWN, OUTLAWS, HUMAN, NAUTILUS,
MERCENARY



v3.04c

RAZOR CLAWS

BRUTAL
LETHAL

WHIP
TANGLE

	RNG	PRC	ROA
RAZOR CLAWS	1"	-1	3
WHIP	2"	0	1



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NEKO MEI

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.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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

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.

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.

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

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.

RABECA COPELIE

10PTS

FACE, LAWREN, OUTLAWS, HUMAN, RANGER, SOILED
DOVE, MERCENARY



v3.04c

SIDEARMS
CLOSE WORK
-2 PIERCE

IRON ASP BATON
REFINED
STUN

RNG PRC ROA

5" 0 2

1" 0 1



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RABECA COPELIE

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)

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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).

TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

RANI NIMUE

21PTS

COMMANDER, LEGENDARY, CROWN, OUTLAWS, HUMAN,
CAPTAIN, NAUTILUS, MERCENARY



v3.04c

RELIC BLADE
FATAL

TRISHULA OF TRITON
REFINED, SPECIAL
FATAL

ROTORY HARPETTE
LETHAL

RNG PRC ROA

1" -1 1

2" -3 2

10" -1 3



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RANI NIMUE

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.

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.

TACTICAL BRILLIANCE: This Unit gains +1 to Reserve Checks. Once per Round the unit, when Activated, may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that deck.

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

XENOSHIELD: This Unit can only take a maximum penalty of -1 to Grit Checks from Ranged Weapons.

RANI NIMUE

18PTS

COMMANDER, CROWN, OUTLAWS, HUMAN, CAPTAIN,
NAUTILUS, MERCENARY



v3.04c

RELIC BLADE
FATAL

ROTORY HARPETTE
LETHAL

RNG PRC ROA

1" -1 1

10" -1 3



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RANI NIMUE

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

CHAIN OF COMMAND: Provided there is another Unit from its Detachment within 12", this Unit restores its Fortune at the end of its Activation as normal. Otherwise this Unit automatically restores its Fortune at the end of the Round. This Unit's Fortune cannot be used by another Unit with the COMMANDER or BOSS trait.

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.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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.

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.

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

SARDER HARDIT SINGH

13PTS

FACE, CROWN, OUTLAWS, HUMAN, CHOWKIDAR,
NAUTILUS, MERCENARY



v3.04c

'BAYAKO'
BRUTAL, STUN
SHOCK

ROTORY HARPETTE
LETHAL

RNG PRC ROA

2" -2 1

10" -1 3



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SARDER HARDIT SINGH

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.

DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

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.

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.

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.

MASTER CHOWKIDAR: While this Unit is within 5" of Rani Nimue, should she 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 Rani Nimue but resolve the Grit Check on this Unit instead.

VIOLET SMEE

FACE, CROWN, OUTLAWS, HUMAN, LIEUTENANT,
CHOWKIDAR, NAUTILUS, MERCENARY

9PTS



v3.04c

	RNG	PRC	ROA
SABRE FATAL	1"	-1	1
WEBLEY MUCKLOCK CLOSE WORK, REFINED BRUTAL	10"	-1	1



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VIOLET SMEE

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)

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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.

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.

WARREN EARP

13PTS

FACE, LAWREN, OUTLAWS, HUMAN, TOMBSTONE,
MERCENARY



v3.04c

	RNG	PRC	ROA
BLASTER CARBINE STUN	15"	-1	2
BLASTER PISTOL CLOSE WORK STUN	10"	-1	1
IRON ASP BATON REFINED STUN	1"	0	1



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WARREN EARP

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)

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.

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

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.

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.

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.

TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).

WENDELL LEE

FACE, ENLIGHTENED, OUTLAWS, HUMAN, DOCTOR,
CONFEDERATE, TAINTED

12PTS



v3.04c

	RNG	PRC	ROA
FILLETING BLADE FATAL	-	-1	1
THERMITE GRENADES BRUTAL, BLAST HAZARDOUS	7"	-3	1



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WENDELL LEE

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.

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.

IMPERFECT MUTATIONS: Any friendly MUTATION Unit within 15" using the Mettle rule, counts their Limit value as double when calculating how many Wounds they can receive from an attack.

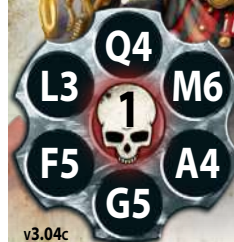
REBEL YELL: At the end of this Unit's Activation, a single CONFEDERATE Unit within 7" of this Unit may immediately Activate provided it has not yet Activated this round. The Unit gains +1 Limit for the Activation. This is treated as a new Activation, so you must apply any effects and draw an Action card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

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.

FRANCIS TUMBLETY

13PTS

FACE, LEGENDARY, UNION, ENLIGHTENED, OUTLAWS,
IMPERIUM, HUMAN, MERCENARY, DOCTOR, TAINTED



v3.04c

	RNG	PRC	ROA
RIPPER GAUNTLETS BRUTAL, CLOSE WORK	10"	0	3
MORTICIAN'S BLADE FATAL	-	-1	1



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FRANCIS TUMBLETY

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)

CARPATHOGEN: SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect all CONSTRUCT 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 starting number of Models. This rule does not apply to MOUNTED Units or Units that have been completely destroyed.

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.

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.

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.

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.

JADZIA KOSCIUSZKO
17PTS

FACE, LEGENDARY, COMMONWEALTH, OUTLAWS, HUMAN, MACHINE, RAM, MOUNTED, TREADBIKE

Q6

L3

F6

G6

1

M6

A5

CRYO LANCE
HAZARDOUS, REFINED, STUN
FATAL

TREADBIKE CANNONS
SPECIAL, LINKED, SHRED

RNG

PRC

ROA

2"	-2	1
15"	-1	3

UNIQUE

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JADZIA KOSCIUSZKO
1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:
TEAMWORK, METTLE, (For more details see p.12 of the Rules)
BULKY: This Unit can never be Hunkered.
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.
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.
INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll 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.
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.

NAZOMBU SNAKE
12PTS

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

Q6

L2

F5

G6

1

M1

A1

FRENZIED ATTACK
SPECIAL, BRUTAL
LETHAL

SPIKE TAILS

RNG

PRC

ROA

-	-3	1
1"	-1	2

UNIQUE

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NAZOMBU SNAKE
1 x 4

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.

CARL FREDRICKSON
12PTS

FACE, UNION, LAWMEN, OUTLAWS, HUMAN, MERCENARY, AGENT

Q4

L3

F5

G5

1

M5

A5

RAIL PISTOL
CLOSE WORK, SHRED

VORTEX GLOVE
SPECIAL
LETHAL

IRON ASP BATON
REFINED
STUN

RNG

PRC

ROA

15"	-2	1
-	-2	1
1"	0	1

UNIQUE

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CARL FREDRICKSON
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)
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.
IF TAKEN IN A LAWMAN FORCE: TINMAN: This Unit may use the Mind Attribute of any friendly MARSHAL Unit within Line of Sight of this Unit for Morale checks. Once per Round, for the duration of their Activation, this Unit may gain a point of Fortune while within 7" of a friendly MARSHAL or SHERIFF Unit (not including themselves).
IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.
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.
REVOLVER FAN: Once per Activation, this Unit may spend an Action Point and receive +2 to its Rate of Attack with a Weapon with the Close Work Quality in a Shoot Action. During that Shoot Action the Model receives a -1 penalty to their Aim Attribute and cannot Focus the Shoot Action.

NAKANO GOZEN
15PTS

FACE, LEGENDARY, EMPIRE, LAWMEN, OUTLAWS, HUMAN, EMISSARY, MERCENARY, AGENT

Q6

L3

F7

G6

1

M6

A5

REVENANT KATANAS

RNG

PRC

ROA

1"	-2	2
----	----	---

UNIQUE

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NAKANO GOZEN
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)
DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.
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.
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.
PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.
QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.
SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.
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.

ANGRY MOB

HUMAN, TAINTED

1PTS

PER MODEL

3-6 x 1

Q4

L2

M3

F4

G3

A3

THROWN

LETHAL

BURNING TORCH

HAZARDOUS

BRUTAL

	RNG	PRC	ROA
PITCHFORK	1"	0	1
BURNING TORCH	-	0	1

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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.

CIVILIANS

HUMAN

1PTS

PER MODEL

3-6 x 1

Q4

L2

M4

F3

G3

A3

THROWN

LETHAL

BURNING TORCH

HAZARDOUS

BRUTAL

	RNG	PRC	ROA
PITCHFORK	1"	0	1
BURNING TORCH	-	0	1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ASSET: Provided it was deployed at the start of the game, this Unit is worth a Victory Point if at least one Model from it survives to the end of the game.

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.

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 BEAST

MUTATION, HEX BEAST, TAINTED

1PTS

PER MODEL

1 x 2

Q3

L1

M2

F5

G6

A4

THROWN

LETHAL

BURNING TORCH

HAZARDOUS

BRUTAL

	RNG	PRC	ROA
PITCHFORK	1"	0	1
BURNING TORCH	-	0	1

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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.

PANDAY BECK

SPECIALIST, LEGENDARY, HUMAN

7PTS

PER MODEL

1 x 2

Q5

L3

M5

F4

G5

A6

THROWN

LETHAL

BURNING TORCH

HAZARDOUS

BRUTAL

	RNG	PRC	ROA
PITCHFORK	1"	0	1
BURNING TORCH	-	0	1

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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.

WAYLAND THE SMITH

SPECIALIST, LEGENDARY, HUMAN, MYTH

11PTS

1 x 2

Q5

L3

M7

F6

A6

G7

2

v3.04c

MIGHTY HAMMER

STUN, REFINED

BRUTAL

RNG

PRC

ROA

1"

-1

1

UNIQUE

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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.