

WIDOWERS

TROOPS, ENLIGHTENED, CONSTRUCT, TAINTED

2PTS

PER MODEL

L2

Q4

M3

F4

A4

G4

v3.04c

	RNG	PRC	ROA
RIFLE	-	20"	-1 1
BASIC MELEE ATTACK	-	- 0	1

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WIDOWERS

3-6 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.

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

SEEKERS

TROOPS, ENLIGHTENED, CONSTRUCT, TAINTED

2PTS

PER MODEL

L2

Q5

M3

F4

A4

G4

v3.04c

	RNG	PRC	ROA
SIDEARM CLOSE WORK -2 PIERCE	5"	0	1
BLADE REFINED -1 PIERCE	1"	0	1

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SEEKERS

3-6 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.

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.

AETHERIC APPARITION

SUPPORT, ENLIGHTENED, SPIRIT

6PTS

PER MODEL

L2

Q4

M6

F5

A5

G4

v3.04c

	RNG	PRC	ROA
IRIDESCENT BREATH STUN, TORRENT DISORDER	-	-2	1
SPIRIT CLAWS ATTUNED	-	-1	3

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AETHERIC APPARITION

1-3 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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

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

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

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

ANNABELLE HAMILTON

COMMANDER, ENLIGHTENED, HUMAN, CONFEDERATE, TAINTED

18PTS

L3

Q5

M7

F6

A6

G6

v3.04c

	RNG	PRC	ROA
HAMMERHAND STUN BRUTAL	-	0	1
MOUSEGUN CLOSE WORK LETHAL	10"	-1	1
THERMITE GRENADES BRUTAL, BLAST HAZARDOUS	7"	-3	1

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ANNABELLE HAMILTON

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)

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.

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.

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.

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.

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.

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.

APEX HELLION

SPECIALIST, ENLIGHTENED, CONSTRUCT, FLIGHT, HELLION, TAINTED

8PTS
PER MODEL



1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, 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.

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.

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.

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

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

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.

v3.04c

HELLION EVISCERATORS	RNG	PRC	ROA
TANGLE	-	-1	2
-	-	-	-
-	-	-	-
-	-	-	-

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AUGUSTA BYRON

COMMANDER, ENLIGHTENED, CONSTRUCT, COUNTESS, TAINTED

22PTS



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)

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.

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.

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

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

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

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.

v3.04c

GALVANIC DISCHARGE	RNG	PRC	ROA
SPECIAL, BRUTAL SHOCK	7"	-1	3
FILLETING BLADE	-	-1	1
FATAL	-	-	-
-	-	-	-

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BLOODY BILL ANDERSSSEN

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

13PTS



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.

v3.04c

FELBLADES	RNG	PRC	ROA
BRUTAL, ATTUNED FATAL	1"	-1	2
SIDEARMS	5"	0	2
CLOSE WORK -2 PIERCE	-	-	-
KETCHUM GRENADE	7"	-1	1
STUN, BLAST	-	-	-

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BRUTE FIRE TEAM

SUPPORT, ENLIGHTENED, CONSTRUCT, FIRE TEAM, TAINTED

5PTS
PER MODEL



2-4 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.

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

v3.04c

GATLING GUN	RNG	PRC	ROA
SPECIAL, BRUTAL	15"	-1	3
HEAVY FIST	-	0	1
BRUTAL STUN	-	-	-
-	-	-	-

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BURSON CARPATHIAN

20PTS

COMMANDER, ENLIGHTENED, HUMAN, DOCTOR, TAINTED

Q4

L3

F6

G6

M8

A6

3

v3.04c

ATOMIC BLUNDERBUSS

HAZARDOUS, TORRENT

BRUTAL

IONIC PISTOL

CLOSE WORK

SHOCK

BIONIC ARM

REFINED

BRUTAL

	RNG	PRC	ROA
ATOMIC BLUNDERBUSS	-	-2	1
IONIC PISTOL	10"	-1	1
BIONIC ARM	-	0	1

UNIQUE

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BURSON CARPATHIAN

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)

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.

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.

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.

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

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

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.

BURSON CARPATHIAN

21PTS

COMMANDER, LEGENDARY, ENLIGHTENED, CONSTRUCT, DOCTOR, TAINTED

Q5

L4

F7

G7

M7

A5

4

v3.04c

"VERONICA"

LETHAL, SPECIAL, BRUTAL

BLAST

SERVO-CLAW

REFINED, SPECIAL, TANGLE

-3 PIERCE

HAMMERHANDS

STUN

BRUTAL

	RNG	PRC	ROA
"VERONICA"	15"	-2	3
SERVO-CLAW	1"	0	1
HAMMERHANDS	-	0	2

UNIQUE

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BURSON CARPATHIAN

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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

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.

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

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

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

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.

CONSTRUCT BLAZER

8PTS PER MODEL

SUPPORT, ENLIGHTENED, CONSTRUCT, MACHINE, BLAZER, MOUNTED, TAINTED

Q6

L2

F3

G5

M4

A3

0

v3.04c

BLAZER GATLING FUSILLADES

HEAVY, SPECIAL, BRUTAL

HAZARDOUS

BASIC MELEE ATTACK

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

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CONSTRUCT BLAZER

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.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.

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.

CONSTRUCT CAVALRY

7PTS PER MODEL

SUPPORT, ENLIGHTENED, CONSTRUCT, MACHINE, IRON HORSE, MOUNTED, TAINTED

Q7

L2

F3

G5

M3

A3

0

v3.04c

GATLING GUNS

SPECIAL, BRUTAL

BASIC MELEE ATTACK

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

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CONSTRUCT CAVALRY

2-6 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.

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.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.

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

CONSTRUCT HENCHMEN

TROOPS, ENLIGHTENED, CONSTRUCT, TAINTED

1PTS
PER MODEL



v3.04c

RIFLE
- 20" -1 1

BASIC MELEE ATTACK
- 0 1

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CONSTRUCT HENCHMEN

5-10 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.



CONSTRUCT MENIALS

TROOPS, ENLIGHTENED, CONSTRUCT, TAINTED

1PTS
PER MODEL



v3.04c

PISTOL
CLOSE WORK, REFINED
-1 PIERCE 10" 0 1

BLADE
REFINED
-1 PIERCE 1" 0 1

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CONSTRUCT MENIALS

5-10 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

LOBOTOMISED: This Unit may re-roll failed Morale Checks. If the Unit fails a Morale check and is a single Model, the Unit is destroyed.



CREATION V

SUPPORT, ENLIGHTENED, CONSTRUCT, TAINTED

12PTS



v3.04c

RAIL GUN
SHRED
- 25" -3 1

MIGHTY HAMMERS
STUN, REFINED
BRUTAL 1" -1 2



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CREATION V

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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

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.

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

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

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

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.



CREATION VII

SUPPORT, ENLIGHTENED, CONSTRUCT, TAINTED

13PTS



v3.04c

HEAVY INDUSTRIAL DRILL
LETHAL
FATAL - -2 1

INDUSTRIAL BUZZSAW
BRUTAL
FATAL - -3 1

RAZORSPINE ROTOR
SPECIAL, BRUTAL
LETHAL 15" -1 3

NAPALM CANNON
TORRENT, HAZARDOUS
LETHAL - -2 1



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CREATION VII

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

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.

HARDY: The Unit may re-roll failed Grit checks, 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.

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

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.



CREATION X

FACE, ENLIGHTENED, CONSTRUCT, TAINTED

12PTS

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.

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.

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.

L3

Q4

M3

F5

A4

G6

MEAT CLEAVERS

BRUTAL

INDUSTRIAL BUZZSAW

BRUTAL

FATAL

	RNG	PRC	ROA
MEAT CLEAVERS	-	-1	3
INDUSTRIAL BUZZSAW	-	-3	1

UNIQUE

v3.04c

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DONOVAN

FACE, ENLIGHTENED, CONSTRUCT, CONFEDERATE, TAINTED

8PTS

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)

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.

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.

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.

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.

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.

L3

Q4

M4

F6

A4

G6

ELECTRO BATONS

STUN

DISORDER

	RNG	PRC	ROA
ELECTRO BATONS	-	0	2

UNIQUE

v3.04c

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CREATION XIII

SUPPORT, ENLIGHTENED, CONSTRUCT, TAINTED

10PTS

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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.

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.

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

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

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

L2

Q4

M3

F5

A4

G6

SERVO-CLAW

REFINED, SPECIAL, TANGLE

-3 PIERCE

RJ CHEST BURST

TORRENT, BRUTAL, CLOSE WORK

FATAL

INDUSTRIAL DRILL

LETHAL

	RNG	PRC	ROA
SERVO-CLAW	1"	0	1
RJ CHEST BURST	-	-3	1
INDUSTRIAL DRILL	-	-1	1

UNIQUE

v3.04c

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EMILY NOUGUIER

FACE, ENLIGHTENED, OUTLAWS, HUMAN, MERCENARY

8PTS

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.

L3

Q4

M7

F5

A5

G5

SERVO-CLAW

REFINED, SPECIAL, TANGLE

-3 PIERCE

BASIC MELEE ATTACK

	RNG	PRC	ROA
SERVO-CLAW	1"	0	1
BASIC MELEE ATTACK	-	0	1

UNIQUE

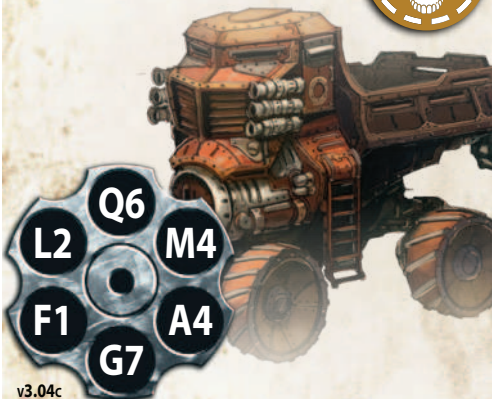
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ENLIGHTENED IRONHIDE

11PTS

SUPPORT, ENLIGHTENED, MACHINE, TRANSPORT 6



v3.04c

GATLING FUSILLADES
SPECIAL, BRUTAL, HEAVY, LINKED
LETHAL

	RNG	PRC	ROA
GATLING FUSILLADES	15"	-1	5

BASIC MELEE ATTACK

	RNG	PRC	ROA
BASIC MELEE ATTACK	-	0	1

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ENLIGHTENED IRONHIDE

1 x 55

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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

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

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

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

ERIN MELTZER

13PTS

FACE, ENLIGHTENED, HUMAN, PROFESSOR, AGENT, SOUL HUNTER



v3.04c

WYRD-PLASM EJECTOR
TORRENT, TANGLE, REFINED
ATTUNED

	RNG	PRC	ROA
WYRD-PLASM EJECTOR	-	0	1

BASIC MELEE ATTACK

	RNG	PRC	ROA
BASIC MELEE ATTACK	-	0	1

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ERIN MELTZER

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)

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.

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.

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.

SOUL HUNTER: SOUL HUNTER: At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY Units.

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

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.

ERNESTO VOLK

11PTS

FACE, ENLIGHTENED, HUMAN, DOCTOR, AGENT, SOUL HUNTER



v3.04c

WYRD-PLASM EJECTOR
TORRENT, TANGLE, REFINED
ATTUNED

	RNG	PRC	ROA
WYRD-PLASM EJECTOR	-	0	1

SHOCK GAUNTLETS
BRUTAL, REFINED
SHOCK

	RNG	PRC	ROA
SHOCK GAUNTLETS	1"	-1	2

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ERNESTO VOLK

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.

ENGULFING SHOT: Each time this Unit successfully makes a Shoot Action with a Blast or Template weapon, it may spend an additional Action Point to ignore Obscured penalties to Aim Checks.

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.

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.

SOUL HUNTER: SOUL HUNTER: At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY Units.

GUSTAVE EIFFEL

22PTS

COMMANDER, LEGENDARY, ENLIGHTENED, HUMAN, MACHINE, MOUNTED, TAINTED



v3.04c

WEB LAUNCHER
TANGLE, TORRENT
LETHAL

	RNG	PRC	ROA
WEB LAUNCHER	-	0	1

FANGED MAW
BRUTAL, TANGLE, REFINED
FATAL

	RNG	PRC	ROA
FANGED MAW	-	-1	1

HAMMERHAND
STUN
BRUTAL

	RNG	PRC	ROA
HAMMERHAND	-	0	3

GATLING GUN
SPECIAL, BRUTAL

	RNG	PRC	ROA
GATLING GUN	15"	-1	3

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GUSTAVE EIFFEL

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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.

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.

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

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

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.

JOCASTA TOBIN

12PTS

FACE, ENLIGHTENED, HUMAN, DOCTOR, AGENT, SOUL HUNTER

L3

Q4

M6

F5

G5

A5

v3.04c

	RNG	PRC	ROA
NEUTRONA CADUCEUS ATTUNED, REFINED SHOCK	15"	-1	1
BASIC MELEE ATTACK	-	0	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

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.

SOUL HUNTER: SOUL HUNTER: At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY Units.

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

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.

K9 ATTACK DOG PACK

2PTS
PER MODEL

SUPPORT, ENLIGHTENED, AUTOMATA, MACHINE, K9 SIMULACRA

L2

Q6

M3

F5

G4

A1

v3.04c

	RNG	PRC	ROA
STEEL JAWS	-	0	2

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

JOHN YOUNGER - CREATION XI

11PTS

FACE, ENLIGHTENED, OUTLAWS, CONSTRUCT, MERCENARY, TAINTED

L3

Q4

M4

F5

G6

A5

v3.04c

	RNG	PRC	ROA
PISTOL CLOSE WORK, REFINED -1 PIERCE	10"	0	3
HAMMERHANDS STUN BRUTAL	-	0	2
MOUSEGUN CLOSE WORK LETHAL	10"	-1	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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.

K9 GUARD DOG

3PTS

SPECIALIST, ENLIGHTENED, AUTOMATA, MACHINE, K9 SIMULACRA

L2

Q6

M3

F5

G4

A1

v3.04c

	RNG	PRC	ROA
STEEL JAWS	-	0	2

UNIQUE

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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

SUPPORT, ENLIGHTENED, AUTOMATA, MACHINE, K9
SIMULACRA

5PTS
PER MODEL



v3.04c

GATLING GUN

SPECIAL, BRUTAL

	RNG	PRC	ROA
	15"	-1	3

BASIC MELEE ATTACK

	-	0	1

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K9 GUN DOG PACK

2-4 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

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



KATHERINE HOLST

11PTS

FACE, ENLIGHTENED, HUMAN, DOCTOR, SOUL HUNTER,
AGENT



v3.04c

NEUTRONA CADUCEUS

ATTUNED, REFINED

BASIC MELEE ATTACK

	RNG	PRC	ROA
	15"	-1	1

	-	0	1



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KATHERINE HOLST

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.

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.

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.

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).

SOUL HUNTER: SOUL HUNTER: At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY Units.

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

KYLE THE BLACK

COMMANDER, ENLIGHTENED, HUMAN, TAINTED

20PTS



v3.04c

MORTICIAN'S BLADE

	RNG	PRC	ROA
	-	-1	1

MEAT CLEAVER

	-	-1	2

SERVO-CLAWS

	1"	0	2



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KYLE THE BLACK

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, 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.

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.

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

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

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.

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.

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.

MANTIS

10PTS

FACE, ENLIGHTENED, CONSTRUCT, TAINTED



v3.04c

MANREAPER CARBINE

BRUTAL LETHAL

MORTICIAN'S BLADES

FATAL

	RNG	PRC	ROA
	15"	-1	1

	-	-1	2



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MANTIS

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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.

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.

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.

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.

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.

PHONIC BLASTER MENIALS

TROOPS, ENLIGHTENED, CONSTRUCT, PHONIC, TAINTED

3PTS

PER MODEL

v3.04c

</

THOMAS EDSON

19PTS

COMMANDER, ENLIGHTENED, HUMAN, PHONIC, TAINTED



v3.04c

(HIGH FREQ) AURAL PROJECTORS

STUN, REFINED
BRUTAL

	RNG	PRC	ROA
	15"	-3	2

(LOW FREQ) AURAL PROJECTORS

TORRENT, REFINED
DISORDER

	RNG	PRC	ROA
	-	-2	2

IONIC PISTOL

CLOSE WORK
SHOCK

	RNG	PRC	ROA
	10"	-1	1

BIONIC ARM

REFINED
BRUTAL

	RNG	PRC	ROA
	-	0	1



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THOMAS EDSON

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)

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.

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.

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.

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

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.

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.

UNGER - CREATION VI

10PTS

FACE, ENLIGHTENED, CONSTRUCT, CONFEDERATE, TAINTED



v3.04c

GATLING GUN

SPECIAL, BRUTAL

	RNG	PRC	ROA
	15"	-1	3

SERVO-CLAW

REFINED, SPECIAL, TANGLE
-3 PIERCE

	RNG	PRC	ROA
	1"	0	1



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UNGER - CREATION VI

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, 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.

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.

VLADIMIR URSUL

11PTS

FACE, ENLIGHTENED, HUMAN



v3.04c

RIFLE

	RNG	PRC	ROA
	20"	-1	1

CHAIN TRAP

TANGLE, BLAST, SPECIAL
-2 PIERCE

	RNG	PRC	ROA
	7"	0	1

BASIC MELEE ATTACK

	RNG	PRC	ROA
	-	0	1



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VLADIMIR URSUL

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.

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.

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.

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.

WARWICK HUDSON

18PTS

COMMANDER, ENLIGHTENED, HUMAN, AUGER, SOUL
HUNTER, AGENT



v3.04c

NEUTRONA CADUCEUS

ATTUNED, REFINED
SHOCK

	RNG	PRC	ROA
	15"	-1	1

HAMMERHAND

STUN
BRUTAL

	RNG	PRC	ROA
	-	0	1



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WARWICK HUDSON

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.

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.

HARDY: The Unit may re-roll failed Grit checks, 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.

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.

SOUL HUNTER: SOUL HUNTER: At the end of this unit's Activation, one Stunned or Disordered enemy SPIRIT Model within 3" of this Model is immediately destroyed. This cannot affect LEGENDARY 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.

OPIE - CREATION VIII
15PTS

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

Q6

L3

F6

G6

1

M3

A4

Q4

L3

F6

G5

1

M4

A6

SWALLOW WHOLE
SPECIAL, HEAVY, FATAL

RAZOR CLAWS
BRUTAL
LETHAL

ACID SPRAY
HAZARDOUS, TORRENT, SPECIAL
LETHAL

FRENZIED ATTACK
SPECIAL, BRUTAL
LETHAL

	RNG	PRC	ROA
SWALLOW WHOLE	-	-2	1
RAZOR CLAWS	1"	-1	3
ACID SPRAY	-	-2	1
FRENZIED ATTACK	-	-3	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, (For more details see p.12 of the Rules)
ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.
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.
MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.
RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.
XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

ROSS MACKEYE
13PTS

FACE, OUTLAWS, ENLIGHTENED, HUMAN, CAPTAIN, CONFEDERATE

Q4

L3

F6

G5

1

M4

A6

Q4

L3

F6

G5

1

M4

A6

BUNTLINE SPECIALS
CLOSE WORK, SHRED
BRUTAL

RIFLE
-

SABRE
FATAL

	RNG	PRC	ROA
BUNTLINE SPECIALS	12"	-2	2
RIFLE	20"	-1	1
SABRE	1"	-1	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

VIRGIL EARP
14PTS

FACE, LAWREN, ENLIGHTENED, HUMAN, MARSHAL, TOMBSTONE, TAINTED

Q4

L3

F5

G5

1

M6

A6

Q4

L3

F5

G5

1

M6

A6

BUNTLINE SPECIAL
CLOSE WORK, SHRED
BRUTAL

BIONIC ARM
REFINED
BRUTAL

HYPER-V RIFLE
SHRED
LETHAL

IRON ASP BATON
REFINED
STUN

	RNG	PRC	ROA
BUNTLINE SPECIAL	12"	-2	1
BIONIC ARM	-	0	1
HYPER-V RIFLE	20"	-2	1
IRON ASP BATON	1"	0	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)
DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.
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.
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.
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).

DIETER KAUFMANN
13PTS

FACE, LEGENDARY, IMPERIUM, ENLIGHTENED, HUMAN, DOCTOR, AGENT, TAINTED

Q4

L3

F5

G5

1

M6

A5

Q4

L3

F5

G5

1

M6

A5

IONIC PISTOL
CLOSE WORK
SHOCK

MORTICIAN'S BLADE
FATAL

	RNG	PRC	ROA
IONIC PISTOL	10"	-1	1
MORTICIAN'S BLADE	-	-1	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)
GENE LINK: Whenever a Unit with this rule increases an Attribute using the Leech Ability rule, it may immediately give that same Attribute value to a friendly Model within 20" with the Gene Link rule. This Attribute replaces the same Attribute on this Unit for the remainder of the game.
IMPERFECT CREATIONS: Any friendly CONSTRUCT Unit within 15" using the Mettle rule, counts their Limit value as double when calculating how many Wounds they can receive from an attack.
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.
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.

SCHULTZ KAUFMANN

FACE, LEGENDARY, IMPERIUM, ENLIGHTENED, HUMAN, DEADLY SEVEN, TAINTED

13PTS

Q4

L2

F5

M6

A5

G5

PLASMA SIX-SHOOTER

CLOSE WORK

HAZARDOUS

MORTICIAN'S BLADE

FATAL

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

UNIQUE

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SCHULTZ KAUFMANN

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)

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

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.

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.

VIKTOR BEITEL

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

21PTS

Q5

L4

F6

M7

A5

G6

HELL MASK

BRUTAL, TORRENT, HAZARDOUS, CLOSE WORK

LETHAL

MEAT CLEAVER

BRUTAL

RNG	PRC	ROA
-	-1	1
-	-1	2

UNIQUE

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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.

ANGRY MOB

HUMAN, TAINTED

1PTS

PER MODEL

Q4

L2

F4

M3

A3

G3

PITCHFORK

THROWN

LETHAL

BURNING TORCH

HAZARDOUS

BRUTAL

RNG	PRC	ROA
1"	0	1
-	0	1

UNIQUE

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ANGRY MOB

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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

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

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

CIVILIANS

HUMAN

1PTS

PER MODEL

Q4

L2

F3

M4

A3

G3

RNG	PRC	ROA

UNIQUE

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CIVILIANS

3-6 x 1

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

L1

Q3

M2

F5

G6

A4

v3.04c

HEAVY FIST

BRUTAL

STUN

RNG

PRC

ROA

-

0

1

	RNG	PRC	ROA
-			
-			
-			

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1 x

2

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

L3

Q5

M5

F4

G5

A6

v3.04c

BECK'S BLASTER

SPECIAL, REFINED

BRUTAL

RNG

PRC

ROA

15"

-2

2

BASIC MELEE ATTACK

-

-

0

1

	RNG	PRC	ROA
-			
-			
-			

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1 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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

WAYLAND THE SMITH

SPECIALIST, LEGENDARY, HUMAN, MYTH

L3

Q5

M7

F6

G7

A6

v3.04c

MIGHTY HAMMER

STUN, REFINED

BRUTAL

RNG

PRC

ROA

1"

-1

1

	RNG	PRC	ROA
-			
-			
-			

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1 x

2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

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

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

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

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

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