

4 +2 7+ 10+ 2

Guard,

Reach : Melee attacks of the Oshi'goru can target enemy Characters at 2 tiles or less.

1 9+ **OSHI'GORU** 2

4 +2 6+ 8+ 1

Guard,

Reach : Melee attacks of the Oshi'goru can target enemy Characters at 2 tiles or less.

1 9+ **OSHI'GORU** 2

4 +2 7+ 8+ 3

Ko'tana : Melee attacks from the Roh'na ignore the enemy's armor.

Rage : When the Roh'na performs , roll +2 . Your melee hit rolls cannot be rerolled.

1 6+ **ROH'NA** 4

4 +2 5+ 7+ 2

Ko'tana : The opponent suffers a -1 penalty to his armor rolls against melee attacks from the Roh'na.

Acharnement : At the end of the activation, pay 1, perform .

1 6+ **ROH'NA** 3

4 +2 8+ 8+ 10+ 2

Burst fire : When the Pariah performs , Roll +1 .

1 7+ **PARIAH** 2

4 +2 7+ 7+ 9+ 1

1 7+ **PARIAH** 2

3 +1 7+ 8+ 2

Rattle gun : When the Sharpner performs , roll +3 and exclude the highest result.

SHRAPNER 3

3 +1 6+ 7+ 10+ 1

Rattle gun : When the Sharpner performs , roll +2 and exclude the highest result.

SHRAPNER 3 3

4 +3 7+ 6+ 2

Barter : Pay 1 , get 1 *Order* token of any color.

Hysteria : When the Dealer dies, he can perform +1 before being removed from the game. (All the rules for shooting still apply, the Dealer must be able to shoot to activate this skill)

DEALER 1 2

4 +3 8+ 8+ 1

Esquive 9+,

Barter : Pay 1 , get 1 *Order* token of any color.

DEALER 1 1 2

4 +4 6+ 7+ 8+ 3

Rushdown : When the Courier uses , you may perform instead of the selected Action.

COURIER 1 3

4 +4 6+ 6+ 8+ 2

Infiltrate,

Rushdown : When the Courier uses , you may perform instead of the selected Action.

COURIER 1 3 3

5 +2 5+ - 1



Loner,

Mighty Blow : If the On'hio succeeds in at least one hit, deal one additional Damage.
(Reminder : Do not add an additional Stress token to the enemy's Morale pool).

Unblockable : The Parry rule cannot be used against the On'hio's melee attacks.

Frenzy : When the On'hio performs , roll +1 .

ON'HIO 5

4 +2 4+ - 2



Loner, Opportunist,

Mighty Blow : If the On'hio succeeds in at least one hit, deal one additional Damage.
(Reminder : Do not add an additional Stress token to the enemy's Morale pool).

Unblockable : The Parry rule cannot be used against the On'hio's melee attacks.

Feel no pain : When the On'hio receives at least two Wound tokens, reduce the count by one.

ON'HIO 5 5

4 +2 7+ - 1



Tambour de guerre : When another allied Character within 2 tiles of the Ork'edo Drummer Performs , he rolls +1 .

1 10+ ORK'EDO DRUMMER 3

4 +2 5+ - 2



War drum : Other allied Characters within 2 tiles or less of the Ork'edo Drummer gain +1 to their **Attack** characteristic.

Ki'hai : Add a Stress token to the Morale pool of another allied Character within 2 tiles or less of the Ork'edo Drummer. If you do so, move that Character up to 2 tiles.

1 10+ ORK'EDO 3 DRUMMER 3

5+2, 4+, 7+10+, 2

Opportunist,

Volatile : When you activate the Adaptive, roll 1 die and apply the corresponding effect based on the result:

- 1-4 : -2 **Speed** until the end of the turn.
- 5-7 : -1 **Speed** until the end of the turn.
- 8-9 : Until the end of the turn, roll +1 **10** when the Adaptive performs.
- 10 : Add one Wound token to the Health pool of each other adjacent Character.

1 8+ **ADAPTIVE** 4

4+3, 5+, 6+9+, 3


Opportunist,

Volatile : When you activate the Adaptive, roll 1 die and apply the corresponding effect based on the result:

- 1 : -1 **Speed** until the end of the turn.
- 2-4 : +1 **Speed** until the end of the turn.
- 5-7 : +1 to the **Attack** until the end of the turn.
- 8-9 : Until the end of the turn, roll +1 **10** when the Adaptive performs.
- 10 : Reduce the total activation cost of the Adaptive by 1 until the end of the game.

1 8+ **ADAPTIVE** 4

5+2, 6+, 8+10+, 3



2 8+ **SO'HOI** 3

5+2, 5+, 7+8+, 1



2 8+ **SO'HOI** 3

Common Skills

Infiltrate : During the Effect Phase of Turn 1, you can move the Character up to his **Speed** value.

Guard : When an adjacent allied character suffers at least one hit, the Character can take them in his place. If he does, he must suffer all the hits

Dodge X+ : When you suffer one or more ranged damage, roll that many dice. For each result of X or more, cancel one damage.

(Reminder : you still receive Stress tokens)

Loner : You cannot attach an Upgrade card (usually Formation cards) to the right of this Character card.

Opportunist : When an enemy Character leaves at least one adjacent tile, you may roll 1 **10**.

(Do not roll multiple opportunity attacks if the enemy moves across multiple adjacent tiles.)

RAIDERS

NOMAD

During the Leaders Phase, you may move an unengaged allied Character up to 2 tiles.




NOMAD

During the Leaders Phase, you may move up to 2 unengaged allied Characters up to 2 tiles each.

The activation cost of these Characters must share at least one faction color with the Nomad.




DOY'MO

During the Leader Phase, you may use  with an allied Character incurring a -1 penalty to your hit roll.



DOY'MO

During the Leader Phase, you may perform  with an allied character in *Panic* state.



TYRANT

During the Leaders Phase, you may add a *Stress* token to an allied Character.

If you do, choose 1 :

- This Character gains +1 to his **Attack** until the end of the turn.
- This Character gains +1 **Speed** until the end of the turn



TYRANT

During the Leaders Phase, you may add a *Stress* token to an allied Character.

If you do, choose 1 :

- This Character gains +1 to his **Attack** until the end of the turn.
- This Character gains +1 **Speed** until the end of the turn



Infanticide

Allied Characters in *Panic state* get +1 to their Attack.

« The most bloodthirsty raider tribes have a tradition of pitting father against son in a fight to the death. Some patriarchs remain undefeated for far too long... »






Marauder

For any allied ranged hit roll that requires, at best, a result of 6+, you may reroll any results of [1] and [2].

Conductive Spine

- In Panic State, the Character gains +1 to his **run** value and +1 **Speed**.
- When the Character enters the *Panic state*, once his Character card is flipped, you may remove up to 2 tokens from any of his pools. The removed tokens cannot be of the same type.

Cyclo-Blade

- When the Character performs , choose 1:
 - pay , roll +1  and suffer a -1 penalty to hit.
 - pay X , roll a total of X .