

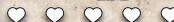
## BROOKE



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LIFE



## BROOKE - SPECIAL RULES

### EQUIPMENT



Hand Cannon	5	10
Hand Cannon	5	10

### VITAL INFO

Mortal Hero

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.  
Gunslinger - Lower base to hit Target Number by one when using pistols.  
Run & Gun - May shoot after running with a +1 to your to hit Target Number.

### EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed

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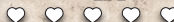
## CAPTAIN NATHAN REINHOLDT



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LIFE



## CAPTAIN NATHAN REINHOLDT - SPECIAL RULES

### EQUIPMENT



Hand Cannon	5	10
Throwing Knife	4	4

### VITAL INFO

Mortal Hero, Leader of the Tranquility Crew

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.  
Gunslinger - Lower base to hit Target Number by one when using pistols.  
Let's Misbehave - Captain Reinholdt and any friendly model within 6" may steal one Loot Card or consumable item from an enemy that fails a Defense roll in melee combat, instead of injuring them.  
Tosser - Captain Reinholdt carries unlimited Throwing Knives.

### EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed  
Throwing Knife - Thrown, Concealed

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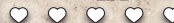
## CHIEF BLOODWOLF



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LIFE



## CHIEF BLOODWOLF - SPECIAL RULES

### EQUIPMENT



Hand Cannon	5	10
Foreversharp	5	M

### VITAL INFO

Mortal Hero, Leader of the Bloodwolf Tribe

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bravery - Lower target number by 1 when making a Morale roll.  
Ranger - Treat outdoor Area Terrain as open ground while moving.  
Run & Gun - May shoot after running with a +1 to your to hit Target Number.  
Shadowstrike - Chief Bloodwolf and all friendly models within 6" may lower their Target Number to hit by 1 when making ranged attacks while in outdoor Area Terrain.

### EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed  
Foreversharp - Strong 1-Handed Melee, Vorpal

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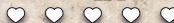
## EL JEFE



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4



LIFE



## EL JEFE - SPECIAL RULES

### EQUIPMENT



Hand Cannon	5	10
Hand Cannon	5	10

### VITAL INFO

Mortal Hero, Leader of los Bandidos Mexicanos

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.  
For Gold & Glory - El Jefe and all friendly models within 12" may draw a bonus Loot Card every time they take an enemy model out of action.  
Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.  
Gunslinger - Lower base to hit Target Number by one when using pistols.

### EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed

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## MR. FOO



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 84  
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 4  
 2



LIFE



## MR. FOO - SPECIAL RULES

### EQUIPMENT

Hand Cannon	5	10
Throwing Stars	4	4
Spiked Knuckleduster	4	M

### VITAL INFO

Mortal Hero, Leader of the Secret Fist

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

**Charge** - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. Gain +1 Strength for your next melee attack immediately after charging.  
**Tosser** - Mr. Foo carries unlimited Throwing Stars.  
**Way of the Fist** - Mr. Foo and all friendly models within 6" may roll +1D6 for all melee attacks.  
**Wrassler** - Lower base to hit Target Number by one when fighting in melee combat.

### EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed  
 Throwing Knife - Thrown, Concealed  
 Spiked Knuckleduster - Light 1-Handed Melee, Vorpal

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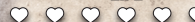
## WILT CLANCY



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LIFE



## WILT CLANCY - SPECIAL RULES

### EQUIPMENT

Hand Cannon	5	10
Hand Cannon	5	10

### VITAL INFO

Mortal Hero, Leader of the Clancy Gang

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

**Deadeye** - Ignore the to hit penalty for long ranged attacks.  
**Dirty Crooks** - Wilt Clancy, and any friendly model within 6" receives a +1D6 to hit bonus against Lawmen.  
**Gunslinger** - Lower base to hit Target Number by one when using pistols.  
**Tough** - Gain +1 Health (already added to stats).

### EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed

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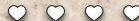
## ADAM JAMES



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LIFE



## ADAM JAMES - SPECIAL RULES

### EQUIPMENT

Long Barreled Shotgun	4	6
Marksman's Rifle	4	15
Sixgun	4	8

### VITAL INFO

Mortal Henchman, member of the Tranquility Crew

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

**Bounty Hunter** - Gain +1 D6 to Hit against any Mortal.  
**Deadeye** - Ignore the to hit penalty for long ranged attacks.

### EQUIPMENT RULES

Long Barreled Shotgun - Rifle, Shotgun  
 Marksman's Rifle - Rifle, Sniper  
 Sixgun - Pistol, 1-Handed

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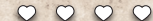
## BONESHIRT



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LIFE



## BONESHIRT - SPECIAL RULES

### EQUIPMENT

Repeating Rifle	4	10
Bowie Knife	4	M

### VITAL INFO

Mortal Henchman, member of the Bloodwolf Tribe

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

**Apothecary** - Start the game with 4 consumable items of your choice. These may be distributed among the rest of the gang before the game starts.  
**Doctor** - May heal or revive friendly models.  
**Duck & Cover** - Receive an additional +1 Defense (+2 total) when hiding.  
**Ranger** - Treat outdoor Area Terrain as open ground while moving.

### EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic  
 Bowie Knife - Strong 1-Handed Melee

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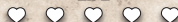
## CABO MENDOZA



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LIFE



## CABO MENDOZA - SPECIAL RULES

### EQUIPMENT

Repeating Rifle	4	10
Sixgun	4	8
Machete	5	1

### VITAL INFO

Mortal Henchman, member of los Bandidos Mexicanos

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.  
Bravery - Lower target number by 1 when making a Morale roll.  
Tough - Gain +1 Health (already added to stats).

### EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic  
Sixgun - Pistol, 1-Handed  
Machete - Strong 1-Handed Melee

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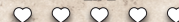
## CHANG



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LIFE



## CHANG - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Sixgun	4	8
Long Barreled Shotgun	4	6

### VITAL INFO

Mortal Henchman, member of the Secret Fist

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.  
Gunslinger - Lower base to hit Target Number by one when using pistols.  
Tough - Gain +1 Health (already added to stats).

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed  
Long Barreled Shotgun - Rifle, Shotgun

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## CLINTON WALES



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LIFE



## CLINTON WALES - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Sixgun	4	8
Oven Door Chestplate	4	8

### VITAL INFO

Mortal Henchman

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.  
Bravery - Lower target number by 1 when making a Morale roll.  
Hearty - Reroll 1D6 from a failed saving throw.

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed  
Oven Door Chestplate - Light Armor (+1 Health, already added to stats)

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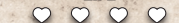
## DIEGO TOREZ



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LIFE



## DIEGO TOREZ - SPECIAL RULES

### EQUIPMENT

Marksman's Rifle	4	15
Machete	4	1

### VITAL INFO

Mortal Henchman, member of los Bandidos Mexicanos

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Deadeye - Ignore the to hit penalty for long ranged attacks.  
Overwatch - Reserve one action to shoot at an enemy that comes into view, occurring at the end of the enemy character's activation.  
Ranger - Treat outdoor Area Terrain as open ground while moving.

### EQUIPMENT RULES

Marksman's Rifle - Rifle, Sniper  
Machete - Strong 1-Handed Melee

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## DR. HOO



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LIFE



## DR. HOO - SPECIAL RULES

### EQUIPMENT



Coach Gun	4	4
Bowie Knife	5	1
Bowie Knife	5	1

### VITAL INFO

Mortal Henchman, member of the Secret Fist

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Doctor - May heal or revive friendly models.  
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.  
 Gambler - Start the game with 4 Lucky Dice.  
 Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

### EQUIPMENT RULES

Coach Gun - Rifle, Shotgun  
 Bowie Knife - Strong 1-Handed Melee

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## DR. SIMMONS



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LIFE



## DR. SIMMONS - SPECIAL RULES

### EQUIPMENT



Pocket Pistol	3	4
Pocket Pistol	3	4

### VITAL INFO

Mortal Henchman, member of the Tranquility Crew

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Apothecary - Start the game with 3 consumable items of your choice. These may be distributed among the rest of the gang before the game starts.  
 Doctor - May heal or revive friendly models.  
 Prospector - When drawing Loot Cards, draw 3, keep one and discard the rest.

### EQUIPMENT RULES

Pocket Pistol - Pistol, Concealed

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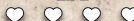
## ESTEBAN CRUZ



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LIFE



## ESTEBAN CRUZ - SPECIAL RULES

### EQUIPMENT



Machete	5	1
Machete	5	1

### VITAL INFO

Mortal Henchman, member of los Bandidos Mexicanos

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. Gain +1 Strength for your next melee attack immediately after charging.  
 Scout - When setting up your game, this character may be placed anywhere on the board outside of your gang's starting area if you wish. They may not be placed in your enemy's starting area or within 8 inches of any enemy model.  
 Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

### EQUIPMENT RULES

Machete - Strong 1-Handed Melee

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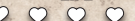
## JACOB SPARKS



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LIFE



## JACOB SPARKS - SPECIAL RULES

### EQUIPMENT



Coach Gun	4	4
Sledgehammer	6	1

### VITAL INFO

Mortal Henchman, member of the Clancy Gang

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Pulverize - Enemies taken out of action in melee combat cannot be revived.  
 Tough - Gain +1 Health (already added to stats).  
 Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

### EQUIPMENT RULES

Coach Gun - Rifle, Shotgun  
 Sledgehammer - Strong 2-Handed Melee

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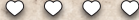
## JEN CHOI



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LIFE



## JEN CHOI - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Bowie Knife	5	1
Bowie Knife	5	1

### VITAL INFO

Mortal Henchman, member of the Secret Fist

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Gambler - Start the game with 4 Lucky Dice.

Parry - +1 Defense from melee attacks.

Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

Bowie Knife - Strong 1-Handed Melee

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## JOHN BLACKWOOD



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- 👤 4



LIFE



## JOHN BLACKWOOD - SPECIAL RULES

### EQUIPMENT

Marksman's Rifle	4	15
Sixgun	4	8

### VITAL INFO

Mortal Henchman

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Deadeye - Ignore the to hit penalty for long ranged attacks.

Templar - Gain +1 D6 to Hit against Demons.

Overwatch - Reserve one action to attack an enemy that later moves into view. You may attack as soon as this enemy finishes their current Move action, interrupting their activation. They may continue their activation after your attack (if they survive).

### EQUIPMENT RULES

Marksman's Rifle - Rifle, Sniper

Sixgun - Pistol, 1-Handed

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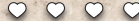
## JULIE



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LIFE



## JULIE - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Really Big Wrench	5	1

### VITAL INFO

Mortal Henchman, member of the Tranquility Crew

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Engineer - Gain +1D6 to hit when attacking with Artillery.

Gambler - Start the game with 4 Lucky Dice.

Prospector - When drawing Loot Cards, draw 3, keep one and discard the rest.

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

Really Big Wrench - Strong 2-Handed Melee

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## LEE ROLAND



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LIFE



## LEE ROLAND - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Sixgun	4	8
Marksman's Rifle	4	15

### VITAL INFO

Mortal Henchman, member of the Clancy Gang

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.

Gunslinger - Lower base to hit Target Number by one when using pistols.

Overwatch - Reserve one action to attack an enemy that later moves into view. You may attack as soon as this enemy finishes their current Move action, interrupting their activation. They may continue their activation after your attack (if they survive).

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

Marksman's Rifle - Rifle, Sniper

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## MICKEY FINN



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- 55
- 3
- 4
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- 3
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- 3
- 3



LIFE



## MICKEY FINN - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Pocket Pistol	3	4

### VITAL INFO

Mortal Henchman, member of los Bandidos Mexicanos

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.  
 Gambler - Start the game with 4 Lucky Dice.  
 Prospector - When drawing Loot Cards, draw 3, keep one and discard the rest.

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed  
 Pocket Pistol - Pistol, Concealed

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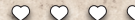
## MOHAWK



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- 3



LIFE



## MOHAWK - SPECIAL RULES

### EQUIPMENT

Repeating Rifle	4	10
Tomahawk	4	1

### VITAL INFO

Mortal Henchman, member of the Bloodwolf Tribe

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Deadeye - Ignore the to hit penalty for long ranged attacks.  
 Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.  
 Run & Gun - May shoot after running with a +1 to your to hit Target Number.

### EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic  
 Tomahawk - Strong 1-Handed Melee

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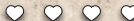
## NATE WINSTON



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LIFE



## NATE WINSTON - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Bowie Knife	4	1

### VITAL INFO

Mortal Henchman, member of the Clancy Gang

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Gunslinger - Lower base to hit Target Number by one when using pistols.  
 Prospector - When drawing Loot Cards, draw 3, keep one and discard the rest.  
 Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed  
 Bowie Knife - Strong 1-Handed Melee

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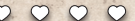
## NEVADA DAVE



- 5
- 2
- 56
- 3
- 3
- 4
- 3
- 3
- 3
- 3



LIFE



## NEVADA DAVE - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Bullwhip	3	1

### VITAL INFO

Mortal Henchman

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bravery - Lower target number by 1 when making a Morale roll.  
 Prospector - When drawing Loot Cards, draw 3, keep one and discard the rest.  
 Tough - Gain +1 Health (already added to stats).

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed  
 Bullwhip - Light 1-Handed Melee, Binding

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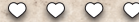
## NINA BLACKBURN



4  
 2  
 60  
 4  
 3  
 4  
 3  
 1  
 4



LIFE



## NINA BLACKBURN - SPECIAL RULES

### EQUIPMENT

Repeating Rifle	4	10
Dynamite	5	4
Sixgun	4	8

### VITAL INFO

Mortal Henchman, member of the Tranquility Crew

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Blaster - This character can be equipped with an unlimited amount of Dynamite.  
 Bravery - Lower target number by 1 when making a Morale roll.  
 Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

### EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic  
 Dynamite - Thrown, AOE  
 Sixgun - Pistol, 1-Handed

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## REVEREND SHEPARD



4  
 2  
 57  
 3  
 3  
 3  
 4  
 3  
 3



LIFE



## REVEREND SHEPARD - SPECIAL RULES

### EQUIPMENT & PRAYERS

Long Barreled Shotgun	4	6
Bible		
Prayer - Inspiring Sermon		5

### VITAL INFO

Mortal Henchman, member of the Tranquility Crew

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Disarm - Injure an enemy in melee combat and he will drop the last weapon he used. He must use an action to pick it back up in his next activation.  
 Escapist - Enemies do not receive free attacks when you Break Away from melee combat.  
 Planner - Reserve 1 action to use as a bonus action in the next Game Turn.  
 Preacher - May learn prayers.

### EQUIPMENT & PRAYER RULES

Long Barreled Shotgun - Rifle, Shotgun  
 Bible - +1" to Inspiring Sermon range (already added above)  
 Inspiring Sermon - +1D6 to Morale Rolls for friendly models within 4"

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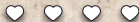
## ROOSTER MORRISON



4  
 2  
 56  
 3  
 3  
 3  
 3  
 3  
 4



LIFE



## ROOSTER MORRISON - SPECIAL RULES

### EQUIPMENT

Repeating Rifle	4	10
Firewater	4	3

### VITAL INFO

Mortal Henchman

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bravery - Lower target number by 1 when making a Morale roll.  
 Moonshiner - May carry unlimited Firewater.  
 Hearty - Reroll 1D6 from a failed saving throw.

### EQUIPMENT RULES

Repeating Rifle - Rifle, Automatic  
 Firewater - Thrown, DOT (Fire)

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## SAM WINSTON



4  
 2  
 56  
 3  
 3  
 3  
 3  
 3  
 4



LIFE



## NATE WINSTON - SPECIAL RULES

### EQUIPMENT

Sixgun	4	8
Sixgun	4	8

### VITAL INFO

Mortal Henchman, member of the Clancy Gang

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Bounty Hunter - Gain +1 D6 to Hit against any Mortal.  
 Jumpy - No movement penalty when jumping over obstacles or through windows & doors.  
 Run & Gun - May shoot after running with a +1 to your to hit Target Number.

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

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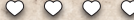
## SPEARS



4  
2  
53  
3  
4  
4  
3  
4  
1



LIFE



## SPEARS - SPECIAL RULES

### EQUIPMENT

Spear 4 2

### VITAL INFO

Mortal Henchman, member of the Bloodwolf Tribe

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Monster Hunter - Gain +1 D6 to Hit against any Beast.  
Brute - Gain a +1 Strength Bonus for all melee attacks.  
Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

### EQUIPMENT RULES

Spear - Light 1-Handed Melee, Long Reach

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## SUSANA LA LOBA



4  
2  
55  
3  
4  
3  
4  
2  
3



LIFE



## SUSANA LA LOBA - SPECIAL RULES

### EQUIPMENT & POWERS

Coach Gun 4 4  
Firewater 4 3  
Power - Evil Eye 4

### VITAL INFO

Mortal Henchman, member of los Bandidos Mexicanos

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Apothecary - Start the game with 3 consumable items of your choice. These may be distributed among the rest of the gang before the game starts.  
Bruja - Learn 1 power - Evil Eye  
Moonshiner - May carry unlimited Firewater.  
Ranger - Treat outdoor Area Terrain as open ground while moving.

### EQUIPMENT RULES

Coach Gun - Rifle, Shotgun  
Firewater - Thrown, DOT (Fire)  
Evil Eye - Ranged. 1 enemy suffers -1 Defense from your next attack.

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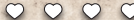
## THE NORWEGIAN



4  
2  
55  
3  
3  
3  
3  
4  
3



LIFE



## THE NORWEGIAN - SPECIAL RULES

### EQUIPMENT

Coach Gun 4 4  
Bullwhip 3 1

### VITAL INFO

Mortal Henchman

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Brute - Gain a +1 Strength Bonus for all melee attacks.  
Planner - Reserve 1 action to use as a bonus action in the next Game Turn.  
Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

### EQUIPMENT RULES

Coach Gun - Rifle, Shotgun  
Bullwhip - Light 1-Handed Melee, Binding

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## TOP HAT



4  
2  
56  
3  
4  
4  
3  
1  
4



LIFE



## TOP HAT - SPECIAL RULES

### EQUIPMENT

Sixgun 4 8  
Sixgun 4 8

### VITAL INFO

Mortal Henchman, member of the Bloodwolf Tribe

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.  
Gunslinger - Lower base to hit Target Number by one when using pistols.  
Run & Gun - May shoot after running with a +1 to your to hit Target Number.

### EQUIPMENT RULES

Sixgun - Pistol, 1-Handed

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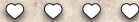
## WU TENG



4  
 2  
 54  
 4  
 3  
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 3  
 3  
 3  
 3



LIFE



## WU TENG - SPECIAL RULES

### EQUIPMENT



Throwing Stars	4	4
Wakizashi	5	1

### VITAL INFO

Mortal Henchman, member of the Secret Fist

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. Gain +1 Strength for your next melee attack immediately after charging.

Parry - +1 Defense from Melee attacks.

Tosser - May carry unlimited Throwing Stars.

### EQUIPMENT RULES

Throwing stars - Thrown, Concealed

Wakizashi - Strong 1-Handed Melee

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## BANDITS



4  
 2  
 78  
 3  
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 3  
 3  
 2  
 1  
 3



LIFE



## BANDITS - SPECIAL RULES

### EQUIPMENT



Shootin' Iron	3	6
---------------	---	---

### VITAL INFO

Mortal Minion Team, 3 Models - Bandits may move and attack as a small group instead of individually. When attacking, select the closest Bandit to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Bandit able to hit the enemy.

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Gunslinger - Lower base to hit Target Number by one when using pistols.

Scout - When setting up your game, Bandits may be placed anywhere on the board outside of your gang's starting area if you wish. They may not be placed in your enemy's starting area or within 8 inches of any enemy model.

### EQUIPMENT RULES

Shootin' Iron - Pistol, 1-Handed

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## BRAVES



4  
 2  
 84  
 3  
 3  
 3  
 3  
 2  
 1  
 3



LIFE



## BRAVES - SPECIAL RULES

### EQUIPMENT



Bow	3	8
-----	---	---

### VITAL INFO

Mortal Minion Team, 3 Models - Braves may move and attack as a small group instead of individually. When attacking, select the closest Brave to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Brave able to hit the enemy.

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Ambush - Models do not get set up in the beginning of the game, they may appear at the beginning of the 2nd Game Turn or any turn thereafter in a piece of terrain. Appearing counts as 1 action.

Deadeye - Ignore the to hit penalty for long ranged attacks.

### EQUIPMENT RULES

Bow - Bow, 2-Handed

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## MARIACHIS



4  
 2  
 89  
 3  
 3  
 3  
 3  
 3  
 1  
 2



LIFE



## MARIACHIS - SPECIAL RULES

### EQUIPMENT



Shootin' Iron	3	6
Music - Inspiring Tune		5

### VITAL INFO

Mortal Minion Team, 3 Models - Mariachis may move and attack as a small group instead of individually. When attacking, select the closest Mariachi to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Mariachi able to hit the enemy.

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Hearty - Reroll 1D6 from a failed saving throw.

Inspiring Tune - With 2 or more Mariachis acting as a team, they may sing a song that grants +1D6 to Morale Rolls for friendly models within 3", and +1" for each Mariachi singing.

Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

### EQUIPMENT RULES

Shootin' Iron - Pistol, 1-Handed

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# THUGS



4

2

78

3

3

3

2

3

1



LIFE



## THUGS - SPECIAL RULES

### EQUIPMENT

2 Light Melee Weapons



4 1

### VITAL INFO

Mortal Minion Team, 3 Models - Thugs may move and attack as a small group instead of individually. When attacking, select the closest Thug to initiate the attack, and all others within range will add a bonus of +1 D6 to hit and +1 Strength for each Thug able to hit the enemy.

### FACTION - OUTLAWS

Dirty Fighters - All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

### SKILLS

Brute - +1 Strength for all Melee Attacks (already added above)

Hearty - Reroll 1D6 from a failed saving throw.

### EQUIPMENT RULES

2 Light Melee Weapons - melee, 1-Handed

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