

WILDEYE

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LIFE

♥ ♥ ♥ ♥

WILDEYE - SPECIAL RULES

EQUIPMENT

Bow

3 8

VITAL INFO
Skinwalker Henchman, member of the Croatoa

FACTION - BEASTS
Tooth & Claw - When unarmed, Beasts are considered to be fighting with two light 1-handed melee weapons, giving them a bonus of +1D6 to hit in melee combat, unless they are fighting with a 2-handed melee weapon instead.

SKILLS
Crack Shot - Once per activation, one of your ranged attacks may ignore a hidden enemy's cover bonus.
Ranger - Treat outdoor Area Terrain as open ground while moving.
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.

EQUIPMENT
Bow - Bow, 2-Handed

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RUGAROO

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LIFE

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RUGAROO - SPECIAL RULES

EQUIPMENT

Repeating Rifle

4 10

VITAL INFO
Skinwalker Henchman, member of the Croatoa

FACTION - BEASTS
Tooth & Claw - When unarmed, Beasts are considered to be fighting with two light 1-handed melee weapons, giving them a bonus of +1D6 to hit in melee combat, unless they are fighting with a 2-handed melee weapon instead.

SKILLS
Bravery - Lower target number by 1 when making a Morale roll.
Deadeye - Ignore the to hit penalty for long ranged attacks.
Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

EQUIPMENT
Repeating Rifle - Rifle, Automatic

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