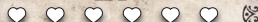


CROATOAN

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LIFE



CROATOAN - SPECIAL RULES

EQUIPMENT & SAVAGE ATTACK

Totem Staff	5	1
Savage Attack - Lunging Strike	5	10

VITAL INFO

Skinwalker Hero, Leader 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

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.

Primal Rage - Croatoan and all friendly models within 6" gain +1 Strength in Melee Combat when fighting against Mortals.

Ranger - Treat outdoor Area Terrain as open ground while moving.

Savagery - Learn 1 Savage Attack - Lunging Strike

EQUIPMENT & SAVAGE ATTACK RULES

Totem Staff - Strong 2-Handed Melee

Lunging Strike - Treat one attack per activation as if you are wielding a Long Reach weapon, extending your melee range by 1 inch.

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TUNKA

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LIFE



TUNKA - SPECIAL RULES

EQUIPMENT

Massive Tomahawk	6	1
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VITAL INFO

Skinwalker Hero, Large Model

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

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.

Pulverize - Enemies taken out of action in melee combat cannot be revived.

Stampede - If you perform two consecutive movement actions to enter an enemy's Personal Space, you may make one bonus melee attack.

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

EQUIPMENT RULES

Massive Tomahawk - Strong 2-Handed Melee

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WAMPUS

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LIFE



WAMPUS - SPECIAL RULES

EQUIPMENT

Hand Cannon	5	10
Hand Cannon	5	10

VITAL INFO

Skinwalker Hero, Leader of the Wormwood Wardens

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

Forest Dweller - Wampus and all friendly models within 6" gain +1 Defense while in outdoor Area Terrain.

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

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.

EQUIPMENT RULES

Hand Cannon - Pistol, 1-Handed

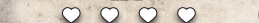
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CAMAZOTZ

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LIFE



CAMAZOTZ - SPECIAL RULES

SAVAGE ATTACKS

Bloodsucker		M
Lunging Strike	4	M+1

VITAL INFO

Skinwalker Henchman, member of the Wormwood Wardens

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

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. You will receive +1 Strength for your next melee attack if it happens right after your charge, and in the same activation.

Flying - This character can fly when moving, and may pass over any obstacle or terrain and land on top of terrain of any height.

Savagery - Learn 1 Savage Attack - Lunging Strike

SAVAGE ATTACK RULES

Bloodsucker - If you take an enemy out of action in melee combat, you will regain one previously lost point of health.

Lunging Strike - One melee attack per activation may have a 2 inch range rather than the usual 1 inch. Your Personal Space will still remain 1 inch.

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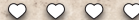
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NANDI

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LIFE



NANDI - SPECIAL RULES

EQUIPMENT & PRAYERS

Gnarled Staff	5	M
Prayer - <i>Blessing of Protection</i>	4	

VITAL INFO

Skinwalker Henchman, member of the Wormwood Wardens

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

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.
Healer - May heal or revive friendly models.
Shaman - Learn 1 prayer - *Blessing of Protection*.
Spiritualist - Communing with spirits will give you insight into the battle ahead. Nandi may reroll any one D6 per Game Turn.

EQUIPMENT & PRAYER RULES

Gnarled Staff - Strong 2-Handed Melee
Blessing of Protection - Say this prayer to any one friendly model within 4 inches and it will receive a +1 Defense bonus until the Preacher's next activation.

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RUGAROO

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LIFE



RUGAROO - SPECIAL RULES

EQUIPMENT

Repeating Rifle	4	10
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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 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

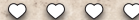
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SHUNKA

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LIFE



SHUNKA - SPECIAL RULES

SAVAGE ATTACKS

Lunging Strike	4	2
Venomous Bite	5	1

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

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. You will receive +1 Strength for your next melee attack if it happens right after your charge, and in the same activation.
Planner - Reserve 1 action to use as a bonus action in the next Game Turn.
Savagery - Learn 1 Savage Attack - *Venomous Bite*

SAVAGE ATTACK RULES

Lunging Strike - One melee attack per activation may have a 2 inch range rather than the usual 1 inch. Your Personal Space will still remain 1 inch.
Venomous Bite - This melee attack grants +1 strength. If the target fails his defense roll, he will be afflicted with a DOT (poison) effect.

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SNARLFANG

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LIFE



SNARLFANG - SPECIAL RULES

EQUIPMENT

Repeating Rifle	4	10
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VITAL INFO

Skinwalker Henchman, member of the Wormwood Wardens

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.
Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
Manhunter - Gain +1 D6 to Hit against any Mortal.

EQUIPMENT

Repeating Rifle - Rifle, Automatic

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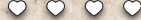
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WARAKIN

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LIFE



WARAKIN - SPECIAL RULES

SAVAGE ATTACKS

Hamstring Slash 5 1
Bloodsucker

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

Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.
Savagery - Learn 1 Savage Attack - Bloodsucker
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.

SAVAGE ATTACK RULES

Bloodsucker - If you take an enemy out of action in melee combat, you will regain one previously lost point of health.
Hamstring Slash - This melee attack grants +1 strength. If the target fails his defense roll, he will be unable to move as if he was hurt with a binding weapon.

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WILDEYE

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LIFE



WILDEYE

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LIFE

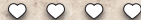


YAKWAHE

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LIFE



YAKWAHE - SPECIAL RULES

SAVAGE ATTACKS

Hamstring Slash 5 M
Lunging Strike 4 M+1

VITAL INFO

Skinwalker Henchman, member of the Wormwood Wardens

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

Brute - Gain a +1 Strength Bonus for all melee attacks.
Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. You will receive +1 Strength for your next melee attack if it happens right after your charge, and in the same activation.
Savagery - Learn 1 Savage Attack - Hamstring Slash.

SAVAGE ATTACK RULES

Hamstring Slash - This melee attack grants +1 strength. If the target fails his defense roll, he will be unable to move as if he was hurt with a binding weapon.
Lunging Strike - One melee attack per activation may have a 2 inch range rather than the usual 1 inch. Your Personal Space will still remain 1 inch.

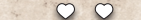
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CHUPACABRAS

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LIFE



CHUPACABRAS - SPECIAL RULES

SAVAGE ATTACKS

Savage Attack - Bloodsucker
Savage Attack - Stanky Musk

VITAL INFO

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

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

Ambush - When setting up your game, Chupacabras do not get placed before the game starts. Instead they may appear inside any piece of Area Terrain or Building, starting in the second Game Turn or any Game Turn thereafter. Appearing will count as one Move action. They cannot appear in terrain that is already occupied by an enemy model that is still standing.
Savagery - Learn 1 Savage Attack - Bloodsucker

SAVAGE ATTACK RULES

Bloodsucker - If Chupacabras take an enemy out of action in melee combat, one injured Chupacabra of your choice will regain one previously lost point of health.
Stanky Musk - Any enemy model moving into your Personal Space must make a Stamina roll with a target number of 5. If they fail, they cannot move and the action is lost.

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JACKALOPES



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LIFE



JACKALOPES - SPECIAL RULES

SAVAGE ATTACKS



Savage Attack - Pointy Antlers

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VITAL INFO

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

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

Jumpy - Not slowed when moving over obstacles or through windows.
Ranger - Treat outdoor Area Terrain as open ground while moving.

SAVAGE ATTACK RULES

Pointy Antlers - Treat as Light 2-Handed Melee.

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