

## 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 |
|------------------|---|---|

### 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.

Wrassler - 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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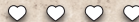
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## NANDI

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LIFE



## NANDI - SPECIAL RULES

### EQUIPMENT & PRAYERS

|                                 |   |   |
|---------------------------------|---|---|
| Gnarled Staff                   | 5 | M |
| Prayer - Blessing of Protection | 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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## 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 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

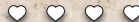
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## SHUNKA

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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 |
|-----------------|---|----|

### 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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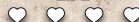
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## WARAKIN

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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.

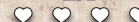
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## WILDEYE

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LIFE



## WILDEYE - 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

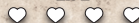
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## YAKWAHE

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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.

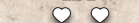
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## CHUPACABRAS

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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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LIFE



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### Savage Attack - Pointy Antlers

*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.*

**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.

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

Pointy Antlers - *Treat as Light 2-Handed Melee.*

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