The Outcast Faction Card

Description
In addition to normal Force Construction rules, the following special rules apply when playing an Outcast Force:

- Any Outcast force may include models classified as Bounty Hunters. If an Outcast force is made up of nothing but Bounty Hunter models, it is automatically considered to be aligned with the Slavers of Chains Barrow sub-faction.
- An Outcast force must choose one of the four sub-factions of the Outcasts: Scavengers, Slavers of Chains Barrow, Salt Flat Nomads, or the Bane Court of Fremont. If it does so, it gains access to the special rules, restrictions, and models listed under that sub-faction.
- An Outcast force may only align itself with 1 sub-faction at any time.

The Valid Model Lists for the Outcast Sub-Factions can be found in the online Outcast Faction Document on www.dark-age.com.

The Slavers of Chains Barrow

Description
An Outcast Slavers of Chains Barrow sub-faction has the We Have Our Ways unique bonus. Enemy Non-Living models, when facing an Outcast Slavers of Chains Barrow sub-faction force, can become Panic Counterist as if they were Living models. Additionally, friendly models with a cost of 75 points or higher in this force have the Suppression (Never Panic) special ability at all times:

- **Suppression(x)**: While within 8” of this model, the (x) ability is ignored on models.

ASSASSINATION: This model does not deploy at the start of the game. During any Preparation Phase after round 1 this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point. This model does not deploy at the start of the game. During any Preparation Phase after round 1 this model may be deployed. When deployed, choose any point on the battlefield and place this model on that point.

PARRY: When this model is targeted by melee attacks, after attack rolls are made, this model may make an AS Check. If the check is successful it may discard 1 non-critical hit from those attacks.

PROXIMITY STRIKE(x): On a ranged attack, place the Blast(x) template anywhere completely in range. On a melee attack, place the Blast(x) template with the center hole anywhere completely over this model’s base. Make 1 separate attack roll against each other model under the template (friendly or enemy). Only the initial attack roll may suffer malfunction or gain the benefits of Aiming or Charging.

PULL(x): When this attack hits a model, after AR Saves are made, roll a d20. If the number rolled is equal to or less than the target’s Base Damage, the Pull(x) template may be attached to the enemy model. It remains in place until it is removed by some means (e.g., removing the enemy model from the battlefield, another model in contact with the enemy model). Additionally, friendly models with a cost of 75 points or higher in this force have the Suppression (Never Panic) special ability at all times.

TOUGH AS NAILS: This model ignores Critical A/Hit Failure.

VICTIMIZING: Models hit by this attack gain 1 Panic Counter.

Whiplash (Frenzied): Models hit by this attack gain 1 Toxic Counter.

The Warden Tyrant of Chains Barrow

AG#1
- Slap
- Scout
- Distance

AS 8
FP 0
PW 5
RN 2
MAL 1

**Call to Darkness**

Special Abilities

- *Commander
- *Slaver's Tricks
- *Human Shield
- *Tough as Nails
- *Sadistic

THE WARDEN

The Executioner

AG#1
[2] Hook Swords
- Toxic

AS 10
FP 0
PW 6
RN 2
MAL 1

**Call to Darkness**

Special Abilities

- *Assassination
- *Backstab
- *PARRY

The Slavers of Chains Barrow

AG#1
[1] Smith's Hammer
- Victimize

AS 7
FP 0
PW 4
RN 1
MAL 1

**Call to Darkness**

Special Abilities

- *Jury Rig
- *Slaver's Tricks
- *Medic
- *Superior Maintenance (2)
- *Patch 'em Up
- *Suppression (Frenzied)
- *Scavenge

THE SLAVERS OF CHAINS BARROW

AG#2
[3] Mary Ann
- Bait

AS 6
FP 1
PW 4
RN 1
MAL 1

**Call to Darkness**

Special Abilities

- *Frenzied (4)
- *Victimize
- *Toxic
- *Medic
- *Superior Maintenance (2)
- *Patch 'em Up
- *Suppression (Frenzied)
- *Scavenge

THE SLAVERS OF CHAINS BARROW

AG#2
- Slap
- Scout
- Distance

AS 6
FP 1
PW 4
RN 1
MAL 1

**Call to Darkness**

Special Abilities

- *PULL
- *Suppression (Never Panic)

THE SLAVERS OF CHAINS BARROW

AG#2
[5] Rocket Launcher
- Slap
- Scout
- Distance

AS 1
FP 0
PW 4
RN 1
MAL 1

**Call to Darkness**

Special Abilities

- *KNOCKDOWN
- *Blast

THE SLAVERS OF CHAINS BARROW

AG#2
[6] Rocket Launcher
- Slap
- Scout
- Distance

AS 1
FP 0
PW 4
RN 1
MAL 1

**Call to Darkness**

Special Abilities

- *Reserved X
- *Suppression (Never Panic)

THE SLAVERS OF CHAINS BARROW
**FINN DEADEYE**

**MASTER SNIPER**

| AG#1 | [1] Grave digger Rifle  
-Victimize | AS 8  RF 2  PW 6  RN 12  MAL 19 |
|-------|--------------------------|
| AG#2 | [1] Scattershot  
-Point Blank | AS 7  RF 4x2 SP 17  |

**Special Abilities**

- Crack Shot
- Enhanced Optics
- Infiltrate
- Slaver’s Tricks
- Sniper (3)
- Quick Draw
- Matched Set (Aja)

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**AJA**

**TYRANT’S DAUGHTER**

| AG#1 | [2] Lash and Slash  
-Break Away | AS 7  RF 3x2  PW 0  RN 18  MAL 2 |

**Relic**

- Brutal
- Sunder Armor
- Victimize

"They always die right when I’m starting to have fun..."

**Special Abilities**

- Cabal (Devon)  
- Sadistic
- Guerilla Tactics
- Matched Set (Devon)
- Psychogenic Neophyte

(Sins of the Father)

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**SINS OF THE FATHER**

**TN RF RN MAL**

16 1 8 18

**Description**

This model immediately gains a free AP. Additionally, if cast while this model is engaged with one or more enemy models, this model also gains the Fueled by Combat special ability until the next Lingering Effects phase. If cast while this model is not engaged with one or more enemy models, this model also gains the Vault special ability until the next Lingering Effects phase.

Fueled by Combat: Once per round, when this model casts an enemy with this attack, it may make a PS Check. On a success, it may heal 1 HP.

Vault: Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains additional +1 AS and +1 PW to the charge attack.

Malfunction: Caster suffers an automatic PW 6 hit.

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**DEVON**

**TYRANT’S DAUGHTER**

| AG#1 | [1] Hand Crossbows  
-Point Blank | AS 6  RF 2  PW 4  RN 13  MAL 19 |
|-------|--------------------------|
| [2] Blinding Bolts  
-Blind | AS 6  RF 2  PW 4  RN 13  MAL 19 |
| [3] Shrapnel Bolts  
-Explosive End | AS 6  RF 2  PW 4  RN 13  MAL 19 |

**Special Abilities**

- Cabal (Aja)
- Guerilla Tactics
- Matched Set (Aja)
- Quick Draw
- Slaver’s Tricks

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**OUTCAST**

**PSYCHOCENIC**

**BREAK:** Models hit by this attack gain 1 Bleed Counter.

**BLEED:** Models hit by this attack gain 1 Bleed Counter. A model with 1 Bleed Counter may only have 1 Bleed Counter at any time.

**CRACK SHOT:** This model ignores Light Cover, and treats Heavy Cover as Light Cover.

**CRITICAL STRIKE:** This attack Critically hits on attack rolls of (x) or less.

**ENHANCED OPTICS:** When this model aims, it gains an additional +1 AR, ignores Light Cover, and treats Heavy Cover as Light Cover for this attack.

**HORRIBLE DEATH:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**INFLICT:** This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 32" from an enemy deployment zone.

**POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy this model is engaged with.

**SLAYER’S TRICKS:** When an enemy model in base contact is reduced to 0 HP the enemy model may not trigger special abilities based upon reaching 0 HP. (Explosive End(s), Final Strike, Regeneration, Unstoppable, etc.).

**SNIPER:** When this model aims, its ranged attacks gain Critical Strike(x), where (x) is equal to this model’s Sniper(x) value.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

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**TYRANT’S DAUGHTER**

**BRUTAL:** The Parry special ability may not be used against this attack.

**CABAL:** If this model begins its activation within 8" of (x), it may re-roll 1 attack roll this activation.

**GUERILLA TACTICS:** Models with Guerilla Tactics may Squadlink from up to 8" away. This model only spends 1 AP to Break Away.

**MATCHED SET:** This model may only be included in a force that also includes (x).

**PSYCHOCENIC NEOPHYTE:** This model may spend 1 AP to cast the (x) psychogenic.

**SADISTIC:** This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.

**SLAYER’S TRICKS:** When an enemy model in base contact is reduced to 0 HP, the enemy model may not trigger special abilities based upon reaching 0 HP. (Explosive End(s), Final Strike, Regeneration, Unstoppable, etc.).

**SUNDER ARMOR:** A model may only have 1 Sunder Counter at any time.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

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**FINN DEADEYE**

**MASTER SNIPER**

| AG#1 | [1] Grave digger Rifle  
-Victimize | AS 8  RF 2  PW 6  RN 12  MAL 19 |
|-------|--------------------------|
| AG#2 | [1] Scattershot  
-Point Blank | AS 7  RF 4x2 SP 17  |

**Special Abilities**

- Crack Shot
- Enhanced Optics
- Infiltrate
- Slaver’s Tricks
- Sniper (3)
- Quick Draw
- Matched Set (Aja)

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**AJA**

**TYRANT’S DAUGHTER**

| AG#1 | [2] Lash and Slash  
-Break Away | AS 7  RF 3x2  PW 0  RN 18  MAL 2 |

**Relic**

- Brutal
- Sunder Armor
- Victimize

"They always die right when I’m starting to have fun..."

**Special Abilities**

- Cabal (Devon)  
- Sadistic
- Guerilla Tactics
- Matched Set (Devon)
- Psychogenic Neophyte

(Sins of the Father)

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**SINS OF THE FATHER**

**TN RF RN MAL**

16 1 8 18

**Description**

This model immediately gains a free AP. Additionally, if cast while this model is engaged with one or more enemy models, this model also gains the Fueled by Combat special ability until the next Lingering Effects phase. If cast while this model is not engaged with one or more enemy models, this model also gains the Vault special ability until the next Lingering Effects phase.

Fueled by Combat: Once per round, when this model casts an enemy with this attack, it may make a PS Check. On a success, it may heal 1 HP.

Vault: Once per activation, this model may spend 1 AP to immediately move their MV value, ignoring terrain as well as intervening models. If this move results in a charge, this model gains additional +1 AS and +1 PW to the charge attack.

Malfunction: Caster suffers an automatic PW 6 hit.

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**DEVON**

**TYRANT’S DAUGHTER**

| AG#1 | [1] Hand Crossbows  
-Point Blank | AS 6  RF 2  PW 4  RN 13  MAL 19 |
<table>
<thead>
<tr>
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<tbody>
<tr>
<td>[3] Shrapnel Bolts</td>
<td>AS 6  RF 2  PW 4  RN 13  MAL 19</td>
</tr>
</tbody>
</table>

**Special Abilities**

- Cabal (Aja)
- Guerilla Tactics
- Matched Set (Aja)
- Quick Draw
- Slaver’s Tricks

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**OUTCAST**

**PSYCHOCENIC**

**BREAK:** Models hit by this attack gain 1 Bleed Counter.

**BLEED:** Models hit by this attack gain 1 Bleed Counter. A model with 1 Bleed Counter may only have 1 Bleed Counter at any time.

**CRACK SHOT:** This model ignores Light Cover, and treats Heavy Cover as Light Cover.

**CRITICAL STRIKE:** This attack Critically hits on attack rolls of (x) or less.

**ENHANCED OPTICS:** When this model aims, it gains an additional +1 AR, ignores Light Cover, and treats Heavy Cover as Light Cover for this attack.

**HORRIBLE DEATH:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**INFLICT:** This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 32" from an enemy deployment zone.

**POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy this model is engaged with.

**SLAYER’S TRICKS:** When an enemy model in base contact is reduced to 0 HP the enemy model may not trigger special abilities based upon reaching 0 HP. (Explosive End(s), Final Strike, Regeneration, Unstoppable, etc.).

**SNIPER:** When this model aims, its ranged attacks gain Critical Strike(x), where (x) is equal to this model’s Sniper(x) value.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

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**TYRANT’S DAUGHTER**

**BRUTAL:** The Parry special ability may not be used against this attack.

**CABAL:** If this model begins its activation within 8" of (x), it may re-roll 1 attack roll this activation.

**GUERILLA TACTICS:** Models with Guerilla Tactics may Squadlink from up to 8" away. This model only spends 1 AP to Break Away.

**MATCHED SET:** This model may only be included in a force that also includes (x).

**PSYCHOCENIC NEOPHYTE:** This model may spend 1 AP to cast the (x) psychogenic.

**SADISTIC:** This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.

**SLAYER’S TRICKS:** When an enemy model in base contact is reduced to 0 HP, the enemy model may not trigger special abilities based upon reaching 0 HP. (Explosive End(s), Final Strike, Regeneration, Unstoppable, etc.).

**SUNDER ARMOR:** A model may only have 1 Sunder Counter at any time.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.
**Special Abilities**
- **Commander**
  - Bastard Sword
  - Enforcer Pistol
  - Tyrant’s Whip
- **The Equator**
  - Molotov
- **Fletchette Gun**
  - Whiplash
- **Fan the Hammer**
  - Crush
- **The Good Stuff**
  - Tough as Nails

**Stats**
- **AS**: 6
- **RF**: 2
- **PW**: 4
- **RN**: 2
- **MAL**: 1

**Blind**: Models hit by this attack gain 1 Blind Counter. All negatives are cumulative.

**Brutal**: The Parry special ability may not be used against this attack.

**Commander**: This model counts as having all Squaddies Keywords.

**Enhance(x):y)**: When this model is deployed, choose up to x (1) to add a +y AP bonus to its AP. At the end of the model's activation, the Squaddies keyword that is enhanced may not be used against this model.

**HUMAN SHIELD**: This model is not affected by any enemy non-template attacks. It may only be hit by friendly models.

**INFLICT**: This model is only deployed after all non-Infiltrating models have been deployed. This model may spend 1 AP to roll a d20. On a result of 11+ remove all Stun Counters.

**IRE**: This model’s special ability may not be used against this attack.

**SLAVER’S TRICKS**: When an enemy model in base contact is reduced to 0 HP, the enemy model may not trigger special abilities based upon reaching 0 HP.

**Victimize**: Models hit by this attack gain 1 Panic Counter.

**Whiplash**: Models hit by this attack gain +2 PW. Models hit by this attack suffer no damage and instead heal 1 HP. A model may only use this power once per game.

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**THE FIXER**

**Special Abilities**
- **Jury Rig**
  - Scavenge
- **Medic**
  - Superior Maintenance
- **Paralysis**
  - Toxin

**Stats**
- **AS**: 6
- **RF**: 2
- **PW**: 4
- **RN**: 2
- **MAL**: 1

**INFILTRATE**: This model is only deployed after all non-Infiltrating models have been deployed. This model may spend 1 AP to roll a d20. On a result of 11+ remove all Fire Counters.

**Paralysis**: When this model activates, roll a d20. On a 1+ the model may choose up to 6 (x) to add a +y AP bonus to this model's AP. At the end of the model's activation, the Squaddies keyword that is enhanced may not be used against this attack.

**RESOURCEFUL**: Once per round, when in contact with an Objective Marker, this model may make a PS Check. If that check is successful it gains 1 Scavenge Counter.

**SCLAVENGE**: When a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them.

**SUPERIOR MAINTENANCE**: This model’s special ability may not be used against this attack.

**TOXIC**: This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of the model’s activation.

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**THE MANHUNTER**

**Special Abilities**
- **Infiltrate**
  - Scavenge
- **Paralysis**
  - Toxin
- **Parry**
  - Toxin

**Stats**
- **AS**: 7
- **RF**: 2
- **PW**: 4
- **RN**: 2
- **MAL**: 1

**INFILTRATE**: This model is only deployed after all non-Infiltrating models have been deployed. This model may spend 1 AP to roll a d20. On a result of 11+ remove all Stun Counters.

**PARALYSIS**: When this model activates, roll a d20. On a 1+ the model may choose up to 6 (x) to add a +y AP bonus to this model's AP. At the end of the model's activation, the Squaddies keyword that is enhanced may not be used against this attack.

**RESOURCEFUL**: Once per round, when in contact with an Objective Marker, this model may make a PS Check. If that check is successful it gains 1 Scavenge Counter.

**SCLAVENGE**: When a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them.

**SUPERIOR MAINTENANCE**: This model’s special ability may not be used against this attack.

**TOXIC**: This model suffers penalties based on the number of Toxic Counters on it. All Toxic Counters are removed at the end of the model’s activation.

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**THE SLAVEMASTER**

**Special Abilities**
- **Enhance(Wasteland Warriors)(Sadistic)**
- **Sadistic**
- **Slaver’s Tricks**
- **Human Shield

**Stats**
- **AS**: 7
- **RF**: 2
- **PW**: 4
- **RN**: 2
- **MAL**: 1

**INFILTRATE**: This model is only deployed after all non-Infiltrating models have been deployed. This model may spend 1 AP to roll a d20. On a result of 11+ remove all Fire Counters.

**HUMAN SHIELD**: This model is not affected by any enemy non-template attacks. It may only be hit by friendly models.

**INFLICT**: This model is only deployed after all non-Infiltrating models have been deployed. This model may spend 1 AP to roll a d20. On a result of 11+ remove all Stun Counters.

**IRE**: This model’s special ability may not be used against this attack.

**SLAVER’S TRICKS**: When an enemy model in base contact is reduced to 0 HP, the enemy model may not trigger special abilities based upon reaching 0 HP.

**Victimize**: Models hit by this attack gain 1 Panic Counter.

**WHIPLASH**: Models hit by this attack gain +2 PW. Models hit by this attack suffer no damage and instead heal 1 HP. A model may only use this power once per game.
**Pit Fighter**

At 14

**Special Abilities**
- Cabal (Objective Marker)
- Combat Reflexes
- Parry

"It's nice to see someone enjoying what they do." - Happy Hour

**AG#1**
- Arena Weapons
  - Critical Strike (2)

**AG#2**
- Fan the Hammer
  - Proximity Strike (1)

**ENHANCE (x):** When this model is deployed, choose up to 6 (x). Those models gain (y).

**INFILTRATE:** This model is only deployed after all non-infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone.

**JURY RIG:** This model may discard 1 Scavenge Counter to re-roll a failed attack roll (the Scavenge Counter benefit still applies for that attack).

**PARALYSIS:** Living Models hit by this attack gain 1 Paralysis Counter. A model may only have 1 Paralysis Counter at any time.

**RESOURCEFUL:** Once per round, while in contact with an Objective Marker, this model may make a PS Check. If that check is successful it gains 1 Scavenge Counter.

**SCAVENGE:** While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. Scavenge Counter: This model gains +1 AR, +1 AS and +1 PW to all attacks, for each Scavenge Counter. If this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed. A model may have up to 3 Scavenge Counters at any time.

**SLAVER’S TRICKS:** Aiming or Charging.

**SADISTIC:** Models that fail an AR Save caused by this attack lose 2 HP.

**FINISHING BLOW:** This attack gains 1 additional power multiplier and Extreme Damage when targeting models that are prone.

**HORRIBLE DEATH:** If an enemy is killed by this attack, all enemies within 4" of the model killed receive 1 Panic Counter.

**HUMAN SHIELD:** When this model is hit by an enemy non-template attack, it may force 1 friendly model within 4" to be hit by the attack instead. That attack gains an additional power multiplier for this hit (Hits from Human Shield cannot trigger Human Shield).

**INSTIGATE:** Friendly non-Character models within 8" gain +2 AS to all melee attacks.

**POINT BLANK:** This ranged attack may be used while engaged. If used while engaged, this attack must target an enemy this model is engaged with.

**SCAVENGE:** While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. Scavenge Counter: This model gains +1 AS and +1 PW to all attacks, for each Scavenge Counter. If this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed. A model may have up to 3 Scavenge Counters at any time.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

**“It’s nice to see someone enjoying what they do.” - Happy Hour**

**Special Abilities**
- Cabal (Objective Marker)
- Combat Reflexes
- Parry
**THE FRENZIED**

**Special Abilities**
- Frenzied
- Furious Charge
- Sedated
- Unstoppable

**Frenzied (4)**

**THE UNBOUND**

**Special Abilities**
- Infiltrate
- Sadistic
- Scavenge

**Unbound (3)**

**WASTELAND WARRIOR**

**Special Abilities**
- Improved Climb
- Resourceful
- Scavenge

**Warrior (3)**

**CHAIN GANGER**

**Special Abilities**
- Distraction
- Scavenge

**Chain Ganger (3)**

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**THE FRENZIED**

- **AG#1**
  - [2] Blade Gauntlets
  - [1] Stabbin’ or Slicin’
  - [2] Zip Grapple
  - [1] Scavenge
  - [1] Scrap Bludgeon
  - [1] Knockdown (10)
  - [1] Pull(12)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
5 | 0 | 5 | 0 | -

**FRENZIED**: A model begins the game with 1 Unstoppable and 1 Sedation Counter.

**Special Abilities**
- Frenzied
- Furious Charge
- Sedated
- Unstoppable

**VICTIMIZE**: Models hit by this attack gain 1 Panic Counter.

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**THE UNBOUND**

- **AG#1**
  - [2] Punch Daggers
  - [1] Resourceful
  - [1] Improved Climb
  - [1] Scavenge

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
5 | 0 | 5 | 0 | -

**INfiltrate**: This model is only deployed after all non-infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone.

**SADISTIC**: This model’s melee attacks gain +2 PW when targeting a model with a Panic Counter.

**SCAVENGE**: While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them.

**VICTIMIZE**: Models hit by this attack gain 1 Panic Counter.

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**WASTELAND WARRIOR**

- **AG#1**
  - [1] Scrap Bludgeon
  - [1] Knockdown (10)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
5 | 0 | 5 | 0 | -

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
6 | 1 | 4 | 8 | 18

**SPECIAL ABILITIES**
- Improved Climb
- Resourceful
- Scavenge

**Unbeatable**

**Special Abilities**
- Scavenge

**Unbound (3)**

**WASTELAND WARRIOR**

- **AG#2**
  - [1] Zip Grapple
  - [1] Pull(12)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
6 | 1 | 4 | 8 | 18

**Special Abilities**
- Improved Climb
- Resourceful
- Scavenge

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**CHAIN GANGER**

- **AG#1**
  - [1] Stabbin’ or Slicin’

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
4 | 0 | 4 | 0 | 20

**Special Abilities**
- Distraction
- Scavenge

**Unbeatable**

**Special Abilities**
- Distraction
- Scavenge

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**THE FRENZIED**

- **AG#2**
  - [1] Zip Grapple
  - [1] Pull(12)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
6 | 1 | 4 | 8 | 18

**Special Abilities**
- Improved Climb
- Resourceful
- Scavenge

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**THE FRENZIED**

- **AG#1**
  - [2] Blade Gauntlets
  - [1] Stabbin’ or Slicin’
  - [1] Scrap Bludgeon
  - [1] Zip Grapple
  - [1] Knockdown (10)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
5 | 0 | 5 | 0 | -

**Special Abilities**
- Frenzied
- Furious Charge
- Sedated
- Unstoppable

**VICTIMIZE**: Models hit by this attack gain 1 Panic Counter.

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**THE FRENZIED**

- **AG#2**
  - [1] Zip Grapple
  - [1] Pull(12)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
6 | 1 | 4 | 8 | 18

**Special Abilities**
- Improved Climb
- Resourceful
- Scavenge

---

**THE FRENZIED**

- **AG#1**
  - [2] Blade Gauntlets
  - [1] Stabbin’ or Slicin’
  - [1] Scrap Bludgeon
  - [1] Zip Grapple
  - [1] Knockdown (10)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
5 | 0 | 5 | 0 | -

**Special Abilities**
- Frenzied
- Furious Charge
- Sedated
- Unstoppable

**VICTIMIZE**: Models hit by this attack gain 1 Panic Counter.

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**THE FRENZIED**

- **AG#2**
  - [1] Zip Grapple
  - [1] Pull(12)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
6 | 1 | 4 | 8 | 18

**Special Abilities**
- Improved Climb
- Resourceful
- Scavenge

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**THE FRENZIED**

- **AG#1**
  - [2] Blade Gauntlets
  - [1] Stabbin’ or Slicin’
  - [1] Scrap Bludgeon
  - [1] Zip Grapple
  - [1] Knockdown (10)

**AS** | **RP** | **PW** | **RN** | **MAL**
--- | --- | --- | --- | ---
5 | 0 | 5 | 0 | -

**Special Abilities**
- Frenzied
- Furious Charge
- Sedated
- Unstoppable

**VICTIMIZE**: Models hit by this attack gain 1 Panic Counter.
**SCUT**

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**Special Abilities**
- Infiltrate
- Scavenge

**INFILTRATE:** This model is only deployed after all non-infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone.

**SCAVENGE:** While a model with Scavenge is in play, whenever a model is killed or removed from play, place 1 Scavenge Counter in contact before it is removed. Any model with Scavenge may automatically pick up Scavenge Counters by moving over them. Scavenge Counter: This model gains +1 AR, +1 AS, and +1 PW to all attacks. For each Scavenge Counter, if this model is killed or removed from play, place all Scavenge Counters it has in contact with it before it is removed. A model may have up to 3 Scavenge Counters at any time.

**STUN:** Models hit by this attack gain 1 Stun Counter. Stun Counter: The next time this model activates, it immediately loses 1 AP and then removes 1 Stun Counter. A model may only have 1 Stun Counter at any time.