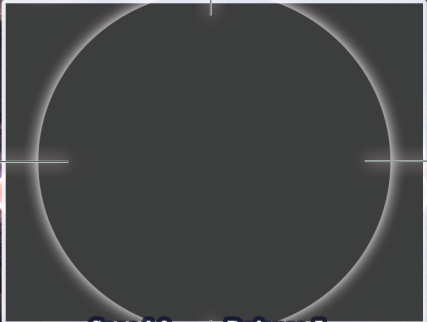


**Blackbird**  
 Red Witch Harvester



Speed 6 | Defense 5

Carbine | Range 2 | Expertise 0

Any opposing characters whose arcs contact this character's arc must attack the next closest character regardless of faction. This takes the place of a combat action.




**Bled**  
 Fog Man

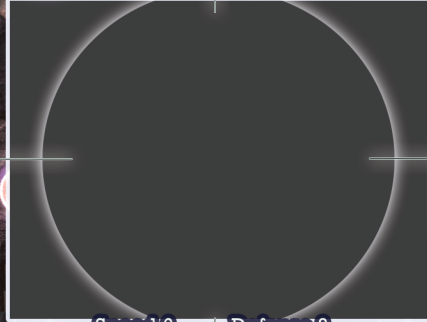


Speed 4 | Defense N/A

Any characters whose arcs contact this character's arc receive a die set to their DEF - 1. Every turn reduce by 1 until the character is killed. Any damage done by a tornado kills the Fog Man.



**Deadeye**  
 Watchman



Speed 6 | Defense 3

Carbine | Range 3 | Expertise +3

"I'd have torn them both out after what I saw. Just lost my nerve."

If attacked from the left half of Deadeye's arc, subtract 1 from his defense.



**Gensira**  
 Master Of Oriels



Speed 5 | Defense 3

When manning an Inflation Engine, can allow unlimited deployment of characters & vehicles from the engine rather than deployment zone.



**Salt Mystic**



**Salt Mystic**



**Salt Mystic**



**Salt Mystic**