



Humorless
Battlefield Golem

Speed 5 | Defense 3

May operate vehicles.
 If within line of sight of friendly ephemeral torpedo, augment line of sight from this character's arc instead. Extends range around obstacles.




Karak
War Marshal



Hammer of the Red Witch
Speed 5 | Defense 10
Railgun | Range 6 | Expertise +3

"I don't burn books. Just writers."
 Once per game, go through unused cards to find as many as four Red Witch characters and deploy them. This doesn't count as a card draw.



Letlund
Watchman

Speed 6 | Defense 5
Carbine x 2 | Range 2 | Expertise +1

"Two carbines means two things:
 I can't scratch my behind and you lose."
 Can fire twice per combat action.



Mudhead
Watchman



Speed 6 | Defense 8
Carbine | Range 2 | Expertise +2

"I might not kill a lot of them.
 But I'll be the last guy standing. Bet on that."



Salt Mystic



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