


**Cullen**  
**Red Witch Harvester**



Speed 7

Defense 6

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.



**Haplong**  
**Watchman**



Speed 6

Defense 4

Carbine

Range 2 Expertise +2

"I bought a luck engine off a guy at an oriel station once. Cost me a kidney. Saved me a lot more."  
 Attacks versus Haplong must be the lower of two rolls.



**He Who Wasn't This**  
**Fog Man**



Speed 4

Defense N/A

Carbine

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.



**Mig**  
**Rauchka Flashstriker**



Speed 8

Defense 3

Carbine

Range 2 Expertise +2

Deploys from opponent's Deployment Zone.  
 May not command a vehicle.





**Salt Mystic**





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