

Skullstomper

Watchman

Speed 5

Defense 6

Carbine

Range 2 Expertise +3

“Yeah, I’ll train the newbies.
It’s good target practice.”
All friendly characters of expertise
less than +3 and within 1 inch
of Skullstomper have +3 expertise
while in this range.





Shenk

Watchman

Speed 6

Defense 7

Carbine x 2

Range 2 Expertise +1

“I’ve tinkered with my gun a
bit. It usually fires twice per
shot. Gets hot and smells.
But so do I.”
Fire twice per combat action.





Tarver

Master Of Oriels


Speed 5


Defense 3

Carbine

Range 3 Expertise +2

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





Tiaran

Watchman

Speed 7

Defense 5

Carbine

Range 3 Expertise +2

“I’m not planning to get
attached to any of you. I just need
some land with a view.”
If attacked and Tiaran survives,
roll die. If 4 or greater, he leaves the
battlefield.

