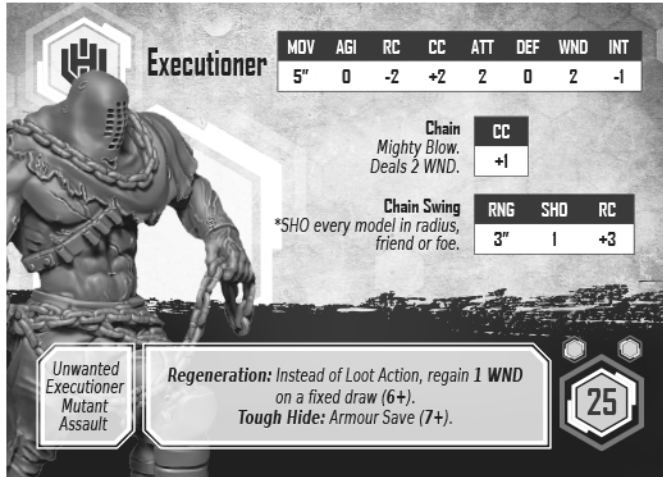


Unwanted Character Stat Cards Beta V1.0



Executioner

MOV	AGI	RC	CC	ATT	DEF	WND	INT
5"	0	-2	+2	2	0	2	-1

Chain Mighty Blow. Deals 2 WND.

CC
+1

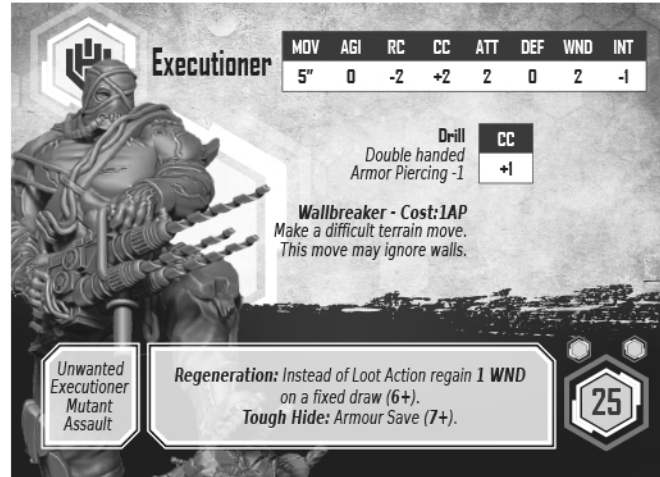
Chain Swing *SHO every model in radius, friend or foe.

RNG	SHO	RC
3"	1	+3

Unwanted Executioner Mutant Assault

Regeneration: Instead of Loot Action, regain 1 WND on a fixed draw (6+).
Tough Hide: Armour Save (7+).

25



Executioner

MOV	AGI	RC	CC	ATT	DEF	WND	INT
5"	0	-2	+2	2	0	2	-1

Drill Double handed
Armor Piercing -1

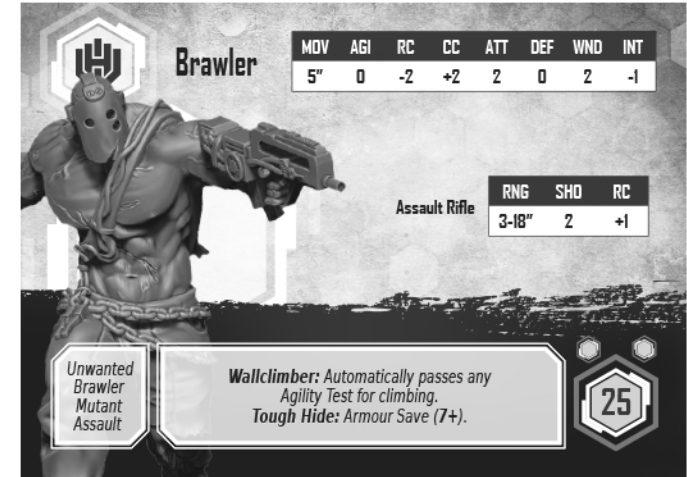
CC
+1

Wallbreaker - Cost: 1AP
Make a difficult terrain move.
This move may ignore walls.

Unwanted Executioner Mutant Assault

Regeneration: Instead of Loot Action regain 1 WND on a fixed draw (6+).
Tough Hide: Armour Save (7+).

25



Brawler

MOV	AGI	RC	CC	ATT	DEF	WND	INT
5"	0	-2	+2	2	0	2	-1

Assault Rifle

RNG	SHO	RC
3-18"	2	+1

Unwanted Brawler Mutant Assault

Wallclimber: Automatically passes any Agility Test for climbing.
Tough Hide: Armour Save (7+).

25



Experiment

MOV	AGI	RC	CC	ATT	DEF	WND	INT
5"	0	-2	+2	2	0	2	-1

Set of Pistols No range penalty.

RNG	SHO	RC
12"	2	+1

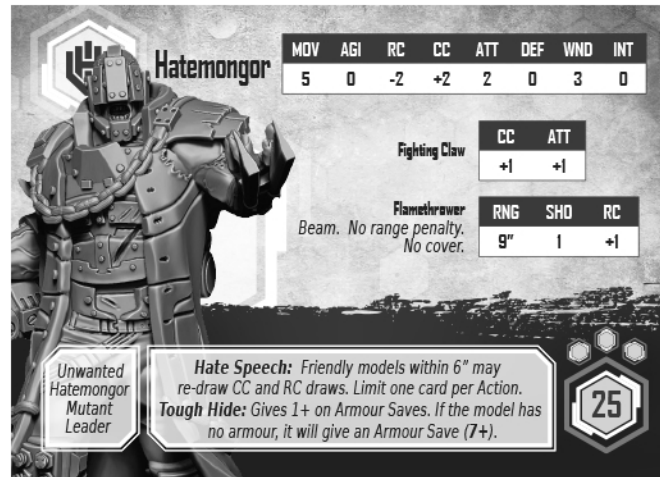
Mounted Shanks

CC	ATT
0	+1

Unwanted Experiment Mutant Assault

EMP Blast: Every model in range of 4" receives a Jammed Token, friend or foe.
Tough Hide: Armour Save (7+).

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Hatemongor

MOV	AGI	RC	CC	ATT	DEF	WND	INT
5	0	-2	+2	2	0	3	0

Fighting Claw

CC	ATT
+1	+1

Flamethrower Beam. No range penalty.
No cover.

RNG	SHO	RC
9"	1	+1

Unwanted Hatemongor Mutant Leader

Hate Speech: Friendly models within 6" may re-draw CC and RC draws. Limit one card per Action.
Tough Hide: Gives 1+ on Armour Saves. If the model has no armour, it will give an Armour Save (7+).

25