

## Character Stat Cards (CSC) - The Unwanted



**Hatemonger**

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

**Fighting Claw**

CC	ATT
0	+1

**Flamethrower**  
Beam. No range penalty. No cover. Collider-Powered.


RNG	SHD	RC
9"	1	+1

**Unwanted Hatemonger Mutant Leader**

**Bloodlust:** At the end of the first Start Phase of the game you may draw a Power Card. The secondary number on the card indicates the number of your models that may make an immediate free 2" move. **Tough Hide:** See rulebook.

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**Brawler**

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

**Assault Rifle**  
Collider-Powered.


RNG	SHD	RC
3-18"	2	+1

**Unwanted Brawler Mutant Soldier**

**Wall Climber:** You can only fail climbing tests with a Fail card. **Tough Hide:** See rulebook.

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**Experiment**

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

**Set of Pistols**  
No range penalty. Collider-Powered.

RNG	SHD	RC
12"	2	+1

**Mounted Shanks**


CC	ATT
0	+1

**Unwanted Experiment Mutant Assault**

► **EMP Blast:** Every model (this model, friend and foe) within 4" receives a Jammed Token. **Tough Hide:** See rulebook.

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**Executioner**

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

**Drill**  
Double-handed. Collider-Powered. Armour Piercing (-1).

CC
+1

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

**Unwanted Executioner Mutant Assault**

**Regeneration:** Instead of drawing a Power Card during a Loot Action, regain 1 WND on a fixed draw (6+). **Tough Hide:** See rulebook.

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**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**  
\*Hits every model in radius, friend or foe.

RNG	SHD	RC
3"	*	+3

**Unwanted Executioner Mutant Assault**

**Regeneration:** Instead of drawing a Power Card during a Loot Action, regain 1 WND on a fixed draw (6+). **Tough Hide:** See rulebook.

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