



**WASTEWALKER
GAGE**
UTGAR

GRAPPLE RIFLE

Instead of his normal move, Wastewalker Gage may use his Grapple Rifle. Grapple Rifle has a move of 4. When counting spaces for Grapple Rifle, ignore elevations. Gage may grapple over water without stopping, over figures without becoming engaged, and over obstacles such as ruins. Gage may not grapple more than 45 levels up or down in a single Grapple Rifle move. If Gage is engaged when he starts his Grapple Rifle move, he will take any leaving engagement attacks. If Gage used Grapple Rifle this turn, he may not attack a non-adjacent figure.

HUMAN

UNIQUE HERO

MERCENARY

WILD

MEDIUM 5

**CHAINSAW SWEEP
SPECIAL ATTACK**

Range 1. Attack 4.

Choose a figure to attack. You must choose a figure adjacent to both Gage and the chosen figure to also be affected by Chainsaw Sweep Special Attack, if possible. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. If you do not roll any skulls with Chainsaw Sweep Special Attack, Gage receives a wound.



5

LIFE

MOVE

5

SPACES

RANGE

4

SPACES

ATTACK

2

DICE

DEFENSE

3

DICE

90

POINTS



**WASTEWALKER
GAGE**



Earth
Yngvild's Vision
8

MOVE 5
SPACES

RANGE 4
SPACES

ATTACK 4
DICE

DEFENSE 5
DICE