



# HERMAN

MUTANIMALS • LEADER



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## SIR, YES, SIR!

WHEN ATTACKING, IF HERMAN DEALS AT LEAST 2 WOUNDS TO AN ENEMY FIGURE FROM 4-5 SPACES AWAY THAT FIGURE IS STUNNED. IF THE FIGURE IS ADJACENT TO HIM IT TAKES 2 BLOCKS TO CANCEL EACH HIT.

HERMAN RECEIVES BLOCK +1 WHEN DEFENDING FROM AN ATTACK 2-3 SPACES AWAY.

IF A FRIENDLY FIGURE WITHIN 4 SPACES OF HERMAN THAT HE CAN SEE IS ATTACKED HE RECEIVES 1 ACTION AND ACTIVATES.

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**MONDO GECKO**  
MUTANIMALS • LEADER • MOBILITY



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## TOTAL GRINDAGE

MONDO HAS NO LIMIT TO THE NUMBER OF MOVE ACTIONS HE MAY MAKE PER TURN AND MAY MOVE ALONG THE EDGE OF BLOCKING TERRAIN AS IF IT WAS A SPACE BUT NOT ENTER A BLOCKING TERRAIN SPACE.

IF MONDO CAN'T REACH OPTIMAL STRIKE RANGE AFTER MAKING A MOVE ACTION, HIS RANGE ATTRIBUTE CHANGES TO 3 FOR THE REST OF HIS TURN.

WHEN DEFENDING, MONDO COUNTS DOUBLE HITS AS MISSES.





# OLD HOB

MUTANIMALS • LEADER



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## ORCHESTRATOR

ON THEIR TURN, FRIENDLY FIGURES WITHIN 4 SPACES OF OLD HOB THAT HE CAN SEE RECEIVE 1 FREE MOVE ACTION. IN ADDITION, FRIENDLY MINIONS WITHIN 2 SPACES RECEIVE HIT +1.

ENEMY FIGURES LOSE 1 FOCUS IF THEY ROLL AT LEAST 2 MISSES WHEN ATTACKING OR DEFENDING AGAINST OLD HOB. IF THAT FIGURE DOESN'T HAVE ANY FOCUS OLD HOB STEALS 1 LIFE INSTEAD

(ANY LIFE STOLEN THAT EXCEEDS OLD HOB'S LIFE LIMIT IS DISCARDED INSTED).

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# PIGEON PETE

MUTANIMALS • LEADER • FLYING



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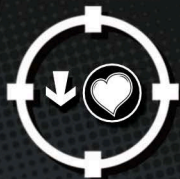


## SURE THING BOSS

PETE HAS 2 INITIATIVE CARDS IN THE DECK. THE FIRST TIME HIS CARD IS DRAWN, PETE ACTIVATES AS NORMAL.

THE SECOND TIME HIS CARD IS DRAWN, ALL FIGURES WITHIN 3 SPACES OF PETE ARE STUNNED. PETE THEN RECEIVES 1 ACTION FOR EACH ENEMY FIGURE THAT IS STUNNED AND THEN ACTIVATES.

IN ADDITION, ENEMY FIGURES WITHIN 3 SPACES OF PETE MAY NOT GO ON THE DEFENSIVE.







# SALLY PRIDE

MUTANIMALS • LEADER



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## PROFICIENT

SALLY MAY NOT RECEIVE STATUS CONDITIONS FROM ENEMY FIGURES AND IGNORES SLOW AND ROUGH TERRAIN.

FRIENDLY FIGURES WITHIN 2 SPACES OF SALLY REGAIN 1 LIFE WHEN HER INITIATIVE CARD IS DRAWN.



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# MAN RAY

MUTANIMALS • LEADER



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## FIELD LEADER

FRIENDLY MUTANIMAL FIGURES WITHIN  
4 SPACES OF RAY THAT HE CAN SEE  
RECEIVE 1 ACTION AND ACTIVATE  
WHEN HIS CARD IS DRAWN.

FRIENDLY MUTANIMAL FIGURES  
ADJACENT TO RAY RECEIVE BLOCK +1.

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**SEYMOUR GUTZ**  
MUTANIMALS • LEADER



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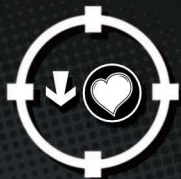
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## THE UNKNOWN

SEYMOUR BLOCKS LINE OF SIGHT FOR  
ENEMY FIGURES AND FRIENDLY  
FIGURES MAY MOVE THROUGH HIM.

NON-MACHINE ENEMY FIGURES  
WITHIN 2 SPACES OF SEYMOUR  
SUFFER -1 TO THEIR HIT AND  
BLOCK RESULTS WHEN  
ATTACKING AND DEFENDING.



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# SLASH

MUTANIMALS • LEADER



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## ENDURING

SLASH IS IMMUNE TO ATTACKS MADE FROM MORE THAN 2 SPACES AWAY.

IF SLASH DEALS AT LEAST 2 WOUNDS TO AN ENEMY FIGURE THIS TURN, THAT FIGURE IS STUNNED.

IN ADDITION, WHEN SLASH ATTACKS A STUNNED FIGURE, IT TAKES 2 BLOCKS TO CANCEL EACH HIT.

IF SLASH'S LIFE IS 6 OR LESS HE RECEIVES HIT +2, BLOCK -2 AND HIS TARGETING PRIORITY CHANGES TO THE LOWEST LIFE.

