

First Aid



Give one adjacent ally one
“Medical Pack” ability card.



★ 2

▼ 2



Move ▼ 4



Sawbone

MAD

Hand of the Surgeon



Attack ⚡ 3 •



⚡ 2

• 2



All your heal actions this round affect
yourself and all adjacent allies.



Sawbone

MAD

Hold Back the Pain



Heal 3

Range 1



2

2

57

All your melee attack actions this round target all adjacent enemies.



Sawbone

MAD

Booster Shot



Heal 4 • •
Range 1

2

2

42

Place this card in one adjacent ally's active area and treat it as if they own the card.

Shield 1

Self



Sawbone

MAD

Bloody Saw



Attack ⚔ 3

WOUND 🔥



⚔ 2

⚡ 2

25

Loot ⚡ 1



411

Sawbone

MAD

Curative Mixture



Heal 2 • •

Range 1

Remove all negative conditions
on the healed figure.



2

2



Move 3 •

Remove all negative conditions
on one adjacent ally.



Sawbone

MAD

Syringe



Place this card in one adjacent ally's active area, then put it into your discard pile at the end of the round.

Shield 2

Self



2

2

Attack 1

POISON

STUN



Sawbone

MAD

Battlefield Medicine



Give one adjacent ally one
“Large Medical Pack” ability card.

2

2

2

83



Prevent all negative conditions on
yourself and all allies this round.



Sawbone

MAD

Triage



Once during each of your next four turns,
perform a “Heal  2, Range  1” action.



Move  5

Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.



Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

50

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.



Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

50

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Medical Pack



Heal 4

Self

Return this card to the Sawbone's supply.

Heal 4

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Large Medical Pack



Heal 8

Self

Return this card to the Sawbone's supply.

Heal 8

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Large Medical Pack



Heal 8

Self

Return this card to the Sawbone's supply.

Heal 8

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Large Medical Pack



Heal 8

Self

Return this card to the Sawbone's supply.

Heal 8

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Large Medical Pack



Heal 8

Self

Return this card to the Sawbone's supply.



30

Heal 8

Self

Return this card to the Sawbone's supply.

This card cannot be used for basic actions
or to negate a source of damage.

Sawbone

MAD

Prevention Is Key



DISARM



Target all adjacent enemies

2

2

13

Shield



1

Affect self and all adjacent allies



428

Sawbone

MAD

Teamwork



You and all adjacent allies may Recover up to a number of discarded cards equal to the number of allies adjacent to you.

2

89



2

2

All adjacent allies may perform
a "Move 2" action.

Move 2

Sawbone

MAD

Vaccine



Attack 1

Range 3

POISON



2

2

4

Place this card in one adjacent ally's active area and treat it as if they own the card.

Prevent all negative conditions
on all abilities targeting you.



430

Sawbone

MAD

Hamstring



Attack ⚡ 4 •

IMMOBILIZE A red diamond-shaped icon with a white figure inside.



⚡ 2

闫 2

62

Move 闫 6 •

IMMOBILIZE A red diamond-shaped icon with a white figure inside.

Self



431

Sawbone

MAD

Precognition



Shield 1

Affect all allies



* 2

V 2

09

Give one adjacent ally one
“Medical Pack” ability card.



Sawbone

MAD

Regenerative Tissue



Heal 5

Self



2

2

46

Place this card in one adjacent ally's active area and treat it as if they own the card.

At the start of each of your turns, perform a "Heal 1, Self" action.



Sawbone

MAD

Vital Strike



Attack 7 • •



2

2



Move 4 •



434

Sawbone

MAD

Blood Transfusion



Heal 7 •

Affect one adjacent ally

Suffer 2 damage.



2

2



Attack 3 •

Heal 2 •

Affect all adjacent allies



Sawbone

MAD

Do No Harm



Kill one adjacent normal or elite enemy.

DISARM and
IMMOBILIZE

Self

2



2

2

76

Move 4

Heal 3

Range 1



436

Sawbone

MAD

Research the Cure



Attack 4

Remove all negative conditions
on all adjacent allies.

2

2

40

Place this card in one adjacent ally's active area and treat it as if they own the card.

Shield 1

Self

Prevent all negative conditions
on all abilities targeting you.



Sawbone

MAD

Amputate



Attack 4

WOUND

IMMOBILIZE



2

2

86

Heal 7

Range 1

STUN



438

Sawbone

MAD

Euthanize



Kill one adjacent normal enemy with at least two negative condition tokens.



★ 2

▼ 2



Attack ★ 1

POISON

WOUND

STUN



439

Sawbone

MAD

Prescription



Give all adjacent allies one
“Medical Pack” ability card.



★ 2

▼ 2



Give all adjacent allies one
“Large Medical Pack” ability card.



440

Sawbone

MAD

Master Physician



Before your next six Heal actions, remove all negative conditions on the healed figure(s).



Add +4 Heal ♦ to all your
Heal actions this round.



Sawbone

MAD

Surgeon's Satchel



Loot 1

Heal 2

Affect all adjacent allies

2

2

10

Move 4

Give one adjacent ally one
“Medical Pack” ability card.



Sawbone

MAD

Bedside Manner



Heal 2

Range 1

Remove all negative conditions on the healed figure and give them one "Large Medical Pack" ability card.

2



05

2

2

Move 2

One adjacent ally may Recover up to two discarded cards.



Sawbone

MAD

Gentleman's Anger



Attack ⚡ 5 •

DISARM



⚡ 2

⚡ 2

29

Attack ⚡ 3 •

Range ⚡ 5



444

Sawbone

MAD

Prep for Surgery



All your Attack and Move abilities may be performed as Heal abilities of an equal value plus one.

In such cases, ignore all conditions applied by the Attack abilities.



2

2

22

Move  3

STUN

Target one adjacent enemy



445

Sawbone

MAD

Grisly Trauma



Kill all normal or elite enemies in the targeted area suffering from 10 or more damage.



Range ⚡ 3



⚡ 2

⚡ 2



Move ⚪ 2

POISON 💀, WOUND 🔥 and MUDDLE 🤷

Target all adjacent enemies



Sawbone

MAD