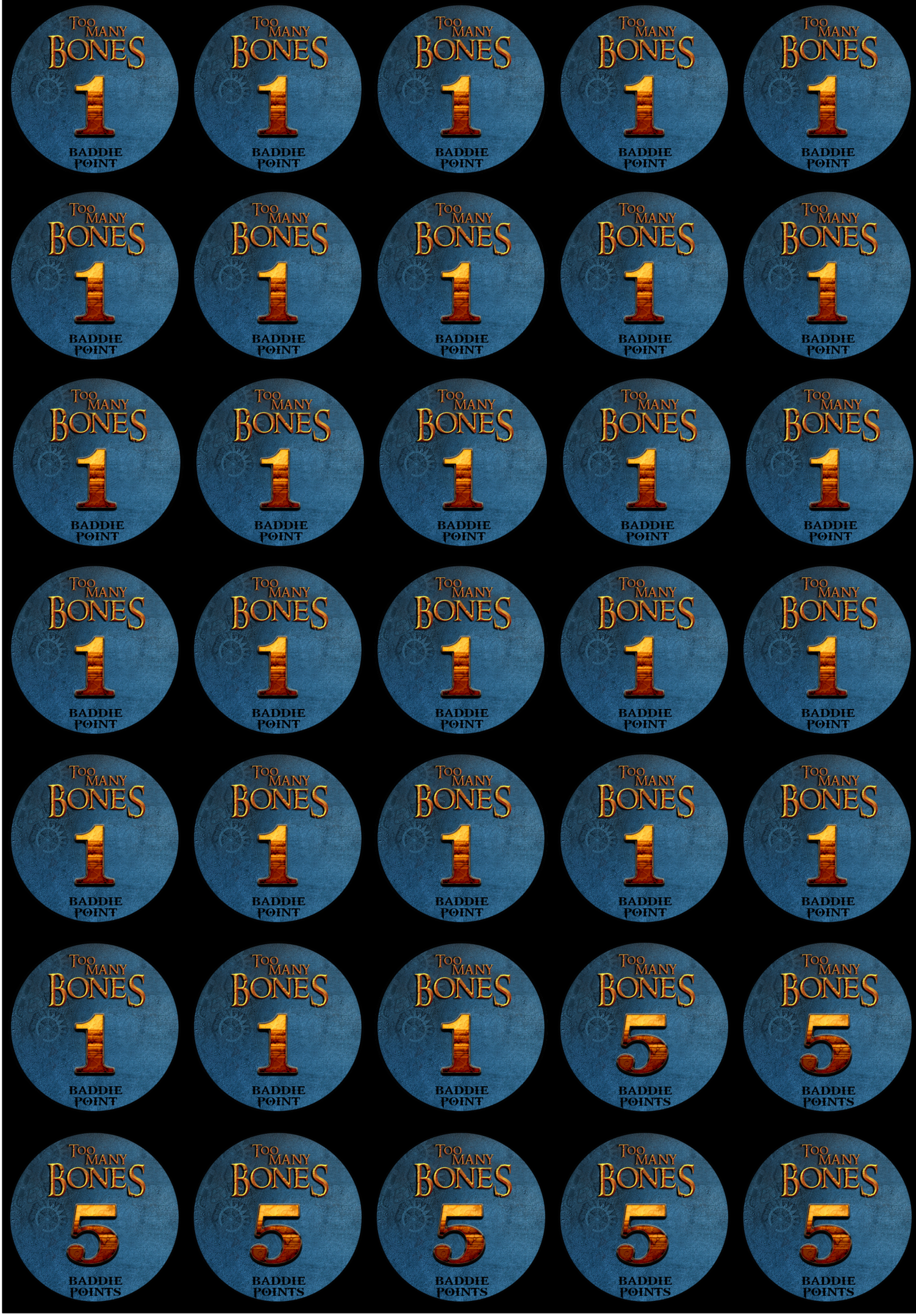

Too Many Bones
1
Baddie Point
5
Baddie Points


6
1
2
1
Thick Skin 3 • Recover 1
Nom
The Troll Chieftain


9
3
4
2
Hardy • Limit
Gendricks


9
3
5
3
Raiding • Call Orc
Marrow
The Orc Warlord


9
3
6+
2
Shrouded • Limit
Hide
Duster


4
3
Poison 2
Bog Frog


8
3
5
2
Bog Ruler
Drellen


8
2
6
Frenzy 2 • Retreat
Shrouded
Mulmesh


9
2
5
3
Boom • Kaboom
The Goblin King
















Too Many
Bones
20
Baddie
Points


Too Many
Bones
20
Baddie
Points


Too Many
Bones
20
Baddie
Points


Too Many
Bones
20
Baddie
Points


Too Many
Bones
20
Baddie
Points


Too Many
Bones
20
Baddie
Points


Too Many
Bones
20
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


Too Many
Bones
5
Baddie
Points


3 1 3
Lashback
Dire Wolf Pup
5 1 2
Break
Clay Golem
5 1 2
Break
Clay Golem
3 3
Poison 1
Bog Pole
4 3
Poison 2
Bog Frog
3 1 3
Lashback
Dire Wolf Pup
3 1 6
Engulf
Dragon Hatchling
2 2 5 1
Weaken 1
Dragon Whelp
3 1 5
Mischief 1 • Careless
Goblin Bomber
3 1 5
Mischief 1 • Careless
Goblin Bomber
3 1 4
Hardy
Kobold Greenthumb
2 2 5
Flight
Griffin Yearling
2 2 5
Flight
Griffin Yearling
2 1 4 1
Mischief 1
Goblin Sandbagger
3 1 4
Mischief 1
Goblin Rioter
2 X 6
Hardy • Compound
Kobold Tracker
2 X 6
Hardy • Compound
Kobold Tracker
4 1 2 1
Raiding
Orc Grunt
3 1 3
Rage 1
Orc Peon
3 1 3
Rage 1
Orc Peon
3 1 2
Thick Skin 1 • Careless
Troll Romper
3 1 1 1
Thick Skin • Careless
Troll Brute
3 1 1 1
Thick Skin • Careless
Troll Brute
3 1 4
Raiding
Orc Scout
3 1 4
Raiding
Orc Scout
3 1 2
Thick Skin 1 • Careless
Troll Romper
4 1 3 1
Careless
Troll Young'un
6 4
Poison 2
Bog Lurk
6 4 4
Lashback 2
Dire Wolf
7 2 6 2
Engulf • Weaken 2
Dragon Delinquent
5 3 5
Dive • Flight
Signal 1
Griffin Howler
5 3 4
Mischief 2 • Signal 1
Goblin Sapper
5 3 4
Mischief 2 • Signal 1
Goblin Sapper
6 1 6 2
Signal 3
Goblin Alarmist
6 1 6 2
Signal 3
Goblin Alarmist


Dive • Flight
Stun
Honor Griffin
Break • Recover 2
Golden Golem
Inspire 2 • Terrify
Thick Skin 2
Ferocious Owlbear
Weaken 2 • Flight
Dragon Elder
Thick Skin • Taunt
Troll Enforcer
Thick Skin • Inspire 1
Troll Sage
Corrosive • Poison 2
Bog Wyrm
Hardy • Undead
Bone Dragon
Lashback 3 • Terrify
Thick Skin 2
Dire Wolf Alpha
Thick Skin • Taunt
Troll Enforcer
Break • Corrosive
Stone Golem
Inspire 1 • Terrify
Owlbear
Raiding • Taunt
Orc Warmonger
Raiding • Rage 2
Orc Rager
Dive • Flight
Signal 1
Griffin Howler
Hardy • Compound
Kobold Elite
Hardy • Inspire 1
Kobold Fanatic
Poison 2 • Rage 2
Manticore
Raiding • Rage 2
Orc Rager


Raiding • Rage 2
Orc Rager
Raiding • Taunt
Orc Warmonger
Inspire 1 • Terrify
Owlbear
Break • Corrosive
Stone Golem
Thick Skin • Taunt
Troll Enforcer
Thick Skin • Taunt
Troll Enforcer
Thick Skin • Inspire 1
Troll Sage
Corrosive • Poison 2
Bog Wyrm
Hardy • Undead
Bone Dragon
Lashback 3 • Terrify
Thick Skin 2
Dire Wolf Alpha
Weaken 2 • Flight
Dragon Elder
Inspire 2 • Terrify
Thick Skin 2
Ferocious Owlbear
Break • Recover 2
Golden Golem
Dive • Flight
Stun
Honor Griffin

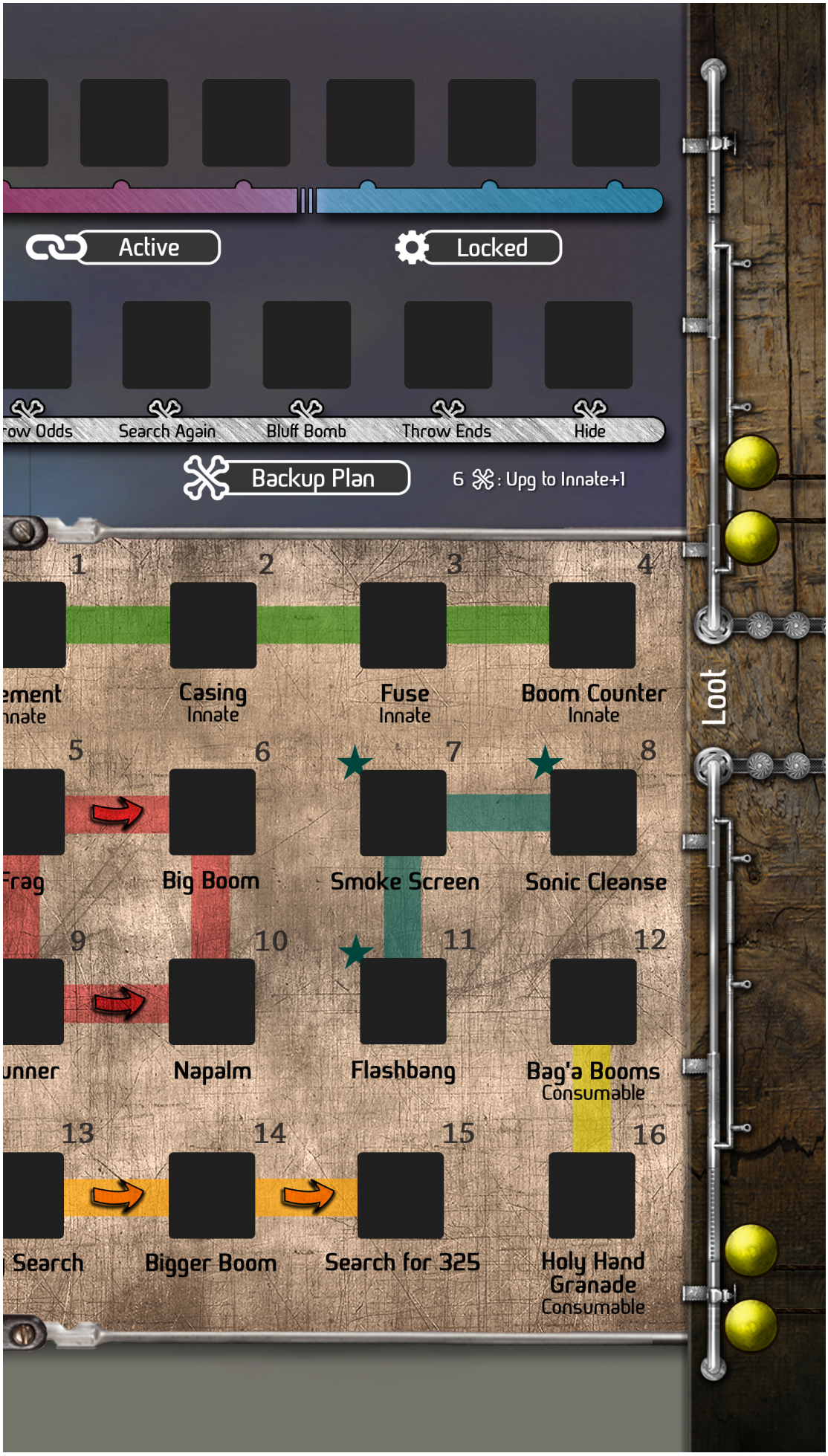

2T 1L 3L
1T 3T 2F
2F 1T 3T
1F 3F 2L
2L 1F 3F
1L 3L 2T
R2 R4 R5
1R R3
2 4 5
1 3 6
2 4 5
1 3 6
2 4 5
1 3 6
3 4 4
3 4 5


1 1
1 2
2 4 5
1 3 6
4 4 5
3 4 5
3 4 5
2 4 6

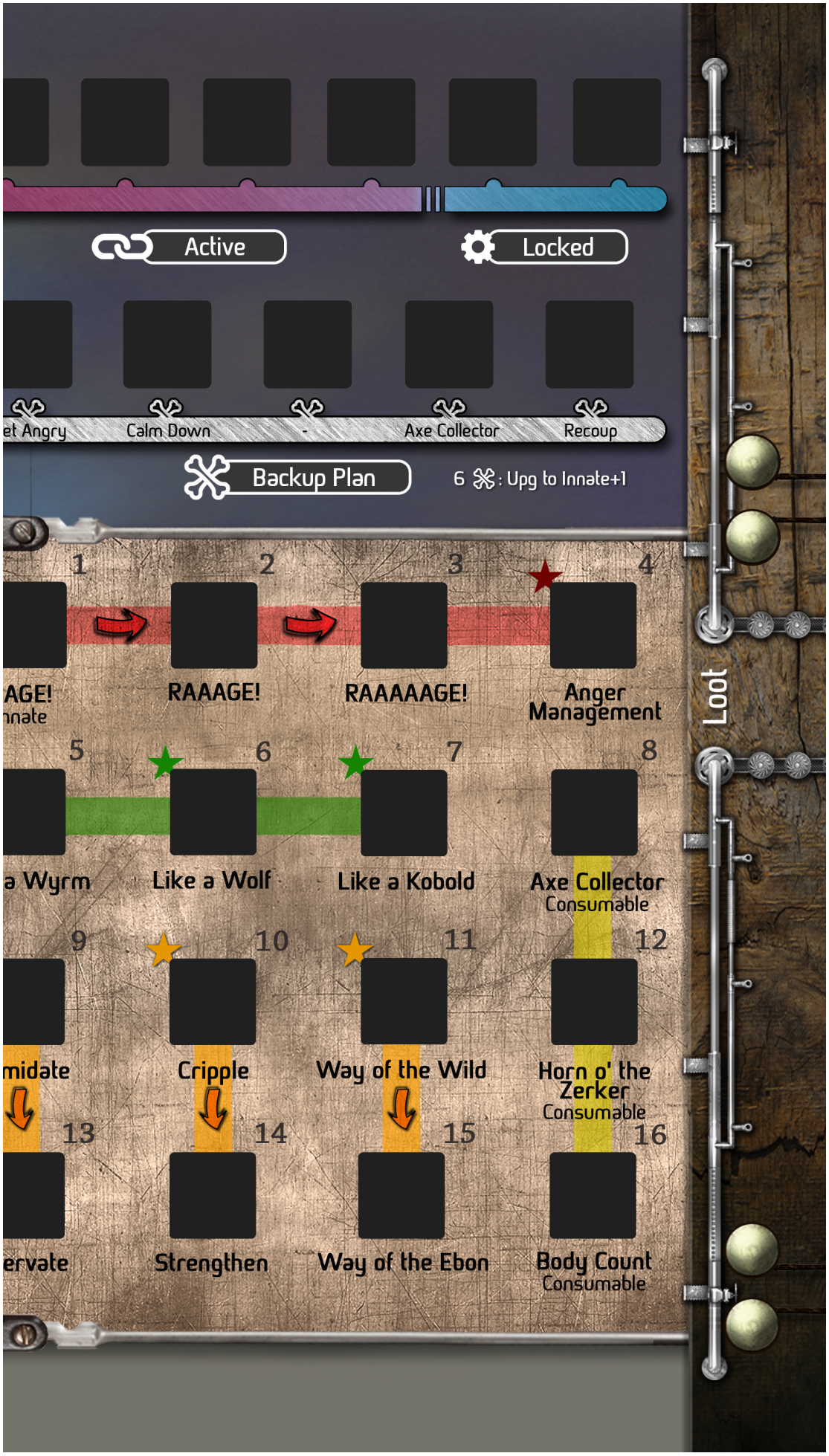



3
1
2
4
The Initiative Meter

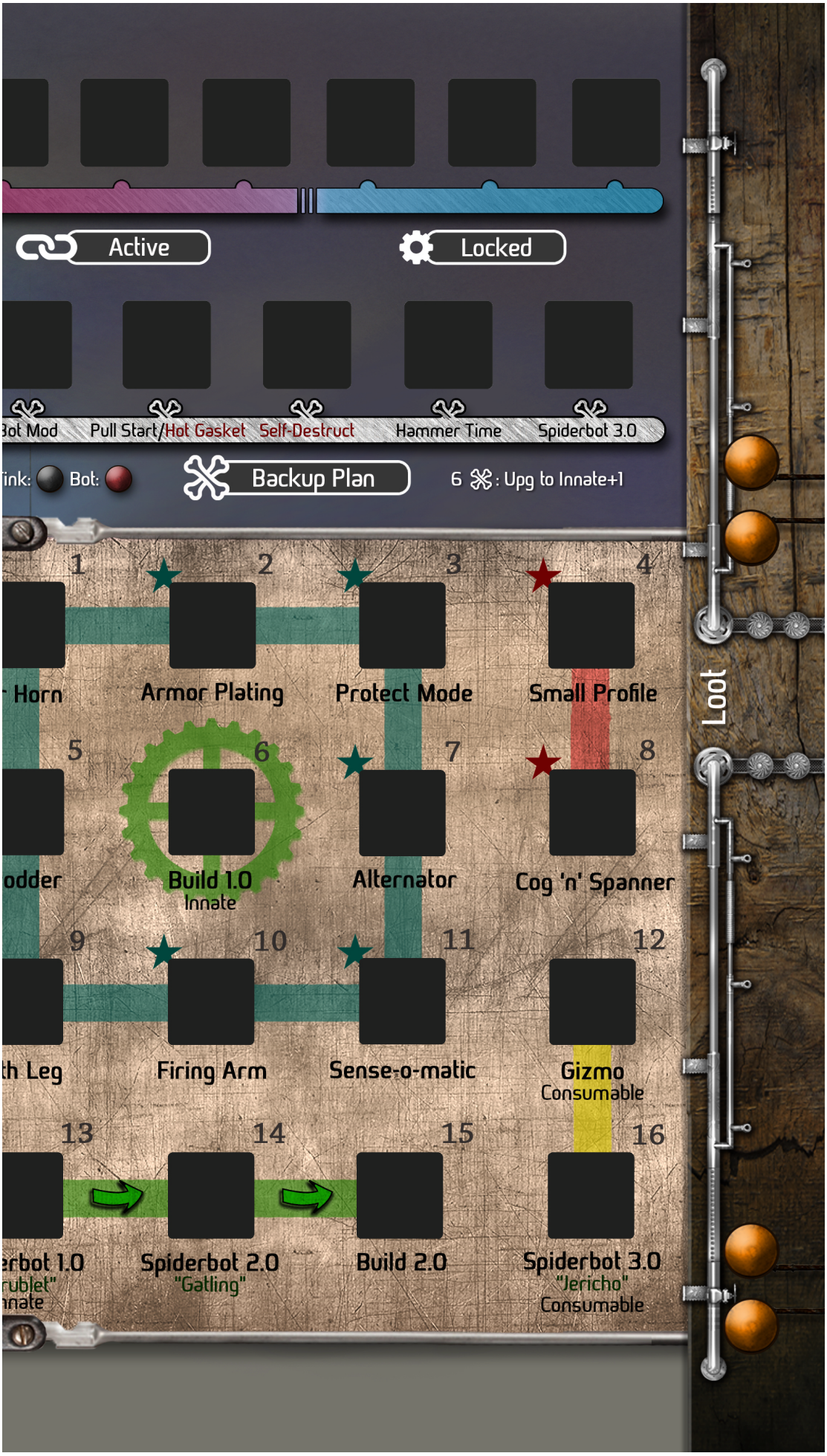

Boomer
Grenadier
Scavenger
Utility Bomber
Keen Eye
Health:
3+
Attack:
1+
Dexterity:
3+
Defense:
2+
Innate: Scavenger
Innate+1: Resourceful Scavenger
Ranged
Exhausted Dice
Dice Skills Matrix
Element
Innate
Frag
Stunner
Body Sear
Throw Odd
Geaglo Council Property

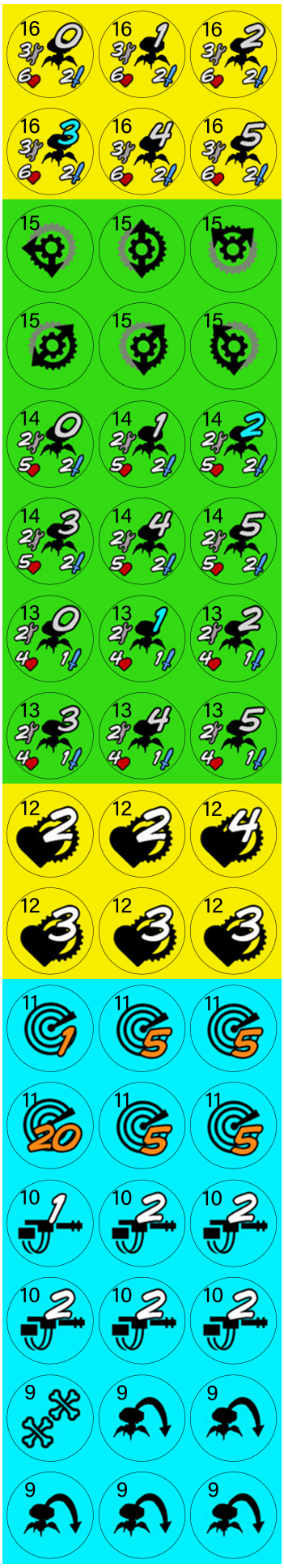

Active
Locked
ow Odds
Search Again
Bluff Bomb
Throw Ends
Hide
Backup Plan
6 : Upg to Innate+1
1
2
3
4
ement
nnate
Casing
Innate
Fuse
Innate
Boom Counter
Innate
5
6
7
8
Frag
Big Boom
Smoke Screen
Sonic Cleanse
9
10
11
12
unner
Napalm
Flashbang
Bag'a Booms
Consumable
13
14
15
16
Search
Bigger Boom
Search for 325
Holy Hand Granade
Consumable
Loot


Tantrum
Zerker
Mimic
Skirmisher
Health:
4+
Attack:
3+
Dexterity:
3+
Defense:
0+
Innate: Rage!
Innate+1: Fearless R ge!
Melee
Get Angru
Exhausted Dice
Dice Skills Matrix
RAGE!
Innate
Like a Wy
Intimidate
Innervate
Gearloc Council Property

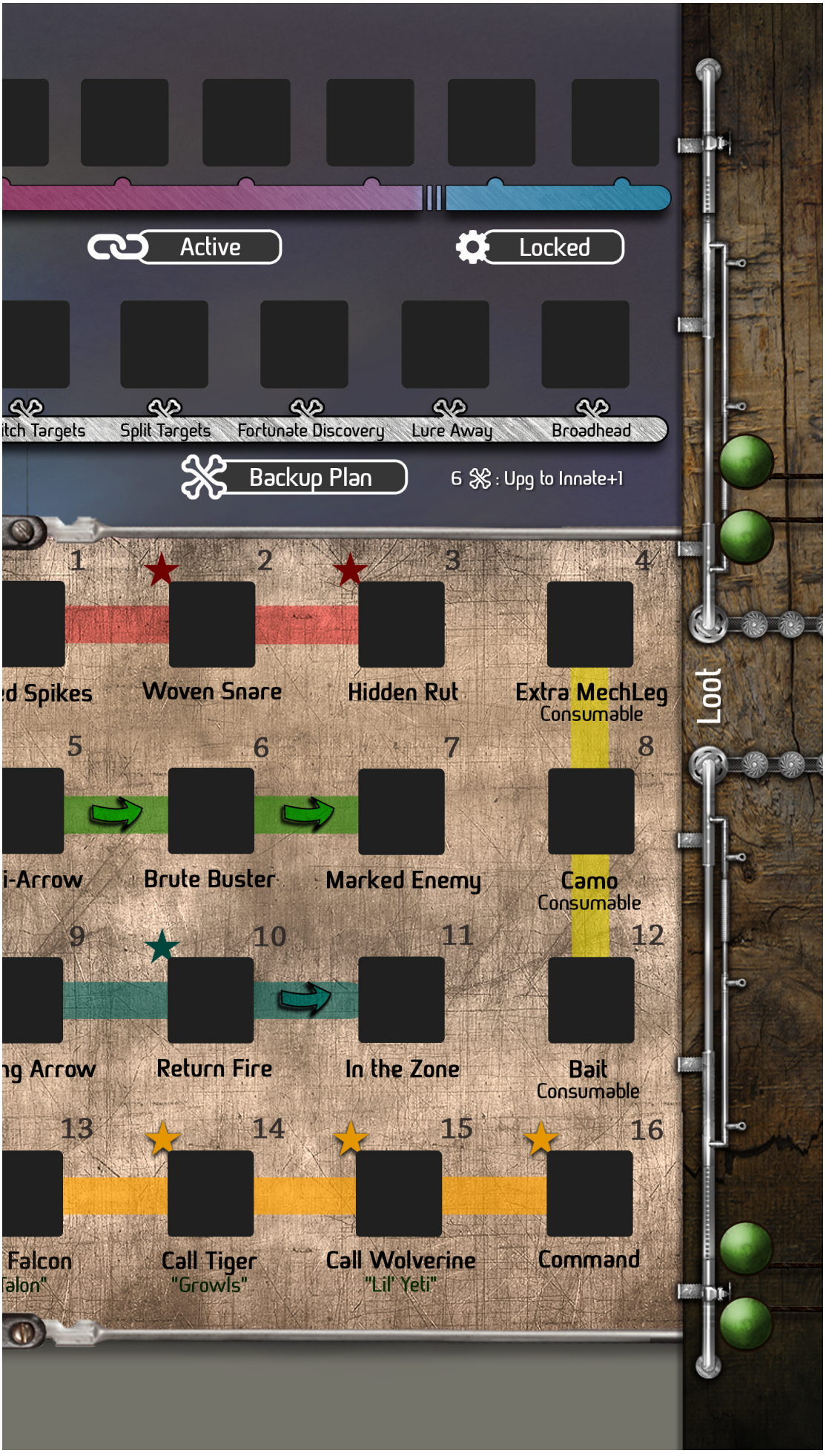

Active
Locked
et Angry
Calm Down
-
Axe Collector
Recoup
Backup Plan
6 : Upg to Innate+1
1
2
3
4
AGE!
nnate
RAAAGE!
RAAAAAGE!
Anger Management
5
6
7
8
a Wyrm
Like a Wolf
Like a Kobold
Axe Collector
Consumable
9
10
11
12
midate
Cripple
Way of the Wild
Horn o' the Zerker
Consumable
13
14
15
16
ervate
Strengthen
Way of the Ebon
Body Count
Consumable
Loot

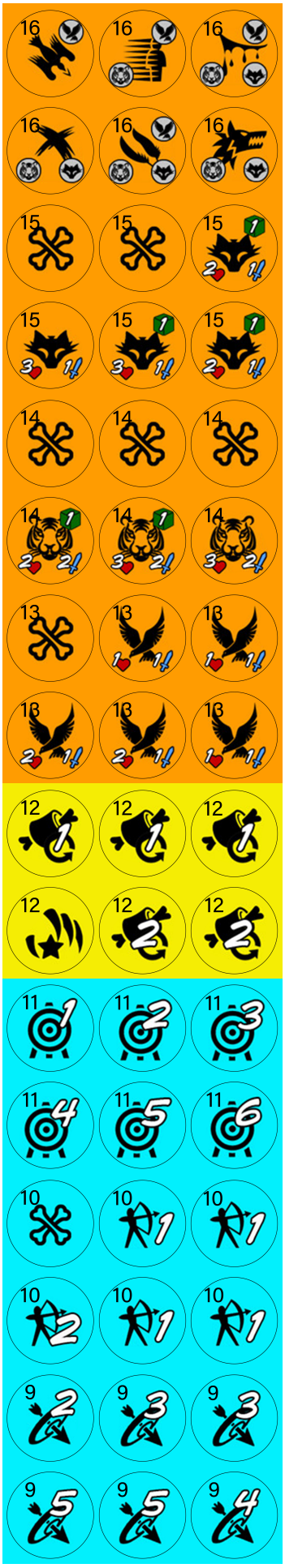

Tink
Mechanist
Robotics
Accessorizer
Health:
3+
Attack:
1+
Dexterity:
4+
Defense:
1+
Innate: Bot Builder
Innate+1: Wise Bot Builder
Melee-Ranged
Exhausted Dice
Bot Mod
Tink:
Dice Skills Matrix
Air Horn
Prodder
Fifth Leg
Spiderbot
"Grublet"
Innate
Geanoc Council Property


Active
Locked
Bot Mod
Pull Start/Hot Gasket
Self-Destruct
Hammer Time
Spiderbot 3.0
Backup Plan
6 : Upg to Innate+1
Armor Plating
Protect Mode
Small Profile
Build 1.0
Innate
Alternator
Cog 'n' Spanner
Firing Arm
Sense-o-matic
Gizmo
Consumable
Spiderbot 2.0
"Gatling"
Build 2.0
Spiderbot 3.0
"Jericho"
Consumable
Loot

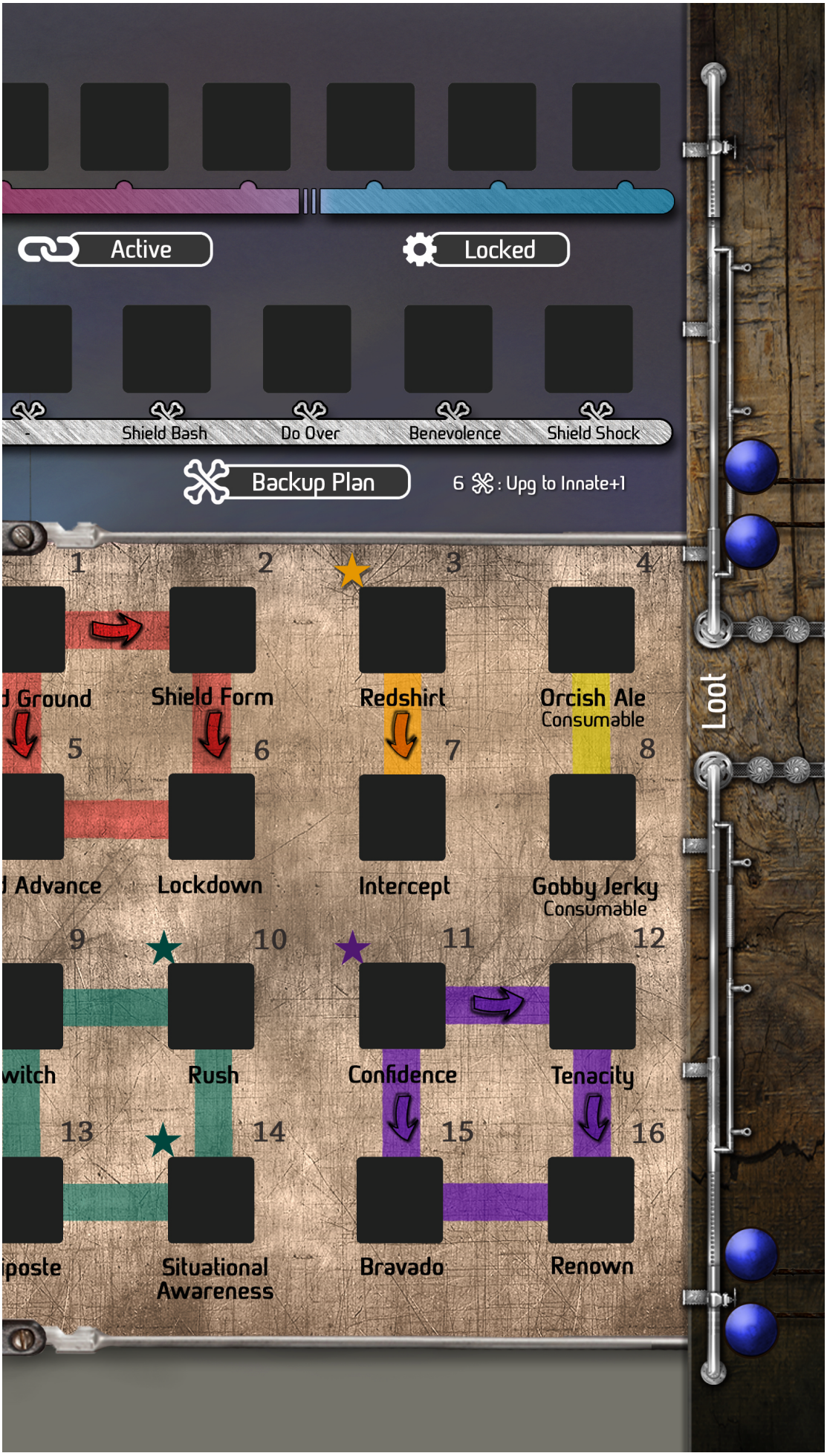



Ghillie
Trapper
Ranger
Marksman
Zoolinguist
Health:
4 +
Attack:
2+
Dexterity:
3 +
Defense:
0+
Innate: Scout
Innate+1: Scoutmaster
Ranged
Switch Targ
Exhausted Dice
Dice Skills Matrix
Rusted Spik
Multi-Arro
Piercing Arr
Call Falco
"Talon"
Gearloc Council Property

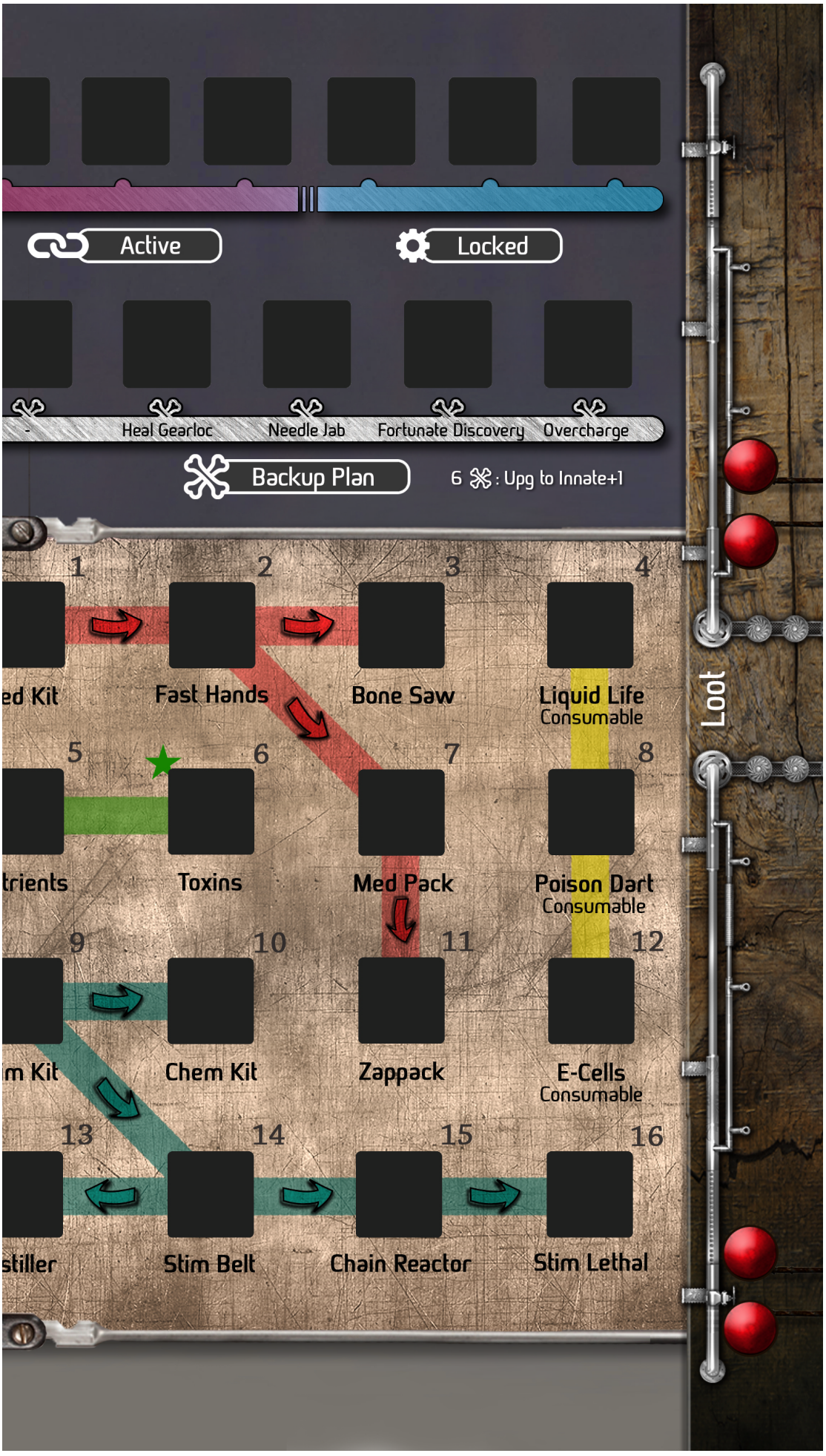

Active
Locked
itch Targets
Split Targets
Fortunate Discovery
Lure Away
Broadhead
Backup Plan
6 : Upg to Innate+1
1
2
3
4
d Spikes
Woven Snare
Hidden Rut
Extra MechLeg
Consumable
5
6
7
8
i-Arrow
Brute Buster
Marked Enemy
Camo
Consumable
9
10
11
12
ng Arrow
Return Fire
In the Zone
Bait
Consumable
13
14
15
16
Falcon
Talon"
Call Tiger
"Growls"
Call Wolverine
"Lil' Yeti"
Command
Loot

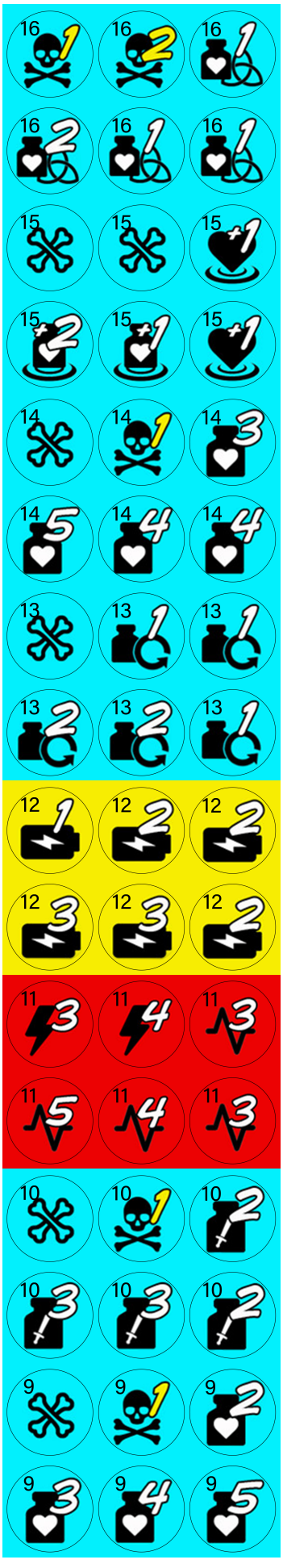



Picket
Captain
Hero
Protector
Warden
Health:
5 +
Attack:
1 +
Dexterity:
2 +
Defense:
2 +
Innate: Shield Wall
Innate+1: Gearloc Wa
Melee
Exhausted Dice
Dice Skills Matrix
Stand Grou
Sword Adva
Switch
Riposte
Gearloc Council Property


Active
Locked
Shield Bash
Do Over
Benevolence
Shield Shock
Backup Plan
6 : Upg to Innate+1
1
2
3
4
Shield Form
Redshirt
Orcish Ale
Consumable
5
6
7
8
Lockdown
Intercept
Gobby Jerky
Consumable
9
10
11
12
Rush
Confidence
Tenacity
13
14
15
16
Situational Awareness
Bravado
Renown
Loot

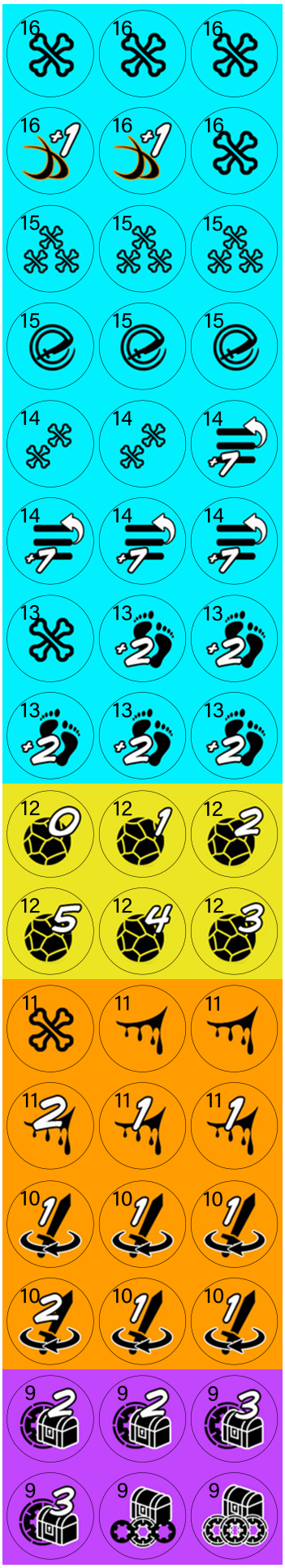

Patches
Combat Medic
Forester
Stim Stacker
Health:
5 +
Attack:
1 +
Dexterity:
2 +
Defense:
1 +
Innate: Recovery
Innate+1: Major Recovery
Melee
Exhausted Dice
Dice Skills Matrix
Med Kit
Nutrients
Stim Kit
Distiller
Gearloc Council Property


Active
Locked
-
Heal Gearloc
Needle Jab
Fortunate Discovery
Overcharge
Backup Plan
6 : Upg to Innate+1
1
2
3
4
ed Kit
Fast Hands
Bone Saw
Liquid Life
Consumable
5
6
7
8
trients
Toxins
Med Pack
Poison Dart
Consumable
9
10
11
12
m Kit
Chem Kit
Zappack
E-Cells
Consumable
13
14
15
16
stiller
Stim Belt
Chain Reactor
Stim Lethal
Loot




Nugget
Gifted
Keymaster
Propellist
Sword Dancer
Health:
4 +
Attack:
2 +
Dexterity:
3 +
Defense:
1 +
Innate: Treasure Seeker
Innate+1: Treasure Hunter
Melee-Ranged
Exhausted Dice
Dice Skills Matrix
Gearloc Council Property
Collect Stor
Wildborn
Combat Profic
Locksmith
Dash


Active
Locked
lect Stones
Revitalize
-
Disable
Coup De Grâce
Backup Plan
6 : Upg to Innate+1
1
2
3
4
ldborn
Lucky
Golden Touch
Scrambler
Consumable
5
6
7
8
Proficiency
Keen Eye
Tinkered Bolo
Gem Decoy
Consumable
9
10
11
12
ksmith
Longblade
Nugget's Dagger
Slingstones
Consumable
13
14
15
16
Dash
Tumble
Side-step
Déjà Vu
Loot




Encounters
Tyrant Location
Current Tyrant
Ebonhart
Warspire
Lost Armory
Orc Trove
The Gauntlet
Shalefist
Deepwood
The Sibron River
Daelore
Obendar
Too Many Bones
A Dice Builder RPG