

STAT CARDS  
AND MINIS



DOG HOUSE RULES PRESENTS

# TRAILER PARK

## *Shark Attack*



DHR3002SW

NO  
VACANCY



# TRAILER PARK SHARK ATTACK!

*A Disaster Shark Adventure for Savage Worlds*



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# PRINTING INSTRUCTIONS

This document contains NPC cards and shark cards with statistics for *Savage Worlds*, as well as paper miniatures for selected sharks in **TPSA!** These cards may be printed for the GM's hands-on use in the game – or used on-screen for a GM that prefers to use electronic documents during a game session.

## *How to Print the Cards:*

This pdf is built in layers, allowing the GM to print the NPC and shark cards in different ways, with a simple toggle to include or remove elements on the page before clicking that alluring print button.

- Background layer – toggle off to remove the color background to save ink or toner, or toggle on to print cards with the full trailer park flavor.
- Cardboard layer – toggle off to remove the cardboard backgrounds on the cards; toggle on to print with the full trailer park flavor.
- Text layer – toggle off to remove the text, printing only the backgrounds to create your own handy NPC and shark cards.
- Pictures layer – toggle off to remove the images that go along with the cards, to save ink or toner.

We recommend using a common card stock – any typical card stock used for scrapbooking will do (such as 65 lb cover weight). When printed and cut, you will have all adversaries ready for the game session. Still, a 'Parker' always has other options: print on regular paper and use cardboard from a pizza box, a twelve-pack carton, or other scraps you have laying around . . . just paste, staple or duct tape the printed paper to the cardboard pieces.

## *How to Print and Construct the Paper Minis:*

There are many different methods to construct paper minis but this is our way at Dog House Rules. You'll need a color printer, card stock (the same mentioned above), a craft knife, glue sticks, black foam core board and a black marker.

- **Step 1:** Print out the minis at 100%, no additional page scaling.
- **Step 2:** Carefully, cut away excess white paper around the minis. This will help you to use less glue and make it easier to fold.
- **Step 3:** Turn your craft knife over on the dull back side of the blade and with a ruler or straight edge score down the red line by dragging the back of the blade over the line, making sure not to cut through the paper. This will be the fold line. Fold the mini along that red line.
- **Step 4:** Apply glue on the back of the paper and fold the minis, gluing the sides back to back. Press down on a flat surface to spread the glue evenly. Place the glued minis under some heavy books for a few minutes so they dry and get good and flat.
- **Step 5:** Once dry, cut the minis out along the thick black borders. This doesn't have to be perfect. Thick black jagged borders are just fine. Remember to always cut away from you.
- **Step 6:** Color in the white edges of the mini with your black marker, for a smooth polished look.
- **Step 7:** Cut out some foam core bases with a straight edge or ruler. The Mutant Sharkmen require 1" x 1" bases; the Sharks, Electric Sharks and Mutant Sharks require 1" x 2" bases; the Multi-Headed Sharks and Sharktopus require a 4" x 2" base; the Cyborg Shark, Great White Shark and Mutant Great White Shark require a 5" x 2" base and the Gargantushark requires a 10" x 4" base.
- **Step 8:** Cut a slot in the middle of the foam core base, length-wise, just enough so you can place the shark minis in it.



# GARGANTUSHARK

GargantuShark is an intelligent monstrous shark, the size of the now extinct Megalodon.

AGILITY

**D10**

SMARTS

**D8**

SPIRIT

**D8**

STRENGTH

**D12+8**

VIGOR

**D12**

NOTES

## SKILLS

Athletics d10, Fighting d10, Notice d12, Stealth d12

## SPECIAL ABILITIES

- **Armor +4:** Thick skin.
- **Aquatic:** Pace 12.
- **Bite:** Str+d12.
- **Fear (-4):** The GargantuShark causes a fear check at -4 when first encountered.
- **Fearless:** Immune to Fear and Intimidation.
- **Hardy:** The GargantuShark does not suffer a wound from being Shaken twice.
- **Size 10 (Huge):** The GargantuShark is massive at 60' long and weighing about 50 tons!
- **Slam:** GargantuSharks attempt to rise up and crush their prey beneath their massive bodies. Lay three Small Blast Templates adjacent to one another and in a straight line to represent the portion of the creature's body used to crush. Everything within must beat the the GargantuShark in an opposed Athletics versus Agility roll or take its Str as damage. Ignore Scale modifiers when making a slam attack.

PAGE

-

PARRY

**7**

TOUGHNESS

**22(4)**

WOUNDS

**-1**

**-2**

**-3**

**INC**

**-2**

**-1**

FATIGUE





# MULTI-HEADED SHARK

These mutations are extremely large sharks with 3-5 heads.

AGILITY

**D10**

SMARTS

**D8**

SPIRIT

**D6**

STRENGTH

**D12+4**

VIGOR

**D12+2**

NOTES

## SKILLS

Athletics d8, Fighting d10, Notice d12, Stealth d12

## SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Fear (-2):** The Multi-Headed Shark causes a fear check at -2 when first encountered.
- **Multiple Heads:** Multi-Headed Sharks have 3-5 heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than two heads may attack a single target, regardless of its size. Every head has one wound and is severed if it is Incapacitated.
- **Size 6 (Large):** Multi-Headed Sharks have 10' long shark heads and bodies that are around 25' in length.

PAGE

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PARRY

**7**

TOUGHNESS

**15**

WOUNDS

**-1**

**-2**

**-3**

**INC**

**-2**

**-1**

FATIGUE





# CYBORG SHARK

This construct is a large shark about 25' feet long with laser beams for eyes.

AGILITY

D8

SMARTS

D8

SPIRIT

D8

STRENGTH

D12+4

VIGOR

D12

NOTES

## SKILLS

Athletics d8, Fighting d10, Notice d12, Shooting d12, Stealth d12

## SPECIAL ABILITIES

- **Armor +6:** Metal skin.
- **Aquatic:** Pace 12.
- **Bite:** Str+d10.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Eye Beams:** Cyborg Sharks have built-in laser beams in their eyes, Range 30/60/120, Damage 3d6, AP2, RoF 3
- **Fear (-2):** The Cyborg Shark causes a Fear test at -2 when first encountered.
- **Fearless:** The Cyborg Shark is immune to fear and Intimidation, but may be smart enough to react to fear-causing situations appropriately.
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Sensors:** The Cyborg Shark is equipped with sensor packages that halve penalties for darkness, can detect sounds, and record conversations via directional microphones.
- **Size 6 (Large):** Cyborg Sharks are constructed to be 25' in length.

PAGE

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PARRY

7

TOUGHNESS

20(6)

WOUNDS

-1

-2

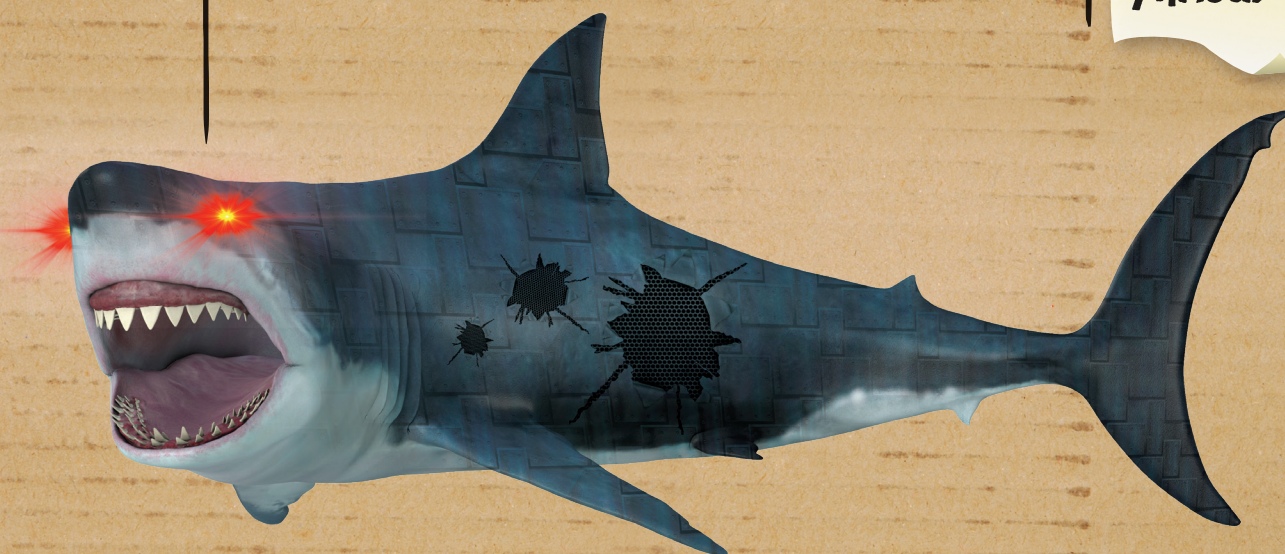
-3

INC

-2

-1

FATIGUE





# SHARKTOPUS

With a shark head and body that ends in octopus tentacles, this creature is a fearful sight to behold.

## SKILLS

Athletics d10, Fighting d10, Notice d12, Stealth d12

## SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Fear (-2):** The Sharktopus causes a Fear test at -2 when first encountered.
- **Land Walker:** The Sharktopus can walk on land using its tentacles like legs. Its Pace is 6 on land. The creature can remain out of the water only for a number of rounds equal to 2 plus half its Vigor die (9 rounds).
- **Size 6 (Large):** Sharktopi have 10' long shark heads, and tentacles that reach over 25'.
- **Tentacles:** Reach 3. The creature has 3 tentacle actions. Tentacle actions collectively count as one of a creature's three potential actions for the turn. The actions must stem from the tentacle in some way, most likely this will be a Fighting or grappling attack. The creature rolls its Wild Die with each tentacle action as usual. If the creature performs other actions on its turn, such as Intimidating or Taunting, these and the tentacle actions are affected by the Multi-Action penalty as usual. Grappling rolls made with tentacles get a +2 bonus, and "crushing" causes the creature's Strength in damage. Severing a tentacle is a Called Shot. If damage exceeds the creature's Toughness, the limb is severed and the Sharktopus is Shaken. If it was already Shaken, it takes a Wound.

AGILITY

D10

SMARTS

D8

SPIRIT

D6

STRENGTH

D12+4

VIGOR

D12+2

NOTES

PAGE

6

PARRY

7

TOUGHNESS

15

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE





## GREAT WHITE SHARK

AGILITY

D8

SMARTS

D4 (A)

SPIRIT

D8

STRENGTH

D12+4

VIGOR

D12

These statistics are for normal great whites, 18 to 25 feet long.  
Larger specimens surely exist.

### SKILLS

Athletics d8, Fighting d10, Notice d12, Stealth d12

### SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size 4 (Large):** Great whites can grow up to 25' in length.

PAGE

-

PARRY

7

TOUGHNESS

12

NOTES

## SHARK

AGILITY

D8

SMARTS

D4 (A)

SPIRIT

D6

STRENGTH

D8

VIGOR

D8

These statistics are for normal medium-sized sharks,  
such as tiger sharks and bull sharks.

### SKILLS

Athletics d8, Fighting d8, Notice d12, Stealth d8

### SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Size 1:** Sharks up to 500 pounds. Grow up to 12' in length.

PAGE

-

PARRY

6

TOUGHNESS

7

NOTES



# MUTANT GREAT WHITE SHARK

AGILITY  
**D8**

SMARTS  
**D8**

SPIRIT  
**D8**

STRENGTH  
**D12+4**

VIGOR  
**D12**

These super-intelligent mutants - ranging from 18 to 25 feet long - can turn a human into a Mutant Sharkman with a single bite.

## SKILLS

Athletics d8, Fighting d10, Notice d12, Stealth d12

## SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Infection:** Anyone bitten by a Mutant Shark has a 50% chance of transforming into a Mutant Sharkman. The character involuntarily transforms within d4 rounds. The change wreaks havoc on the human brain causing them to be crazed monsters that will attack anyone nearby. The character is essentially "dead" at this point and made into a GM-controlled creature.
- **Size 4 (Large):** Mutant great whites can grow up to 25' in length.

PAGE

-

PARRY  
**7**

TOUGHNESS  
**12**

NOTES



**SKI BOAT**

WOUNDS

-1

-2

-3

INC

SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
<b>4 LARGE</b>	<b>+1</b>	<b>90</b>	<b>10 (11)</b>	<b>1+3</b>



**MUDD BOGGER (4WD)**

WOUNDS

-1

-2

-3

INC

SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
<b>5 LARGE</b>	<b>0</b>	<b>90</b>	<b>14 (21)</b>	<b>1+7</b>



## ELECTRIC SHARKS

These intelligent, electrified sharks can stun opponents with their bite.

AGILITY

D8

SMARTS

D8

SPIRIT

D6

STRENGTH

D8

VIGOR

D6

### SKILLS

Athletics d6, Fighting d8, Notice d12, Stealth d6

### SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Stun:** Electric Sharks deliver a shock to those they bite. When they roll a successful hit (even if it causes no damage), the victim must make a Vigor roll at -2 or be Stunned.

PAGE

-

PARRY

6

TOUGHNESS

5

NOTES

## MUTANT SHARKMAN

These hybrid half-man, half-shark humanoids are failed experiments that are crazed with killing.

AGILITY

D6

SMARTS

D8

SPIRIT

D6

STRENGTH

D12+2

VIGOR

D10

### SKILLS

Athletics d8, Fighting d10, Notice d6, Stealth d6

### SPECIAL ABILITIES

- **Amphibious:** Cannot drown; can breathe air and survive indefinitely on land. Swimming Pace is 10".
- **Armor +1:** Sharkskin.
- **Bite:** Str+d6.
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Size 2:** Mutant Sharkman stand up to 8' tall and weigh over 1,000 pounds.

PAGE

10(6)

PARRY

5

TOUGHNESS

10(1)

NOTES



# MUTANT SHARK

AGILITY

**D8**

SMARTS

**D8**

SPIRIT

**D6**

STRENGTH

**D8**

VIGOR

**D8**

These intelligent mutants - medium-sized versions such as tiger sharks and bull sharks - can turn a human into a Mutant Sharkman with a single bite.

## SKILLS

Athletics d8, Fighting d8, Notice d12, Stealth d8

## SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Infection:** Anyone bitten by a Mutant Shark has a 50% chance of transforming into a Mutant Sharkman. The character involuntarily transforms within d4 rounds. The change wreaks havoc on the human brain causing them to be crazed monsters that will attack anyone nearby. The character is essentially "dead" at this point and made into a GM-controlled creature.
- **Size 1:** Sharks up to 500 pounds. Grow up to 12' in length.

PAGE

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PARRY

**6**

TOUGHNESS

**7**

NOTES



**BASS BOAT**

WOUNDS

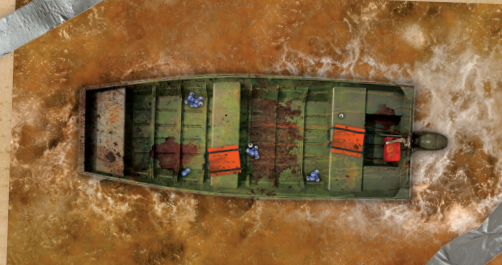
-1

-2

-3

**INC**

SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
<b>4 LARGE</b>	<b>+1</b>	<b>70</b>	<b>10 (11)</b>	<b>1+3</b>



**JON BOAT**

WOUNDS

-1

-2

-3

**INC**

SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
<b>4 LARGE</b>	<b>+1</b>	<b>40</b>	<b>10 (11)</b>	<b>1+3</b>



# SHARK SWARM

AGILITY

D10

SMARTS

D4 (A)

SPIRIT

D12

STRENGTH

D8

VIGOR

D10

These swarms consist of dozens (even a dozen dozens) of small sharks, grouped together in a feeding frenzy. The shark swarm is treated just like a creature. When a swarm is Incapacitated it's effectively dispersed. Shark swarms cover an area equal to a Medium Blast Template and attack everyone in that range, each round.

## SKILLS

Notice d6

## SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Shark Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d6 damage to everyone in the Medium Blast Template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Split:** Shark Swarms split into two smaller Swarms (Small Blast Templates) when they are Wounded. Small swarms are destroyed when Wounded.
- **Swarm:** Parry +2. Because the Swarm is composed of scores of tiny sharks, cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can flail and slam fists in the water to inflict damage in Strength each round.

PAGE

-

PARRY

4

TOUGHNESS

7

NOTES



## WORK TRUCK (4WD)

WOUNDS

-1

-2

-3

INC

SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
4 LARGE	0	120	14 (2)	1+7



# MUTANT PIRANHA SHARK SWARM

AGILITY

D10

SMARTS

D4 (A)

SPIRIT

D12

STRENGTH

D8

VIGOR

D12

Sometimes the most deadly foes come in the smallest packages. As if sharks and piranhas weren't bad enough, someone went and spliced the two together and made the deadly mutant piranha shark! These dangerous creatures have the tiny head of a shark and the normal body of a piranha. Why? Who the heck knows! The mutant piranha shark swarm is treated just like a creature. When a swarm is Incapacitated it's effectively dispersed. Mutant Piranha shark swarms cover an area equal to a Medium Blast Template and attack everyone in that range, each round.

## SKILLS

Notice d6

## SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Mutant Piranha Shark Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d8 damage to everyone in the Medium Blast Template. Damage is applied to the least armored location (victims in completely sealed suits are immune).
- **Infection:** Anyone bitten by a Mutant Piranha Shark Swarm has a 50% chance of transforming into a Mutant Sharkman. The character involuntarily transforms within d4 rounds. The change wreaks havoc on the human brain causing them to be crazed monsters that will attack anyone nearby. The character is essentially "dead" at this point and made into a GM-controlled creature.
- **Split:** Mutant Piranha Shark Swarms split into two smaller Swarms (Small Blast Templates) when they are Wounded. Small swarms are destroyed when Wounded.
- **Swarm:** Parry +2. Because the Swarm is composed of scores of tiny sharks, cutting and piercing weapons do no real damage. Area effect weapons work normally, and a character can flail and slam fists in the water to inflict damage in Strength each round.

PAGE

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PARRY

4

TOUGHNESS

8

NOTES



## STONEWALL BEDFORD BRAGG

<b>AGILITY</b> <b>D6</b>	<b>HINDRANCES</b> Obese, Greedy (Major)	<b>PAGE</b> <b>5/04</b>
<b>SMARTS</b> <b>D8</b>	<b>EDGES</b> Command, Command Presence, Rich, Strong Willed	<b>PARRY</b> <b>5</b>
<b>SPIRIT</b> <b>D8</b>	<b>SKILLS</b> Athletics d4 Boating d6 Common Knowledge d8 Fighting d6 Intimidation d8 Notice d6 Persuasion d6 Shooting d6 Stealth d4 Taunt d8	<b>TOUGHNESS</b> <b>7</b>
<b>STRENGTH</b> <b>D6</b>		<b>NOTES</b>
<b>VIGOR</b> <b>D8</b>		

### GEAR

Powder blue suit, cowboy hat, pipe, S&W .357 (Range 12-24-48, Damage 2d6+1, AP 1, RoF 1, Shots 6, Min Str d4), Bandolier of 6 Mk67 Pineapple Grenades (Range 5/10/20, Damage 3d6, MBT), 25 rounds of .357 ammo

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## THUG

<b>AGILITY</b> <b>D6</b>	<b>HINDRANCES</b> Wanted (Minor)	<b>PAGE</b> <b>6</b>
<b>SMARTS</b> <b>D4</b>	<b>EDGES</b> Brawler	<b>PARRY</b> <b>5</b>
<b>SPIRIT</b> <b>D4</b>	<b>SKILLS</b> Athletics d4 Common Knowledge d4 Fighting d6 Intimidation d6 Notice d4 Persuasion d4 Shooting d6 Stealth d4 Taunt d6	<b>TOUGHNESS</b> <b>6</b>
<b>STRENGTH</b> <b>D8</b>		<b>NOTES</b>
<b>VIGOR</b> <b>D8</b>		

### GEAR

Knife (Str+d4), AK47 (7.62mm) (Range 24/48/96, Damage 2d8+1, AP 2, RoF 3, Shots 30, Min Str d6), 30 rounds of 7.62mm ammo

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## REDNECK

<b>AGILITY</b> <b>D6</b>	<b>HINDRANCES</b> Stubborn	<b>PAGE</b> <b>6</b>
<b>SMARTS</b> <b>D6</b>	<b>SKILLS</b> Athletics d4 Common Knowledge d4 Fighting d6 Intimidation d6 Knowledge (Occupation) d6 Notice d4 Persuasion d4 Shooting d8 Stealth d4 Survival d6	<b>PARRY</b> <b>5</b>
<b>SPIRIT</b> <b>D6</b>		<b>TOUGHNESS</b> <b>5</b>
<b>STRENGTH</b> <b>D6</b>		<b>NOTES</b>
<b>VIGOR</b> <b>D6</b>		

### GEAR

Knife (Str+d4), .Hunting Rifle (.308) (Range 24/48/96, Damage 2d8, AP 2, RoF 1, Shots 5, Min Str d6, Bolt Action, Scope), 30 rounds of .308 ammo

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## STONED RICH KID

AGILITY <b>D6</b>	HINDRANCES Clueless	PAGE <b>6</b>
SMARTS <b>D6</b>	SKILLS Athletics d4 Boating d6 Common Knowledge d4 Notice d6 Persuasion d6 Stealth d4 Taunt d6	PARRY <b>2</b>
SPIRIT <b>D6</b>		TOUGHNESS <b>5</b>
STRENGTH <b>D6</b>		NOTES
VIGOR <b>D6</b>		

### GEAR

Party supplies, bathing suit, cell phone

## TRAILER PARK RESIDENT

AGILITY <b>D6</b>	SKILLS Athletics d4 Common Knowledge d6 Notice d6 Persuasion d6 Stealth d4	PAGE <b>6</b>
SMARTS <b>D6</b>		PARRY <b>2</b>
SPIRIT <b>D6</b>		TOUGHNESS <b>5</b>
STRENGTH <b>D6</b>		NOTES
VIGOR <b>D6</b>		

### GEAR

Cut-off jeans, flip-flops, concert t-shirt

## SHARK HUNTERS

AGILITY <b>D6</b>	HINDRANCES Mean	PAGE <b>6</b>
SMARTS <b>D4</b>	SKILLS Athletics d4 Boating d6 Common Knowledge d4 Fighting d6 Intimidation d6 Notice d4 Persuasion d4 Shooting d6 Stealth d4	PARRY <b>5</b>
SPIRIT <b>D4</b>		TOUGHNESS <b>5</b>
STRENGTH <b>D6</b>		NOTES
VIGOR <b>D6</b>		

### GEAR

Beer, bucket of chum, Knife (Str+d4), Hunting Rifle (.308) (Range 24/48/96, Damage 2d8, AP 2, RoF 1, Shots 5, Min Str d6, Bolt Action, Scope), 2 Mk67 Pineapple Grenades (Range 5/10/20, Damage 3d6, MBT), 15 rounds of .308 ammo

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**GARGANTUASHARK MINI**



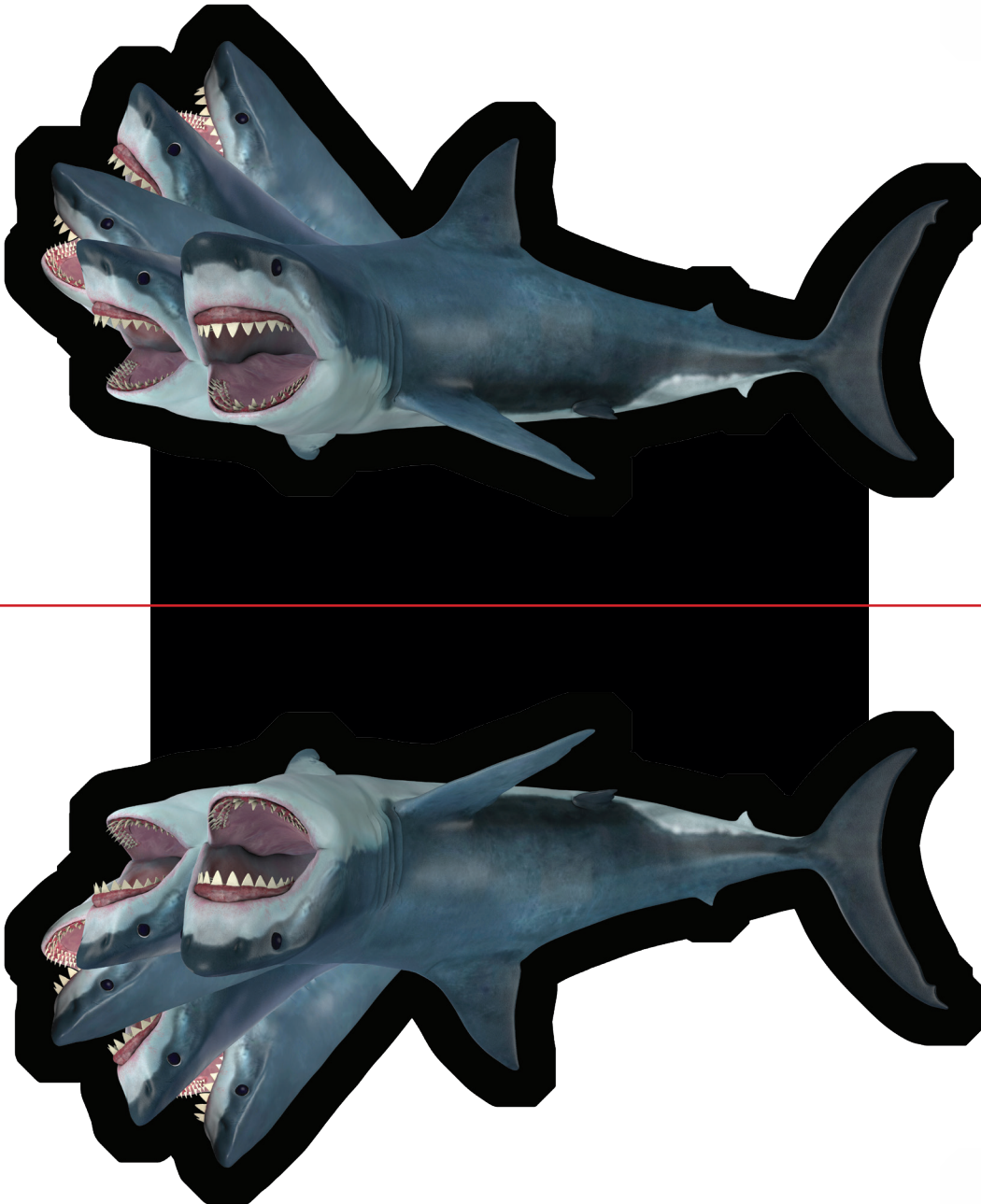




**GARANTUSHARK MINI**

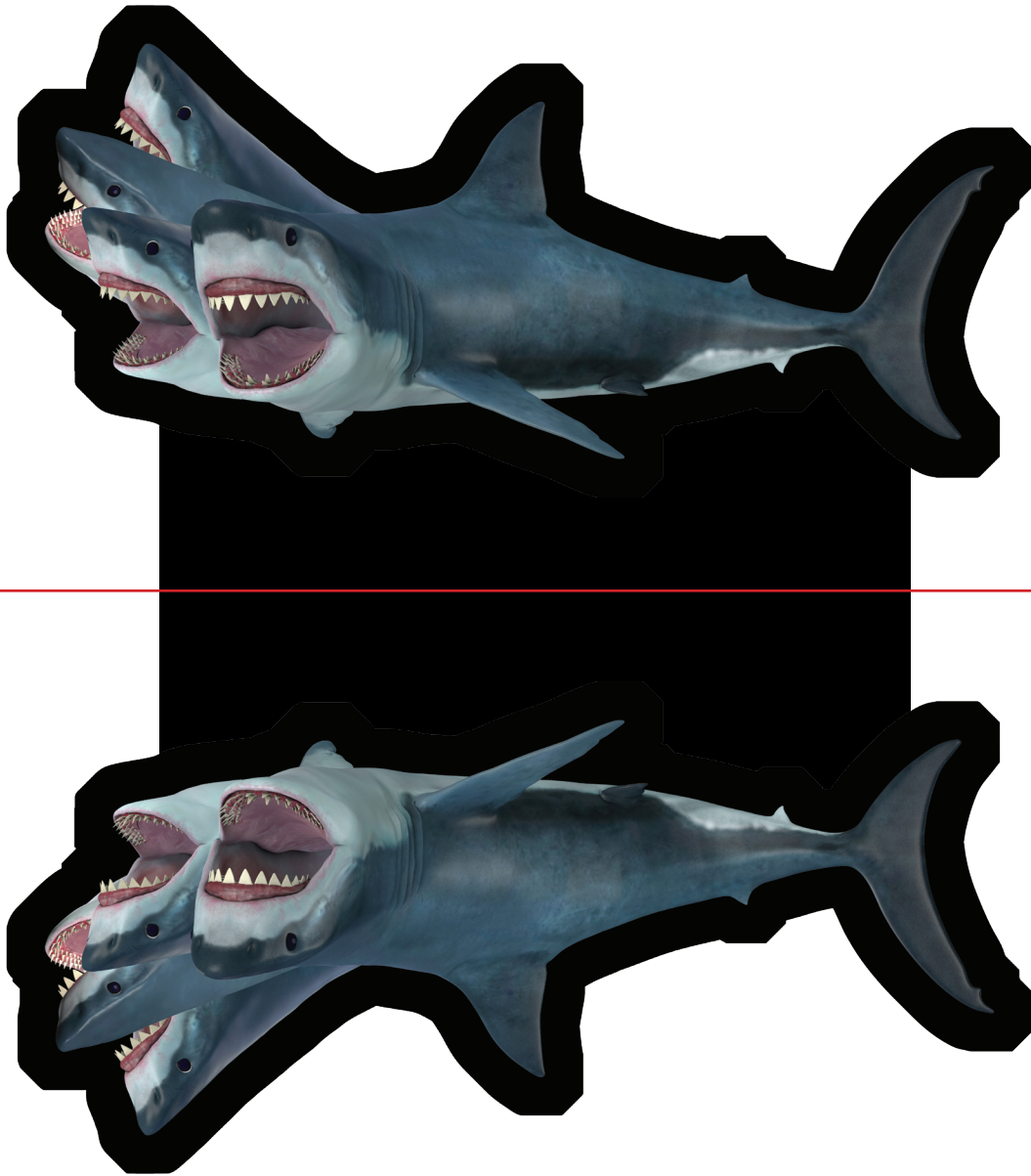


## 5-HEADED SHARK MINI



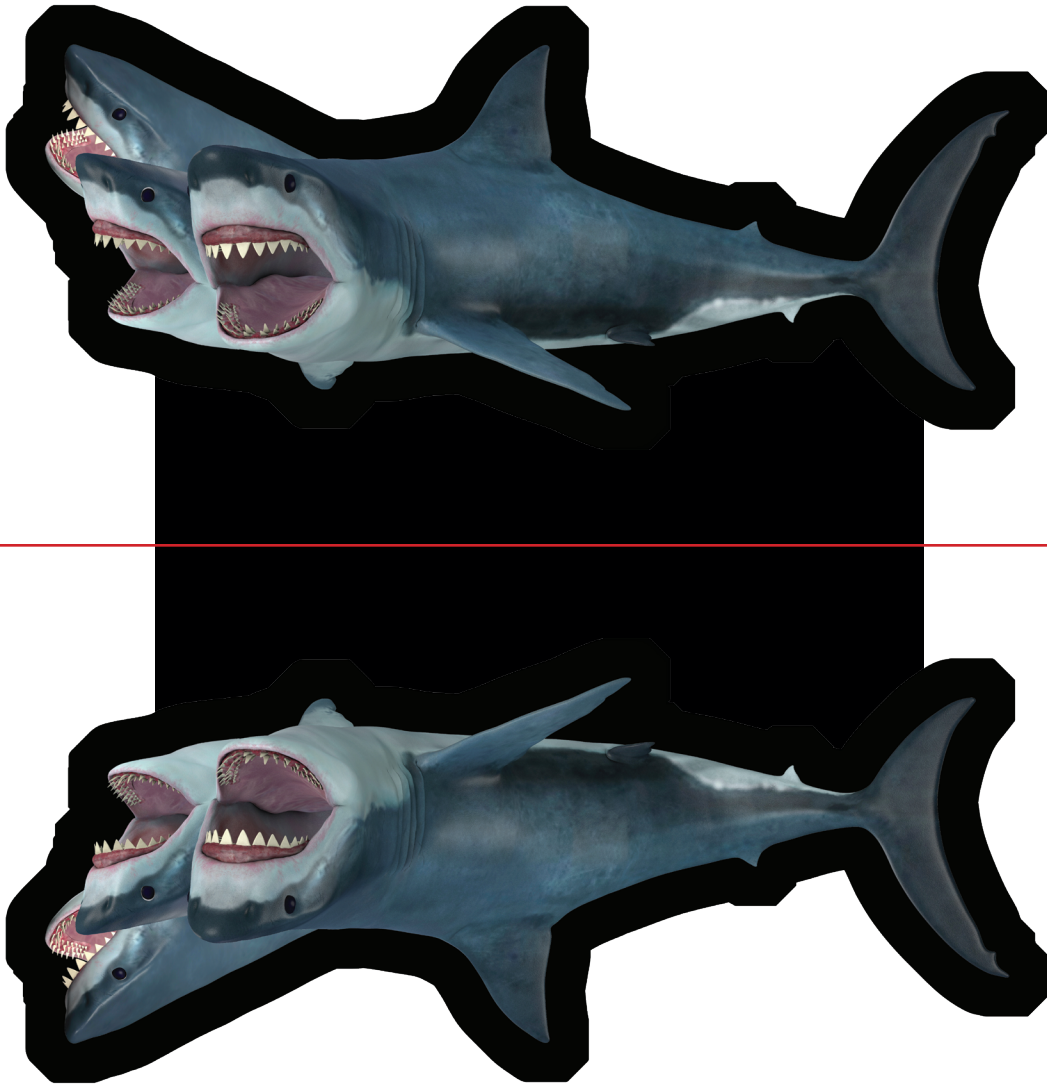


## 4-HEADED SHARK MINI





## *3-HEADED SHARK MINI*



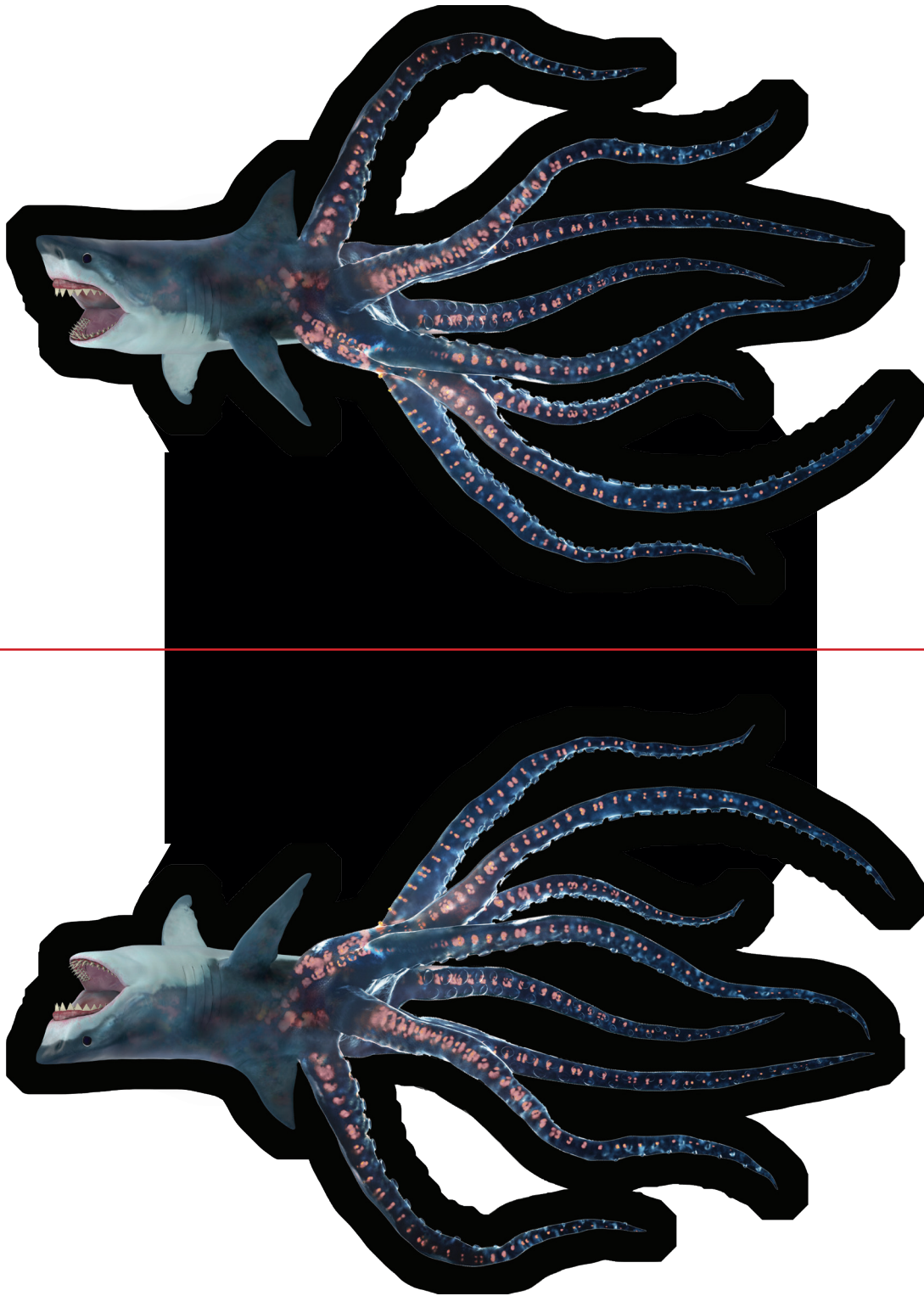


# *CYBORG SHARK MINI*



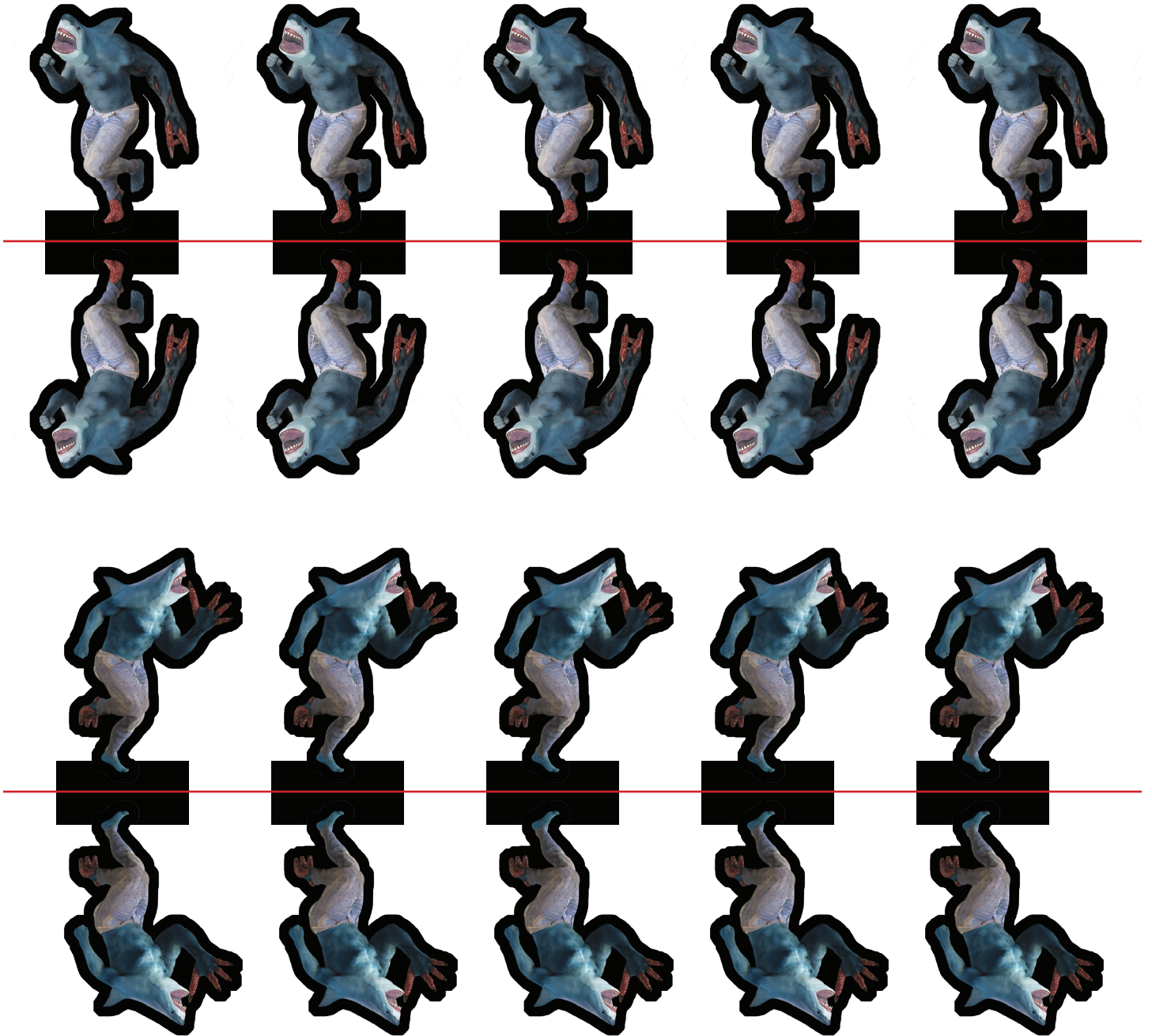


# *SHARKTOPUS MINI*





# MUTANT SHARKMEN MINKS



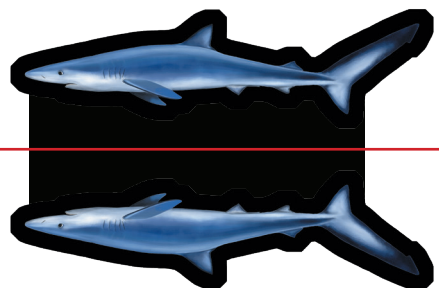
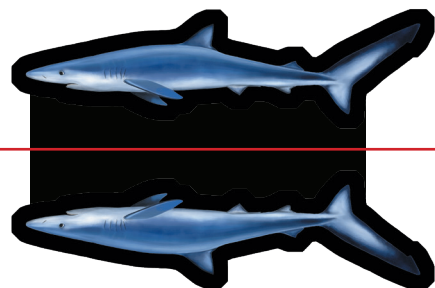
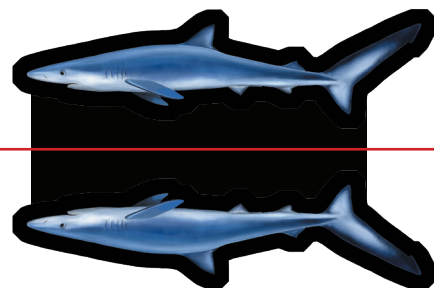
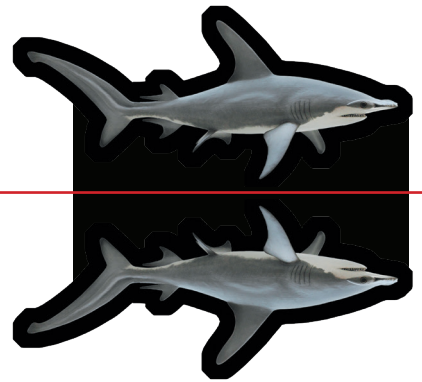
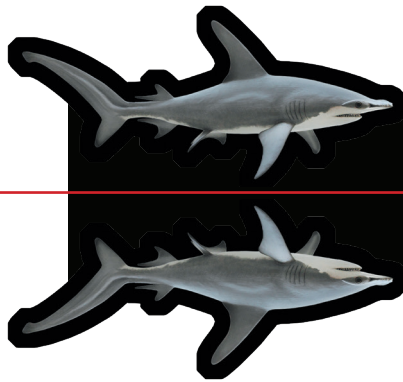
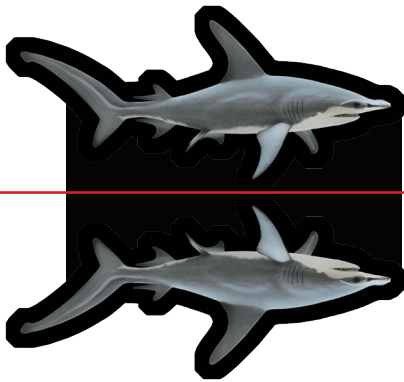
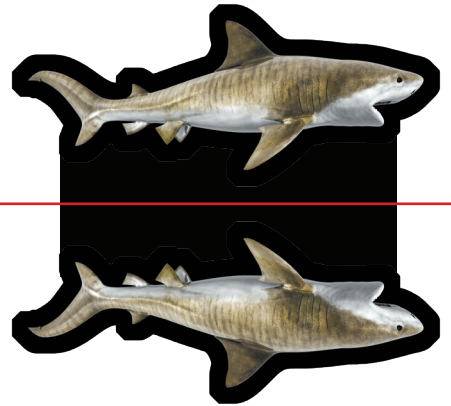
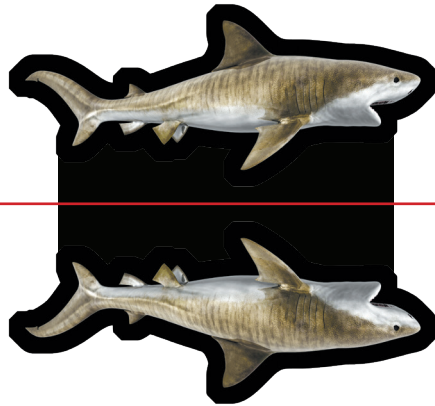
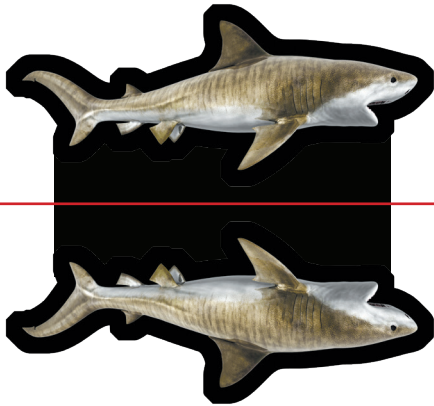


*GREAT WHITE SHARK MINI OR  
MUTANT GREAT WHITE SHARK MINI*





**SHARK MINIS,  
ELECTRIC SHARK MINIS AND  
MUTANT SHARK MINIS**





# MUTANT PIRANHA SHARK SWARM TEMPLATES AND SHARK SWARM TEMPLATES

Medium Blast Templates



Small Blast Templates

