

Chester Barreman

Tainted . Leader

MV CH CD RD AD SAN MYTH WND

27pts 2

CRUSHING GRASP - 9 / COMBAT / Base / Fatigue

CHAOTIC BOLT (10") - 9 / ARCANE / 10" / Burn

FORK IN THE PATH - 2

(Once per game) Every enemy Model that has the Bleed condition takes 2 WND.

EMPOWER RITUAL - 1

Add one to the current ritual progress.

POSSESSION - 1

This Model may spend 1 AP to grant Vigour to a friendly Model within 8".

LEADER

When activated this model gains +1 AP.

CHANTING 8"

This Model gains +1 to Arcane Attack while within 8" of at least one other friendly Cultist.

MENTAL STRAIN

During its activation this Model must spend 1 MYTH for each additional Arcane Attack after the first.

EMPTY VESSET.

When Chronozon is flipped to the Chester Barreman side of the card or when Chester Barreman is in play at the start of a game, all other friendly Cultist character cards are flipped to their Altered side.

FRAGILITY OF POSSESSION

For every 4 wounds the Model has suffered flip this card.



Chronozon

Myth . Demon . Leader

MV CH CD RD AD SAN MYTH

24

CLAWS OF SHADOW - 9 / COMBAT / Base / Paralysed

CHAOTIC BOLT (10") - 10 / ARCANE / 10" / Burn

GOD SHARD - 1

This Model gains +1 to Combat, Ranged and Arcane Attacks until the end of its activation.

LEADER

When activated this model gains +1 AP.

ABOMINATION

This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

A DEMON'S GREED

When flipped to Chronozon, immediately flip all friendly Cultist Models to their Ready side.

SWEEPING STRIKE

If the Model inflicts at least 1 WND with Piercing Claws during its activation, you may immediately perform another Combat Attack against an additional enemy Model in base contact for free. You may not attack the same Model twice during this action.

CORRUPTING CHAOS

Enemy Models inflicting non-condition WND to this Model immediately suffer 1 WND.

FRACTUTTY OF POSSESSION

For every 4 WND the Model has suffered flip this card.

v2.00