

COILS - 9 / COMBAT / Base / Fatigue

AFFLICTED (10") - 9 / ARCANE / 10" / Paralysed

WAIL OF THE ACCUSED - 2

(Once per game) All enemy Models within 8" must pass a CD test with a -2 modifier or suffer Bleed.

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.

SURVIVOR

Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

BLOOD MAGIC (DOROTHY GOOD & BLOOD)

When this Model activates you may suffer 1 WND to gain +1 to Arcane Attacks until the end of its activation.

MENTAL STRAIN

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

MARKINGS OF POWER (FLIP)

If this Model spends 3 or more MYTH in a single activation, flip this card when its activation ends.

CONSTRICTOR

Enemy Models engaged with this Model have -1 to Combat Attacks and CD. If an enemy Model tries to disengage it increases to -2 for any Disengaging Strikes.

CARVED RUNES

This Model may re-roll the first AD Test it makes each turn. v2.00

Blood Tainted . Leader . Witch

Dorothy Good &

MVCHCDRDADSANMYTH5777763

COILS - 9 / COMBAT / Base / Fatigue

AFFLICTED (10") - 10 / ARCANE / 10" / Paralysed

LEADER

23PTS 3

When activated this model gains +1 AP.

SURVIVOR

Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

DIVINATION

This Model may re-roll both dice in any one Attack or Test this turn if it inflicts at least 1 WND on an enemy with Coils.

CRACKLING ENERGIES

Enemy Models inflicting non-condition WND on this Model must pass an AD test or immediately suffer 1 WND.

MENTAL STRAIN

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

BLOOD MAGIC (FLIP)

When this Model activates, after it has rolled on the Madness Table, you may suffer 2 WND; if you do, flip this card immediately.

MARK OF THE WYLD

This Model does not add its Madness to rolls on the Madness Table.

WND

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