



## Dan Flack

Tainted . Follower . Officer

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	8	7	7	7	2	20

3

19PTS 2

**CLAWS - 9 / COMBAT / Base / Blind**

### SPRINT - 1

This Model gains +2 to MV and CH Actions for the remainder of this Activation

### SONAR - 1

This Model does not need Line of Sight to enemy Models in order to declare them as the target of a Charge Action.

### SURVIVOR

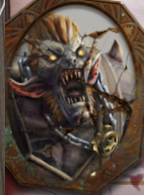
Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

### FEAR

This Model causes Fear.

### WING MEMBRANE

This Model automatically passes any jumping or falling tests it is required to make from any height.



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MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	9	6	6	7	2	20

**CLAWS - 9 / COMBAT / Base / Blind**

### SPRINT - 1

This Model gains +2 to MV and CH Actions for the remainder of this Activation

### UNBRIDLED RAGE - 1

This Model gains +1 to Combat Attacks until the end of its activation.

### BLESSING OF BELIAL

When this Model flips it regains 2 WND

### LOSS OF CONTROL

When this Model flips it immediately makes a Combat Attack against the closest Engaged Model, if there is more than one Model Engaged you may choose which to attack. This Attack gains a -2 modifier to the roll. This Model then gains the Paralysed Condition.

### SURVIVOR

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



## Florence Delaney

Tainted . Follower . Officer

MV	CH	CD	RD	AD
4	7	6	7	6

SAN	MYTH	WND
6	1	14

3

12pts 1

**TOMMY GUN - 8 / RANGE / 12" / Bleed**

**KNIFE - 7 / COMBAT / Base / Bleed**

**LET IT RIP - 1**

Tommy Gun ignores cover this activation.

**UNDERCOVER**

This Model may only be the Target of an Attack if it is within 8" of the Attacking Model



## Florence Delaney

Tainted . Follower . Officer

MV	CH	CD	RD	AD
4	7	7	6	6

SAN	MYTH	WND
6	1	14

**TOMMY GUN - 8 / RANGE / 12" / Bleed**

**KNIFE - 6 / COMBAT / Base / Bleed**

**BLESSING OF BELIAL**

When this Model flips it regains 2 WND

**SPRAY AND PRAY**

When this Model makes a Tommy Gun attack it may target a second Enemy Model as long as it is within 2" of the initial Target. The Attacker makes one Attack Roll and all defenders roll against that total. Mythos Effects are applied to all targets with the expenditure of 1 point of MYTH, or for free if the attack roll is a Critical Hit.



**Jim Dugan**

Tainted . Leader . Officer

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	7	7	7	3	20

4

24pts 1

**HANDGUN - 8 / RANGE / 10" / Bleed**

**CLAWS - 9 / COMBAT / Base / Blind**

**GIVE ORDERS - 1**

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

**CUFF 'EM.. - 1**

This Model may apply the Fatigue condition to a single Engaged Enemy Model.

**REGENERATE - 1**

This Model recovers 2 WNDs

**LEADER**

When activated this model gains +1 AP.

**REASSURING PRESENCE**

Friendly Models within 12" gain +1 to their SAN statistic for any Tests they are required to take.



**Jim Dugan**

Tainted . Leader . Officer

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	6	6	7	3	20

**HANDGUN - 6 / RANGE / 10" / Bleed**

**CLAWS - 9 / COMBAT / Base / Blind**

**UNBRIDLED RAGE - 1**

This Model gains +1 to Combat Attacks until the end of its activation.

**LEADER**

When activated this model gains +1 AP.

**BLESSING OF BELIAL**

When this Model flips it regains 2 WND



## Maria Marquez

Tainted . Follower . Officer

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	6	7	6	6	1	14

3

12pts 1

**RIFLE - 8 / RANGE / 15" / Bleed**

**KNIFE - 7 / COMBAT / Base / Bleed**

**PRECISION SHOT - 1**

This Model gains +1 to Ranged Attacks until the end of activation.

**UNDERCOVER**

This Model may only be the Target of an Attack if it is within 8" of the Attacking Model



## Maria Marquez

Tainted . Follower . Officer

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	6	6	6	1	14

**CLAWS - 7 / COMBAT / Base / Blind**

**BLESSING OF BELIAL**

When this Model flips it regains 2 WND



## Oliver Driver

Tainted . Follower . Officer

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	7	6	6	1	15

3

13pts 1

**HANDGUN - 8 / RANGE / 10" / Bleed**

**TRUNCHEON - 7 / COMBAT / Base / Fatigue**

**CUFF 'EM.. - 1**

This Model may apply the Fatigue condition to a single Engaged Enemy Model.

**TOUGH AS NAILS**

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



## Oliver Driver

Tainted . Follower . Officer

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	6	6	6	1	15

**HANDGUN - 6 / RANGE / 10" / Bleed**

**TRUNCHEON - 8 / COMBAT / Base / Fatigue**

**BLESSING OF BELIAL**

When this Model flips it regains 2 WND

**TOUGH AS NAILS**

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



## Shadow

Mortal . Animal

MV	CH	CD	RD	AD
5	8	7	6	6

SAN
5

MYTH
1

WND
12

2

10PTS 1

**BITE - 7 / COMBAT / Base / Bleed**

### RELEASE THE HOUNDS - 1

When this Model activates it may spend 1 MYTH to gain the ability to re-roll all the dice rolled for one Combat Attack this turn.

### MAN'S BEST FRIEND

This Model must be the target of any Combat Attack made by an Enemy Model it is Engaged with.



## Shadow

Mortal . Animal

MV	CH	CD	RD	AD
5	9	7	6	6

SAN
5

MYTH
1

WND
12

**BITE - 7 / COMBAT / Base / Bleed**

### MAN'S BEST FRIEND

This Model must be the target of any Combat Attack made by an Enemy Model it is Engaged with.



## Storm

Mortal . Animal

MV	CH	CD	RD	AD
5	8	7	6	6

SAN	MYTH	WND
5	1	12

2

10PTS 1

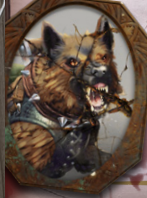
**BITE - 7 / COMBAT / Base / Bleed**

### RELEASE THE HOUNDS - 1

When this Model activates it may spend 1 MYTH to gain the ability to re-roll all the dice rolled for one Combat Attack this turn.

### MAN'S BEST FRIEND

This Model must be the target of any Combat Attack made by an Enemy Model it is Engaged with.



## Storm

Mortal . Animal

MV	CH	CD	RD	AD
6	9	7	6	6

SAN	MYTH	WND
5	1	12

**BITE - 7 / COMBAT / Base / Bleed**

### MAN'S BEST FRIEND

This Model must be the target of any Combat Attack made by an Enemy Model it is Engaged with.



## ALL Kind Morozko

Myth . Male . King Frost

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	7	7	6	2	17

18pts 1

**CROOK - 8 / COMBAT / Base / Bleed**

**HOARFROST - 8 / ARCANE / 8" / Fatigue**

**GIFT OF VITALITY - 1**

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

**BOON**

Any Models with 8" and in the same Force as this Model may receive +1 to any Test, Defence or Attack Roll it makes.

**SPRING HEELED**

This Model gains +2 to its MV when climbing and to tests when jumping.

**ANGERED**

At the start of this Model's Activation you may flip the card to its Altered Side.



## ALL Unkind Morozko

Myth . Male . King Frost

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	8	7	5	6	2	17

**CROOK - 9 / COMBAT / Base / Paralysed**

**HOARFROST - 7 / ARCANE / TEMPLATE / Fatigue**

**BLIZZARD - 1**

The Range of any Attack made against this Model is reduced to 3" until the end of Turn. Any Model starting its Activation within 12" of this Model reduces its MV and CH Statistics by 1 until the end of Turn.

**BANE**

Any Models with 8" and in the opposing Force from this Model may be forced to receive -1 to any Test, Defence or Attack Roll it makes. This Model chooses if the penalty applies.

**LONG SHANKS**

This Model gains +1 to its MV when climbing and to tests when jumping.

**CALMED**

At the start of this Model's Activation, you may flip the card to its Ready side.





# ALL Hex Beast

Hex Beast

MV	CH	CD	RD	AD	SAN	MYTH	WND
3	7	5	5	4	-	-	20

-PTS 2

HEAVY FIST - 10 / COMBAT / Base / Fatigue

## 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.

## WANDERING MONSTROSITY

This Model is lost to the Hex and neither gains Madness nor has to make SAN Tests. It is not under control of any Player. At the end of the Activation phase, after the Players have activated all their Models, any Hex Beasts Activate in random order. They operate using the following rules: 1. If it is Engaged, then it will make a Mighty Blow Attack against one random Model it is Engaged with. 2. If it is not Engaged it will Charge the closest Model. 3. If it cannot Charge it will make a single Move directly towards the nearest Model without Climbing or Jumping. (If two or more Models are equal distances away, then randomly determine which one the Hex Beast moves towards)