



## Chester Barreman

Tainted . Leader

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	7	8	7	3	24

27PTS 2

**CRUSHING GRASP - 9 / COMBAT / Base / Fatigue**

**CHAOTIC BOLT (10") - 9 / ARCANES / 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 VESSEL**

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	WND
7	9	8	7	8	7	3	24

**CLAWS OF SHADOW - 9 / COMBAT / Base / Paralyzed**

**CHAOTIC BOLT (10") - 10 / ARCANES / 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.

**FRAGILITY OF POSSESSION**

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



## Edward Carter

Tainted . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	6	6	6	1	13

9PTS 1

**MAN-CATCHER - 8 / COMBAT / Base / Paralyse**

### SNATCH & GRAB - 1

Mark an enemy Model engaged with this Model. Until successfully disengaged (by either Model), whenever this Model moves the marked Model may move with it (remaining engaged). If the marked Model chooses not to move with this Model it suffers the Bleed condition and forgoes any Disengaging Strikes. At the start of its Activation, the marked Model may attempt a single CD test (3 WND on failure) if successful remove the mark.

### HOLD AT BAY

This Model may re-roll both dice in any one Attack or Test this turn when engaging or while engaged with a single enemy Model. This ability can only be triggered once per turn.

### MAN-CATCHER

Enemy Models engaged with this Model suffer -1 CD.



## Edward Carter

Tainted . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	6	6	6	1	13

**MAN-CATCHER - 8 / COMBAT / Base / Paralyse**

### GOD SHARD - 1

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

### SNATCH & GRAB - 1

Mark an enemy Model engaged with this Model. Until successfully disengaged (by either Model), whenever this Model moves the marked Model may move with it (remaining engaged). If the marked Model chooses not to move with this Model it suffers the Bleed condition and forgoes any Disengaging Strikes. At the start of its Activation, the marked Model may attempt a single CD test (3 WND on failure) if successful remove the mark.

### HOLD AT BAY

This Model may re-roll both dice in any one Attack or Test this turn when engaging or while engaged with a single enemy Model. This ability can only be triggered once per turn.

### MAN-CATCHER

Enemy Models engaged with this Model suffer -1 CD.



**Elizabeth Talbot**

Tainted . Cultist . Follower

MV	CH	CD	RD	AD
4	6	7	6	6

SAN  
6

MYTH  
1

WND  
13

9PTS

1

**MEAT HOOK - 8 / COMBAT / Base / Bleed**

**EMPOWER RITUAL - 1**

Add one to the current ritual progress.

**EASY PREY**

This Model gains +1 to Combat Attack when making a Combat Attack against an enemy Model engaged with a Man-Catcher.



**Elizabeth Talbot**

Tainted . Cultist . Follower

MV	CH	CD	RD	AD
4	6	7	6	6

SAN  
6

MYTH  
1

WND  
13

**MEAT HOOK - 8 / COMBAT / Base / Bleed**

**GOD SHARD - 1**

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





**Jane Carter**

Tainted . Cultist . Follower

MV	CH	CD	RD	AD
4	6	7	6	6

SAN
6

MYTH
1

WND
13

9PTS 1

**MEAT HOOK - 8 / COMBAT / Base / Bleed**

**EMPOWER RITUAL - 1**

Add one to the current ritual progress.

**EASY PREY**

This Model gains +1 to Combat Attack when making a Combat Attack against an enemy Model engaged with a Man-Catcher.



**Jane Carter**

Tainted . Cultist . Follower

MV	CH	CD	RD	AD
4	6	7	6	6

SAN
6

MYTH
1

WND
13

**MEAT HOOK - 8 / COMBAT / Base / Bleed**

**GOD SHARD - 1**

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



**John Talbot**

Tainted . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	6	6	6	1	13

9PTS 1

**MAN-CATCHER - 8 / COMBAT / Base / Paralyse**

**SNATCH & GRAB - 1**

Mark an enemy Model engaged with this Model. Until successfully disengaged (by either Model), whenever this Model moves the marked Model may move with it (remaining engaged). If the marked Model chooses not to move with this Model it suffers the Bleed condition and forgoes any Disengaging Strikes. At the start of its Activation, the marked Model may attempt a single CD test (3 WND on failure) if successful remove the mark.

**HOLD AT BAY**

This Model may re-roll both dice in any one Attack or Test this turn when engaging or while engaged with a single enemy Model. This ability can only be triggered once per turn.

**MAN-CATCHER**

Enemy Models engaged with this Model suffer -1 CD.



**John Talbot**

Tainted . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	6	6	6	1	13

**MAN-CATCHER - 8 / COMBAT / Base / Paralyse**

**GOD SHARD - 1**

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

**SNATCH & GRAB - 1**

Mark an enemy Model engaged with this Model. Until successfully disengaged (by either Model), whenever this Model moves the marked Model may move with it (remaining engaged). If the marked Model chooses not to move with this Model it suffers the Bleed condition and forgoes any Disengaging Strikes. At the start of its Activation, the marked Model may attempt a single CD test (3 WND on failure) if successful remove the mark.

**HOLD AT BAY**

This Model may re-roll both dice in any one Attack or Test this turn when engaging or while engaged with a single enemy Model. This ability can only be triggered once per turn.

**MAN-CATCHER**

Enemy Models engaged with this Model suffer -1 CD.



## Spawn of Chronozon

Myth . Demon Spawn

MV	CH	CD	RD	AD
5	8	6	6	8

SAN
6

MYTH
2

WND
19

3

19PTS

2

CLAWS OF SHADOW - 7 / COMBAT / Base / Paralyzed

CHAOTIC BOLT (8") - 8 / ARCANE / 8" / Burn

### ONE WITH THE SHADOWS - 1

Until the start of this Models next Activation other Model's cannot draw LOS to this Model unless they are within 6" of it.

### SHADEFORM

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

### INSUBSTANTIAL

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

### SKIRMISHER

This Model suffers no penalty for being engaged by multiple enemies when attacking.

### SUREFOOTED

This Model ignores difficult terrain when moving.



## Spawn of Chronozon

Myth . Demon Spawn

MV	CH	CD	RD	AD
4	7	7	6	6

SAN
6

MYTH
2

WND
19

CLAWS OF SHADOW - 8 / COMBAT / Base / Paralyzed

CHAOTIC BOLT (10") - 7 / ARCANE / 10" / Burn

### SKIRMISHER

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

### SUREFOOTED

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





## Lydia Heron

Tainted . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	6	7	7	2	17

18PTS 1

**KNIFE - 9 / COMBAT / Base / Bleed**

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

**A TASTE OF LIFE - 2**

(Once per game) Lower the Ritual Track by any number to a minimum of 0. For every 2 points that you reduce the Ritual Track by grant Vigour to a friendly Cultist.

**EMPOWER RITUAL - 1**

Add one to the current ritual progress.

**EASY PREY**

This Model gains +1 to Combat Attack when making a Combat Attack against an enemy Model engaged with a Man-Catcher.

**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.

**A TASTE OF POWER**

As this Model activates, you may nominate a friendly Cultist Model and flip their character card.



## Lydia Heron

Tainted . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	6	7	7	3	17

**KNIFE - 9 / COMBAT / Base / Bleed**

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

**ASCENSION - 1**

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

**EASY PRAY (CATCHER)**

This Model gains +1 to Combat Attacks against an enemy Model that is engaged with a Model armed with a Man-Catcher. Gain +2 Combat Attack when making a Combat Attack against an enemy Model affected by "Snatch & Grab".

**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.

**A TASTE OF POWER**

When this Model activates, you may nominate a friendly Cultist Model and flip their character card.



## 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)