



Crypt Grub

Crypt Grub . Custos

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	6	6	7	6	1	14

4

14pts 1

BLADED LIMBS (GRUB) - 6 / COMBAT / Base / Bleed

DIGESTIVE ENZYME (8") - 7 / RANGE / 8" / Blind

EVOLVE - 2

Choose and apply a mutation of your choice from the table below.

MUTATION - 1

Roll 1D6 and apply the rolled mutation from the Crypt Grub Mutation Card.

SWARM

This Model gains +3 to Combat Attacks from outnumbering enemy Models instead of the usual +2.

CHITIN

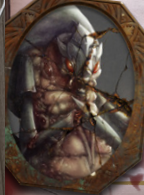
Any non-condition WND suffered by this Model is reduced by 1, to a minimum of 1.

GUARDIAN (GRUB)

Once per turn this model may re-roll both dice in any one Attack or Test this turn if it is within 2" of an objective held by a friendly model (including itself).

MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.



Crypt Grub

Crypt Grub . Custos

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	6	6	6	8	1	14

BLADED LIMBS (GRUB) - 6 / COMBAT / Base / Bleed

INSATIABLE

If this Model does not make a Combat Attack during its activation, it suffers 1 WND at the end of its Activation. It may attack friendly Models.

SWARM

This Model gains +3 to Combat Attacks from outnumbering enemy Models instead of the usual +2.

CHITIN

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

GUARDIAN (GRUB)

This Model may re-roll both dice in any one Attack or Test this turn if it is within 2" of an objective held by a friendly Model (including itself). This ability can only be triggered once per turn.

MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.



Crypt Guardian

Myth . Custos . Leader

MV	CH	CD	RD	AD	SAN	MYTH	WND
7	10	8	7	7	8	4	26

4

35PTS

4

BLADED LIMBS (GUARDIAN) - 9 / COMBAT / Base / Bleed

DIGESTIVE ENZYME (10") - 8 / RANGE / 10" / Blind

PSYCHIC SCREECH - 2

(Once per game) All enemy Models within 8" must pass a SAN test with a -2 modifier or suffer -2 to all Attacks, CD, RD & AD until the end of the turn.

CANNIBAL - 1

You may inflict 4 WND on a friendly grub within 3" to heal 3 WND on this Model.

LEADER

When activated this model gains +1 AP.

WINGED

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

SUREFOOTED

This Model ignores difficult terrain when moving.

GUARDIAN (GUARDIAN)

Once per turn this model may re-roll both dice in any one Attack or Test this turn if it is within 4" of an objective held by a friendly model (including itself).

AMBUSH PREDATOR

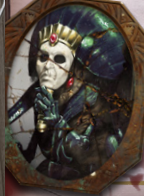
This Model gains +1 to Combat Attacks when charging.

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.

HARDENED CHITIN

Any non-condition WND suffered by this Model is reduced by 2, to a minimum of 1.



Crypt Guardian

Myth . Custos . Leader

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	9	7	6	7	8	4	26

BLADED LIMBS (GUARDIAN) - 9 / COMBAT / Base / Bleed

DIGESTIVE ENZYME (8") - 8 / RANGE / 8" / Blind

LEADER

When activated this model gains +1 AP.

WINGED

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

SUREFOOTED

This Model ignores difficult terrain when moving.

GUARDIAN (GUARDIAN)

This Model may re-roll both dice in any one Attack or Test this turn if it is within 4" of an objective held by a friendly Model (including itself). This ability can only be triggered once per turn.

INSATIABLE

If this Model does not make a Combat Attack during its activation, it suffers 1 WND at the end of its Activation. It may attack friendly Models.

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.

HARDENED CHITIN

Any non-condition WND suffered by this Model is reduced by 2, to a minimum of 1.



Crypt Sham

Myth . Custos

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	8	7	6	7	8	3	20

4

23PTS 2

BLADED LIMBS (SHAM) - 8 / COMBAT / Base / Bleed

DIGESTIVE ENZYME (8") - 7 / RANGE / 8" / Blind

PERFECT CAMOUFLAGE - 1

Remove this Model from play and place it anywhere on the table within 10" of its original position and out of LOS of all enemy Models. If you cannot place this Model out of LOS of all enemy Models then you cannot use this ability.

PASS UNNOTICED

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

WINGED

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

CHITIN

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

MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.



Crypt Sham

Myth . Custos

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

BLADED LIMBS (SHAM) - 7 / COMBAT / Base / Bleed

DIGESTIVE ENZYME (8") - 6 / RANGE / 8" / Blind

WINGED

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

CHITIN

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

MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.



Sara Heriot

Mortal . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	6	5	5	1	12

2

7PTS 1

KNIFE - 5 / COMBAT / Base / Bleed

CHAINS OF SMOKE - 1

This Spell can only be cast once per Activation. One enemy Model within 8" of this Model suffers -1 to CD, RD & AD until the end of the turn. Multiple uses of Chains of Smoke against the same target are cumulative.

BROKEN PSYCHE

This Model gains +1 to all SAN Tests.



Sara Heriot

Mortal . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	5	5	4	5	1	11

KNIFE - 6 / COMBAT / Base / Bleed

BROKEN PSYCHE

This Model suffers -1 to all SAN tests



Victoria Taylor

Mortal . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	6	5	5	1	12

2

7PTS 1

KNIFE - 5 / COMBAT / Base / Bleed

CHAINS OF SMOKE - 1

This Spell can only be cast once per Activation. One enemy Model within 8" of this Model suffers -1 to CD, RD & AD until the end of the turn. Multiple uses of Chains of Smoke against the same target are cumulative.

BROKEN PSYCHE

This Model gains +1 to all SAN Tests.



Victoria Taylor

Human . Cultist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	5	5	4	5	1	11

KNIFE - 6 / COMBAT / Base / Bleed

BROKEN PSYCHE

This Model suffers -1 to all SAN tests



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)