



Click Clack

Myth . Crustacean

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	8	8	7	7	7	2	25

29PTS 4

HUGE CLAWS - 10 / COMBAT / Base / Fatigue

HARDEN SHELL - 1

This Model suffers 1 less WND from attacks this turn.

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.

SUREFOOTED

This Model ignores difficult terrain when moving.

BARNACLES

Models charging or charged by this Model suffer 1 WND.

CRAWWALK

This Model may make Move Actions while engaged as long as it remains in base contact with all engaged enemy Models. It is also considered to be Base Size 2 when determining the height of the Model for Line of Sight purposes.

PROTECT THE MOTHER (FLIP)

If the Dunsmouth Witch suffers 5 or more WND from any single attack, immediately flip this card.



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HUGE CLAWS - 10 / COMBAT / Base / Fatigue

ABOMINATION

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SUREFOOTED

This Model ignores difficult terrain when moving.

BARNACLES

Models charging or charged by this Model suffer 1 WND.

CRAWWALK

This Model may make Move Actions while engaged as long as it remains in base contact with all engaged enemy Models. It is also considered to be Base Size 2 when determining the height of the Model for Line of Sight purposes.

PROTECT THE MOTHER (FLIP)

When this Model flips to this side mark the Model that wounded the Dunsmouth Witch. Click Clack gains +2 to Combat Attacks while targeting the marked Model. He does not provoke Disengaging Strikes when targeted by any enemy Model except the marked Model. If the marked Model is slain immediately flip this card.



Fisherman King

Tainted . Symbiote . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	6	7	6	2	18

17PTS 1

TENTACLE BLADE - 9 / COMBAT / Base / Bleed

HARPOON - 7 / RANGE / 10" / Bleed

TWIN SOULS - 1

At the start of this Model's activation you may pay 1 MYTH to flip this card.

CEPHALOPOD INK

Enemy Models charging this Model must pass a RD test or suffer Blind and lose their charging bonus.

SUREFOOTED

This Model ignores difficult terrain when moving.

TANGLING TENTACLES

Enemy Models wishing to disengage from this Model suffer -1 CD to Disengaging Strikes from this Model.



Fisherman King

Tainted . Symbiote . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	6	8	7	6	2	18

TENTACLE BLADE - 7 / COMBAT / Base / Bleed

HARPOON - 9 / RANGE / 10" / Bleed

TWIN SOULS - 1

At the start of this Model's activation you may pay 1 MYTH to flip this card.

PRECISION SHOT - 1

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

WHALER

If it did not flip this turn, this Model may re-roll all dice for the first Ranged Attack it makes during its Activation.

SUREFOOTED

This Model ignores difficult terrain when moving.



Molly

Tainted . Symbiote . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	7	7	6	2	18

2

16PTS 1

KNIFE - 8 / COMBAT / Base / Bleed

SIREN SONG - 9 / ARCANE / 10* / Fatigue

WAILING DEEP - 1

When making Siren Song attacks this activation, this Model may choose to hit all Models within 3" of the target for half the WND inflicted.

FRESH PRODUCE

At the start of its activation this Model heals 1 WND from itself or a friendly Model within 4". This cannot take it above its starting value.

SIREN

Enemy Models targeting this Model suffer -1 to any Ranged or Arcane Attacks.

MENTAL STRAIN

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

FLAILING DEATH

Models in base contact with this Model at the end of their activation must pass a CD test or suffer 3 WND.



Molly

Tainted . Symbiote . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	7	7	6	2	18

KNIFE - 8 / COMBAT / Base / Bleed

SIREN SONG - 9 / ARCANE / 10* / Fatigue

ARCANE ADDICTION

If this Model does not make an Arcane Attack during its activation, it suffers 1 WND at the end of its Activation.

MENTAL STRAIN

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

FLAILING DEATH

Models in base contact with this Model at the end of their activation must pass a CD test or suffer 3 WND.

FEARS HER WRATH

This model suffers -1 to Arcane Attacks when within 6" of the Dunsmouth Witch.



The Angler

Myth . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
7	9	6	6	6	5	1	12

13PTS 2

CLAWS - 8 / COMBAT / Base / Blind

DON'T LOOK AT THE LIGHT - 1

Until the start of this Model's next Activation enemy Models charging this Model must pass an Arcane Defence test or lose their charging bonus.

FAMILIAR (THE ANGLER)

If the Dunsmouth Witch is within 8" and LOS of This Model, she may channel Arcane Attacks through This Model. This Model becomes the point of origin of the Attack but the Dunsmouth Witch's Arcane Attack is used. This effect may only be used once per activation.

ESSENCE STEALER

This model heals 3 WND if it inflicts 3 or more WND to another model. This cannot take it above its starting value.



The Angler

Myth . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
7	9	6	6	6	5	1	12

CLAWS - 8 / COMBAT / Base / Blind

FAMILIAR (THE ANGLER)

If within 8" and LOS of the Dunsmouth Witch, she may channel Arcane Attacks through the Angler. The Angler becomes the point of origin of the Attack but the Dunsmouth Witch's Arcane Attack is used. This effect may only be used once per activation.

MOTHER'S CALL

If this Model ends its activation more than 8" from the Dunsmouth Witch, it gains 1 Madness.



The Dunsmouth Witch

Tainted . Leader . Sybiote

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	8	6	8	8	3	22

25PTS 1

KNIFE - 8 / COMBAT / Base / Bleed

LIME DUST - 9 / RANGE / 4" / Blind

GRASP OF THE DEEP - 10 / ARCANE / 10" / Fatigue

TOUCH OF THE HIDDEN ONE - 2

(Once per game) Push all Models directly away from this Model until they are 6" away. If a Model moved in this way hits terrain, it stops moving and suffers 2 WND; otherwise it suffers 1 WND. Click Clack and the Angler may move up to their charge distance towards the Dunsmouth Witch and do not provoke Disengaging Strikes during this movement.

FOG - 1

Unless already in Hard Cover, models within 8" of this model are considered to be in Soft Cover until the end of turn.

LEADER

When activated this model gains +1 AP.

TANGLED NETTING

Enemy Models engaged with this Model have -1 to any Combat Attack and to their CD.

MENTAL STRAIN

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

LOSS OF A CHILD (FLIP)

If Click Clack or the Angler is killed, mark the enemy Model that caused the killing blow and flip this card immediately.



The Dunsmouth Witch

Tainted . Leader . Sybiote

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	8	6	8	8	3	22

A MOTHER'S RAGE - 11 / ARCANE / 10" / Blind

LEADER

When activated this model gains +1 AP.

TANGLED NETTING

While engaged with this Model, enemy Models suffer -1 to Combat Attacks and to their CD.

A MOTHER'S RAGE

When this Model is activated, if it is within range and LOS of the marked enemy Model it must use all of its Actions to make this Attack against the target Model until it is dead. When the marked Model is killed, flip this card immediately.



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)