



Helena Miller

Mortal . Marshall

MV	CH	CD	RD	AD
9	11	5	8	7

SAN	MYTH	WND
8	3	14

4

26PTS 2

TESLA STORMTHROWERS - 9 / RANGE / 10" / Paralysed

IRON ASP BATON - 6 / COMBAT / Base / Paralysed

TACTICAL BRILLIANCE - 2

During its Activation this Model may spend 1 AP to allow another Model from the same Force to immediately take 1 Action.

EYES ON THE PRIZE - 1

Nominate a friendly Model, for the rest of the turn that model gains +1 for all Test, Attack and Defence rolls while within 3" of a Objective Marker or considered to be carrying one.

FLIGHT OR FIGHT

Once per Activation, when this Model is the target of a Charge it may immediately be placed D6" from its current position and it receives the Fatigued Condition. This placement must be to a point directly away from the charging unit. This placement cannot cause the Model to be engaged.

ROCKETEER

This Model automatically passes any jumping or falling tests it is required to make from any height. It also ignores difficult terrain when moving.

LEADER

When activated this model gains +1 AP.



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MV	CH	CD	RD	AD
4	6	7	6	7

SAN	MYTH	WND
6	3	14

TESLA STORMTHROWERS - 7 / RANGE / 10" / Paralysed

IRON ASP BATON - 6 / COMBAT / Base / Paralysed

RIDE THE LIGHTNING - 1

If this Model inflicts WND with its next Ranged Attack, you may perform another Ranged Attack against an additional enemy within 10" for free. You may not Attack the same model twice during this activation.

FIGHT NOT FLIGHT

When this Model is the target of a Charge it may choose to suffer 2 WND. If it does so it adds +3 to its Combat defence.

DESPERATE TIMES...

If able, this Model must make a Tesla Stormthrowers Attack at the closest enemy Model as its first action each time it activates.

LEADER

When activated this model gains +1 AP.



Jedrick Powell

Mortal . Sheriff

MV	CH	CD	RD	AD
4	6	7	5	7

SAN
6

MYTH
1

WND
16

3

12pts 1

RAIL PISTOLS - 8 / RANGE / 10" / Bleed

IRON ASP BATON - 8 / COMBAT / Base / Paralysed

DUEL WIELD - 1

If this Model inflicts WND with its next Combat Attack, you may perform another Combat Attack against an additional enemy in base contact for free. You may not Attack the same model twice during this activation.

LET'S GET THIS DONE

After deployment but before the first turn, this model may make a free Move Action.

YOU'RE COMING WITH ME

If this Model is making a Combat Attack against a target that is Paralysed it may re-roll its Attack dice.



Jedrick Powell

Mortal . Sheriff

MV	CH	CD	RD	AD
4	6	6	5	6

SAN
6

MYTH
1

WND
16

RAIL PISTOLS - 7 / RANGE / 10" / Bleed

IRON ASP BATON - 9 / COMBAT / Base / Paralysed

SMACKDOWN - 1

If this Model performs a Mighty Blow it may choose to re-roll its Attack dice.

DEAD OR ALIVE? DEAD IT IS

If this Model is engaged with an enemy model it may do nothing else except make Combat Attacks with it. If it is engaged with multiple enemy models then it may choose which one to attack.

THROUGH PASSION I GAIN STRENGTH

At the start of this Models activation it must make a SAN Test, if failed it gains both the Vigour and Burning Condition.



Furio Montoya

Mortal . Sheriff

MV	CH	CD	RD	AD
5	7	6	6	6

SAN	MYTH	WND
6	1	15

2

12PTS 1

STURGINIUM EPEES - 9 / COMBAT / Base / Paralysed

DUEL WIELD - 1

If this Model inflicts WND with its next Combat Attack, you may perform another Combat Attack against an additional enemy in base contact for free. You may not Attack the same model twice during this activation.

FENCER

This Model rolls 3D6 for CD against enemy Combat Attacks and discards the lowest result.

EXTRAVAGANT FLOURISH

This Model gains +1 to all Attack rolls if it is in Line of Sight of a friendly model.

BREAK AWAY

This Model ignores Disengaging Strikes.

RIPOSTE

When this Model takes WND from a Combat Attack roll 1d6 and the winner of the Attack takes that many WND.



Furio Montoya

Mortal . Sheriff

MV	CH	CD	RD	AD
5	7	7	6	5

SAN	MYTH	WND
6	1	15

STURGINIUM EPEES - 7 / COMBAT / Base / Paralysed

LET'S DANCE

This Model rolls 3D6 for Combat Attacks and discards the lowest result.

WITNESS ME!

If it is in Line of Sight of a friendly model, this Model must Charge an enemy Model, if able.



Blackhoof 20-20

Mortal . Automata

MV	CH	CD	RD	AD
6	8	8	5	7

SAN	MYTH	WND
7	1	20

3

22PTS 2

HAMMERHANDS - 9 / COMBAT / Base / Fatigue

HYPER-V RIFLE - 8 / RANGE / 15" / Bleed

EQUINE CHARGE

(Costs 1 AP) This Model gains +4 to MV and CH actions for the remainder of this Activation.

STEEL HIDE

When this model would take WND from an Attack, reduce that WND by one, to a minimum of one.

IRON HEART

This Model is immune to Fear.

GALVANIC SOUL

This Model may not use Mythos or gain Madness. Also, this Model never suffers from the Paralysed or Bleed Conditions.

MACHINE SPIRIT

This Model rolls a D3 at the start of its Activation to determine the number of AP it has available for that Activation instead of the normal 2 AP.

DAMAGE CONTROL PROTOCOL

Once this Model suffers 10 WND it Immediately flips to its Altered side.



Blackhoof 20-20

Mortal . Automata

MV	CH	CD	RD	AD
6	8	6	5	7

SAN	MYTH	WND
5	1	20

HAMMERHANDS - 9 / COMBAT / Base / Fatigue

HYPER-V RIFLE - 8 / RANGE / 15" / Bleed

STEEL HIDE

When this model would take WND, reduce that WND by one, to a minimum of one.

COLD INDIFFERENCE

This Model is immune to Fear and does not count as an additional friendly model engaged in Combat Attacks.

SYSTEM GLITCH

When this Model flips to this side it must make an immediate SAN test. If failed the Model gains the Fatigue Condition. If this happens during this Model's activation it loses 1 AP and the condition does not clear until the end of its next Activation.

MACHINE SPIRIT

This Model rolls a D3 at the start of its Activation to determine the number of AP it has available for that Activation instead of the normal 2 AP.

GALVANIC SOUL

This Model may not use Mythos or gain Madness. Also, this Model never suffers from the Paralysed or Bleed Conditions.



Mercury Jones

Mortal . Deputy

MV	CH	CD	RD	AD
6	8	6	7	6

SAN	MYTH	WND
7	1	15

2

16pts 1

IRON ASP BATON - 9 / COMBAT / Base / Paralyse

ATOM PISTOL - 8 / RANGE / 10* / Burn

SPRINT - 1

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

SMOKEBOMB - 1

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

JET BOOTS

This Model ignores Difficult Terrain when moving, considers any terrain climbable and automatically passes any Jumping Tests.



Mercury Jones

Mortal . Deputy

MV	CH	CD	RD	AD
7	9	6	7	6

SAN	MYTH	WND
7	1	15

IRON ASP BATON - 9 / COMBAT / Base / Paralyse

ATOM PISTOL - 8 / RANGE / 10* / Burn

ACROPHOBIA

This Model may not climb terrain or make Jumping Tests.

JET BOOTS

This Model ignores Difficult Terrain when moving, considers any terrain climbable and automatically passes any Jumping Tests.



Ida Saxon

Mortal . Sheriff

MV	CH	CD	RD	AD
4	6	6	6	6

SAN	MYTH	WND
7	1	14

3

12pts 1

IRON ASP BATON - 7 / COMBAT / Base / Paralyse

EAGLECLAW RIFLE - 9 / RANGE / 15" / Bleed

WINGED SCOUT - 2

Nominate an Enemy Model, for the rest of the turn Friendly Models gain +1 for Attacks against that Model.

OWL'S GUIDANCE - 1

Eagleclaw Rifle becomes 20" range for this activation.

ATHENA'S PROTECTION

Models Charging this Model suffer 2 WND.



Ida Saxon

Mortal . Sheriff

MV	CH	CD	RD	AD
4	6	6	6	6

SAN	MYTH	WND
7	1	14

IRON ASP BATON - 7 / COMBAT / Base / Paralyse

EAGLECLAW RIFLE - 9 / RANGE / 15" / Bleed

FEATHERED DISTRACTION

This Model suffers a -1 to all Tests and Attacks.

PARANOLIA

This Model suffers a -1 penalty to all Tests and Attacks unless they are within 5" of another friendly Model

LOW AMMO

This Model may only make one Ranged Attack per Activation.



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)