



Rani Nimue

Mortal . Leader . Captain

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

4

24pts 1

RELIC BLADE - 9 / COMBAT / Base / Fatigue

ROTARY HARPETTE - 8 / RANGE / 10" / Bleed

OPEN FIRE - 1

Rotary Harpette ignores cover for this activation.

FOR THE NAUTILUS - 2

(Once per game) Remove 2 Madness from each Friendly Model within 10", including this one.

LEADER

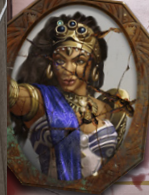
When activated this model gains +1 AP.

DERRING DO

If this model rolls a Critical Success during its activation it immediately gains +1 AP.

GOING FOR GOLD

This Model gains a +1 to all Tests, Attacks and Defence rolls when within 3" of an Objective Marker or considered to be holding one.



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ROTARY HARPETTE - 8 / RANGE / 10" / Bleed

RELIC BLADE - 9 / COMBAT / Base / Fatigue

OPEN FIRE - 1

Rotary Harpette ignores cover for this activation.

COMPULSIVE GAMBLER

This model must reroll any failed Tests or Attacks, if the Test or Attack is then failed a second time, this model gains the Paralysed Condition.



Sarder Hardit Singh

Mortal . Chowkidar

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	8	6	6	6	1	19

2

15pts 2

BAYAKO - 9 / COMBAT / Base / Paralysed

ROTARY HARPETTE - 7 / RANGE / 10" / Bleed

CONDITIONED AGAINST PAIN - 1

For the rest of the turn when this model would take WND from an Attack, reduce the WND by one, to a minimum of one.

MASTER CHOWKIDAR

If this model is within 3" of Rani Nimue, when Rani Nimue is targeted by a Ranged Attack, this model becomes the target instead, measuring range and Line of Sight to Rani Nimue.

DYING BREATH

When this model is reduced to 0 wounds, immediately before it is removed from play, it may make a free attack.



Sarder Hardit Singh

Mortal . Chowkidar

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	8	6	6	6	1	19

2

ROTARY HARPETTE - 7 / RANGE / 10" / Bleed

BAYAKO - 9 / COMBAT / Base / Paralysed

OVERPROTECTIVE

At the start of this Models activation it must make a SAN check if not within 3" of Rani Nimue. If failed it must use it's first action to make a Move Action that finishes as close to Rani Nimue as possible.

FROM HELL'S HEART

When this model is reduced to 0 WND, immediately before it is removed from play, it must make a free attack targeted against the closest enemy model. For this Attack it rolls 3D6 and removes the lowest resulting die.



Charlotte Anning

Mortal . Crewmate

MV	CH	CD	RD	AD
4	6	6	7	8

SAN	MYTH	WND
7	2	15

3

14pts 1

KNIFE - 7 / COMBAT / Base / Bleed

MAGIC LANTERN - 8 / ARCANE / 15" / Burn

TRANSLOCATION - 1

Immediately place this model within 2D6 inches of its current position. This does not trigger a Disengaging Strike.

HEXAGRAMATIC TEXT

This Model may re-roll one die in any Arcane Attack.

GLYPH OF THE ALLSHARD

If this model rolls a Critical Success during its activation, this Force immediately gains +1 Mythos.



Charlotte Anning

Mortal . Crewmate

MV	CH	CD	RD	AD
4	6	6	7	7

SAN	MYTH	WND
2	2	15

MAGIC LANTERN - 8 / ARCANE / 15" / Burn

KNIFE - 7 / COMBAT / Base / Bleed

FORBIDDEN KNOWLEDGE - 1

This Model rolls three Dice when making an Arcane Attack and takes the highest two.

DIMENSIONAL DISLOCATION

At the start of this Models activation it must make a SAN check. If failed it must be placed within 1D6 inches of its current position with the opposing player choosing the location.

ARCANE ADDICTION

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



Neko Mei

Mortal . Crewmate

MV	CH	CD	RD	AD
5	7	7	7	6

SAN	MYTH	WND
6	1	16

14pts **2**

WHIP - 8 / RANGE / 3" / Fatigue

CLAWS - 8 / COMBAT / Base / Blind

SPRINT - 1

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

ACROBATIC

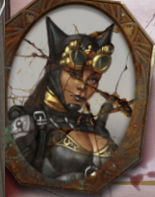
This Model ignores difficult terrain, obstacles (up to 2" in height) and may re-roll Combat Attack tests immediately following a charge that included a jump. If falling it may make a CD test to avoid suffering WND.

UNDERCOVER

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

PREHENSILE TAIL

This model makes the first Interact Action in it's Activation for 0 AP instead of the usual 1 AP. Also, this Model may make Interact Actions at a range of 2" instead of Base Contact.



Neko Mei

Mortal . Crewmate

MV	CH	CD	RD	AD
5	-	6	6	5

SAN	MYTH	WND
6	1	16

WHIP - 8 / RANGE / 3" / Fatigue

CLAWS - 8 / COMBAT / Base / Blind

ESCAPE - 1

This Model ignores Disengaging Strikes for the remainder of its activation.

ACROBATIC

This Model ignores difficult terrain, obstacles (up to 2" in height) and may re-roll all dice in Combat Attack tests immediately following a charge that included a jump. If falling it may make a CD test to avoid suffering WND.

CORNERED ANIMAL

This Model gains +2 to all Combat actions but may not make Charge Actions or make a Move Action that finishes Engaged with an enemy Model.

PREHENSILE TAIL

This model makes the first Interact Action in it's Activation for 0 AP instead of the usual 1 AP. Also, this Model may make Interact Actions at a range of 2" instead of Base Contact.



Violet Smee

Mortal . Chowkidar

MV	CH	CD	RD	AD
4	6	7	7	6

SAN	MYTH	WND
6	1	16

3

12pts 1

WEBLEY MUCKLOCK - 8 / RANGE / 15" / Bleed

SABRE - 6 / COMBAT / Base / Bleed

GIVE ORDERS - 1

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

REASSURING PRESENCE

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

FIRING DRILL

This Model may make an Aimed Shot for 1 AP instead of the usual 2 AP.

DISCIPLINED

This Model may re-roll a SAN Test once in its Activation.



Violet Smee

Mortal . Chowkidar

MV	CH	CD	RD	AD
4	6	6	7	6

SAN	MYTH	WND
6	1	16

WEBLEY MUCKLOCK - 8 / RANGE / 15" / Bleed

SABRE - 7 / COMBAT / Base / Bleed

RUN AWAY!

Friendly Models within 12" gain -1 To their SAN statistic for any tests they are required to make.

STRENGTH IN NUMBERS

This Model suffers a -1 penalty to all tests unless they are within 5" of another friendly Model.



Erasmus Darwin

Mortal . Professor

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	5	6	6	7	8	1	14

3

11pts 1

GALVANIC DISCHARGE - 8 / RANGE / 10" / Paralyse

SERVO CLAW - 7 / COMBAT / Base / Fatigue

THREAT ANALYSIS - 1

This Model may nominate an enemy model within Line of Sight. For the rest of the turn, all other Friendly Models gain +2 to attacks made against the nominated Model.

FIELD MEDIC

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.

ARCANE WARDING

Friendly Models within 6" suffer 1 less WND from Abilities and Arcane Attacks, to a minimum of 1.



Erasmus Darwin

Mortal . Professor

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	5	8	4	7	8	1	14



GALVANIC DISCHARGE - 8 / RANGE / 10" / Paralyse

SERVO CLAW - 7 / COMBAT / Base / Fatigue

CHAIN REACTION - 1

The next time this Model Makes a Galvanic Discharge Attack, it may make a free Galvanic Discharge attack at a Model within 4" of the Initial Target using the Range and Line of Sight of the Initial Target.

SHORT CIRCUIT

At the start of its activation this Model must make a SAN check. If it fails it must use it's first Action to make a Galvanic Discharge Attack at a random Model in range.



Drum of the Nautilus

Mortal . Automata

MV	CH	CD	RD	AD
3	5	9	5	6

SAN	MYTH	WND
6	2	22

22PTS 4

HAMMERHAND - 9 / COMBAT / Base / Fatigue

ROTORY HARPOON GUN - 7 / RANGE / 15" / Paralysed

SERVO-CLAW CRUSH

(Costs 1 AP) If this Model inflicts WND with its next Combat Attack, it inflicts an extra 4 WND and the Paralysed Condition.

HARPOON DRAG

(Costs 1 AP) If this Model inflicts WND with its next Rotary Harpoon Gun Attack, the Target is moved 8" directly towards this Model. If the moved Model hits another Model, an Obstacle or Impassable Ground, it stops.

STEEL HIDE

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

LEGENDARY AUTOMATA

This Model is considered Immune to the Bleed and Paralysed Conditions and may never suffer them for any reason. Also, this Model causes Fear.

DAMAGE CONTROL PROTOCOL

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

GALVANIC APATHY

This Model may not use Mythos, gain Madness or make Interact Actions for any reason.

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.



Drum of the Nautilus

Mortal . Automata

MV	CH	CD	RD	AD
3	5	7	5	6

SAN	MYTH	WND
6	2	22

HAMMERHAND - 9 / COMBAT / Base / Fatigue

ROTORY HARPOON GUN - 7 / RANGE / 15" / Paralysed

MECHANICAL MENACE

If this Model inflicts WND with a Combat Attack, you may perform another Combat Attack against another enemy in base contact for free.

STEEL HIDE

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

LEGENDARY AUTOMATA

This Model is Immune to the Bleed and Paralysed Conditions. Also, this Model causes Fear.

GALVANIC APATHY

This Model may not use Mythos, gain Madness or make Interact Actions for any reason.

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.



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)