



**Amran**

Myth. Daeva

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

3

15pts 2

**SMOKY TENDRILS - 8 / ARCANE / 12" / Fatigue**

**HANDGUN - 7 / RANGE / 10" / Bleed**

**PUPPETRY - 1**

This model may make an immediate free Handgun attack.

**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.



**Amran**

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MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	5	5	6	8	2	18

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## Max Calderas

Mortal . Leader . Ringleader

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	8	7	7	7	3	25

4

26PTS 1

**CUDGEL - 9 / COMBAT / Base / Paralysed**

### COMMANDING VOICE - 2

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

### BULLYING SWAGGER

This Model gains +1 to all Combat Attacks against Mortal and Tainted targets.

### CHARMED

This Model rolls 3D6 for AD against enemy Arcane Attacks and discards the lowest result.

### LEADER

When activated this model gains +1 AP.



## Max Calderas

Mortal . Leader . Ringleader

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	8	7	7	7	3	25

**CUDGEL - 7 / COMBAT / Base / Paralysed**

### GIVE ORDERS - 1

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

### OLD INJURY

This Model cannot make Charge Actions.

### PROTECTED

This Model rolls 3D6 for AD against enemy Arcane Attacks and discards the lowest result.

### LEADER

When activated this model gains +1 AP.



**Pali**

Myth . Jann

MV	CH	CD	RD	AD
5	8	5	5	5

SAN  
5

MYTH  
1

WND  
11

2

8PTS 1

**CLAWS - 6 / COMBAT / Base / Blind**

**SPRINT - 1**

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

**BLOODLUST**

If this Model destroys a Model during its Activation it may immediately make a free Charge Action.



**Pali**

Myth . Jann

MV	CH	CD	RD	AD
5	9	7	5	5

SAN  
5

MYTH  
1

WND  
11

**CLAWS - 7 / COMBAT / Base / Blind**

**SPRINT - 1**

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

**BLOODLUST**

If this Model destroys a Model during its Activation it may immediately make a free Charge Action.



# Stefan Calderas

Mortal . Follower . Strongman

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	6	6	6	1	19

3

15PTS 2

POST MAUL - 9 / COMBAT / Base / Paralyse

### SMASH - 1

Each time this Model wins a Combat Attack during this Activation it may push the target Model 1" in any direction. If it does so this Model may then move into Base Contact with the pushed Model. All rules regarding moving through terrain or other Models must be obeyed.

### TOUGH AS NAILS

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



# Stefan Calderas

Mortal . Follower . Strongman

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	6	6	5	6	1	19

POST MAUL - 10 / COMBAT / Base / Paralyse

### UNBRIDLED RAGE - 1

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

### TOUGH AS NAILS

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



Taka

Myth . Jann

MV	CH	CD	RD	AD
5	8	5	5	5

SAN
5

MYTH
1

WND
11

2

8PTS 1

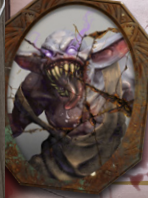
CLAWS - 6 / COMBAT / Base / Blind

**SPRINT - 1**

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

**BLOODLUST**

If this Model destroys a Model during its Activation it may immediately make a free Charge Action.



Taka

Myth . Jann

MV	CH	CD	RD	AD
5	9	7	5	5

SAN
5

MYTH
1

WND
11

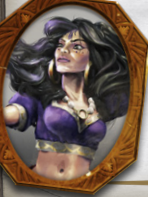
CLAWS - 7 / COMBAT / Base / Blind

**SPRINT - 1**

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

**BLOODLUST**

If this Model destroys a Model during its Activation it may immediately make a free Charge Action.



## Talia Calderas

Mortal . Follower . Oracle

MV	CH	CD	RD	AD
4	7	6	7	8

SAN	MYTH	WND
6	2	17

4

15pts 1

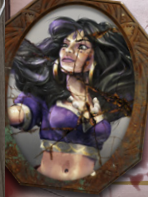
**SHRIVELLING - 9 / ARCANE / 10" / Fatigue**

### HAND OF FATE - 2

Roll 3 Dice and keep them next to this Model's card, replacing any Hand of Fate dice that are already there. The face value of any die just rolled in any Test by any model within 13" may be replaced by one of these Hand of Fate dice values. Once a die has been used in this way it is discarded.

### GIFT OF FORESIGHT

Any Model targeting this Model with a Combat or Ranged Attack must re-roll their highest die for that Attack.



## Talia Calderas

Mortal . Follower . Oracle

MV	CH	CD	RD	AD
4	7	5	7	9

SAN	MYTH	WND
6	2	17

**SHRIVELLING - 10 / ARCANE / 10" / Fatigue**

### HAND OF FATE - 2

Roll 3 Dice and keep them next to this Model's card, replacing any Hand of Fate dice that are already there. The face value of any die just rolled in any Test by any model within 13" may be replaced by one of these Hand of Fate dice values. Once a die has been used in this way it is discarded.

### VISIONS OF DEATH

Models gain +1 to all Combat Attacks against this Model.



# Vida Calderas

Mortal . Follower . Knife Thrower

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	7	7	7	6	1	15

3

13pts 1

**THROWING KNIVES - 8 / RANGE / 6" / Bleed**

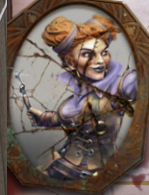
**KNIFE - 8 / COMBAT / Base / Bleed**

### GLIMPSE OF FATE - 1

Roll 1 Die and keep it next to this Model's card, replacing any Glimpse of the Fate dice that are already there. The face value of any die just rolled in any Test by any model within 13" may be replaced by one of these Glimpse of the Fate dice values. Once a die has been used in this way it is discarded.

### BACKFLIP

When targeted by an Ranged Attack this model may make an immediate move of 2". If this takes this Model out of Range or LOS then the attack fails.



# Vida Calderas

Mortal . Follower . Knife Thrower

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	7	7	7	6	1	15

3

**THROWING KNIVES - 8 / RANGE / 6" / Bleed**

**KNIFE - 8 / COMBAT / Base / Bleed**

### GLIMPSE OF FATE - 1

Roll 1 Die and keep it next to this Model's card, replacing any Glimpse of the Fate dice that are already there. The face value of any die just rolled in any Test by any model within 13" may be replaced by one of these Glimpse of the Fate dice values. Once a die has been used in this way it is discarded.

### BACKFLIP

It targeted by a Ranged Attack this model may make an immediate move of 2". If this takes this Model out of Range or LOS then the attack fails.

### PARANOIA

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



## 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)