



## Abigail Halsey

Mortal . Archaeologist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	6	7	6	2	15

3

15pts 1

**PICK - 8 / COMBAT / Base / Bleed**

**REVENGE OF THOTH (8") - 9 / ARCANE / 8" / Burn**

### RESEARCH - 1

When this Model activates it may spend 1 MYTH to gain the ability to re-roll all the dice rolled for one Attack or Test this turn.

### REASSURING PRESENCE

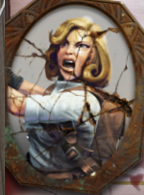
Friendly Models within 12" gain +1 to their SAN statistic for any Tests they are required to take.

### APPRENTICE

This Model gains +1 to Arcane Attacks when within 8" of Professor Zachary Lazarus.

### MENTAL STRAIN

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



## Abigail Halsey

Mortal . Archaeologist . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	6	7	6	2	15

**PICK - 8 / COMBAT / Base / Bleed**

**REVENGE OF THOTH (8") - 9 / ARCANE / 8" / Burn**

### FATHER WARNED ME!

This Models suffers -1 to Arcane Attacks when within 8" of Professor Zachary Lazarus.

### MENTAL STRAIN

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

### AGATEOPHOB

Take a SAN test every time this Model wishes to use MYTH. If it fails, discard the MYTH and do not gain the effect.

### DREAMWALKER (FLIP)

When Abigail flips to this side place her Model anywhere within 2D6" (roll immediately). You may place this Model in base contact with an enemy; if you do, they suffer 2 WND.



## Bertie Smythe

Mortal . Pilot . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	8	6	6	1	18

3

16PTS 1

**KNIFE - 9 / COMBAT / Base / Bleed**

**FLAMETHROWER - 9 / RANGE / TEMPLATE / Burn**

**BURN IN HELL - 1**

Flamethrower ignores cover this activation.

**BUUURN**

Bertie can use his Flamethrower while engaged. If he does so he gains a point of Madness after the Attack has been resolved

**WAR IS HELL**

This Model may re-roll SAN tests when testing for fear.

**FRANKLY MY DEAR...**

This Model may re-roll all dice for one Test or Attack once per turn whilst it has LOS to Abigail Halsey or Kitty Page.



## Bertie Smythe

Mortal . Pilot . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	8	6	6	1	18

**KNIFE - 9 / COMBAT / Base / Bleed**

**MISSION FIRST**

This Model does not provoke Disengaging Strikes while holding an objective.

**LAST MAN**

This Model may re-roll its result on the Madness Table.

**JUMPING AT SHADOWS (FLIP)**

When this Model flips to this side it must make an immediate Flamethrower attack against the closest other Model within range (friend or enemy), if able. Roll 3D6 for this attack and inflict Burn on the target regardless of the outcome; this attack ignores all modifiers. Flamethrower may not be used for the remainder of the game even if there was no target.



## Kitty Page

Mortal . Mechanic . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	6	7	6	6	1	15

3

13pts 1

**NAIL GUN (RANGED) - 8 / RANGE / 6" / Bleed**

**NAIL GUN (COMBAT) - 7 / COMBAT / Base / Paralysed**

### SPRINT - 1

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

### SOLID AS A ROCK

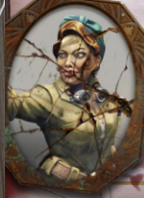
Friendly Models within 12" may re-roll all dice for the Madness test they are required to take in the Start Phase.

### TOUGH AS NAILS

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

### A GOOD IMPRESSION

This Model may re-roll all dice for one Test or Attack once per turn whilst it has LOS to Professor Zachary Lazarus.



## Kitty Page

Mortal . Mechanic . Follower

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	7	6	6	6	2	15

**NAIL GUN (RANGED) - 8 / RANGE / 6" / Bleed**

**NAIL GUN (COMBAT) - 7 / COMBAT / Base / Paralysed**

### CRIPPLING INDECISION

When the 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 her next Activation.



# Maharal

Myth . Golem

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	8	7	7	6	7	2	28

24PTS 3

## LAMP POST - 9 / COMBAT / Base / Fatigue

### SAND STORM - 1

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

### ABOMINATION

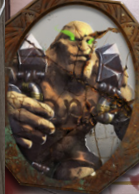
This Model causes Fear. Madness is gained regardless of whether you pass or fail your Fear test. If passed you may act as normal.

### SINGULAR PURPOSE

When Maharal first activates Mark an enemy Model. Maharal gains +2 to Combat Attacks while targeting the Marked Model. Maharal does not provoke Disengaging Strikes from any Model except the Marked Model. If the marked Model is slain, immediately flip this card.

### SWEEPING STRIKE

If this Model inflicts at least 1 WND with a Combat Attack during its activation then it may immediately perform another Combat Attack against a different enemy Model in base contact for free. It may not attack the same Model twice during this action.



# Maharal

Myth . Golem

MV	CH	CD	RD	AD	SAN	MYTH	WND
0	0	10	10	10	12	0	28

### REPURPOSE - 1

Other friendly Models within 8" may take this action. Choose an enemy Model as a target for Singular Purpose and flip this card.

### SCOURING SANDS

Until this card is flipped, any enemy Model that starts or ends their activation within 3" of Maharal suffers -1 to MV and CH until their activation ends, and suffers 1 WND.

### DORMANT

Maharal may not move or take any actions during his activation and any conditions are removed when Maharal flips to this side. While in a Dormant state Maharal is immune to all conditions.

### AWAKENING (FLIP)

If Maharal is attacked, immediately flip this card and gain Singular Purpose marking the attacker.



**Professor  
Zachary Lazarus**  
Mortal . Leader . Professor

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	7	9	7	3	20

4

22pts 1

**RAPIER CANE - 9 / COMBAT / Base / Bleed**

**REVENGE OF THOTH (10\*) - 10 / ARCANES / 10\* / Burn**

**EMBRACE THE LIGHT - 2**

(Once per game) Remove all conditions from friendly faction Models and heal this Model for 1 WND for each counter removed. This cannot take it above its starting value.

**ARCANES HEAL - 1**

Until the end of turn, enemy Models targeting this Model with Arcane abilities and Attacks gain 1 Madness per action.

**COMMAND - 1**

This Model may spend 1 MYTH to choose an enemy Model as a new target of Singular Purpose for Maharal.

**LEADER**

When activated this model gains +1 AP.

**ARCANES WARDING**

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

**FENCER**

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

**MENTAL STRAIN**

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



**Professor  
Zachary Lazarus**  
Mortal . Leader . Professor

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	-	6	7	9	7	3	20

**RAPIER CANE - 9 / COMBAT / Base / Bleed**

**REVENGE OF THOTH (12\*) - 10 / ARCANES / 12\* / Burn**

**COMMAND - 1**

This Model may spend 1 MYTH to choose an enemy Model as a new target of Singular Purpose for Maharal.

**LEADER**

When activated this model gains +1 AP.

**PURIFY THE WORLD!**

If able, this Model must cast Revenge of Thoth at the closest enemy Model as its first action each time it activates.

**UNCONTROLLED ENERGIES (FLIP)**

When this Model flips to this side all Models within 8" (including this Model) must pass an Arcane Defence test or suffer 4 WND.



**Zeus, the  
Professor's Cat**  
Mortal . Animal . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	9	6	6	6	5	2	12

10Pts **1**

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

**TWIN SOULS - 1**

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

**FAMILIAR (ZEUS)**

If Professor Zachary Lazarus is within 8" and LOS of this Model, he may channel Arcane Attacks through This Model. This Model becomes the point of origin for the attack but the Professor's Arcane Attack is used. This effect may only be used once per 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.

**ANIMAL**

This Model may not Repurpose MaharaL.

**CAT REFLEXES**

This Model ignores Disengaging Strikes.



**Zeus, the  
Professor's Cat**  
Mortal . Animal . Familiar

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	9	7	6	7	5	2	12

**CLAWS - 8 / COMBAT / Base / Blind**

**TWIN SOULS - 1**

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

**BASTET'S BLESSING**

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

**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.



## 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)