



Abraham Lincoln

Mortal . Leader . Director

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	7	8	6	7	9	3	20

4

25PTS 1

WILLIAM'S OATH (AXE) - 10 / COMBAT / Base / Bleed

WILLIAM'S OATH (SHOTGUN) - 8 / RANGE / Template / Bleed

THROW ASIDE - 1

For the rest of the turn, after this Model makes a Combat Attack where the Mythos Effect was triggered it may spend an additional Mythos to move the target 3". This does not cause a Disengaging Strike.

THE MAN WITH THE PLAN - 2

(Once per Game) When this Model finished its activation the controlling player may immediately Activate another friendly Model within 7". This interrupts the normal flow of play.

HEAD OF THE SECRET SERVICE

After both players have finished deployment, the player of this Force may redeploy one of their Models.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

STAND TOGETHER

This model provides -3 Combat Attack for each enemy model engaged with the Character instead of the usual -2.

LEADER

When activated this model gains +1 AP.



Abraham Lincoln

Mortal . Leader . Director

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

WILLIAM'S OATH (AXE) - 9 / COMBAT / Base / Bleed

WILLIAM'S OATH (SHOTGUN) - 9 / RANGE / Template / Bleed

THROW DOWN - 1

After this Model makes a Combat Attack where the Mythos Effect was triggered it may spend an additional Mythos to give the target the Fatigue Condition.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

LEADER

When activated this model gains +1 AP.



Robert Pinkerton

Mortal . Agent

MV	CH	CD	RD	AD
4	6	6	7	6

SAN	MYTH	WND
6	1	16

2

14pts 1

IRON ASP BATON - 7 / COMBAT / Base / Paralyse

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

CENTRE MASS - 1

This Model may make Aimed shots for 1 AP for the rest of its activation, instead of the usual 2 AP.

SELF CONTROL

This Model may roll 3D6 for SAN Tests and keep the two highest dice.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.



Robert Pinkerton

Mortal . Agent

MV	CH	CD	RD	AD
4	6	7	6	6

SAN	MYTH	WND
6	1	16

IRON ASP BATON - 7 / COMBAT / Base / Paralyse

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

ITCHY TRIGGER FINGER

This Model must make a SAN Test at the start of its Activation. If it Fails it must use its first action to make a Hyper-V Rifle Attack at the closest model, friendly or enemy.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".



Lucinda Loveless

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	5	6	7	1	15

2

12pts 1

BLADED FAN - 8 / COMBAT / Base / Bleed

DERRINGERS - 7 / RANGE / 6" / Bleed

FAN RIPOSTE - 1

If this Model survives a Combat Attack this turn it may immediately make a single Bladed Fan Attack.

UNDERCOVER

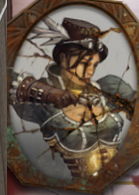
This Model may only be the Target of an Attack if it is within 8" of the Attacking Model

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

STAND TOGETHER

This model provides -3 Combat Attack for each enemy model engaged with the Character instead of the usual -2.



Lucinda Loveless

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	5	5	6	7	1	15

BLADED FAN - 9 / COMBAT / Base / Bleed

DERVISH - 2

This Model gains +1 AP this Activation but may only spend it on making a Bladed Fan Attack.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".

CHAOTIC ATTACKER

This Model may not make Mighty Blow Actions.



Camilla Blanche

Mortal . Agent

MV	CH	CD	RD	AD
4	6	5	7	6

SAN	MYTH	WND
6	1	14

2

12pts 1

IRON ASP BATON - 7 / COMBAT / Base / Paralysed

RIFLE - 7 / RANGE / 15" / Bleed

REJUVENATING PERSONALITY - 1

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

UNDERCOVER

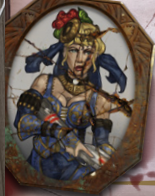
This Model may only be the Target of an Attack if it is within 8" of the Attacking Model

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

STAND TOGETHER

This model provides -3 Combat Attack for each enemy model engaged with the Character instead of the usual -2.



Camilla Blanche

Mortal . Agent

MV	CH	CD	RD	AD
4	6	5	7	6

SAN	MYTH	WND
6	1	14

IRON ASP BATON - 7 / COMBAT / Base / Paralysed

RIFLE - 7 / RANGE / 15" / Bleed

MENTALLY DRAINED

At the start of this Models activation it must make a SAN Test, if failed it suffers the Fatigued condition.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".



Henry Courtwright

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	5	6	7	1	15

2

12pts 1

IRON ASP BATON - 7 / COMBAT / Base / Paralyzed

ROTOR CARBINE - 8 / RANGE / 10" / Bleed

GOTCHA! - 2

(Once Per Game) The next time an enemy Model moves within 15" of this Model it suffers 4 WND and the Burn Condition.

UNDERCOVER

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

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

STAND TOGETHER

This model provides -3 Combat Attack for each enemy model engaged with the Character instead of the usual -2.



Henry Courtwright

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	5	6	6	1	15

IRON ASP BATON - 7 / COMBAT / Base / Paralyzed

ROTOR CARBINE - 8 / RANGE / 10" / Bleed

FULL AUTO

When this Model makes a Rotor Carbine attack it may target a second Enemy Model as long as it is within 2" of the initial Target. The Attacker makes one Attack Roll and all defenders roll against that total. Mythos Effects are applied to all targets with the expenditure of 1 point of MYTH, or for free if the attack roll is a Critical Hit. If you roll a Critical Fail for any Rotor Carbine Attack then you may not make any more Rotor Carbine Attacks for the rest of the game.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".



Milo Jefferson

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	7	5	6	1	18

3

13PTS 1

IRON ASP BATON - 7 / COMBAT / Base / Paralyse

MASTERWORK LAUNCHER - 9 / RANGE / 15" / Burn

HIGH EXPLOSIVE - 1

The next time this model makes a Masterwork Launcher attack, if the Mythos Effect is applied, each Model within 2" of the target suffers 2 WND.

STAND TOGETHER

This model provides -3 Combat Attack for each enemy model engaged with the Character instead of the usual -2.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.



Milo Jefferson

Mortal . Agent

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	6	6	5	6	1	18

IRON ASP BATON - 7 / COMBAT / Base / Paralyse

MASTERWORK LAUNCHER - 9 / RANGE / 15" / Burn

UNLEASH HELL - 2

The next time this model makes a Masterwork Launcher attack, if the Mythos Effect is applied, each Model within 3" of the target suffers 3 WND and the Burn condition.

HIGHLY EXPLOSIVE

If this Model ever rolls a Critical Fail, it and all other Models within 3" suffer 3 WND and the Burn Condition.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".



Leah Kingston

Mortal . Agent

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

2

12PTS 1

IRON ASP BATON - 7 / COMBAT / Base / Paralyzed

BLASTER PISTOL - 9 / RANGE / 10" / Burn

FAST DRAW - 2

For the rest of the turn, if this Model is declared the target of a Charge then it may immediately make a Range Attack targeting the Charging Model. This interrupts the normal Charge sequence.

UNDERCOVER

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

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

STAND TOGETHER

This model provides -3 Combat Attack for each enemy model engaged with the Character instead of the usual -2.



Leah Kingston

Mortal . Agent

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

IRON ASP BATON - 7 / COMBAT / Base / Paralyzed

BLASTER PISTOL - 9 / RANGE / 10" / Burn

SHAKY HANDS

This Model rolls 3 dice for Ranged Attacks and discards the highest.

.270 COLD IRON ROUNDS

When this Model inflicts WND with a Range Attack, it does additional WND equal to the Myth of the Target.

THE MISTRUST OF SPIES

This Model suffers a -1 to all Tests and Attacks for each friendly Model within 7".



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)