



Auger Warwick Hudson

Mortal . Leader . Auger

MV	CH	CD	RD	AD	SAN	MYTH	WND
4	6	7	6	8	8	3	18

4

23PTS 1

NEUTRONA CADUCEUS - 8 / ARCANES / 10" / Fatigue

HAMMERHAND - 7 / COMBAT / Base / Fatigue

ENTANGLEMENT FIELD - 1

This Model may target an enemy model with the Fatigue condition within 10" and Line of Sight. This Model's controlling player may then move the target 3".

SPECTRAL SUMMONING - 2

(Once per Game) You may immediately bring in an Aetheric Apparition from reserve. It has the Fatigued Condition and must be placed in base contact with this model. If this is not possible the Aetheric Apparition is destroyed.

UNTETHERED AETHER - 2

(Once per Game) All enemy Models within 2" of this model suffer 2 WND, the Fatigued Condition and are Moved 3" directly away from this Model following the Path of Least Resistance.

LEADER

When activated this model gains +1 AP.

SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

FINITE PROTOPLASM RESERVOIR

This Model may only Perform one of its 'Once per Game' Mythos abilities. Choose which one you will be using after Deployment.

ABBERLINE'S AETHERIC ALMANAC

When a friendly Model within 5", including this Model, makes an Arcane attack against a Myth Target it may force the Target to re-roll its defence roll.



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4	6	7	6	8	8	3	18

NEUTRONA CADUCEUS - 7 / ARCANES / 10" / Fatigue

HAMMERHAND - 9 / COMBAT / Base / Fatigue

ENTANGLEMENT FIELD - 1

This Model may target an enemy model with the Fatigue condition within 10" and Line of Sight. This Model's controlling player may then move the target 3".

LEADER

When activated this model gains +1 AP.

AETHERIC CONNECTION

When this Model is Flipped, Immediately flip the closest friendly Aetheric Apparition Model to its Altered side.

DON'T CROSS THE STREAMS

If this Model makes a Neutrons Caduceus Attack against a Model that is suffering the Fatigue Condition, after the Attack is resolved, this Model suffers 2 WND that cannot be prevented.



Erin Meltzer

Mortal . Professor

MV	CH	CD	RD	AD
4	6	5	6	7

SAN
6

MYTH
0

WND
16

3

13PTS 1

WYRD-PLASM PROJECTOR - 8 / RANGE / Template / Blind

KNIFE - 6 / COMBAT / Base / Bleed

STRATEGIC PLANNING - 2

The opposing player must choose which model will activate following this model. If, at the end of this model's activation, this is not possible, the opposing player may choose another model.

PORTAL SLIDE - 1

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

SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

SPECTRAL CONDUCTOR

At the start of this Models Activation it may make a SAN Test. If successful this force gains 3 Mythos to its Mythos Pool.



Erin Meltzer

Mortal . Professor

MV	CH	CD	RD	AD
4	6	5	7	6

SAN
6

MYTH
0

WND
16

WYRD-PLASM PROJECTOR - 7 / RANGE / Template / Blind

KNIFE - 7 / COMBAT / Base / Bleed

PORTAL SLIDE - 1

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

I AM AFRAID OF THOSE GHOSTS

At the start of this Models activation it must make a SAN check, if failed it must use it's first AP to move directly away from the closest Myth Model as far as possible following normal movement rules.



Ernesto Volk

Mortal . Doctor

MV	CH	CD	RD	AD
4	7	7	5	6

SAN
7

MYTH
1

WND
18

2

14PTS 1

WYRD-PLASM PROJECTOR - 7 / RANGE / Template / Blind

SHOCK GAUNTLETS - 9 / COMBAT / Base / Paralyzed

PUGILIST - 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.

SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

ENRAGE

This Model gains +1 to Combat Attacks and to its CD until the end of turn if it charges or is charged.



Ernesto Volk

Mortal . Doctor

MV	CH	CD	RD	AD
4	7	6	5	7

SAN
5

MYTH
1

WND
18

WYRD-PLASM PROJECTOR - 7 / RANGE / Template / Blind

SHOCK GAUNTLETS - 9 / COMBAT / Base / Paralyzed

I COULD DO THIS ALL DAY

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

DRAINED SPIRIT

When this Model is attacked by a model with the Myth Trait, that Model gains +2 to its Attack.



Hans Spelmann

Mortal . Professor

MV	CH	CD	RD	AD
4	6	6	5	6

SAN
6

MYTH
1

WND
17

3

13PTS 1

NEUTRONA CADUCEUS - 8 / ARCANES / 10" / Fatigue

KNIFE - 6 / COMBAT / Base / Bleed

ENTANGLEMENT FIELD - 1

This Model may target an enemy model with the Fatigue condition within 10" and Line of Sight. This Model's controlling player may then move the target 3".

SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

SPIRIT AIM

When this Model activates it may suffer 1 WND to gain +1 to Arcane Attacks until the end of it's Activation.

SPIRIT LEECH

If this model destroys an enemy with an Arcane Attack it immediately heals 2 WND.



Hans Spelmann

Mortal . Professor

MV	CH	CD	RD	AD
4	6	6	5	6

SAN
6

MYTH
1

WND
17

NEUTRONA CADUCEUS - 8 / ARCANES / 10" / Fatigue

KNIFE - 6 / COMBAT / Base / Bleed

SPIRIT AIM

When this Model activates you may suffer 1 WND to gain +1 to Arcane Attacks until the end of it's activation.

PSYCHOSOMATIC SEEPAGE

When this Model flips it immediately gains the Bleed condition and may never have it removed by any means.

PARAPSYCHOLOGICAL OBSESSION

This Model may not make Attacks against non-Myth Enemies unless there are no Myth Enemies left in the Play Area.



Jocasta Tobin

Mortal . Doctor

MV	CH	CD	RD	AD
4	6	5	6	7

SAN
8

MYTH
1

WND
15

3

13PTS 1

NEUTRONA CADUCEUS - 8 / ARCANE / 10" / Fatigue

KNIFE - 6 / COMBAT / Base / Bleed

ENTANGLEMENT FIELD - 1

This Model may target an enemy model with the Fatigue condition within 10" and Line of Sight. This Model's controlling player may then move the target 3".

IT'S A TRAP! - 2

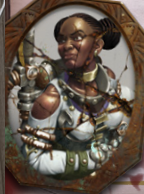
(Once per Game) Target an Enemy Model within 7", that Model and all other Models within 3" of it gain the Paralysed Condition.

SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

SMOKESCREEN

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



Jocasta Tobin

Mortal . Doctor

MV	CH	CD	RD	AD
4	6	5	6	7

SAN
8

MYTH
1

WND
15

NEUTRONA CADUCEUS - 8 / ARCANE / 10" / Fatigue

KNIFE - 6 / COMBAT / Base / Bleed

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.

SMOKESCREEN

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



Katherine Holst

Mortal . Doctor

MV	CH	CD	RD	AD
4	6	5	6	7

SAN
8

MYTH
1

WND
15

3

13PTS 1

NEUTRONA CADUCEUS - 8 / ARCANE / 10" / Fatigue

KNIFE - 6 / COMBAT / Base / Bleed

ENTANGLEMENT FIELD - 1

This Model may target an enemy model with the Fatigue condition within 10" and Line of Sight. This Model's controlling player may then move the target 3".

IMPRESSIVE COUNTEenance - 1

For the rest of the turn this model has the range of its Recover actions extended to 8".

SPRINT - 1

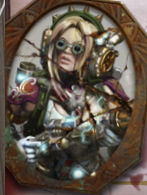
This Model gains +2 to MV and CH Actions for the remainder of this Activation

SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

XENOSHIELD

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



Katherine Holst

Mortal . Doctor

MV	CH	CD	RD	AD
4	6	5	6	6

SAN
8

MYTH
1

WND
15

NEUTRONA CADUCEUS - 8 / ARCANE / 10" / Fatigue

KNIFE - 6 / COMBAT / Base / Bleed

PARANORMAL POSEUR

If a friendly Model is within Line of Sight when this Model makes an attack it rolls an extra die and removes the lowest result. If it then misses the attack, it immediately gains the Paralysed condition.

XENOSHIELD

When this model would take WND from a Ranged Attack, reduce the WND by one.



Aetheric Apparition

Myth

MV	CH	CD	RD	AD
4	6	5	7	8

SAN
7

MYTH
1

WND
14

2

13PTS 2

IRIDESCENT BREATH - 8 / ARCANES / Template / Burn

SPIRIT CLAWS - 7 / COMBAT / Base / Bleed

AETHERMATIC TRANSFER - 2

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

VOLATILE

When this model is removed from play, all other models within 2" suffer 2 WND and the Burn Condition.

FEAR

This Model causes Fear.

MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.



Aetheric Apparition

Myth

MV	CH	CD	RD	AD
4	6	4	5	8

SAN
6

MYTH
1

WND
14

SPIRIT CLAWS - 8 / COMBAT / Base / Bleed

CAPRICIOUS WHIMS

At the start of this Models Activation it must make a SAN Test, if it fails than its Activation is controlled by the opposing player.

AETHERMATIC DEVASTATION

When this model is removed from play, all other models within 3" suffer 4 WND and the Burn Condition.

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.

MINION HORDE

This Model is not considered Unique and more than one of this Model may be taken in a Force.



Mr. Ears

Mortal . Doctor

MV	CH	CD	RD	AD
5	7	7	7	6

SAN
8

MYTH
2

WND
15

3

24PTS

3

NEUTRONA CADUCEUS - 8 / ARCANES / 10" / Fatigue

TRODON WRANGLER - 8 / COMBAT / 3" / Paralyzed

PRIMATE POWER - 2

The next time this Model makes a Charge Action it may re-roll the dice.

ENTANGLEMENT FIELD - 1

This Model may target an enemy model with the Fatigue condition within 10" and Line of Sight. This Model's controlling player may then move the target 3".

FEAR

This Model causes Fear.

SOUL HUNTER

When this Model inflicts WND to a Model with the Myth Trait from an Attack, it inflicts one extra WND.

SUREFOOTED

This Model ignores difficult terrain when moving.

TOUGH AS NAILS

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



Mr. Ears

Mortal . Doctor

MV	CH	CD	RD	AD
5	7	7	7	6

SAN
8

MYTH
2

WND
15

3

NEUTRONA CADUCEUS - 8 / ARCANES / 10" / Fatigue

TRODON WRANGLER - 8 / COMBAT / 3" / Paralyzed

FRENZIED ASSAULT - 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.

FEAR

This Model causes Fear.

TOUGH AS NAILS

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

BRAWN OVER BRAINS

When this Model flips it Immediately drops any Objective Markers it is carrying and may no longer make Interact Actions.



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
3	7	5	5	4

SAN
-

MYTH
-

WND
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)