



## Anna-Maria Goeldin

Mortal . Venator . Follower

MV	CH	CD	RD	AD
5	7	7	8	7

SAN  
9

MYTH  
2

WND  
18

4

21 PTS 1

**XIPHOS - 8 / COMBAT / Base / Bleed**

**GREEK FIRE - 9 / RANGE / 8" / Burn**

### PRECISION SHOT - 1

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

### SPRINT - 1

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

### RIPOSTE

When this Model takes WND from a Combat Attack roll 1d6 and the winner of the Attack takes that many WND.

### VENATOR

When this Model enters play nominate an enemy Model to be their target. The target is defined as this Model's Quarry. This Model gains +2 to Attack Rolls against its Quarry. A Venator Model can only have one Quarry at a time.



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18

**XIPHOS - 8 / COMBAT / Base / Bleed**

**GREEK FIRE - 6 / RANGE / 8" / Burn**

### PRECISION SHOT - 1

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

### SPRINT - 1

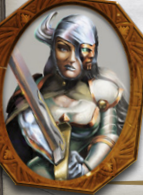
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## Brigid Macleirigh

Mortal . Venator . Leader

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	8	9	7	7	9	3	22

4

26PTS 1

KUSANAGI-NO-TSURUGI - 10 / COMBAT / Base / Paralysed

TELEKINETIC BARB - 8 / ARCANE / 12" / Fatigue

GREEK FIRE - 5 / RANGE / 8" / Burn

### COMBAT FOCUS - 1

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

### SPRINT - 1

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

### LEADER

When activated this model gains +1 AP.

### FURIOROSHI

This Model may take a negative modifier of up to 3 on their Combat Attack rolls. If they win the Attack they gain a bonus of double this modifier to the WND dealt.

### MISTRESS OF MIRRORS

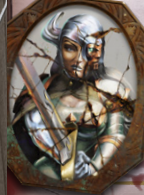
A Force that includes this Model may include up to two Portals for free

### GIFT OF THE Y'ITH

For 1 AP this Model may designate any enemy model as Quarry for any Venator in the same Force.

### VENATOR

When this Model enters play nominate an enemy Model to be their target. The target is defined as this Model's Quarry. This Model gains +2 to Attack Rolls against its Quarry. A Venator Model can only have one Quarry at a time.



## Brigid Macleirigh

Mortal . Venator . Leader

MV	CH	CD	RD	AD	SAN	MYTH	WND
6	8	9	7	7	9	3	22

4

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

### SPRINT - 1

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

### LEADER

When activated this model gains +1 AP.

### FURIOROSHI

This Model may take a negative modifier on their Combat Attack rolls of up to 3. If they win the Attack they add double this modifier to the WND dealt.

### GRAND MASTER

A Force that includes this Model may include up to two Portals for free

### GIFT OF THE Y'ITH

For 1 AP this Model may designate any enemy model as Quarry for any Venator in the same Force.

### VENATOR

When this Model enters play nominate an enemy Model to be their target. The target is defined as this Model's Quarry. This Model gains +2 to Attack Rolls against its Quarry. A Venator Model can only have one Quarry at a time.



## Portal

MV CH CD RD AD

- - - - -

SAN

MYTH

WND

- - -

15PTS 2

### PERSPECTIVE OF TIME

Any Venator in this Force that is in base contact with this Model may make a SAN test. If it passes that Model discards a point of Madness. This can only be done once per Activation.

### INANIMATE

This Model has 0 Action Points and can never gain Action Points. It cannot take Actions and cannot be Activated. This Model never gains Conditions, Madness or WND.

### GATES OF REALITY

This Model must deploy before any other Models are deployed in the deployment phase. This Model may be Deployed anywhere in the Play Area but not within 12" of the enemy Deployment area or 6" from an Objective Marker. Any Model in this force may be deployed in base contact with this Model If they do so they receive the Fatigued condition.



## Portal

MV CH CD RD AD

- - - - -

SAN

MYTH

WND

- - -

### GATES OF TIME

Any Venator in this Force that is in base contact with this Model may make a SAN test. If it passes that Model discards a point of Madness. This can only be done once per Activation.

### INANIMATE

This Model is considered to have 0 Action Points and can never gain any Action Points. It cannot take any Actions and cannot be Activated, it also never gains Conditions, Madness or WND.





## Rebecca Bateman

Mortal . Venator . Follower

MV	CH	CD	RD	AD
5	7	7	7	8

SAN 9

MYTH 2

WND 18

4

21 PTS 1

**FALCATA - 8 / COMBAT / Base / Bleed**

**TELEKINETIC BARB - 9 / ARCANE / 12" / Fatigue**

**ARCANE ACUITY - 1**

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

**SPRINT - 1**

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

**AEGIS OF REFLECTION**

When this Model would take WND from an Arcane Attack reduce that WND by 2 to a minimum of 1

**VENATOR**

When this Model enters play nominate an enemy Model to be their target. The target is defined as this Model's Quarry. This Model gains +2 to Attack Rolls against its Quarry. A Venator Model can only have one Quarry at a time.



## Rebecca Bateman

Mortal . Venator . Follower

MV	CH	CD	RD	AD
5	7	7	7	8

SAN 9

MYTH 2

WND 18

**FALCATA - 8 / COMBAT / Base / Bleed**

**TELEKINETIC BARB - 6 / ARCANE / 12" / Fatigue**

**ARCANE ACUITY - 1**

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

**SPRINT - 1**

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

**AEGIS OF REFLECTION**

When this Model would take WND from an Arcane Attack reduce that WND by 2 to a minimum of 1

**VENATOR**

When this Model enters play nominate an enemy Model to be their target. The target is defined as this Model's Quarry. This Model gains +2 to Attack Rolls against its Quarry. A Venator Model can only have one Quarry at a time.



# Tyndaly'th Hound

Myth . Hound . Venator

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	8	6	6	7	9	1	19

2

16PTS 3

**BITE - 7 / COMBAT / Base / Bleed**

## TWIST REALITY - 1

During this Model's activation it may move through any terrain or other models. It cannot end its movement with any part of its base overlapping impassable terrain or Model.

## DRAIN FLUIDS

This model heals 2 WND if it inflicts 4 or more WND to another model. This cannot take it above its starting value.

## BEYOND MADNESS

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.



# Tyndaly'th Hound

Myth . Hound . Venator

MV	CH	CD	RD	AD	SAN	MYTH	WND
5	7	5	5	6	9	1	19

**BITE - 7 / COMBAT / Base / Bleed**

## BEYOND MADNESS

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.



## 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)