



ARCANE EMISSARY

Enforcer, Rare 1

EMISSARY OF FATE

COST

12

01/08/15

DF	WP	WD	WK	CG	HT
6	6	12	5	8	3
					
					

Power Sink: When this Crew scores 1 or more **VP** from the Strategy, this model gains the following Condition for the rest of the game:
"Destined +1: At the end of this model's Activation it heals +1 damage. This Condition may not be removed by other model's Actions."

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Flesh and Metal: At the start of this model's Activation, it may discard a card. If it does, at the end of this model's Activation target other friendly non-Leader within 6" may take a (1) Action.

ATTACK ACTIONS

(1) The Dampening (Ca 6 / Rst: **Df** / Rg: 9 or 1): Target suffers 2/4/4 damage. The target gains the following Condition for the rest of the game: **"The Dampening:** This model suffers 1 on all duels. End this Condition after completing a duel."

☞ **Surge:** After succeeding, draw a card.

☞ **Word of the Emissary:** After damaging, take this Action again.

(0) The Negation (Ca 6 / Rst: **Wp** / Rg: 6): Target suffers 2 damage. This damage may not be reduced or prevented and ignores **Hard to Kill**.

☞ **Negation:** After damaging, the target gains the following Condition for the rest of the game, **"Negated:** This model loses all non-Station Characteristics."

TACTICAL ACTIONS

(1) Power Draws Power: Once per Turn, target a friendly Scheme Marker within 8" and place a Scheme Marker in base contact with it.

(0) Prophecies In Flesh and Metal: This Action may only be taken while this model has the **Destined +3** Condition or greater. Remove the **Destined** Condition from this model to draw three cards.



01/08/15

ENVY

Enforcer, Living, Mercenary, Rare 1
LUNATIC, TORMENTED

COST

8

DF	WP	WD	WK	CG	HT
5	5	8	5	7	2

Envy's Song: Enemy models which end their Activation within ⑦3 must discard a card or suffer 2 damage unless they took the Focus Action during their Activation.

Manipulative 12: If this model has not yet Activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 12 **Wp** duel or the Action immediately fails.

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

ATTACK ACTIONS

(1) **Stomp** (MI 5 / Rst: **Df** / Rg:  1): Target suffers 2/3/4 damage.

 **Trample:** After damaging, take this Action again. This Action may not declare Triggers.

(1) **Mounted Gatling Guns** (Sh 5 / Rst: **Df** / Rg:  12): Target suffers 2/5/6 damage. This Action's Attack flip gains .

 **Dual Turrets:** When this Attack deals moderate or severe damage it gains + to damage.

TACTICAL ACTIONS

(0) **Driven by Envy:** Discard a card to make target friendly model within 6" take the Focus Action.



ICE DANCER

Minion, Living
SHOWGIRL

COST

6

01/08/15

DF	WP	WD	WK	CG	HT
6	5	6	6	8	2



Frozen Heart: This model is immune to Horror Duels and **Paralyzed**.

Momentum: At the end of this model's Activation, push this model up to 2" for each Walk Action it took and up to 4" for each Charge Action it took.

Butterfly Jump: When this model is targeted with a non  enemy Attack Action, it may discard a card to push up to 3" in any direction. If the Attack is no longer in range, it immediately fails.

ATTACK ACTIONS

(1) Death Spiral (MI 5 / Rst: **Df** / Rg: 2): Target suffers 1/2/4 damage and is placed anywhere which is still within this model's engagement range.

✂ **Slice:** While damaging, this Attack deals +1 damage.

(1) Hydroblade (MI 6 / Rst: **Df** / Rg: 1): Target suffers 2/3/6 damage.

🐡 **Slide Chasse:** After damaging, push this model up to 2" in any direction.

TACTICAL ACTIONS

(0) Work the Crowd (Ca 6 / TN: 9): At the end of this model's Activation place a Scheme Marker in base contact with it.



01/08/15

THE MECHANICAL HOUND

Enforcer, Living, Construct, Rare 1
BEAST

COST

10

DF	WP	WD	WK	CG	HT
5	5	10	4	8	3

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Neurotoxins: Enemy models within 3 which suffer damage from the **Poison** Condition gain the **Slow** Condition.

Regeneration +1: When this model Activates it heals +1 damage.

ATTACK ACTIONS

(1) Venomous Stinger (MI 6 / Rst: **Df** / Rg:  2): Target suffers 3/4/5 damage and gains the **Poison +1** Condition.

✖ **Hemotoxin:** After damaging, the target gains the following Condition until the end of the Turn: "**Organ Failure:** This model may not use Soulstones and may not declare (0) Actions."

☠ **Toxic Spray:** While dealing moderate or severe damage, this Attack gains + to damage.

(0) The Feeding (MI 6 / Rst: **Df** / Rg:  1): Target suffers an amount of damage equal to its **Poison** Condition Value, up to a maximum of 2 damage, then ends the **Poison** Condition. This model heals the same amount of damage.

TACTICAL ACTIONS

(0) Blink (Ca 5 / TN: 13): Immediately move this model up to its **Wk**, ignoring intervening models and terrain during the move. This model must end the move in base contact with another model.



01/08/15

WIND GAMIN

Minion, Construct
GAMIN

COST

4

DF	WP	WD	WK	CG	HT
4	4	4	5	5	1



Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Flight: This model is immune to falling damage and may ignore any terrain or models while moving.

To The Sky: When this model would be killed or sacrificed, instead remove all Conditions and heal all damage on it then bury it.

One Last Diving Charge: If this model is buried, when a friendly model suffers damage, this model may be sacrificed to reduce the damage by 2, before preventing damage with Soulstones.

ATTACK ACTIONS

- (1) **Maelstrom of Claws** (MI 4☞ / Rst: **Df** / Rg: ☞ 1): Target suffers 1/3/4 damage.
☞ **Cyclone**: After resolving, take this Action again. This Action may not declare Triggers.

TACTICAL ACTIONS

- (0) **Leap** (Ca 5 / TN: 10☞): This model immediately moves up to its **Cg**, ignoring intervening terrain and models during the move.