



BRUTAL EMISSARY

Enforcer, Rare 1

EMISSARY OF FATE

COST

12

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



FINAL, OFFICIAL

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**.

Tyranny of Order: At the end of any friendly model's Activation this model may discard a card to Activate as a Chain Activation (as long as this model is eligible to Activate this Turn).

ATTACK ACTIONS

- (1) **Rule of Law** (Ca 6 / Rst: Df / Rg: ⚔ 12 or ♣ 1): Target suffers 2/4/6 damage.
♣ **Vindicate:** While damaging, the target must discard a card or suffer +2 damage.
♣ **Word of the Emissary:** After damaging, take this Action again.

TACTICAL ACTIONS

- (1) **Orders From On High:** Target friendly non-Leader within 6" immediately performs a (1) Action. This Action may only be taken once per Turn.
- (0) **A Cage For All** (Ca 6 / TN: 10X): Until the end of the Turn, all enemy models which begin their Activation within ④4 must immediately pass a TN 11 **Wk** duel or gain the **Slow** Condition.
- (0) **Tyranny Lights The Way:** This Action may only be taken while this model has the **Destined +3** Condition or greater. Remove the **Destined** Condition from this model to Activate exactly two additional friendly models after this Activation ends, ignoring the Chain Activation rules, but following all other rules for Activating a model.



GREED

Enforcer, Living, Mercenary, Rare 1
LUNATIC, TORMENTED

COST

8

Df	Wp	Wd	Wk	Cg	Ht
6	5	8	6	7	2
					

FINAL, OFFICIAL

Greed's Song: Enemy models which end their Activation within ⑦3 must discard a card or suffer 2 damage unless they used a Soulstone 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.

Df (♠) It's Yours By Right: After resolving, the Attacker must discard a Soulstone or suffer 2 damage.

ATTACK ACTIONS

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

(1) **A Melody to Those Who Covet** (Ca 6 / Rst: **Wp** / Rg: 8): Target suffers 4 damage. The target may immediately discard any number of Soulstones to reduce this damage by 2 for each Soulstone discarded.

☞ **Another for the Purse:** After killing the target, add 1 Soulstone to this Crew's Pool.

TACTICAL ACTIONS

(0) **Use It On Yourself:** Target friendly model within 6" may discard a Soulstone to heal 1/2/3 damage.



SANCTIONED SPELLCASTER

Minion, Living
ACADEMIC

COST
5

DF	WP	WD	WK	CG	HT
5	6	5	4	6	2



FINAL, OFFICIAL

The Collar: All friendly Masters and Henchmen in play gain the following Tactical Action: "**(1) Activate Collar:** Target friendly Sanctioned Spellcaster within 8" immediately performs a (1) Action."

Arcane Shield: If this model has not Activated during this Turn, reduce all damage it suffers by 1, to a minimum of 0.

A Sealed Fate: When this model is killed or sacrificed, add 1 Soulstone to its Crew's Pool.

ATTACK ACTIONS

(1) **Elemental Bolt** (Ca 6 / Rst: Df / Rg: ⚡10): Target suffers 2/3/4 damage.

📖 **Blaze:** After damaging, the target gains the **Burning +1** Condition.

📖 **Earthbound:** After damaging, the target gains the following Condition until the end of its next Activation: "**Earthbound:** This model may not Charge."

📖 **Tidal Blast:** After damaging, the target gains the following Condition until the end of its next Activation: "**High Tide:** This model may not declare (0) Actions."

📖 **Void Burst:** While dealing moderate or severe damage, this Attack gains +♣ to damage.

(0) **Elemental Strike** (Ca 6♣ / Rst: Df / Rg: 🌀1): Target suffers 1/2/3 damage.

📖 **Windstorm:** After succeeding, push target 3" away from this model.

♣ "**NO! GIVE ME ANOTHER CHA-**": After failing, kill this model.

TACTICAL ACTIONS

(1) **Charge Collar:** This model gains the following Condition until the end of the Turn: "**Soulburst +1:** If this model is killed or sacrificed, all models in (X)3 suffer +1 damage. Add 1 Soulstone to this Crew's Pool for each other model killed by this (X)."



MOUNTED GUARD

Minion, Living
GUARDSMAN

COST

7

Df	Wp	Wd	Wk	Cg	Ht
5	5	8	6	10	3



FINAL, OFFICIAL

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

Cavalry Charge: When this model declares a Charge Action against an enemy model, select up to two friendly models within 2" and LoS of it which have a **Cg** of 9 or greater. After this model completes its Charge Action, the selected models may be placed within 2" of it.

Overrun: After this model moves due to taking a Charge Action but before making any Attacks, the target of its Charge Action must take a TN 12 Horror Duel. If the model fails it suffers  to **Df** flips for the duration of the Activation in addition to the usual effects.

ATTACK ACTIONS

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

☞ **Critical Strike**: When damaging the target, this attack deals +1 damage for each ☞ in the final duel total.

(1) **Peacebringer** (Sh 5 / Rst: **Df** / Rg: 10): Target suffers 2/3/5 damage.

☞ **Critical Strike**: When damaging the target, this Attack deals +1 damage for each ☞ in the final duel total.

TACTICAL ACTIONS

(2) **Mount Up! Rank and File!**: Until the end of the Turn, friendly models within 3 gain + to **Df**.



MASTER QUEEG

♠ *Henchman, Living, Rare 1*

♠ **GUARDSMAN, BLACK SHEEP**

COST
9
CACHE
4

DF	WP	WD	WK	CG	HT
6	6	9	5	8	2
					
					

FINAL, OFFICIAL

Sadistic Streak: When this model deals damage to an enemy with an Attack Action heal 1 damage on this model after completing the current Action.

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**.

Put the Fear In 'em: After completing a Walk Action, this model may target another friendly non-Leader model within 8" and LoS. The target must pass a TN 12 Horror Duel. If it succeeds, the target may immediately take a (0) Action.

Slippery: When this model is targeted by an Attack Action, it may discard an Upgrade attached to it to make the Action immediately fail.

ATTACK ACTIONS

(1) Bullwhip (MI 6♣ / Rst: Df / Rg: ♣ 3): Target suffers 1/2/2 damage and gains the **Slow** Condition.

♣ **Come 'Ere!**: After damaging, push the target into base contact with this model.

♣ **Back To Work, Ya Gawkers!**: After damaging, push all other enemy models within (X)3 of the target 3" away from the target.

(1) Peacebringer (Sh 6 / Rst: Df / Rg: ♣ 10): Target suffers 2/3/5 damage.

♣ **Critical Strike**: When damaging the target, this Attack deals +1 damage for each ♣ in the final duel total.

X **Kneecap**: After damaging, this model may discard a card to make the target gain the **Slow** Condition.

TACTICAL ACTIONS

(1) Put Yer Backs In It, Boys!: Until the end of the Turn, friendly Minions within ①6 may take (1) Interact Actions as (0) Actions instead. This Action may only be taken once per Turn.