



MYSTERIOUS 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**.

The Lightning Strikes: At the start of this model's Activation it may discard a card to gain the **Fast** Condition.

ATTACK ACTIONS

(1) The Cleansing (Ca 6 / Rst: Df / Rg: 6 or  1): Target suffers 2/4/4 damage. Remove all Conditions from the target.

 **Purge:** After damaging, discard all Scheme, Corpse, and Scrap Markers within (x)4 of the target.

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

TACTICAL ACTIONS

(1) Many Faces of Fate: Perform a (1) Action printed on a friendly non-Leader model within ①6. The selected Action may not reference a model by name or declare Triggers.

(0) The Lands Hunger (Ca 6 / TN: 10X / Rg: 6): Place a 50mm Carnivorous Plant Marker within range and LoS, not in base contact with a model. Plant Markers are Ht 0, Severe, Hazardous Terrain which deal 1/4/7 damage. Any model which ends a move or push within 3" of a Plant Marker must pass a TN 14 **Wk** duel or be pushed into base contact with it. If a Blast Marker is placed over a Plant Marker, remove the Plant Marker.

(0) Prophecies In Lightning: This Action may only be taken while this model has the **Destined +3** Condition or greater. Remove the **Destined** Condition from this model to give all friendly models within (x)6 the **Fast** Condition.



WRATH

Enforcer, Living, Mercenary, Rare 1
LUNATIC, TORMENTED

COST

8

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

FINAL, OFFICIAL

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

Terrifying (All) 12: Enemy models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Frenzied Charge: This model gains ④ to the Attack flips of any Attacks it generates due to the Charge Action.

ATTACK ACTIONS

- (1) **Wailing Guitars** (MI 6 / Rst: Df / Rg: ♪ 2): Target suffers 2/4/5 damage.
♫ **To a Pulp:** While damaging, this model gains ♣ to the damage flip.

TACTICAL ACTIONS

- (1) **Thrash Metal** (Ca 6 / TN: 14): Until the end of the Turn, all models which begin their Activation within Ⓜ6 of this model must pass a TN 13 **Wp** duel or their first Action must be a Charge Action which targets this model. Models which are unable to Charge this model are immune to this duel.
- (0) **Mosh Pit:** This model may discard a card. If it does, until the end of the Turn, all models within Ⓜ3 which suffer damage from **MI** Attack Actions suffer 1 additional damage.



CHANGELING

Minion, Living
MIMIC

COST

4

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



FINAL, OFFICIAL

Manipulative 13: 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 13 **Wp** duel or the Action immediately fails.

Copy Cat: This model may take the (1) Attack Actions of any model within ①3. These Actions may not declare Triggers and the stat (**Ml**, **Sh**, **Ca**, etc) is always considered to be 4 (no suits).

Lie In Wait: When an enemy model ends a push or move that is not part of a Walk or Charge Action within the range of an Attack Action this model may take, this model may immediately take the Action targeting the model which pushed or moved.

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

TACTICAL ACTIONS

(0) Blink (**Ca** 6 / **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.



CORRUPTED HOUND

Minion, Living, Rare 4

BEAST, HOUND

COST

3

DF	WP	WD	WK	CG	HT
5	5	4	6	9	1



FINAL, OFFICIAL

Black Blood: All models without **Black Blood** within (X)1 suffer 1 damage when this model suffers damage.

Insignificant: This model may not take Interact Actions.

Pack Mentality: This model may ignore the **Insignificant** Ability while within ①5 of another friendly Hound model.

A New Master: While performing Actions outside of its Activation, this model receives ♠ to all flips.

ATTACK ACTIONS

- (1) **Snapping Jaws** (MI 5 / Rst: Df / Rg: 1): Target suffers 1/3/4 damage.
☞ **Critical Strike**: When damaging the target, this Attack deals +1 damage for each ☞ in the final duel total.



BUNRAKU

Minion, Construct
PUPPET

COST

6

DF	WP	WD	WK	CG	HT
6 	5	6	6	7	2



FINAL, OFFICIAL

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

Df () Disappear: After another model misses this model with an **MI** Action, the Attacker receives -2 **MI** against this model until the end of the Turn.

Retract: When this model is killed, target friendly Minion within 6" may gain any Conditions which were on this model.

ATTACK ACTIONS

(1) **Wicked Knives** (MI 6 / Rst: Df / Rg: 1): Target suffers 2/3/4 damage.

✂ **Infect**: After succeeding, target gains the **Poison +1** Condition a number of times equal to the number of ✂ in the final duel total.

(1) **Snatch** (Ca 6 / Rst: Df / Rg: 6): Push target enemy model into base contact with this model.

⚔ **Stab, stab, stab!**: After succeeding, take a (1) **MI** Attack Action against the target.

TACTICAL ACTIONS

(0) **Obscene Preparations** (Ca 6 / TN: 12☐): This model gains the **Focused +1** Condition until the end of the Turn.