



CARRION 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 Flesh Crawls: At the start of this model's Activation it may discard a card, if it does heal up to 2 damage on all friendly Undead models within (x)6.

ATTACK ACTIONS

(1) Rot and Rend (**Ca** 6 / **Rst: Df** / **Rg:** 6 or  1): Target suffers 2/4/4 damage and gains the **Poison +2** Condition.

✂ **Final Word:** After damaging, the target must discard a card or be killed.

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

TACTICAL ACTIONS

(1) Dance of the Dead: Once per Turn, target friendly Undead within 6" immediately performs a (1) Interact Action.

(0) Shards of Kythera (**Ca** 6 / **TN:** 10⚔ / **Rg:** 6): Place a 50mm Shard Marker within range and LoS, not in base contact with a model. Shard Markers are **Ht** 2 Impassable, blocking terrain. Any Undead model within 1" of a Shard Marker gains  to **Ca** and **Df** duels. Any model within LoS of a Shard Marker may perform a (2) Interact Action with it to discard it.

(0) The March of the Dead: This Action may only be taken while this model has the **Destined +3** Condition or greater. Remove the **Destined** Condition from this model to summon a non-Master Resurrectionist Undead model with a cost of 6 or less into base contact with this model. The summoned model does not gain **Slow** and may Interact this Turn.



SLOTH

♣ *Enforcer, Undead, Mercenary, Rare 1*
LUNATIC, TORMENTED, HORROR

COST

8

FINAL, OFFICIAL

DF	WP	WD	WK	CG	HT
5	5	10	6	7	2
					
					

Sloth's Song: Enemy models which start their Activation within ③ must discard a card or suffer 2 damage or gain the **Slow** Condition.

Hard to Wound +1: Damage flips against this model suffer ①.

Df (X) Just Lay Down: After this model fails, the Attacker immediately ends its Activation.

ATTACK ACTIONS

(1) **Bass Bash** (MI 6 / Rst: **Df** / Rg: 2): Target suffers 2/2/4 damage.

(1) **Lullaby** (Ca 6 / Rst: **Wp** / Rg: 8): Target gains the **Paralyzed** Condition. The target may choose to suffer 2 damage to gain the **Slow** Condition instead.

✕ **Sleepwalking:** After succeeding, push the target up to 5" in any direction.

TACTICAL ACTIONS

(0) **The Soothing Call:** Target friendly model within 6" heals 3 damage and gains the **Slow** Condition.



LIZZY LOVELACE

♠ *Henchman, Living, Mercenary, Rare I*
FREIKORPS

COST
9
Cache
4

DF	WP	WD	WK	CG	Ht
6	6	9	5	5	2
					
					

FINAL, OFFICIAL

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

Gravity Well: Enemy models within 8 may not be moved, pushed, or placed except by the Walk Action, the Charge Action, or an Action taken by this Crew.

Rush of Magic: During the Draw Phase draw an additional card and then discard a card.

Clockwork Dress: When this model suffers damage due to a ☠ or (X), the model which generated the ☠ or (X) suffers the same amount of damage (before accounting for **Armor**).

ATTACK ACTIONS

- (1) **Wretched Blade** (MI 5X / Rst: **Df** / Rg: 1): Target suffers 1/3/7 damage.
 X **Infect**: After succeeding, target gains the **Poison +1** Condition a number of times equal to the number of X in the final duel total.
- (1) **The Swirling Damned** (Ca 6 / Rst: **Wp** / Rg: 8): Target suffers 3/3/4 damage.
 ☞ **Soul Siphon**: After dealing moderate or severe damage, summon a Seishin in base contact with the target.
 ☞ **A Husk Remains**: After dealing moderate or severe damage, summon a Mindless Zombie in base contact with the target.
 X **Screaming From the Aether**: After damaging, the target and all models within (X)3 of it must take a TN 12 Horror Duel.
- (0) **Vortex** (Ca 6 / Rst: **Df** / Rg: 8): Push target enemy model up to 4" in any direction. Then push all enemy models within (X)3 of the target 3" away from it. The target suffers 1 damage.
 ☞ **Glimpse the Void**: After damaging, if no other models are buried, the target must pass a TN 13 **Wp** duel or become buried. The next time a model in play is killed, unbury the target in base contact with the killed model before removing it.



HAYREDDIN

◊ *Enforcer, Living, Rare 1*

NEPHILIM

COST

7

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



FINAL, OFFICIAL

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

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

Curse of the First Traitor: Damage flips against Living models within 6 gain +.

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**.

ATTACK ACTIONS

(1) **The Traitor's Staff** (MI 6 / Rst: **Df** / Rg: 2): Target suffers 2/3/5 damage.

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

☞ **Soulcharge**: After killing the target, this model gains the following Condition until the end of the game: "**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)."

(1) **Modified Shotgun** (Sh 6✕ / Rst: **Df** / Rg: 10): Target suffers 2/3/4 damage.

✕ **Slug**: This Attack places no Blast Markers. After damaging, perform a 2/3/4 damage flip against the target which may not be cheated. This model may not take the **Sawed-Off Shotgun** Action again this Turn.

TACTICAL ACTIONS

(1) **The Ritual Begins** (Ca 6 / TN: 18 / Rg: 6): Summon a Crooligan into base contact with target Corpse Marker, then discard the Marker. The summoned Crooligan immediately suffers 2 damage. This Action gains a bonus to its **Ca** and an additional number of ☞ equal to the value of this model's **Soulburst** Condition.

☞☞ **Vitalize**: After succeeding, the summoned model suffers no damage.

☞☞☞☞ **The Dead Avenger My People**: After succeeding, the summoned model suffers no damage and gains **Fast** instead of **Slow**.



THE FORGOTTEN MARSHAL

COST
7

♠ *Enforcer, Undead, Rare 1*
HORROR

FINAL, OFFICIAL

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

Hard to Wound +1: Damage flips against this model suffer .

The Unraveling: When this model is killed or sacrificed, it places no Corpse Markers; summon two Mindless Zombies into base contact with it before removing it.

Finish the Job: When this model is killed, it may place a Scheme Marker in base contact with itself before it is removed.

ATTACK ACTIONS

(1) **Peacebringer Blade** (Ml 6 / Rst: **Df** / Rg: ♠ 1): Target suffers 2/3/4 damage.

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

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

(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.

(1) **Pine Box** (Ca 6✕ / TN: 10✕ / Rst: **Wp** / Rg: ♠ 1): Target model is buried. If this model takes this Action again or is removed from play then the target model is unburied in base contact with this model before this model is removed from play. At the beginning of this model's Activation, it must succeed on an opposed **Wp** vs. **Wp** duel with the target. If this model loses, the target is unburied in base contact.

TACTICAL ACTIONS

(0) **A Step Into Madness** (Ca 6✕ / TN: 11✕): Until the end of the Turn, friendly Spirits and Undead which begin their Activation within ④ gain +1 **Wk** and **Cg** for the duration of the Activation.