



SHADOWY EMISSARY

Enforcer, Rare 1

EMISSARY OF FATE

COST

12

FINAL, OFFICIAL

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**.

The Thunder Falls: At the start of this model's Activation it may discard a card to gain the **Focused +2** Condition until the end of the Turn.

ATTACK ACTIONS

- (1) **The Angry Winds** (Ca 6 / Rst: **Df** / Rg: 6 or  1): Target suffers 2/4/8 damage.
 **Mighty Gust:** After damaging, push the target 4" away from this model.
 **Word of the Emissary:** After damaging, take this Action again.

TACTICAL ACTIONS

- (1) **The Rite of Strength:** Once per Turn, target friendly non-Leader model with an Upgrade is pushed up to 4" in any direction and gains the **Fast** Condition.
- (0) **The Dragon's Fangs** (Ca 6 / TN: 10 / Rg: 6): Place a 50mm Fang Marker within range and LoS, not in base contact with a model. Fang Markers are **Ht 2** Impassable, blocking terrain. Any friendly model which begins its Activation within 1" of a Fang Marker gains the **Focused +1** Condition until the end of the Turn. Any model within LoS of a Fang Marker may perform a (2) Interact Action with it to discard it.
- (0) **Prophecies in Thunder:** 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 in play the **Focused +2** Condition until the end of the Turn.



LUST

Enforcer, Living, Mercenary, Rare 1
LUNATIC, TORMENTED

COST

8

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

FINAL, OFFICIAL

Lust's Song: Enemy models which end their Activation within ⑦3 must discard a card or suffer 2 damage unless they took a Walk Action during their Activation which ended closer to this model than they started.

Df (📖) A Gift For Me?: After resolving, this model's controller may draw a card.

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.

ATTACK ACTIONS

(1) **Rake of Nails** (MI 7 ♠ / Rst: **Df** / Rg: ♠ 1): Target suffers 1/2/6 damage.

♠ **Rake the Eyes:** After damaging, look at the top three cards of the target's deck and place them on the top of the deck or into the appropriate Discard Pile in any order.

(1) **A Song To Bring Lonely Souls Together** (Ca 6 / Rst: **Wp** / Rg: 8): Target enemy is placed into base contact with the closest model which it is friendly to in LoS. The target and the model which it was placed in base contact with must each pass a TN 11 **Wp** duel or gain the **Slow** Condition.

📖 **Love Hurts:** After succeeding, the target suffers 2 damage.

(0) **Come Hither** (Ca 6 / TN: 12 / Rst: **Wp** / Rg: 10): Target model is pushed 3" towards this model. This Action must declare a Trigger if able.

📖 **Love Hurts:** After succeeding, the target suffers 2 damage.



WANDERING RIVER MONK

Minion, Living

COST

7

FINAL, OFFICIAL

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



Reading the Wind: The first time this model takes the Focus Action during its Activation it gains an additional **Focused +1** Condition.

Df (📖) Leaves in the Breeze: After resolving, place a Scheme Marker in base contact with this model.

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) Fury of the Nine Winds (MI 6 / Rst: **Df** / Rg: 𠄎 1): Target suffers 2/3/6 damage.

𠄎 **Blown Away:** After damaging, place the target within 3", not in terrain.

(1) The Roaring Anger (Ca 6 / Rst: **Df** / Rg: 𠄎 8): Target suffers 1/3/4 damage and is pushed 5" away from this model.

TACTICAL ACTIONS

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



JOROGUMO

4 *Minion*
ONI

COST

9

FINAL, OFFICIAL

DF	WP	WD	WK	CG	HT
4	6	12	5	6	3
					
					

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

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**.

Eat Your Fill: After killing or sacrificing an enemy model, this model may choose to heal all damage it has suffered and end its Activation.

ATTACK ACTIONS

(1) Glaive (MI 5 / Rst: **Df** / Rg: 3): Target suffers 3/4/8 damage.

☞ **Crushing Strike:** When damaging, the damage flip gains ☞ for each ☞ in the final duel total.

☞ **Entrap:** After damaging, push the target into base contact with this model.

(0) Vicious Bite (MI 7☞ / Rst: **Df** / Rg: 1): Target suffers 2/3/6 damage, ignoring **Armor**.

☞X **Venomous Bite:** After damaging, the target gains the **Poison +3** Condition.

TACTICAL ACTIONS

(0) Wander the Earth: Push this model up to 2" in any direction.



OBSIDIAN ONI

4 *Minion, Construct*
ONI

COST

6

FINAL, OFFICIAL

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



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

Ruthless: This model is Immune to **Wp** duels during its Activation.

Explosive Demise 2: All models within (X)2 suffer 2 damage when this model is killed (not sacrificed).

ATTACK ACTIONS

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

☞ **Crushing Strike:** When damaging, the damage flip gains + for each ☞ in the final duel total.

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

(1) **Flames From the Heaves** (Ca 6☞ / Rst: Df / Rg: 8): Target suffers 1/4/7 damage. This damage flip gains a number of + equal to the value of the target's **Burning** Condition.

☞ **Scorched Remnants:** After damaging, place a Scrap Marker or a Scheme Marker in base contact with the target.

TACTICAL ACTIONS

(0) **The Strong Grow Stronger:** Discard a card to heal up to 2 damage on target non-Leader model within 6" which has an Upgrade attached.