

Cretins - Swarm Monster

Mv	MS	S	R	A	N	D	C
5	3	3	0	3	2	3	1

TRAITS -

Swarm: This Model also increases the Strength of the Attacker by 1 when supporting in an Outnumbered Contest. When a Swarm Monster Moves, it may Move through Friendly Models that are Engaged to get to its target.



1 **Assault:** A Cretin will Move up to double its Mv toward the nearest Warrior in Line of Sight and Engage that Warrior if it reaches them.



2 **Move:** Cretins will Move toward the nearest Warrior and Engage them if possible.



Mindless Hulk - Brute Monster

Mv	MS	S	R	A	N	D	C
5	4	5	2	1	3	2	1

TRAITS -

Brutal: When a Hit by a Brutal Monster causes Damage, it inflicts one additional Damage.



1 **Rush:** Hulks will Move up to double its Mv toward the Warrior Engaged with the fewest Monsters in Line of Sight and Engage that Warrior if it reaches them.



2 **Move:** Hulks will Move toward the nearest Warrior and Engage it if possible.



Dark Dweller - Brood Monster.

Mv	MS	S	R	A	N	D	C
5	4	4	1	2	2	3	1

TRAITS -

Fears Light: When Illuminated, this Model suffers -1MS and loses draws in Contests, suffering a single Hit. When resolving this Model's actions, if the action can be resolved against a Shrouded target, this Monster will ignore Illuminated Enemies.

Drag: This monster will Drag.



1 **Snare:** If the Dark Dweller is Engaged, it will take an Agility Test. If there are any Successes, one randomly determined Engaged Warrior will suffer -1MS in the Fight Phase and cannot provide Support.



2 **Rush:** The Dark Dweller will Move up to double its Mv toward the Warrior Engaged with the fewest Monsters in Line of Sight and Engage that Warrior if it reaches them.



3 **Move:** The Dark Dweller will Move toward the nearest Warrior, and Engage them.



Labyrinth Beast- Beast Monster, Large

Mv	MS	S	R	A	N	D	C
5	5	6	3	2	4	2	1

TRAITS -

Brutal: When a Hit by a Brutal Monster causes Damage, it inflicts one additional Damage.

Stunning Blows: If this Model scores a Hit against an opponent in the Fight Phase, the Enemy is Knocked Down and Stunned even if they suffer no Damage.



1 **Assault:** The Beast will Move up to double its Mv toward the nearest Warrior in Line of Sight and Engage that Warrior if it reaches them.



2 **Move:** The Beast will Move toward the nearest Warrior and Engage them if possible.



The Croaker- Hellion, Large

Mv	MS	S	R	A	N	D	C
5	8	6	8	3	X	3	1

TRAITS:

Brutal - When a Hit by a Brutal Monster causes Damage, it inflicts one additional Damage.

Landslide - When this Model is outnumbered in a Contest and wins, all Engaged Enemies are Driven Back, even if they were not Hit.

Magic Born - This Model reduces its Resilience by 1 against Hits with the Arcane Trait. Hits will cause one additional Damage if there are any Successes on the Damage Roll.

Frightening - To Move into this Model's Combat Zone, a Model must pass a Nerve Test or stop immediately and end their Activation.

Dangerous - This Model does not lose its Combat Zone when Engaged.

Fearless - This Model automatically passes any Nerve Tests it is required to take.



ACTION SUMMARY:

♥ **Tongue Drag:** Targets the farthest Enemy in Line of Fire up to 10 spaces (will Move into range if required). Place Enemy Adjacent, Knocked Down and Engaged. The Croaker's Hits are Lethal this Turn.

♦ **Wing Slap:** The Croaker Moves toward the nearest Warrior. Warrior must pass an Agility Test or Dispersion must be resolved on the Warrior. The Warrior will fly in the direction indicated until the Model collides with another Model, Object or Structure. Anything involved in this collision takes Strength 5 hit and is Knocked Down.

♣ **Ancient Roar:** The Croaker Moves and Engages nearest Enemy. All Warriors with Fury Actions lose the +1 MS benefit.

♠ **Horns and Claws:** The Croaker will Move and Engage. If it wins the Contest, all Engaged Enemies will suffer 1 Hit.

Joker Acidic Belch: Randomly choose one Warrior in Line of Fire within 4 spaces. Resolve 3 consecutive Dispersions from that Model. Any Model on the final destination space, and all Adjacent Models/Objects (excluding the Croaker) are removed as Casualties/Destroyed.