Adela ven Uss

2 BOUNTY (2)

ACTIONS 3

MOVE 4

FIGHT 6

STRENGTH 3

GUNS 0

REFLEX 6

♥
5
8

Undead Hero,
Undercover Agent, Gruesome
Damage, Fast Strike [3]

Magic Ability 2

Armor -

SPELLS
Allure: Aura [1], Cost 0, Range 6".
Life Steal: Buff [2], Cost [1], Range: Self.

VEN RIER AGENTS

ABILITIES:

Undead Hero: This model is not a living model. Cold Immunity, Fire Vulnerability. Friendly Undead models that are within 3" of friendly Undead Hero model at the start of the turn are not Mindless this turn,

Undercover Agent: At the start of the game this model is deployed after all other models, at least 13" away from any enemy model. If this model is placed during any of the game turns this rule does not apply,

Gruesome Damage: The weapon with this rule deals +2 damage, instead of +1, for each Critical Hit. If a model has this special rule it only works in close combat, unless it is conferred by a ranged weapon or rules state otherwise,

Fast Strike [3]: as a part of one fight or charge Action a model may make up to 3 melee attacks. Each subsequent strike is resolved at a cumulative -1 Fight. Each attack may target a different model if able,

Magic Ability [2] - Necromancy.

SPELLS

Allure: Aura [1], Cost 0, Range 6".
Enemy models treat Clear Ground in the spell's range as Difficult.

Life Steal: Buff [2], Cost [1], Range: Self. Transfer melee damage this model receives to an enemy living Henchman model within 6". Expires at the end of turn.

Eisfeld Generator

ACTIONS 0

MOVE 0

5

10

FIGHT 1

STRENGTH 0

GUNS 0

REFLEX 1

Eisfeld Generator:
Living models starting their Action or moving within 6" of this model suffer 1 Cold Damage at the end of their Action.
Undead models within 6" of this model may re-roll 1 dice in every roll they make.

Magic Ability -

Armor 1

VEN RIER AGENTS

ABILITIES:

Eisfeld Generator: Living models starting their Action or moving within 6" of this model suffer 1 Cold Damage at the end of their Action.
Undead models within 6" of this model may re-roll 1 dice in every roll they make.

Elisabeth Suess

1 KIND

ACTIONS 2

MOVE 4

FIGHT 3

STRENGTH 4

GUNS 4

REFLEX 2

Scientist,
Uhrwerk, Bulky, Recycle,
Golemic prosthetics,
Steam..., ...And smoke,
Perforated Card:
Program 01, Program 02, Program 03, Program 04,
Immeasurable Assets.

Magic Ability -

Armor 3

VEN RIER AGENTS

ABILITIES:

Scientist,

Uhrwerk: not a living model, not undead,

Bulky: cannot make Heroic Moves,

Recycle: Quick, remove a friendly Undead Henchman model in BtB from the game – draw two cards.

Golemic prosthetics: At the start of this model's Activation it may discard a card in its Suit to regain 1D6 Wounds.

Steam... : At the start of this model's Activation discard a card in this model's suit to gain +3M

...And smoke: At the start of this model's Activation discard a card in this model's suit to gain +3F and +3S

GADGETS:

Perforated Card: Discarding a Court Card allows to apply the chosen effect to 2 Necrogolems within range.

Program 01: Quick Action, discard a *Spades* card – friendly Necrogolem in LoS and within 6" of this model makes a Move or Charge Action immediately.

Program 02: Quick Action, discard a *Diamonds* card – friendly Necrogolem in LoS and within 6" of this model makes a single ranged attack against every enemy model within 8".

Program 03 – Quick Action, discard a *Hearts* card – friendly Necrogolem in LoS and within 6" of this model regains lost Wounds up to its starting number of Wounds.

Program 04 – Quick Action, discard a *Clubs* card – friendly Necrogolem in LoS and within 6" of this model gains +2 Armor and +2 Fight until end of turn.

Immeasurable Assets: Once per game. Action, discard a card in this model's suit – place a Necrogolem model in BtB with friendly Necrogolem Workshop within 6".

Ghoul Hideout

COST 1

ACTIONS 0

MOVE 0

FIGHT 1

STRENGTH 0

GUNS 0

REFLEX 1

5

10

Ghoul Hideout:
At the start of every game turn put 2 friendly Ghoul models or 1 friendly Ghoul Soldier model in BtB contact with this model.

Magic Ability -

Armor 1

VEN RIER AGENTS

ABILITIES:

Ghoul Hideout: At the start of every game turn put 2 friendly Ghoul models or 1 friendly Ghoul Soldier model in BtB contact with this model.

Ghoul

COST n/a

ACTIONS 1

MOVE 6

FIGHT 2

STRENGTH 5

GUNS 2

REFLEX 2

 Undead,
Mindless, Hard to Kill,
Summoned, Worthless,
Attacks Topple in melee

Magic Ability

Armor

VEN RIER AGENTS

ABILITIES:

Undead: This model is not a living model. Cold Immunity, Fire Vulnerability.

Mindless: This model has to be Activated before any friendly non-Mindless models may be Activated.

Hard to Kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

Worthless: This model never is worth any points to the enemy.

Attacks Topple in melee.

Gun Zombie

COST n/a

ACTIONS 1

MOVE 4

FIGHT 2

STRENGTH 6

GUNS 2

REFLEX 2

 Undead, Mindless,
Hard to Kill, Summoned,
Worthless, Cannot Dive for Cover, Cannot
Parry in melee, Cannot choose not to
Fight in melee.
Gun: Ranged Weapon.

S	8"	16"	24"	NOTES
6	+1	0	-1	Quick, Cold

Magic Ability –

Armor –

VEN RIER AGENTS

ABILITIES:

Undead: This model is not a living model. Cold Immunity, Fire Vulnerability.

Mindless: This model has to be Activated before any friendly non-Mindless models may be Activated.

Hard to Kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

Cannot Dive for Cover.

Cannot Parry in melee.

Cannot choose not to Fight in melee.

Summoned: This model is not deployed at the start of the game.

Worthless: This model never is worth any points to the enemy.

Gun: Ranged Weapon.

S	8"	16"	24"	NOTES
4	0	-1	-2	

Herr Frost

2 KIND

ACTIONS 2*

MOVE 1

FIGHT 2

STRENGTH 2

GUNS 2

REFLEX 4

Undead Hero,
40mm base, Blinding Cold,
Sublimation*, Eisfeld, It's like stopping
a glacier!

SPELLS
Eisgang: Buff [3], Cost 1, Range: self.
Erstarren: Magic Attack, Cost [1], Range: 12".
Eis Stoß: Aura [x], Cost [0], Range: 6".

Magic Ability 6

Armor 5

VEN RIER AGENTS

ABILITIES:

Undead Hero: This model is not a living model. Cold Immunity, Fire Vulnerability. Friendly Undead models that are within 3" of friendly Undead Hero model at the start of the turn are not Mindless this turn,

40mm base,

Blinding Cold: When an enemy model ends its Action within 6" this model may immediately cast an Eisgang spell.

Sublimation*: This model may discard cards in it's suit to gain additional Actions, 1A per card.

Eisfeld: Living models starting their Action or moving within 6" of this model suffer 1 Cold Damage at the end of their Action. Undead models within 6" may re-roll 1 dice in every roll they make.

It's like stopping a glacier!: Cannot Dive for Cover. Cannot be Toppled. Can only Defend in melee. Models attacking this model in melee suffer 2 Cold damage for each successful hit.

Magic Ability [6] - Necromancy.

SPELLS

Eisgang: Buff [3], Cost 1, Range: self.
This model can be placed anywhere in an **Eisfeld**.

Erstarren: Magic Attack, Cost [1], Range: 12".
Target model is **Frozen**.

Frozen - the model has its Reflex reduced to 2, cannot Dive for Cover, be Toppled and react in melee (A frozen model may only Defend, but without the extra dice for defending). Frozen model cannot make any Actions unless it makes a Heroic Recovery or is moved by other means first. Frozen model is Vulnerable to Cold damage.

Eis Stoß: Aura [x], Cost [0], Range: 6".
Every enemy model in range rolls a number of dice equal to it's remaining Wounds. For every success less than [x] it suffers 1 point of Cold damage.
Deposition: Every time this model uses **Eis Stoß** every Undead model in range also gains 1 Wound up to its starting number of Wounds.

Melee Zombie

COST n/a

ACTIONS 1

MOVE 4

FIGHT 2

STRENGTH 6

GUNS 2

REFLEX 2

Undead,
Mindless, Hard to Kill,
Summoned, Worthless, Cannot Dive
for Cover, Cannot Parry in melee,
Cannot choose not to Fight in melee.

Magic Ability -

Armor -

VEN RIER AGENTS

ABILITIES:

Undead: This model is not a living model. Cold Immunity, Fire Vulnerability.

Mindless: This model has to be Activated before any friendly non-Mindless models may be Activated.

Hard to Kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

Cannot Dive for Cover.

Cannot Parry in melee.

Cannot choose not to Fight in melee.

Summoned: This model is not deployed at the start of the game.

Worthless: This model never is worth any points to the enemy.

Necrogolem

n/a COST

ACTIONS 1

MOVE 4

FIGHT 3

STRENGTH 6

GUNS 2

REFLEX 2

Undead, Mindless,
Hard to Kill, Summoned, Worthless,
Attacks Topple in melee
Gun: Ranged Weapon,

S	8"	16"	24"	NOTES
5	+1	0	-1	Quick, Multiple Shot [2]

Magic Ability -

Armor 5

VEN RIER AGENTS

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

Undead: This model is not a living model. Cold Immunity, Fire Vulnerability.

Hard to Kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

Gruesome Damage in melee.

GADGETS:

Gun: Ranged Weapon.

S	8"	16"	24"	NOTES
5	0	-1	-2	Quick, Multiple Shot [2]

Necrogolemic Workshop

Cost 3

ACTIONS 0

MOVE 0

FIGHT 1

STRENGTH 0

GUNS 0

REFLEX 1

20

15

5

10

Necrogolemic Workshop:
At the start of every game turn put 1 friendly Necrogolem model in BtB contact with this model.
Necrogolems have +1 Action on the turn they are placed.

Magic Ability –

Armor 1

ABILITIES:

Necrogolemic Workshop: At the start of every game turn put 1 friendly Necrogolem model in BtB contact with this model. Necrogolems have +1 Action on the turn they are placed.

Pneuma Booth

COST 2

ACTIONS 0

MOVE 0

FIGHT 1

STRENGTH 0

GUNS 0

REFLEX 1

20

15

5

10

Pneuma Booth:
At the start of every game turn put 2 friendly melee Zombie models or 1 friendly Zombie Soldier model in BtB contact with this model.

Magic Ability –

Armor 1

VEN RIER AGENTS

ABILITIES:

Pneuma Booth: At the start of every game turn put 2 friendly melee Zombie models or 1 friendly Zombie Soldier model in BtB contact with this model.

Pneuma Rifle Cache

COST 3

ACTIONS 0

MOVE 0

FIGHT 1

STRENGTH 0

GUNS 0

REFLEX 1

5 10 15 20

Pneuma Rifle Cache:
At the start of every game turn put 2 friendly Gun Zombie models or 1 friendly Zombie Ogre model in BtB contact with this model.

Magic Ability –

Armor 1

VEN RIER AGENTS

ABILITIES:

Pneuma Rifle Cache: At the start of every game turn put 2 friendly Gun Zombie models or 1 friendly Zombie Ogre model in BtB contact with this model.

Sir Jonathan Wormwood

3 LEGEND

ACTIONS 2

MOVE 5

FIGHT 2

STRENGTH 3

GUNS 3

REFLEX 4

5

9

 Undead Hero,
Scientist, Just as planned,
Arise!.

SPELLS:
Glory of the un-life!: Buff [1], Cost 1,
Range 8".
Icy hand of death: Magic Attack, Cost
[1], Range 12", Strength 5.

Magic Ability 3

Armor --

VEN RIER AGENTS

ABILITIES:

Undead Hero: This model is not a living model. Cold Immunity, Fire Vulnerability. Friendly Undead models that are within 3" of friendly Undead Hero model at the start of the turn are not Mindless this turn.

Scientist,

Just as planned: Action, Quick - Move target Eisfeld in LoS up to 6" in any direction.

Arise!: Action - If there is no friendly Ursula in play, place the Ursula model in BtB with this model.

Magic Ability [3], Necromancy

SPELLS:

Glory of the un-life!: Buff [1], Cost 1, Range 8".

Target model gains 3 Wounds for every Success rolled. This may exceed the starting number of Wounds.

Icy hand of death: Magic Attack, Cost [1], Range 12", Strength 5.

Living Models killed with this spell are replaced by an Eisfeld marker.

Sturmbannfuhrer Jurgen

3
FINDS

ACTIONS **2**

MOVE **4**

FIGHT **4**

STRENGTH **3**

GUNS **3**

REFLEX **3**

5

9

Undead Hero,
Ever un-living!, Officer, Order:
Vorwärts!, Schießen!, Feuer frei!

Officer's Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
6	+1	0	-1	Quick, Cold

Magic Ability -

Armor -

VEN RIER AGENTS

ABILITIES:

Undead Hero: This model is not a living model. Cold Immunity, Fire Vulnerability. Friendly Undead models that are within 3" of friendly Undead Hero model at the start of the turn are not Mindless this turn.

Ever un-living!: When this model is killed, mark the spot it was on. At the start of the turn discard a card in this model's suit - this model is returned to play up with 1W remaining.

Officer: friendly Undead models that are within 6" of this model at the start of the turn are not Mindless this turn.

Order: Vorwärts!: Action, Quick. Every friendly Zombie (any type) or Ghoul (any type) within 6" makes a Move Action immediately.

Order: Schießen!: Action, Quick. Choose any number of Zombies with ranged weapons within 6" of this model. This number is the Guns of this ranged attack performed with the profile of the Zombie Gun. Choose an enemy model in Line of Sight of all the chosen Zombies. Place a 3" template completely over the target enemy model. Every model within the template is a target of the attack. Roll once for for the Guns of this attack and compare target models' Reflex rolls to this roll. Use the best Cover modifier available. All the attacking Zombies must be in Eisfeld to gain its benefits.

Order: Feuer frei!: Action, Quick. Every friendly Zombie (any type) or Ghoul (any type) within 6" makes a Shoot Action immediately.

GADGETS:

Officer's Pistol: Ranged Weapon

	S	8"	16"	24"	NOTES
	6	+1	0	-1	Quick, *Cold.*

Cold: Ignores Armor if model suffering Cold damage is a Living Model.

Ursula

ACTIONS 1

MOVE 4

FIGHT 1

STRENGTH 1

GUNS 1

REFLEX 2

Undead, Concealed in the Crowd,
All my love, Let me play, This is my world.

Magic Ability

Armor

VEN RIER AGENTS

ABILITIES:

Undead: This model is not a living model. Cold Immunity, Fire Vulnerability.

Concealed in the Crowd: This model enters play with a Crowd Marker. It can only lose its Crowd Marker under one of three circumstances:
- it attacks an opposing model,
- it ends its activation within 3" of an opposing model,
- opposing model ends its activation within 3" of it.

A model with a Crowd Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

All my love: Quick Action - target Undead model within 3" regains all lost Wounds. Remove Ursula from the game.

Let me play: Quick Action - Draw 2 cards. Remove Ursula from the game.

This is my world: Quick Action - Place a 3" Chill template centered on Ursula. Chill template blocks LoS through it. Living models cannot enter or finish their Move within a Chill template. Chill Template is removed at the end of turn.

Zombie Ogre

COST n/a

ACTIONS 1

MOVE 4

FIGHT 3

STRENGTH 8

GUNS 2

REFLEX 2

5

10

15

Undead,
Mindless, Hard to Kill,
Summoned, Phonograph Waltzing.

Magic Ability

Armor

VEN RIER AGENTS

ABILITIES:

Undead: This model is not a living model. Cold Immunity, Fire Vulnerability.

Mindless: This model has to be Activated before any friendly non-Mindless models may be Activated.

Hard to Kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

Phonograph Waltzing: Quick Action. Every other friendly Zombie (any type) or Ghoul (any type) within 6" makes a Move Action immediately.

Zombie Soldier

COST n/a

ACTIONS 1

MOVE 4

♥

5

8

FIGHT 3

STRENGTH 6

GUNS 3

REFLEX 2

Undead, Mindless,
Hard to Kill, Summoned,
Attacks Topple in melee, War Stories.

Gun: Ranged Weapon.

S	8"	16"	24"	NOTES
4	0	-1	-2	

Magic Ability

Armor

VEN RIER AGENTS

ABILITIES:

Undead: This model is not a living model. Cold Immunity, Fire Vulnerability.

Mindless: This model has to be Activated before any friendly non-Mindless models may be Activated.

Hard to Kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

Attacks Topple in melee.

War Stories: Quick Action. Every other friendly Zombie (any type) or Ghoul (any type) within 3" makes a Shoot or Charge Action immediately after this model finishes its Activation.

GADGETS:

Gun: Ranged Weapon.

S	8"	16"	24"	NOTES
4	0	-1	-2	