



# Dockland Queen

Human, Female, Symbiote, Leader



MOV

4/6



ARC

9/7



COM

7/6



RAN

8/6



MYT

3



WND


22

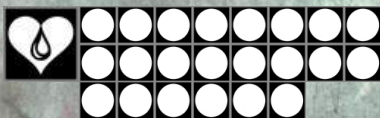


SAN

10

## Abilities

- **Leader** - This model when activated gains +1 AP
- **Touch of the Hidden One** - 2 MYT - Once per game - Push all models directly away from this one until they are 6" away. If a model moved in this way hits terrain, it stops moving and suffers 2 WND, otherwise they suffer 1 WND. Click Clack & The Angler may move their charge distance towards this model, ignoring disengaging strikes during this movement.
- **Fog** - Cost 1 MYT - Models within 8" of the Dockland Queen are considered to be in light cover
- **Loss of a Child**  If Click Clack or The Angler is killed, mark the enemy model that caused the killing blow and flip this card immediately.
- **Mental Strain** - This model must spend 1 MYT for each additional arcane attack after the first during its activation
- **Tangled Netting** - Enemy models engaged with this model have -1/-1 COM



Knife



Lime Dust - 4"



Grasp of the Deep - 10"



Bleed



Blind



Fatigue



# Dockland Queen

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22

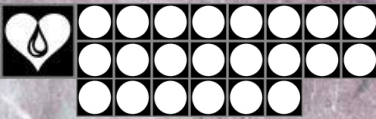


SAN

10

## Abilities

- **Leader** - This model when activated gains +1 AP
- **Tangled Netting** - Enemy models engaged with this model have -1/-1 COM
- **A Mother's Rage\*** - When this model is activated if it is within range and LOS of the marked enemy model she must immediately cast this spell against the target model until it is dead. If the marked model is killed, flip this card immediately.



Knife



Lime Dust - 4"



\* A Mother's Rage - 10"



Bleed



Blind



Bleed



# The Angler

Familiar, Unknown



MOV

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ARC

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COM

7/6



RAN

4/6



MYT

1



WND

12



SAN

7

## Abilities

- **Familiar** - If within 8" and LOS to the Dockland Queen, she may channel spells through The Angler. The Angler becomes the point of origin for the spell but the Dockland Queens ARC statistic is used. This effect may only be used once per activation.
- **Essence Stealer** - If a model suffers 1 or more WND from The Angler, they gain Drain in addition to any other effects. If a model with Drain suffers 1 or more WND from The Angler, heal 3 WND from this model.



Claws



Bleed



# The Angler

Familiar, Unknown



MOV

7/8



ARC

5/6



COM

7/6



RAN

4/6



MYT

1



WND

12



SAN

7

## Abilities

- **Familiar** - If within 8" and LOS to the Dockland Queen, she may channel spells through The Angler. The Angler becomes the point of origin for the spell but the Dockland Queens ARC statistic is used. This effect may only be used once per activation.
- **Mother's call** - If this model ends its activation more than 6" from the Dockland Queen, it loses 1 SAN.



Claws



Bleed



# Fisherman King

Human, Male, Symbiote



MOV

4/7



ARC

4/7



COM

8/8



RAN

6/6



MYT

2



WND


18

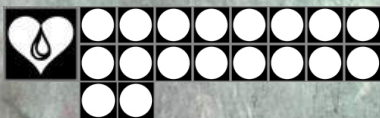


SAN

8

## Abilities

- **Twin Souls** -  At the start of this model's activation you may pay 1 MYT to flip this card.
- **Surefooted** - Ignores difficult terrain when moving.
- **Cephalopod Ink** - Enemy models charging this model suffer **Blind** and lose any charging bonuses.



Tentacle Blade



Harpoon - 10"



Haemorrhage



Bleed



# Fisherman King

Human, Male, Symbiote



MOV

4/7



ARC

4/7



COM

6/6



RAN

8/8



MYT

2



WND


18

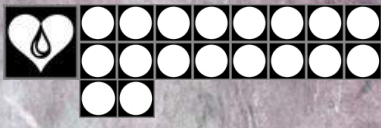


SAN

8

## Abilities

- **Twin Souls** -  At the start of this model's activation you may pay 1 MYT to flip this card.
- **Surefooted** - Ignores difficult terrain when moving.
- **Whaler** - This model may re-roll the dice for the first RAN attack he makes each activation.
- **Precision shot** - Cost 1 MYT - This model gains +2/+0 RAN until the end of its activation.



Tentacle Blade



Harpoon - 10"



Bleed



Haemorrhage



# Molly

Human, Female, Symbiote



MOV

4/6



ARC

8/7



COM

7/6



RAN

6/7



MYT

2



WND

18



SAN

8

## Abilities

- **Fresh Produce** - At the start of its activation this model heals 1 WND from itself or a friendly model within 4"
- **Siren** - Enemy models targeting this model suffer -1/-0 ARC & RAN
- **Falling Death** - Models in base contact with this model at the end of its activation must pass a COM Def test, or suffer 3 WND
- **Wailing Deep** - Cost 1 MYT - Siren Song attacks this activation hit all models within 3" of the target for half the WND inflicted, rounding up.
- **Mental Strain** - This model must spend 1 MYT for each additional arcane attack after the first during its activation



Knife



Bleed



Siren Song - 10"



Drain



# Molly

Human, Female, Symbiote



MOV

4/6



ARC

8/7



COM

7/6



RAN

6/7



MYT

2



WND

18

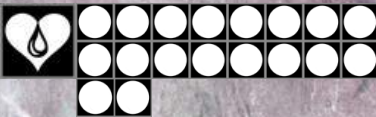


SAN

8

## Abilities

- **Failing Death** - Models in base contact with this model at the end of its activation must pass a **COM Def** test, or suffer 3 **WND**
- **Fever** - If this model would suffer a **Bleed** condition from an enemy model, it instead suffers **Haemorrhage**.
- **Arcane Addiction** - If this model does not cast a **spell** during its activation, it suffers 1 **WND** as its activation ends.
- **Mental Strain** - This model must spend 1 **MYT** for each additional arcane attack after the first during its activation



Knife



Siren Song - 10"



Bleed



Drain





# Click Clack

Myth, Crustacean



MOV

6/9



ARC

5/7



COM

9/8



RAN

5/7



MYT

2



WND

24



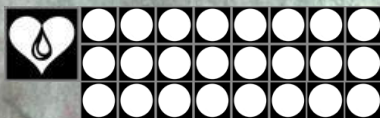
SAN

9

## Abilities

- **Harden Shell** - Cost 1 MYT - Click Clack suffers 1 less WND from attacks this turn.
- **Barnacles** - Models charging or charged by this model suffer 1 WND
- **Surefooted** - Ignores difficult terrain when moving.
- **Crabwalk** - this model may move while engaged, as long as it remains in base contact with the enemy.
- **Abomination** - This model causes Fear. SAN loss occurs regardless of whether you pass or fail, if you passed you may still act as normal.

- **Protect the Mother** -  IF Dockland Queen suffers 5 or more WND from any single attack, flip this card.



Huge Claws



Haemorrhage



# Click Clack

Myth, Crustacean



MOV

6/9



ARC

5/7



COM

9/8



RAN

5/7



MYT

2



WND


24

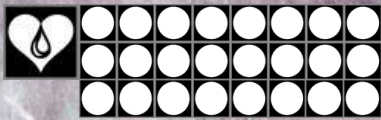


SAN

9

## Abilities

- **Protect the Mother** -  When this model flips to this side Click Clack gains **Singular Purpose** marking the model that damaged the Dockland Queen. Click Clack gains +1/+0 COM while targeting the marked model. He ignores disengaging strikes when targeted by any other enemy model. If Click Clack makes a hostile action against an enemy model other than the marked model (or the marked model is slain) immediately flip this card.
- **Barnacles** - Models charging or charged by this model suffer 1 WND
- **Surefooted** - Ignores difficult terrain when moving.
- **Crabwalk** - this model may move while engaged, as long as it remains in base contact with the enemy.
- **Abomination** - This model causes Fear. SAN loss occurs regardless of whether you pass or fail, if you passed you may still act as normal.



	<u>Huge Claws</u>
	Haemorrhage