TWISTED HORRORS 10



6 5 6 7

Impossible Physiology: When a Fireteam in this Squad is killed, discard a card off the top of your deck. If the discarded card is not a , this unit gains a Reinforcement Token.

Tentacles (6 v Df | 2"): Strength 3. The target gains a Pinned Token.
Devour Brains: Draw a card.

Cascading Magic (6 v Wp | 10"): Strength 1. After winning the duel, discard the top four cards of your Fate Deck and increase the Strength of this Action by +1 per discarded .

Fireteam (80mm | 3x30mm), Squad (3)

TWISTED HORRORS

7 5 7 8

Impossible Physiology: When a Fireteam in this Squad is killed, discard a card off the top of your deck. If the discarded card is not a , this unit gains a Reinforcement Token.

Unpredictable: The first time this Company's Fate Deck is reshuffled during the Activation Phase, every Fireteam in this unit may be placed anywhere within 16". This unit may Activate a second time this Turn.

Tentacles (8 v Df | 2"): Strength 3. The target gains a Pinned Token.
Devour Brains: Draw a card.
"What Was That?!": Target from Glory.

Cascading Magic (7 v Wp | 10"): Strength 1. After winning the duel, discard the top four cards of your Fate Deck and increase the Strength of this Action by +1 per discarded .
Flowing Magics: Immediately increase the Strength of this Action by +1 per discarded .

Errata: June 2026

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