DRACULITZ

VILLAINOUS STAR

5 FIGHT

3 MIND

4 SHOOT

4 BODY

10 DEFENCE

5 SPIRIT

ATTACK	RANGE	STRIKE	WEAPON EFFECTS
Pointed Nails	0"	+9	-1 Health, Poisoned
Ancestral Sword	1"	+10	-1 Health, Weakened
Ancient Evil	3"	+8	0 Health, Horrified
Uncanny Charm	6"	+8	0 Health, Immobilised

10 HEALTH

STAR QUALITY

Dark Acolytes ✪✪Ⓢ❶
Any Beastman Extra reduced to 0 Health can be returned to the playing area within 2" of Draculitz at any time, with Health restored to its starting value. Any models who were previously sacrificed by the Beastman Priest's Ascension Rite special effect cannot be returned to play.

SPECIAL EFFECTS

Coffin Home Ⓢ
This special effect can only be used during the Night aspect of the diurnal deck. If Draculitz returns to his coffin and spends two special actions, he can restore +1 Health.

Feudal Warlord Ⓟ
Gain ✪ for every enemy model that this model removes from play.

Personal Dominance Ⓟ
Draculitz may apply the Dominated status to more than one enemy model at any time. Draculitz himself can never receive the Dominated status.

Shielded in Shadows ✪Ⓟ
Whenever this model is the target of a successful strike, roll 1D6. On the roll of a 6, the effects of the strike are ignored.

Un-Dead Ⓟ
Draculitz may only recover Health from his *Coffin Home* special effect. He can never receive the Stunned, Poisoned, or Captured statuses.

OLD CRONE

VILLAINOUS CO-STAR

3 FIGHT

3 MIND

3 SHOOT

4 BODY

9 DEFENCE

5 SPIRIT

ATTACK	RANGE	STRIKE	WEAPON EFFECTS
Broom	1"	+7	0 Health, Weakened
Brooch Pin	0"	+6	Fast, 0 Health, Poisoned
Thrown Knife	6"	+7	-1 Health
Strange Smile	2"	+8	0 Health, Distracted

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HEALTH

STAR QUALITY

Maternal Malevolence ✪⑤
Centre the Blast 3" template on this model. All Beastman allies touched by the template may remove one of the following statuses: Distracted, Immobilised or Weakened.

SPECIAL EFFECTS

Easily Underestimated ✪⑤
This turn, enemies count as disadvantaged against strikes made by this model.

Eavesdropper Ⓕ
If this model ends its turn within 3" of an enemy Star or Co-Star, the enemy model must make an opposed Mind statistic test against this model. If you are successful, you gain ✪.

Humble Housekeeper Ⓟ
The Old Crone may use artifacts and adds one of the following artifacts to the Villainous cast's artifact pool for free: Trick Talisman; Cursed Brooch; Sword of Blood; or Skeleton Key.

Master and Servant Ⓕ
If this model is within 6" of Draculitz, she may move into base contact with him without incurring free strikes.

BEASTMAN HIGH PRIEST

VILLAINOUS EXTRA

3 FIGHT

3 MIND

2 SHOOT

4 BODY

8 DEFENCE

4 SPIRIT

	ATTACK	RANGE	STRIKE	WEAPON EFFECTS
	Ceremonial Dagger	0"	**+6**	Fast, -1 Health
	Whispered Curse	3"	**+7**	0 Health, Weakened
	Twisted Doctrine	6"	**+7**	0 Health, Distracted

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HEALTH

SPECIAL EFFECTS

Ascension Rite Ⓕ❶
You can choose to remove an allied Extra from play to gain ✪✪ at the end of its activation. Only one model may be removed in this way per turn. Any models removed in this way may not be returned to play.

Purge Weakness ✪Ⓢ❶
If this model passes a Mind statistic test, you may remove one of the following statuses from an ally within 3": Distracted, Weakened, or Immobilised.

Initiation Ceremony Ⓕ❶
When in base contact with a Beastman Cultist that has not activated this turn, the Cultist may activate for free.

Order of the Dragon Ⓟ
This model gains +1 to presence attacks while suffering the Weakened status. This model can receive the be Bitten, Stunned, or Horrified statuses.

BEASTMAN CULTIST

VILLAINOUS EXTRA

3 FIGHT

2 MIND

2 SHOOT

4 BODY

8 DEFENCE

3 SPIRIT

ATTACK	RANGE	STRIKE	WEAPON EFFECTS
Brutal Smash	0"	+7	0 Health, Stunned
Frenzied Slash	3"	+6	-1 Health
Primal Howl	6"	+5	0 Health, Horrified

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HEALTH

SPECIAL EFFECTS

Bloodthirsty ⓕ
This model may make a free Brutal Smash fight attack against a single enemy with the Weakened status within its fight range.

Together As One ⓕ
If this model is the target of a successful strike, you can allocate the damage, but not the effects, of that strike to any other model in your cast within 3".

Loyal Follower ⓟ
This model may add +1 to its defence rolls if it is within 2" of Draculitz. This model can never receive the Bitten, Stunned, or Horrified statuses.