

THE SCARECROW WITCH ☆ VILLAIN CO-STAR



THE SCARECROW WITCH ☆ VILLAIN CO-STAR

FIGHT	2	3	MIND
SHOOT	4	3	BODY
DEFENCE	9	4	SPIRIT



STAR QUALITY Vanish Unexpectedly (☆☆)
SPECIAL EFFECTS Eldritch Blast, Loner, Earth Lover, Rubber Suit.

ATTACK	RANGE	STRIKE	EFFECTS
Brant	0"	+6	
Eldritch Blast	6"	+0	0 Health - Knockdown

STAR QUALITY

Vanish Unexpectedly (☆☆)
 If this model is further than 3" from all other models and does not have the Stunned or On Fire status it may spend (☆☆) to vanish and reappear within 18" of its current position but no closer than 12" to any opposing model. After using this Star Quality this model may make no further action this turn.

SPECIAL EFFECTS

Eldritch Blast
 This ranged attack is a blast of magical force affecting all creatures within the flamelhrower template.

Loner
 This model may activate once per turn for no cost if it is outside 12" of all other models.

Earth Lover
 This model never counts areas of fields or mud as rough ground.

Rubber Suit
 If this model is reduced to 0 health when a member of Mystery Inc is within 4", remove 1D6 other models from play.

6 RATINGS

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JACK O'LANTERN ☆ VILLAIN CO-STAR



JACK O'LANTERN ☆ VILLAIN CO-STAR

FIGHT	3	3	MIND
SHOOT	0	3	BODY
DEFENCE	9	4	SPIRIT



STAR QUALITY Terrifying Scream (☆☆)
SPECIAL EFFECTS Fearsome, Invulnerable to Firearms, Earth Lover, Flammable, Rubber Suit.

ATTACK	RANGE	STRIKE	EFFECTS
Bite	0"	+6	

STAR QUALITY

Terrifying Scream (☆☆)
 Instead of any other action, this model may scream causing all models within a 5" blast template centred on this model to roll 1D6. Those failing to score 4+ gain the Weakened status.

SPECIAL EFFECTS

Fearsome
 Models making a fight attack against this model must pass a Spirit test or their strike number is halved (rounding up) against this model until the end of the turn.

Invulnerable to Firearms
 This model can ignore any strike from firearms if it rolls 4+ on 1D6. Extra dice can be added to this roll.

Earth Lover
 This model never counts areas of fields or mud as rough ground.

Flammable
 This model can only remove the On Fire status on a roll of 4+. Extra dice may be added to this roll.

Rubber Suit
 If this model is reduced to 0 health when a member of Mystery Inc is within 4", remove 1D6 other models from play.

4 RATINGS

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THE REAPER ☆ VILLAIN CO-STAR



THE REAPER ☆ VILLAIN CO-STAR

FIGHT	4	3	MIND
SHOOT	0	3	BODY
DEFENCE	9	4	SPIRIT



STAR QUALITY Cereal Killer (☆☆)
SPECIAL EFFECTS Fearsome, Loner, Slow, Earth Lover, Rubber Suit.

ATTACK	RANGE	STRIKE	EFFECTS
Wicked Scythe	1"	+8	Knockdown

STAR QUALITY

Cereal Killer (☆☆)
 This model has a strike that extends to 1". Spend (☆☆) to make attacks on all models in striking distance within a front 180° arc, attacking them sequentially from one side to the other. Friendly models within this arc stop the attack. This model may move 1" as a free action after all attacks using this star quality have been made.

SPECIAL EFFECTS

Fearsome
 Models making a fight attack against this model must pass a Spirit test or their strike number is halved (rounding up) against this model until the end of the turn.

Loner
 This model may activate once per turn for no cost if it is outside 12" of all other models.

Slow
 This model has a move of 4".

Earth Lover
 This model never counts areas of fields or mud as rough ground.

Rubber Suit
 If this model is reduced to 0 health when a member of Mystery Inc is within 4", remove 1D6 other models from play.

5 RATINGS

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THE PUMPKING ☆ VILLAIN CO-STAR



THE PUMPKING ☆ VILLAIN CO-STAR

FIGHT	3	2	MIND
SHOOT	4	4	BODY
DEFENCE	9	3	SPIRIT



STAR QUALITY Vegetable Resilience (☆☆)
SPECIAL EFFECTS Fearsome, Multiple Tendrils, Tendril Entanglement (☆☆), Large, Slow, Earth Lover, Rubber Suit.

ATTACK	RANGE	STRIKE	EFFECTS
Vegetal Bite	0"	+6	Weakened
Tendrils	4"	+8	0 Health - Knockdown

STAR QUALITY

Vegetable Resilience (☆☆)
 This model can shrug off and ignore any strike it has just suffered on 5+ on 1D6. This star quality can only be used during an opponent's turn. You may add extra dice to this roll.

SPECIAL EFFECTS

Fearsome
 Models making a fight attack against this model must pass a Spirit test or their strike number is halved (rounding up) until the end of the turn.

Multiple Tendrils
 Every turn, the PumpKing can make one ranged attack against each target within its tendril range.

Tendril Entanglement (☆☆)
 Immediately after a successful tendril attack, the PumpKing can expend (☆☆) to entangle its target. Entangled models automatically gain the Weakened status if they do not already have this status.

Large
 All attacks made against this model add +1 to the number of dice used.

Slow
 This model has a 4" move.

Earth Lover
 This model never counts areas of fields or mud as rough ground.

Rubber Suit
 If this model is reduced to 0 health when a member of Mystery Inc is within 4", remove 1D6 other models from play.

7 RATINGS

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PUMPKIN-HEADED SCARECROW ◆ VILLAIN EXTRA



PUMPKIN-HEADED SCARECROW ◆ VILLAIN EXTRA

CORN DOLL ◆ VILLAIN EXTRA



CORN DOLL ◆ VILLAIN EXTRA

FIGHT	3		3	MIND
SHOOT	0		3	BODY
DEFENCE	8		3	SPIRIT

STAR QUALITY

SPECIAL EFFECTS Invulnerable to Firearms, Flammable, Better Together, Slow, Earth Lover.

ATTACK	RANGE	STRIKE	EFFECTS
 Clumsy Farm implement	0"	+6	0 Health + Slumped

SPECIAL EFFECTS

Invulnerable to Firearms
This model can ignore any strike from firearms if it rolls 4+ on 1D6. Extra dice can be added to this roll.

Flammable

This model can only remove the On Fire status on a roll of 4+. Extra dice may be added to this roll.

Better Together

When this model activates, up to one other identical model within 6" that has not already activated this turn may do so. This model may not use its own Better Together special effect.

Slow

This model has a 4" move.

Earth Lover

This model never counts areas of fields or mud as rough ground.

FIGHT	3		2	MIND
SHOOT	3		3	BODY
DEFENCE	8		4	SPIRIT

STAR QUALITY

SPECIAL EFFECTS Invulnerable to Firearms, Flammable, Better Together, Slow, Earth Lover.

ATTACK	RANGE	STRIKE	EFFECTS
 Smother	0"	+7	

SPECIAL EFFECTS

Invulnerable to Firearms
This model can ignore any strike from firearms if it rolls 4+ on 1D6. Extra dice can be added to this roll.

Flammable

This model can only remove the On Fire status on a roll of 4+. Extra dice may be added to this roll.

Better Together

When this model activates, up to one other identical model within 6" that has not already activated this turn may do so. This model may not use its own Better Together special effect.

Slow

This model has a 4" move.

Earth Lover

This model never counts areas of fields or mud as rough ground.

1 RATINGS

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