


CLASS VI FULL-ROAMING VAPOR ✦ VILLAINOUS EXTRA 

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



STAR QUALITY
SPECIAL EFFECTS **Invulnerable** ✦ **Ghost** ✦ **Large**.

ATTACK	RANGE	STRIKE	EFFECTS
 Slimed!	0"	+6	0 health + weakened
 Scare	6"	+6	0 health + push 3"

4 RATINGS 

CLASS VI FULL-ROAMING VAPOR ✦ VILLAINOUS EXTRA

SPECIAL EFFECTS

Invulnerable ✦
This model can ignore any strike it has just suffered if it can roll 4+ on 1D6. This special effect can be used during an opponent's turn. You can add extra dice to this roll.

Large
Opponents gain one extra die when making a strike against a Large model.

Ghost ✦
Until their activation ends this model cannot attach and can move through obstructions and scenery as long as they can move past the obstruction or scenery by the end of each move action. Ghost models suffer no reductions in movement due to terrain.


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THE SPIRIT OF THE BOOK ★ VILLAINOUS STAR 

FIGHT	5	5	MIND
SHOOT	3	3	BODY
DEFENCE	9	5	SPIRIT



STAR QUALITY **Horrific Visions** ✦
SPECIAL EFFECTS **Invulnerable** ✦ **Strength of Years**, **Ghost** ✦ **Large**, **Immobile**.

ATTACK	RANGE	STRIKE	EFFECTS
 Terrible Scythe	2"	+10	1 health, deadly
 Evil Gaze	6"	+7	0 health + weakened

10 RATINGS 

THE SPIRIT OF THE BOOK ★ VILLAINOUS STAR

STAR QUALITY

Horrific Visions ✦
Gain ✦ for each enemy model with less than Spirit 5 within 4".

SPECIAL EFFECTS

Invulnerable ✦
This model can ignore any strike it has just suffered if it can roll 4+ on 1D6. This special effect can be used during an opponent's turn. You can add extra dice to this roll.

Strength of Years
This model never receives the Weakened status.

Ghost ✦
Until their activation ends this model cannot attack and can move through obstructions and scenery as long as they can move past the obstruction or scenery by the end of each move action. Ghost models suffer no reductions in movement due to terrain.

Large
Opponents gain one extra die when making a strike against a Large model.

Immobile
This model may not voluntarily make a move action.

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LITTLE TIMMY ✦ NEUTRAL EXTRA 

FIGHT	1	3	MIND
SHOOT	1	2	BODY
DEFENCE	7	1	SPIRIT



STAR QUALITY
SPECIAL EFFECTS **Block**, **Immobile**.

ATTACK	RANGE	STRIKE	EFFECTS
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1 RATINGS 

LITTLE TIMMY ✦ NEUTRAL EXTRA

SPECIAL EFFECTS


Block
Opposing non-vehicle models moving to within 1" of this model must either end their movement or move into base contact with the blocking model. Models cannot block if they are knocked down, or are Stunned or On Fire.

Immobile
This model may not voluntarily make a move action.


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TIMMY'S SISTER ✦ NEUTRAL EXTRA 

FIGHT	1	3	MIND
SHOOT	1	2	BODY
DEFENCE	7	1	SPIRIT



STAR QUALITY
SPECIAL EFFECTS **Block**, **Scared**.

ATTACK	RANGE	STRIKE	EFFECTS
 Brawl	0"	+6	0 health + knockdown

1 RATINGS 

TIMMY'S SISTER ✦ NEUTRAL EXTRA

SPECIAL EFFECTS

Block
Opposing non-vehicle models moving to within 1" of this model must either end their movement or move into base contact with the blocking model. Models cannot block if they are knocked down, or are Stunned or On Fire.

Scared
If this model is within 4" of one or more enemy models with the Fearsome Special Effect when it is activated, as a free action move this model the minimum distance required so it is no longer within 4" of any of these models. This model cannot move closer than 4" to any of these models during this movement.

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