





MYTHOS

Roll under MYTHOS to belt out a chorus.

 **Crowd charmer:** Your voice becomes silky smooth. Anyone that hears your siren call is very "suggestible"


 **Turn up the noise:** All enemies in melee distance take ½ Mythos damage as you create feedback from your amp.


 **Brütal voice:** Your voice changes to that of a death metal band. Anyone that hears your anger tries to flee up to shout distance immediately.


 **Atmosphere:** Any allies in shout distance recover 2 cards. Great guitar solo!


ACCURACY

Roll under Accuracy to attack with your Weapon.

 **Axe Guitar:** // Melee
If you miss, pretend like it didn't happen and stay where you are on the stability track.


 **Old Faithful:** // Shout
This beauty is an antique. The reverb it creates is enough to aim a single destructive sound wave.


 **Headbutt:** // Melee
Nothing more metal! Heck do it to a friend! it's that cool, they'll recover ½ damage.


 **Sharpened Drumsticks:** // Melee
Once attacked, enemies suffer 2 damage from splinters per round.


DEFENSE

Gain a Passive Benefit

 Performing an epic air guitar solo and skipping your action gives you an additional 8 damage on your next turn.


 Excellent acoustics increase all your Mythos distances by one size.


 Any enemy that attacks you ends up headbanging in their next turn due to coming too close to your awesome metal.


 You can use your Accuracy rating instead of Mythos. Music can speak louder than words.


DAMAGE

Flaws negatively affect you. Learn to work around them.

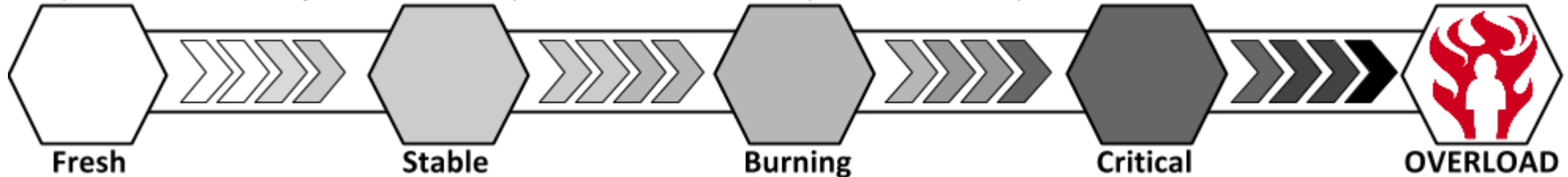
 **Mosh pit:** When you take damage, you can immediately deal full damage to an enemy in melee range. Vent right after.

 **Thrash metal:** They can't understand you anyway, so any use of Mythos abilities you want. When you do, move the tracker twice.

 **Fandom:** If an ally is attacked within shout distance, you must spend your next turn protecting your fan by attacking their enemy.

 **Close Out The Set:** Your actions always take place at the end of the turn order, to close out the set!

Move your token or coin along the track after every **Action** or **Reaction**. When you **Overload**, clear your Mat, and reset to "Fresh".



Actions you can take on your turn

Attack with **Weapon** (Roll ACCURACY)
Use a **Mythos** ability (Roll MYTHOS)
Sprint: Move up to Shout Range

Vent: Discard 2 cards from your Mat, place 2 in bottom of Deck, protected until next turn. Draw 4 new cards, set to Fresh

Reactions to a Threat

Dodge: Roll under DEFENSE, avoid all damage
Block: Reduce damage taken by DEFENSE
Take the Hit: Full damage, don't move tracker

Face Card Values

Ace: 8
Jack: 9
Queen: 10
King: 11



Metalhead

The screams of my enemies provide the lyrics to my guitar solos of death! My instruments convey the raw emotions of humanity, energizing my allies and decimating my foes. **I am the Metalhead!**