









MYTHOS

Roll under MYTHOS
to use these Abilities

-  **Careful Aim:** No Roll Required. Deal ½ MYTHOS damage to an enemy in Shout range.
-  **Cupid's Crossbow:** Target an ally in Shout range. That ally immediately recovers 4 cards.
-  **Aggressive Shot:** A lance of energy hits a foe in Shout range. That target immediately turns and attack the closest creature to it.
-  **Wide Spread Pain:** Inflict ½ MYTHOS damage on up to 3 enemies in Sight range.





ACCURACY

Roll under Accuracy to attack
with your Weapon.

-  **Light Bow:** Attack an enemy in Sight range. If this longbow is upgraded by Wind, it deals 10 damage.
-  **Shotgun:** Only has two shots. Each shot deals 6 damage. Both shots can be fired at once.
-  **Rapid Bolter:** Fire 3 shots, each doing 2 damage. Can be split between any number of targets in Shout range.
-  **Ghost Rifle:** You can target and hit enemies in Shout range through any wall or material.





DEFENSE

Weapon Elemental Bonus
(Doesn't affect Mythos abilities)

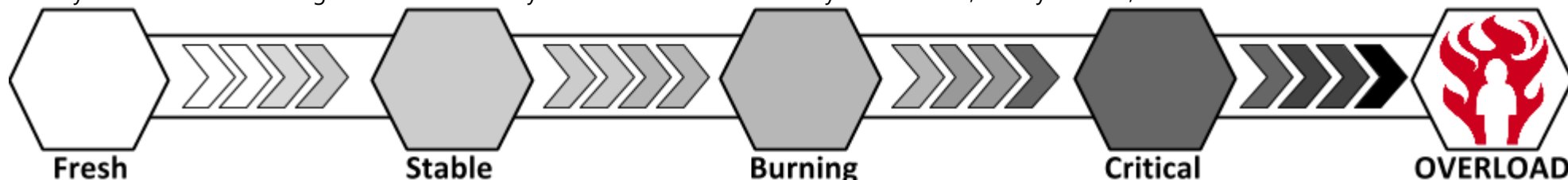
-  Shots explode in a ball of **Fire**, knocking back everything in melee range of the target. Knocks back up to Shout range.
-  Shots cover targets with **Earth** sludge, pinning them in place until your next turn.
-  Your shots ride the **Wind**, increasing their range one tier.
-  Your shots freeze foes with **Ice**. The next attack made against that foe deals +4 damage.

DAMAGE

Flaws negatively affect you.
Learn to work around them.

-  **Stubborn:** You pride yourself on your skill with ranged weapons, and refuse to move.
-  **Confused:** You must roll your dice OVER slot values, instead of under them.
-  **Feel Lucky?** When you roll a 5 or a 6, you Overload immediately.
-  **Lazy:** Why do all the work when other people can do it? You go last in the turn order each round.

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 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



My eyes are sharp, my hands are steady, and my aim is true. I wield a variety of ranged weapons, and deal death from afar. With a freezing chill or a fiery explosion my shots channel the elements. **I am the Hunter.**