

HORSEMEN OF THE APOCALYPSE

UNIQUE ABILITY

Harmony of Dissonance (Ongoing): At the start of each Action Phase select another Player. Each time that Player performs an action you may move one of your units without spending Power.

SETUP: 6 Acolytes and a controlled Gate in an unoccupied area.



SPELLBOOKS

As an action gain and reveal an Elder Sign. All other Players gain that much Power.

As an action reveal and discard an Elder Sign. All other Players gain that much Power.

Another Player rolls 6 or more dice in a Battle against you.

Another Player has 4 Spellbooks.

Kill a Great Old One.

Awaken all the Horsemen.

CULTIST

Units ^(TOTAL)

Cost/Combat

Notes



Acolyte ⁽⁶⁾ 1 0



Death 3 2 When moving, Death can move to any space on the map.



Famine 3 2 When Famine enters play all other Players lose 1 Power.



Pestilence 3 2 Non-horsemen units roll 1 fewer dice during battles involving Pestilence.



War 3 2 War negates pre-battle and post-battle effects during battles involving War.



Harbinger 3 2 If this unit dies, return it to a space on the map where you have units, after another Player's action.

HORSEMEN (TERRORS)