

### N'gah-Kthun. Leader

Movement:	7	Defense Modifier:	-4
<i>Melee Attack</i>		<i>Ranged Attack</i>	
Weapon:	Pincers	Weapon:	Static Orb
Attacks:	1	Range:	10
Modifier:	+4	Attacks:	1
Damage:	0	Modifier:	+3
		Damage:	+1

**Ability:** Overmind. N'gah-Kthun can add up to 3" movement to the other Mi-Go.

These 3 points can be added all to one, or distributed in any way the player wishes.

**(S) Special Ability:** The Brain Canister. N'gah-Kthun can extract the brain of a corpse. It must move into contact with the corpse and make no attacks for the rest of the turn. Once full, the canister allows one use of the corpses special ability.

(L)		(A)
(L)	MI – GO	(A)
(L)		(A)
(L)		(A)
(L)	ITEM CARDS	(A)

### Z'kkat. Mi-Go Magus

Movement:	6	Defense Modifier:	-4
<i>Melee Attack</i>		<i>Ranged Attack</i>	
Weapon:	Curse of Azathoth	Weapon:	See below
Attacks:	1	Range:	
Modifier:	+2	Attacks:	
Damage:	+2	Modifier:	
		Damage:	

**Ability:** Z'kkat may use his melee attack at up to 10" range. If this ranged version misses however the tearing eldritch forces cause the Magus to suffer 1 point of damage.

**(S) Special Ability:** The Portal Sphere of Yuggoth. The Magus can, instead of making its normal move, instantaneously teleport to any outdoor location on the board. The necromonicon will not allow itself to be transported in this way and will be dropped.

(L)		(A)
(L)	MI – GO	(A)
(L)		(A)
(L)		(A)
(L)	ITEM CARDS	(A)

### Yig-yth-k. Scientist / Priest

Movement:	7	Defense Modifier:	-3
<i>Melee Attack</i>		<i>Ranged Attack</i>	
Weapon:	Claws	Weapon:	Static Orb
Attacks:	1	Range:	15
Modifier:	+0	Attacks:	1
Damage:	-1	Modifier:	+4
		Damage:	0

**Ability:** None.

**(S) Special Ability:** The Chime of Tezchapl. At any time, the ringing of the Chime can cancel any one spell or magical effect (this includes special magical abilities, wands, or other magic attacks). In any case, its use must be declared before the dice is rolled.

The Chime cannot affect the summoning of the dark-gods.

(L)		(A)
(L)	MI – GO	(A)
(L)		(A)
(L)		(A)
(L)	ITEM CARDS	(A)

### Ccth'toc-Ya. Soldier

Movement:	6	Defense Modifier:	-2
<i>Melee Attack</i>		<i>Ranged Attack</i>	
Weapon:	Pincers	Weapon:	Lightning Gun
Attacks:	1	Range:	15
Modifier:	+3	Attacks:	2
Damage:	+1	Modifier:	+3
		Damage:	+0

**Ability:** On a fumble the Lightning Gun explodes! This causes 1 damage roll to Ccth'toc-Ya and all others in melee range.

**(S) Special Ability:** Mind Control Beam. During an opponent's movement phase, Ccth'toc can direct the move of one enemy character he can see. They cannot be made to use special abilities nor drop items, but can be made to break from combat.

(L)		(A)
(L)	MI – GO	(A)
(L)		(A)
(L)		(A)
(L)	ITEM CARDS	(A)
(L)		(A)

### Drone \_ . Mi-Go Worker

Movement:	7	Defense Modifier:	-3
<i>Melee Attack</i>		<i>Ranged Attack</i>	
Weapon:	Claws	Weapon:	Mist Projector
Attacks:	1	Range:	25
Modifier:	+2	Attacks:	1
Damage:	0	Modifier:	+3
		Damage:	+1

**Ability:** By expending 1 life, the Drone can recharge 2 ammo of any 1 Mi-Go firearm within melee range. This includes it's own.

**(S) Special Ability:** Freeze Ray. By expending 2 shots before rolling to-hit, the Mist Projector will Slam a foe for 2 rounds in addition to any other damage. This effect replaces any other Stun, Slam or Unk result.

(L)		(A)
(L)	MI – GO	(A)
(L)		(A)
(L)		(A)
(L)	ITEM CARDS	(A)

### Xx'zt-Phtang. Mi-Go Cultist

Movement:	7	Defense Modifier:	-3
<i>Melee Attack</i>		<i>Ranged Attack</i>	
Weapon:	Crystal Knives	Weapon:	None
Attacks:	2	Range:	
Modifier:	+5	Attacks:	
Damage:	0	Modifier:	
		Damage:	

**Ability:** Fanatic! Xx'zt can ignore any Stun, Slam or Unk result on a roll of 12+.

**(S) Special Ability:** Flailing Limbs! During its combat phase, Xx'zt can continue to roll attacks against all enemies in melee range as long as it continues to hit. As soon as a miss is rolled the attacks end and Xx'zt takes a Brutal Damage roll. The player can cease rolling at any time.

(L)		(A)
(L)	MI – GO	(A)
(L)		(A)
(L)		(A)
(L)	ITEM CARDS	(A)