

Madrak Ironhide, Thornwood Chieftain

Trollblood Trollkin Warlock

Ironhide's Damage:

IRONHIDE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	8	7	6	14	16	9	5

FA: C

Warbeast Points: +6

Base Size: Medium

Damage: 18

Feat: Crusher

When a friendly Faction model destroys one or more enemy models with a melee attack during its combat action while in Ironhide's control area, after the attack is resolved the attacking model can advance up to 1" and make an additional melee attack.

IRONHIDE

Tough

Scroll of Grindar's Perseverance - Once per game, this model can avoid suffering any damage and effects from a melee or ranged attack. Declare use of the scroll after the attack roll is made.

Talisman of Subdual - This model cannot be charged or slammed by a warbeast that began the charge or slam in this model's front arc. If a warbeast frenzies and would normally charge or slam Ironhide, it makes a full advance toward him instead.

WEAPONS [IRONHIDE]

Thrown Rathrok [1x] (None)

RNG: 8 ROF: 1 AOE: - POW: 7

Magical Weapon

Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

Thrown - Add this model's STR to the POW of this ranged attack.

Rathrok [1x] (None) POW: 7 P+S: 15

Magical Weapon

Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

SPELLS

Carnage

Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one turn.

Stone Fall

On a critical hit, models hit are knocked down.

Sure Foot

Target friendly Faction model gains +2 DEF and cannot be knocked down. While within 3" of the affected model, friendly Faction models also gain +2 DEF and cannot be knocked down.

end of line

Cost	RNG	AOE	POW	UP	OFF
3	Self	Ctrl	-	No	No

3	8	4	13	No	Yes
---	---	---	----	----	-----

3	6	-	-	Yes	No
---	---	---	---	-----	----

Madrak Ironhide, World Ender

Trollblood Trollkin Epic Warlock

Ironhide's Damage: 

IRONHIDE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	8	8	6	14	17	9	5

FA: C

Warbeast Points: +5

Base Size: Medium

Damage: 18

Feat: Desperate Hour

Friendly Faction models currently in Ironhide's control area can immediately make one normal melee attack against each enemy model in melee range or one normal ranged attack ignoring ROF.

IRONHIDE

Tough

Grim Salvation - When this model is damaged by an enemy melee or ranged attack, it does not suffer the damage and effects triggered by taking damage from the attack. Instead, remove one friendly Trollkin warrior model within 1" of this model from play. If there is not a friendly Trollkin warrior model within 1" of this model, it suffers the damage and effects of the attack normally.

Rathrok's Awakening - This model gains a blood token each time it destroys a living enemy model with a melee or ranged attack. This model can have up to three blood tokens at any time. During its activation, it can spend a blood token to advance up to 1", make an additional attack, boost an attack roll, or boost a damage roll.

WEAPONS [IRONHIDE]

Thrown Rathrok [1x] (None)

RNG: 8 ROF: 1 AOE: - POW: 7

Magical Weapon

Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

Thrown - Add this model's STR to the POW of this ranged attack.

Rathrok [1x] (None) POW: 7P+S: 15

Magical Weapon

Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

SPELLS

Killing Ground

Cost	RNG	AOE	POW	UP	OFF
2	Self	Ctrl	-	No	No

Friendly Faction models beginning a charge in this model's control area gain Pathfinder ICON. Warbeasts in this model's battlegroup beginning their activations in this model's control area can charge or make slam power attacks against enemy models without being forced. Killing Ground lasts for one turn.

Vortex of Destruction

2	Self	-	-	Yes	No
---	------	---	---	-----	----

Damage rolls against enemy models in this model's melee range are automatically boosted.

Warpath

2	Self	Ctrl	-	Yes	No
---	------	------	---	-----	----

When a friendly Faction model in this model's control area destroys one or more enemy models with a melee or ranged attack during its activation, immediately after the attack is resolved, one warbeast in this model's battlegroup that is in its control area can advance up to 3". A warbeast can advance only once per turn as a result of Warpath.

end of line

Hoarluk Doomshaper, Shaman of the Gnarl's

Trollblood Trollkin Warlock

Doomshaper's Damage: 

DOOMSHAPER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	6	5	4	13	15	7	7

FA: C

Warbeast Points: +6

Base Size: Medium

Damage: 16

Feat: Dhunia's Wrath

Enemy models suffer d6 damage points for each focus or fury point they spend while in Doomshaper's control area. Enemy warbeasts suffer d6 damage points each time they are forced while in Doomshaper's control area. If a model is destroyed as a result of this damage while casting a spell or using an animus, the spell or animus does not take effect. If a model is destroyed as a result of this damage while making an attack, the target model suffers no further damage or effects from the attack. Dhunia's Wrath lasts for one round.

DOOMSHAPER

Tough

Goad - When a warbeast in this model's battlegroup destroys an enemy model in this model's control area with a melee attack, immediately after the attack is resolved this model can force the warbeast to advance up to 2".

Scroll of the Will of Balasar - This model can use this ability once per game when a warbeast frenzies in its control area. When Scroll of the Will of Balasar is used, choose the frenzy target of the warbeast.

WEAPONS [DOOMSHAPER]

Gnarroot [1x] (None) POW: 5 P+S: 11

Magical Weapon

Reach

Powerful Attack - When attacking with this weapon, this model can spend 1 focus point to boost all attack and damage rolls for the attack.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Banishing Ward	2	6	-	-	Yes	No

Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.

Death Sentence	2	8	-	-	Yes	Yes
-----------------------	---	---	---	---	-----	-----

When a friendly Faction model misses target enemy model/unit with an attack, it can reroll the attack roll. Each attack roll can be rerolled only once as a result of Death Sentence.

Purification	3	Self	Ctrl	-	No	No
---------------------	---	------	------	---	----	----

Continuous effects, animi, and upkeep spells in this model's control area immediately expire.

Rampager	3	10	-	-	No	Yes
-----------------	---	----	---	---	----	-----

Take control of target enemy non-character warbeast. You can make one full advance with the warbeast and can then make one normal attack with it, then Rampager expires. While the warbeast is affected by Rampager, it cannot be forced and you cannot use its animus. Rampager can be cast only once per turn.

Stranglehold	2	10	-	11	No	Yes
---------------------	---	----	---	----	----	-----

A model damaged by Stranglehold forfeits either its movement or its action during its next activation, as its controller chooses.

end of line

Hoarluk Doomshaper, Rage of Dhunia

Trollblood Trollkin Epic Warlock

Doomshaper's Damage: 

DOOMSHAPER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	6	5	4	13	15	7	7

FA: C

Warbeast Points: +6

Base Size: Medium

Damage: 16

Feat: Scroll of Grimmr

Doomshaper and friendly Faction warbeasts in his battlegroup beginning their activations in his control area can charge or make slam or trample power attacks without being forced. When an affected model charges or makes a slam or trample power attack, it gains +3" movement. Scroll of Grimmr lasts for one turn.

DOOMSHAPER

Tough

Attuned Spirit [Dire Troll] - Once per activation, this model can cast the animus of warbeast in its battlegroup as a spell without spending fury.

Goad - When a warbeast in this model's battlegroup destroys an enemy model in this model's control area with a melee attack, immediately after the attack is resolved this model can force the warbeast to advance up to 2".

Hyper Regeneration - This model automatically heals d3 damage points at the start of each of its activations.

WEAPONS [DOOMSHAPER]

Gnarroot [1x] (None) POW: 5 P+S: 11

Magical Weapon

Reach

Dominator - When this model damages an enemy warbeast with this weapon during its activation, immediately after the attack is resolved you take control of the warbeast. You can make one full advance with the warbeast and can then make one normal attack, then Dominator expires. While the warbeast is affected by Dominator, it cannot be forced and you cannot use its animus.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
--	-------------	------------	------------	------------	-----------	------------

Agitation 3 Self Ctrl - No No
Place 1 fury point on each enemy warbeast currently in this model's control area.

Primal Shock 2 Ctrl - * No Yes

Choose a friendly Faction warbeast in this model's control area. Target an enemy model within 8" of the chosen warbeast and make a magic attack against it. The chosen warbeast is the attack's point of origin. If the enemy model is hit, it suffers a damage roll with a POW equal to the warbeast's base STR.

Refuge 2 6 - - Yes No

When target friendly Faction model hits an enemy model with an attack during its activation, immediately after its combat action ends the affected model can make a full advance. It cannot be targeted by free strikes during this movement.

Sunder Spirit 2 10 - 12 No Yes

An enemy warbeast damaged by Sunder Spirit loses its animus for one round. This model can cast that warbeast's animus as a spell this turn.


Wild Aggression 3 6 - - Yes No

Target friendly warbeast in this model's battlegroup can run, charge, or power attack slam or trample without being forced and gains boosted melee attack rolls.

end of line

Grissel Bloodsong, Fell Caller

Trollblood Trollkin Warlock

Grissel's Damage: 

BLOODSONG

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	7	6	5	15	16	9	6

FA: C

Warbeast Points: +5

Base Size: Medium

Damage: 17

Feat: Fell Chorus

Friendly Faction models currently in Bloodsong's control area gain Fearless ICON, can make one additional melee attack during their activations this turn, and can make a full advance at the end of this turn after all friendly models have ended their activations. During this movement, affected models cannot be targeted by free strikes. While in this model's command range, enemy models/units cannot give or receive orders and cannot cast spells. Affected friendly models are considered to have been affected by a Fell Call this turn. A friendly model/unit that has already been affected by a Fell Call this turn is not affected by Fell Chorus. Fell Chorus lasts for one round.

BLOODSONG

Tough

Fell Calls - This model can make one of the following calls any time during its activation. A friendly Faction model/unit can be affected by only one Fell Call each turn.

•**Cacophony** - While in this model's command range, enemy models/units cannot give or receive orders and cannot cast spells for one round.

•**Heroic Ballad** - RNG CMD. Target friendly non-warlock Faction model/unit. If the model/unit is in range, it becomes Fearless and affected models can make one additional melee attack during their activations this turn. Heroic Ballad lasts for one round.

•**Hoof It** - RNG CMD. Target friendly non-warlock Faction model/unit. If the model/unit is in range, affected models can make a full advance at the end of this turn after all friendly models have ended their activations. During this movement, affected models cannot be targeted by free strikes.

WEAPONS [BLOODSONG]

Hand Cannon [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 12

Resounder [1x] (None) POW: 7 P+S: 14

Magical Weapon

Critical Smite - On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Calamity	3	8	-	-	Yes	Yes
Rift	3	8	4	13	No	Yes

Friendly models gain +2 to attack and damage rolls against target enemy model/unit.

The AOE is rough terrain and remains in play for one round.

end of line

Grim Angus

Trollblood Trollkin Warlock

Grim Angus' Damage: 

GRIM ANGUS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	7	6	7	16	15	8	6

FA: C

Warbeast Points: +6

Base Size: Medium

Damage: 17

Feat: Spread the Net

While in Grim's control area, enemy models suffer -3 DEF. Enemy models beginning their activations in Grim's control area suffer -3 SPD and cannot make special attacks. Spread the Net lasts for one round

GRIM ANGUS

Pathfinder

Tough

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

WEAPONS [GRIM ANGUS]

Headhunter [1x] (None) RNG: 13 ROF: 1 AOE: - POW: 13

Magical Weapon

Bait the Line - Warbeasts in this model's battlegroup gain +2" of movement when charging a model damaged by this weapon this turn.

Snare Gun [1x] (None) RNG: 8 ROF: 1 AOE: - POW: -

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Entangle - When a warjack or warbeast is hit by this weapon it is knocked down.

Gun Blade [1x] (None) POW: 5 P+S: 12

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Cross-Country	2	6	-	-	Yes	No
Lock the Target	2	10	-	10	No	Yes
Marked for Death	2	8	-	-	Yes	Yes
Return Fire	1	6	-	-	No	No

Target friendly Faction model/unit gains Pathfinder ICON and Hunter.

Lock the Target
A model damaged by Lock the Target cannot run, charge, or be placed for one round.

Marked for Death
Target enemy model/unit suffers -2 DEF and loses Incorporeal and Stealth and cannot gain those abilities while affected by Marked for Death. Friendly Faction models can target an affected model regardless of LOS.

Return Fire
When target friendly Faction model is targeted by an enemy ranged attack, after the attack is resolved the affected model can make one normal melee or ranged attack, then Return Fire expires. Return Fire lasts for one round.

end of line

Borka Kegslayer

Trollblood Trollkin Warlock

Borka's Damage:

KEGSLAYER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	9	7	5	14	17	8	5

FA: C

Warbeast Points: +5

Base Size: Medium

Damage: 18

Feat: Barroom Blitz

Friendly Faction models beginning their activations in Borka's control area gain +2" movement. Warbeasts in Borka's battlegroup beginning their activations his control area can make power attacks without being forced and roll an additional die on power attack damage rolls and collateral damage rolls. Barroom Blitz lasts for one turn.

KEGSLAYER

Tough

Head-Butt - This model can make head-butt power attacks.

WEAPONS [KEGSLAYER]

Bomb [1x] (None) RNG: 8 ROF: 1 AOE: 3 POW: 12

Trauma [1x] (None) POW: 7 P+S: 16

Magical Weapon

Reach

Brain Damage - A model damaged by an attack with this weapon cannot cast spells, upkeep spells, or use an animus for one round.

SPELLS

Bum Rush

Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	Yes	No

Target friendly non-trooper Faction model gains Counter Slam. (When an enemy model advances and ends its movement within 6" and in the LOS of a model with Counter Slam, the model with Counter Slam can immediately make a slam power attack against that model. If the model makes a counter slam, it cannot make another until after your next turn. A model cannot make a counter slam while engaged.)

Cooler

3	SP 8	-	12	No	Yes
---	------	---	----	----	-----

Cooler causes cold damage ICON. On a critical hit, a model becomes stationary for one round unless it has Immunity: Cold ICON.

Mosh Pit

2	Self	Ctrl	-	No	No
---	------	------	---	----	----

While in this model's control area, friendly models gain Knockdown on their melee weapons. Mosh Pit lasts for one turn. (When an enemy model is hit with an attack by a weapon with knockdown, it is knocked down.)

end of line

Pyg Keg Carrier

Trollblood Character Solo

Keg Carrier's Damage: ■■■■■

KEG CARRIER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	5	4	13	12	6

FA: C

Base Size: Medium

Damage: 5

KEG CARRIER

Tough

Attached to [Borka Kegslayer] - This model is attached to Borka Kegslayer for the rest of the game. Each warlock can have only one model attached to it.

Companion [Borka Kegslayer] - This model is included in any army that includes Borka Kegslayer. If Kegslayer is destroyed or removed from play, remove this model from play. This model is part of Kegslayer's battlegroup.

Pour a Pint (★Action) - RNG 3". Target friendly Faction model. If the model is in range, it gains Stumbling Drunk for one round. (A model with Stumbling Drunk cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved a model with Stumbling Drunk is pushed d3" in a direction determined by the deviation template, then you can choose its facing.)

Top Off (★Action) - If this model is B2B with Kegslayer, Kegslayer gains 1 fury point.


WEAPONS [KEG CARRIER]

Keg Bash [1x] (None) POW: 3P+S: 8

end of line

Calandra Truthsayer, Oracle of the Glimmerwood

Trollblood Trollkin Warlock

Calandra's Damage: 

TRUTHSAYER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	6	5	4	14	14	8	7

FA: C

Warbeast Points: +5

Base Size: Medium

Damage: 16

Feat: Good Omens

When a friendly Faction model rolls a 1 or 2 on an attack roll while in Calandra's control area it can reroll the die. Each die can be rerolled until it results in a 3 or greater. Good Omens lasts for one turn.

TRUTHSAYER

Tough

Fate Blessed - When a friendly Faction model makes an attack or damage roll in this model's control area, this model can spend 1 fury point to allow the model to reroll that roll. Each roll can be rerolled only once due to Fate Bound.

WEAPONS [TRUTHSAYER]

Salt [1x] (None) POW: 4 P+S: 10

Magical Weapon

Finisher - This model gains an additional die on damage rolls against damaged models.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
--	-------------	------------	------------	------------	-----------	------------

Befuddle 3 10 - - No Yes
On a hit, you immediately advance the target enemy model/unit up to 3". Affected models cannot be targeted by free strikes during this movement. A model can move only once per turn as a result of Befuddle.

Bullet Dodger 2 6 - - Yes No
Target friendly model gains +2 DEF against ranged attack rolls and Dodge. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)

Force Blow 3 10 - 12 No Yes

Models damaged by Force Blow are knocked down.

Soothing Song 1 Self Ctrl - No No

Remove up to 1 fury point from each friendly Faction warbeast currently in this model's control area.

Star-Crossed 3 Self Ctrl - No No

While in this model's control area enemy models gain an additional die on attack rolls. Discard the highest die of each roll. Star-Crossed lasts for one round.

end of line

Pyre Troll

Trollblood Light Warbeast

PYRE TROLL

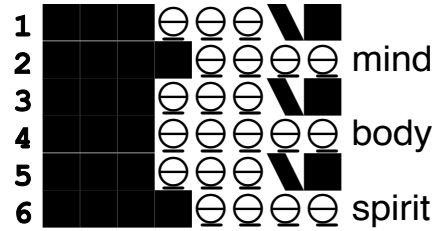
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	9	5	4	12	16	6	3	8

FA: U

Point Cost: 5

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)



Animus

Flaming Fists

Target friendly Faction model gains +2 to melee damage rolls and its melee weapons gain Critical Fire ICON. Flaming Fists lasts for one turn.

Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	No	No

PYRE TROLL

Immunity: Fire

It Burns! - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Fire continuous effect ICON unless this model was destroyed or removed from play by the attack.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [PYRE TROLL]

Spew Fire [1x] (Head) RNG: 8 ROF: 1 AOE: 3 POW: 12

Continuous Effect: Fire

Damage Type: Fire

Claw [2x] (Left and Right) POW: 3 P+S: 12

Open Fist

end of line

Slag Troll

Trollblood Light Warbeast

SLAG TROLL

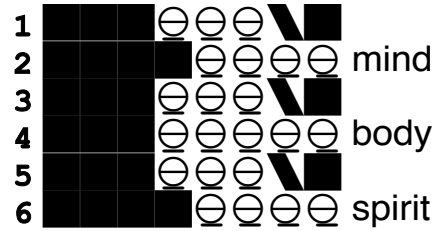
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	10	5	4	12	17	5	3	8

FA: U

Point Cost: 6

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)



Animus

Acidic Touch

Target friendly Faction model gains +2 to melee damage rolls and its melee weapons gain Critical Corrosion ICON. Acidic Touch lasts for one turn.

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

SLAG TROLL

Immunity: Corrosion

Cast Iron Stomach - When this model destroys a construct or warjack with a melee attack, this model heals d6 damage points.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Vitriol - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect unless this model was destroyed or removed from play by the attack.

WEAPONS [SLAG TROLL]

Spew Acid [1x] (Head) RNG: 8 ROF: 2 AOE: - POW: 12

Continuous Effect: Corrosion

Damage Type: Corrosion

Erosion - This model rolls an additional die on this weapon's damage rolls against non-living models.

Claw [2x] (Left and Right) POW: 3 P+S: 13

Open Fist

end of line

Troll Axer

Trollblood Light Warbeast

TROLL AXER

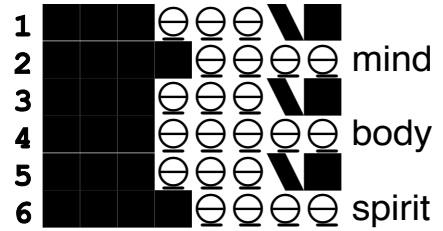
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	9	6	4	12	18	6	3	8

FA: U

Point Cost: 6

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)



Animus

Rush

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target friendly Faction model gains +2" movement and Pathfinder ICON. Rush lasts for one turn.

TROLL AXER

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [TROLL AXER]

Great Axe [1x] (<->) POW: 6 P+S: 15

Reach

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

end of line

Troll Bouncer

Trollblood Light Warbeast

TROLL BOUNCER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	9	5	4	12	17	6	3	9

FA: U

Point Cost: 5

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

1				⊖	⊖	⊖	⊖	⊖		
2				⊖	⊖	⊖	⊖	⊖	⊖	mind
3				⊖	⊖	⊖	⊖	⊖	⊖	
4				⊖	⊖	⊖	⊖	⊖	⊖	body
5				⊖	⊖	⊖	⊖	⊖	⊖	
6				⊖	⊖	⊖	⊖	⊖	⊖	spirit

Animus

Bump

When target friendly Faction model is damaged by an enemy melee attack, after the attack is resolved the enemy model is pushed 3" directly away from the affected model, then Bump expires. Bump lasts for one round.

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

TROLL BOUNCER

Brace for Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [TROLL BOUNCER]

Ball & Chain [1x] (Right) POW: 4 P+S: 13

Reach

Chain Weapon - This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

Shield [1x] (Left) POW: 1 P+S: 10

Shield

end of line

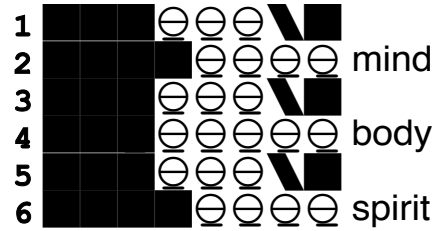
Troll Impaler

Trollblood Light Warbeast

TROLL IMPALER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	9	5	5	12	16	6	3	8

FA: U
 Point Cost: 5
 Base Size: Medium
 Damage: 22 (Mind 7, Body 8, Spirit 7)



Animus	Cost	RNG	AOE	POW	UP	OFF
<i>Far Strike</i>	2	6	-	-	No	No

Target friendly Faction model's ranged weapon gains Snipe. (An attack with a Snipe weapon gains +4 RNG.)

TROLL IMPALER

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [TROLL IMPALER]

Thrown Spear [1x] (<->) RNG: 8 ROF: 1 AOE: - POW: 4

Critical Smite - On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

Thrown - Add this model's STR to the POW of this ranged attack.

Battle Spear [1x] (<->) POW: 4P+S: 13

Reach
end of line

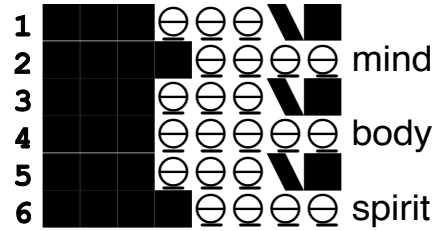
Winter Troll

Trollblood Light Warbeast

WINTER TROLL

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	9	5	4	12	16	6	3	8

FA: U
 Point Cost: 6
 Base Size: Medium
 Damage: 22 (Mind 7, Body 8, Spirit 7)



Animus	Cost	RNG	AOE	POW	UP	OFF
Freezer	2	6	-	-	No	No

When an enemy model without Immunity: Cold ICON ends its activation within 2" of target friendly Faction model it becomes stationary for one round. Freezer lasts for one round.

WINTER TROLL

Immunity: Cold

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Rime - If this model is hit by a melee attack, the attacking model becomes stationary for one round at the end of the attacking model's activation unless the attacking model has Immunity: Cold ICON or this model was destroyed or removed from play by the attack.

WEAPONS [WINTER TROLL]

Ice Breath [1x] (Head) RNG: SP 8 ROF: 1 AOE: - POW: 12

Damage Type: Cold

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

Claw [2x] (Left and Right) POW: 3 P+S: 12

Open Fist

end of line

Dire Troll Blitzzer

Trollblood Heavy Warbeast

BLITZER

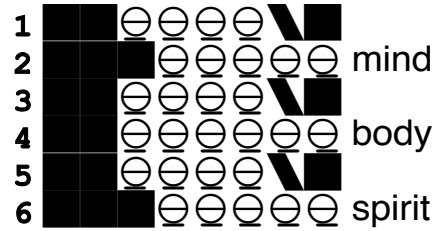
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	12	5	5	12	18	5	4	9

FA: U

Point Cost: 9

Base Size: Large

Damage: 28 (Mind 9, Body 10, Spirit 9)



Animus

Repulsion

Enemy models currently within 2" of the model using Repulsion are immediately pushed 2" directly away from it in the order you choose.

Cost	RNG	AOE	POW	UP	OFF
2	Self	-	-	No	No

BLITZER

Pyg Ace - This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks. This model can make ranged attacks even while in melee, but it cannot target a model engaging it. This model suffers -2 to ranged attack rolls while engaged and during activations it charges or makes a slam or trample power attack.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking - When this model boxes a living model with a melee attack, this model heals d3 damage points and the boxed model is removed from play.

WEAPONS [BLITZER]

Slugger [1x] (<->) RNG: 10 ROF: 1 AOE: - POW: 13

Rapid Fire [d3] - When you decide to make initial attacks with this weapon at the beginning of this model's combat action, roll a d3. The total rolled is the number of initial attacks this model can make with this weapon during the combat action, ignoring ROF.

Claw [2x] (Left and Right) POW: 3 P+S: 15

Open Fist

end of line

Dire Troll Mauler

Trollblood Heavy Warbeast

MAULER

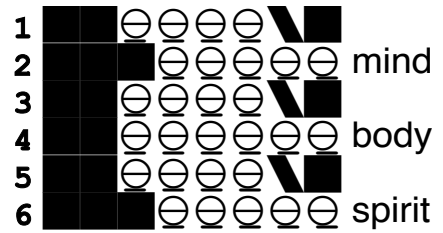
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	12	6	3	12	18	5	5	9

FA: U

Point Cost: 9

Base Size: Large

Damage: 28 (Mind 9, Body 10, Spirit 9)



Animus

Rage

Target friendly Faction model gains +3 STR for one round.

Cost

2

RNG

6

AOE

-

POW

-

UP

No

OFF

No

MAULER

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking - When this model boxes a living model with a melee attack, this model heals d3 damage points and the boxed model is removed from play.

WEAPONS [MAULER]

Big Meaty Fist [2x] (Left and Right)

POW: 4

P+S: 16

Open Fist

Chain Attack: Grab & Smash - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

end of line

Earthborn Dire Troll

Trollblood Heavy Warbeast

EARTHBORNS

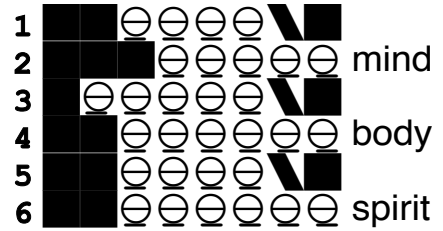
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	12	6	3	12	18	5	5	10

FA: U

Point Cost: 10

Base Size: Large

Damage: 30 (Mind 9, Body 11, Spirit 10)



Animus

Transmute

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target friendly Faction model gains Elemental Communion for one round.

EARTHBORNS

Pathfinder

Elemental Communion - While within 1" of deep or shallow water, this model gains +2 DEF. While within 1" of an obstacle or obstruction, this model gains +2 ARM. If this model begins its activation within 1" of rough terrain, it gains +2 SPD this activation.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Snacking - When this model boxes a living model with a melee attack, this model heals d3 damage points and the boxed model is removed from play.

WEAPONS [EARTHBORNS]

Claw [2x] (Left and Right) POW: 3

P+S: 15

Open Fist

Adaption - When this model hits with a normal melee attack with this weapon, it can replace the base POW of this weapon with the base POW of a melee weapon ICON on a model in its melee range. Adaption expires after the attack is resolved.

end of line

Mulg the Ancient

Trollblood Dire Troll Character Heavy Warbeast

MULG

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD** **FUR** **THR**
4 12 7 3 11 19 6 5 10

FA: C

Point Cost: 11

Base Size: Large

Damage: 31 (Mind 8, Body 12, Spirit 11)

1	■	■	○	○	○	■	■	
2	■	■	○	○	○	○	○	mind
3	■	○	○	○	○	■	■	
4	■	○	○	○	○	○	○	body
5	■	○	○	○	○	■	■	
6	■	○	○	○	○	○	○	spirit

Animus

Runebreaker

Cost
2

RNG
Self

AOE
-

POW
-

UP
No

OFF
No

Enemy warbeasts lose their animi while within 5" of the model using Runebreaker. Runebreaker lasts for one round.

MULG

Affinity [Doomshaper] - At the end of Mulg's combat action while in Doomshaper's control area, if the last model Mulg hit with a melee attack during its combat action is still in Mulg's melee range, Mulg can immediately make one normal melee attack targeting that model.

Are You Going to Eat That? - Once per turn, when a living model is boxed within 4" of this model, this model can make a full advance directly toward the boxed model. If this model advances into B2B contact with the boxed model, the boxed model is removed from play and this model heals d3 damage points.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [MULG]

Big Meaty Fist [1x] (Right) POW: 4 P+S: 16

Open Fist

Rune Club [1x] (Left) POW: 6 P+S: 18

Reach

Critical Smite - On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6" directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

end of line

Kriel Warriors

Trollblood Trollkin Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	15	8

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Medium

LEADER & GRUNTS

Combined Melee Attack

Tough

Prayers - The Leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

- Fervor** - Affected models gain +2 to attack and damage rolls this activation.

- Swift Foot** - Affected models gain +2" movement this activation.

WEAPONS [LEADER & GRUNTS]

Hand Weapon [1x] (None) POW: 4 P+S: 10

end of line

Kriel Warrior Caber Thrower

Trollblood Trollkin Weapon Attachment

THROWER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	15	8

FA: 3

Point Cost: 1 Thrower: 1

Up to 2 additional Throwers: 1ea

Base Size: Medium

Attachment [Kriel Warrior] - This attachment can be added to a Kriel Warrior unit.

THROWER

Tough

WEAPONS [THROWER]

Caber [1x] (None) **POW:** 7 **P+S:** 13

Caber Toss - When this model attacks with this weapon, draw a 3" straight line from this model. The entire line must be within this model's front arc. This model makes a melee attack against each model whose base is crossed by that line. If this model charges, the line must touch the model it charges.

end of line

Kriel Warrior Standard & Piper

Trollblood Trollkin Unit Attachment

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	15	8

PIPER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	15	8

FA: 1

Point Cost: Standard & Piper: 3

Base Size: Medium

Attachment [Kriel Warrior] - This attachment can be added to a Kriel Warrior unit.

STANDARD BEARER

Standard Bearer

Tough

Granted: Steady - While this model is in play, models in its unit gain Steady. (Models with Steady cannot be knocked down.)

Stone-Forged - Once per game while in formation, this model can use this ability during its unit's activation. When a model in this unit that is in formation is disabled, it heals 1 damage point and is knocked down on a Tough roll of 4, 5, or 6. Stone Forged lasts for one round.

WEAPONS [STANDARD BEARER]

PIPER

Combined Melee Attack

Tough

In Step - While this model is within 3" of it, the unit commander gains +3" to its command range.

WEAPONS [PIPER]

Hand Weapon [1x] (None) POW: 4 P+S: 10

end of line

Krielstone Bearer & Stone Scribes

Trollblood Trollkin Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	4	12	13	9

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	5	4	12	13	9

FA: 1

Point Cost: Leader & 3 Grunts: 3

Leader & 5 Grunts: 4

Base Size: Medium

LEADER

Fearless

Tough

Fury Vault - While this model is in a friendly warlock's control area during the warlock's activation, the warlock can move fury points from himself to it. If this model is in a friendly warlock's control area, the warlock can leach fury points from it during your Control Phase. This model can have up to 1 fury point on it for each model currently in this unit. When a model in this unit is destroyed or removed from play, remove fury points from this model in excess of the number of models remaining in the unit. If this model is destroyed and replaced by a Grunt in its unit, place its fury points on the new Leader.

Protective Aura (★Action) - This model must spend 1 fury point to make this special action. For one round, while within 4" of this model + 1" per fury point on this model, friendly Faction models gain +2 ARM.

Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

WEAPONS [LEADER]

GRUNTS

Fearless

Tough

WEAPONS [GRUNTS]

Hand Weapon [1x] (None) POW: 4 P+S: 11

end of line

Stone Scribe Elder

Trollblood Trollkin Unit Attachment

Elder's Damage: ■■■■■

Elder

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	13	9

FA: 1

Point Cost: 1

Base Size: Medium

Damage: 5

Attachment [Kriestone Bearer & Stonescribe] - This attachment can be added to a Kriestone Bearer & Stonescribe unit.

Elder

Fearless

Officer

Tough

Purity - While this model is in formation, models in its unit cannot be targeted by enemy spells.

Stone Warp - When the Kriestone Bearer in this model's unit makes a Protective Aura special action, choose one of the following effects:

- Combat Warding** - Continuous effects on friendly Faction models affected by Protective Aura expire. While affected by Protective Aura, a model is immune to continuous effects. Combat Warding lasts for one round.

- Spirit Chaser** - While within the area affected by Protective Aura this round, enemy models lose Incorporeal and Stealth.

- Stone Strength** - While within the area affected by Protective Aura this round, friendly Faction models gain +1 STR.

WEAPONS [Elder]

Hand Weapon [1x] (None) POW: 4 P+S: 11

end of line

Thumper Crew

Trollblood Trollkin Weapon Crew Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	5	5	12	14	8

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	6	5	5	12	14	8

FA: 2

Point Cost: Leader & 2 Grunts: 3

Base Size: Leader: Large Base
Grunt: Medium Base

LEADER

Tough

WEAPONS [LEADER]

Thumper [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 14

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Momentum - Instead of suffering a normal damage roll, a non-incorporeal model hit by this attack is slammed d6" directly away from this model regardless of its base size and suffers a damage roll equal to the POW of this weapon. Collateral damage from this slam is equal to the POW of this weapon.

Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

Axe [1x] (None) POW: 4 P+S: 10

GRUNTS

Tough

WEAPONS [GRUNTS]

Axe [1x] (None) POW: 4 P+S: 10






end of line

Trollkin Champions

Trollblood Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	4	12	16	9

Champion A's Damage: 
Champion B's Damage: 
Champion C's Damage: 
Champion D's Damage: 
Champion E's Damage: 

FA: 2

Point Cost: Leader & 2 Grunts: 6
Leader & 4 Grunts: 10

Base Size: Medium

Damage: 8

LEADER & GRUNTS

Fearless

Tough

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

WEAPONS [LEADER & GRUNTS]

Hand Weapon [2x] (None) POW: 4 P+S: 11

Weapon Master

end of line

Trollkin Fennblades

Trollblood Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	14	8

FA: 2

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Medium

LEADER & GRUNTS

Tough

Hard - This model does not suffer damage or effects from impact attacks or collateral damage.

WEAPONS [LEADER & GRUNTS]

Hooked Great Swords [1x] (None) POW: 5P+S: 12

Reach

Snag & Slash - Gain an additional die on damage rolls with this weapon against cavalry models. A cavalry model damaged by this weapon is knocked down.

end of line

Long Riders

Trollblood Trollkin Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	4	12	17	9

Rider A's Damage:	
Rider B's Damage:	
Rider C's Damage:	
Rider D's Damage:	
Rider E's Damage:	

FA: 1

Point Cost: Leader & 2 Grunts: 7
Leader & 4 Grunts: 11

Base Size: Large

Damage: 5

LEADER & GRUNTS

Fearless

Tough

Brace For Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

Bull Rush (Order) - Affected models must either run or make a slam power attack. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount ICON. The POW of collateral damage from a slam is equal to the current POW of the Mount ICON. After a model in this unit resolves a slam attack, that model can make one normal melee attack.

WEAPONS [LEADER & GRUNTS]

Cavalry Axe [1x] (None) POW: 5 P+S: 12

Reach

Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Mount [1x] (None) POW: 14

Critical Knockdown - On a critical hit, the model hit is knocked down.

end of line

Trollkin Runeshapers

Trollblood Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	12	15	8

Runeshaper A's Damage: 
Runeshaper B's Damage: 
Runeshaper C's Damage: 

FA: 2

Point Cost: Leader & 2 Grunts: 4

Base Size: Medium

Damage: 5

LEADER & GRUNTS

Pathfinder

Tough

Confluence - This model gains a cumulative +1 on magic attack rolls for each other model in this unit that is within 1" of it.

Magic Ability [6]

•**Rock Hammer (★Attack)** - Rock Hammer is a RNG 8, AOE 3, POW 14 magic attack. On a critical hit, models hit are knocked down.

•**Tremor (★Attack)** - Tremor affects every model within 2" of this model and does not require a target. Make one magic attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

Steady - This model cannot be knocked down.

WEAPONS [LEADER & GRUNTS]

Hand Weapon [1x] (None) POW: 4 P+S: 10

Magical Weapon

end of line

Scattergunners

Trollblood Trollkin Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	5	12	14	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Medium

LEADER & GRUNTS

Tough

WEAPONS [LEADER & GRUNTS]

Scattergun [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Gun Blade [1x] (None) POW: 3 P+S: 9

end of line

Pyg Burrowers

Trollblood Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	4	13	12	7

FA: 1

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small

LEADER & GRUNTS

Advance Deployment

Tough

Tunneling - Instead of deploying this unit normally, you can deploy the burrowing marker. During your Maintenance Phases, move the burrowing marker 3" in any direction. The models in this unit can surface during your Control Phase before leaching. When the models surface, place them anywhere completely within 5" of the burrowing marker. Any models that cannot be placed are removed from play. Placed models cannot advance during the turn they surface. If the models do not surface, you can move the burrowing marker up to 3" in any direction at the end of your Control Phase.

WEAPONS [LEADER & GRUNTS]

Slug Gun [1x] (None) RNG: 4 ROF: 1 AOE: - POW: 14

Hand Weapon [1x] (None) POW: 3 P+S: 8

end of line

Pyg Bushwhackers

Trollblood Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	4	4	13	12	7

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

LEADER & GRUNTS

Advance Deployment

Combined Ranged Attack

Pathfinder

Tough

Bushwhack (Order) - During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

WEAPONS [LEADER & GRUNTS]

Rifle [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 8

end of line

Fell Caller

Trollblood Trollkin Solo

Fell Caller's Damage:

FELL CALLER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	13	15	9

FA: 2

Point Cost: 3

Base Size: Medium

Damage: 8

FELL CALLER

Fearless

Tough

Fell Calls - This model can make one of the following calls any time during its activation. A friendly Faction model/unit can be affected by only one Fell Call each turn.

•**Open Road** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ICON this turn.

•**Reveille** - Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Reveille.

•**War Cry** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to melee attack rolls this turn.

WEAPONS [FELL CALLER]

Sonic Blast [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Sword [2x] (None) POW: 3P+S: 10

Weapon Master

end of line

Stone Scribe Chronicler

Trollblood Trollkin Solo

Chronicler's Damage: ■■■■■

CHRONICLER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	4	12	13	8

FA: 1

Point Cost: 2

Base Size: Medium

Damage: 5

CHRONICLER

Tough

Storytelling - This model can tell one of the following stories anytime during its activation. When this model tells a story, choose a friendly unit. The story affects this model and will affect the unit if it is currently in this model's command range. Stories last for one round. A unit can be affected by only one story each round.

•**Charge of the Trolls** - An affected model gains +2 to attack and damage rolls against enemy models in the melee range of a friendly Faction warbeast.

•**Hero's Tragedy** - An enemy model that destroys one or more affected models with a melee attack during its activation is knocked down at the end of its activation.

•**Tale of Mist** - Affected models gain concealment and Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)

WEAPONS [CHRONICLER]

Battle Axe [1x] (None) POW: 4P+S: 11

end of line

Trollkin Champion Hero

Trollblood Solo

Hero's Damage:

HERO

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	8	4	12	16	10

FA: 2

Point Cost: 3

Base Size: Medium

Damage: 8

HERO

Commander

Fearless

Tough

Cleave - When this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.

Relentless Charge - This model gains Pathfinder ICON during activations it charges.

Retaliatory Strike - When this model is hit by a melee attack made by an enemy model during your opponent's turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.

Tactician [Trollkin Champions] - While in this model's command range, friendly Trollkin Champions models ignore other friendly Trollkin Champions models when determining LOS. Friendly Trollkin Champions models can advance through other friendly Trollkin Champions models in this model's command range without effect if they have enough movement to move completely past them.

WEAPONS [HERO]

Great Axe [1x] (None)

POW: 5

P+S: 12

Reach

Weapon Master

end of line

Troll Whelps

Trollblood Solo

WHELPS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	2	2	2	12	11	1

FA: 3

Point Cost: 5 Whelps: 2

Base Size: Small

WHELPS

Alternate Food Source - If this model is within 1" of a friendly Faction warbeast during the warbeast's activation, the warbeast can remove this model from play to heal d3 damage points.

Annoyance - Living enemy models within 1" of this model suffer -1 to attack rolls.

Big Brother - While within 10" of a Faction warbeast, this model never flees and automatically rallies.

Spawn Whelps - This model does not have to be put into play at the start of the game. When a friendly Faction warbeast is damaged by an enemy attack, immediately after the attack is resolved you can put one Troll Whelp that did not begin the game in play into play. You can place this model anywhere completely within 3" of the warbeast.

Wrong Place, Wrong Time - When this model is in a friendly Faction warbeast's melee range and the warbeast must make a threshold check, you can remove this model from play to allow the warbeast to pass the threshold check automatically.

WEAPONS [WHELPS]

end of line

Horthol, Long Rider Champion

Trollblood Trollkin Dragoon Character Solo

HORTHOL

SPD	STR	MAT	RAT	DEF	ARM	CMD
7/5	9	8	4	12	18/16	9

Mounted Damage: 

Dismounted Damage: 

FA: C

Point Cost: 5

Base Size: Large Base Mounted
Medium Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 8

HORTHOL

Fearless

Tough

Brace for Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

Bull Rush - This model can make slam power attacks. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount. The POW of collateral damage from a slam is equal to the current POW of the Mount. After resolving a slam attack, a model in this unit can make one normal melee attack.

Dragoon - While mounted, this model has base SPD 7 and base ARM 18. While dismounted, it has base SPD 5, base ARM 16, and loses Brace for Impact, Bull Rush, and Follow Up.

Elite Cadre [Long Riders] - Friendly Long Rider models gain Follow Up.

Follow Up - When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

WEAPONS [HORTHOL]

Long Hammer [1x] (None) POW: 6 P+S: 15

Reach

Critical Stagger - On a critical hit, the model hit loses its initial attacks and cannot make special attacks for one round.

Mount [1x] (None) POW: 14

Critical Knockdown - On a critical hit, the model hit is knocked down.

end of line

Kaya the Wildborne

Circle Warlock

Kaya's Damage:

KAYA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	5	6	4	16	13	8	6

FA: C

Warbeast Points: +6

Base Size: Small

Damage: 16

Feat: Wild Mastery

Place up to 3 fury points on each friendly Faction warbeast in Kaya's battlegroup that is in her control area. She can immediately leach fury points from warbeasts in her battlegroup in her control area.

KAYA

Pathfinder

Pack Hunters - Warbeasts in this model's battlegroup gain +2 on attack rolls against enemy models in its control area.

WEAPONS [KAYA]

Splinter [1x] (None) POW: 6 P+S: 11

Magical Weapon

Reach

Critical Knockdown - On a critical hit, the model hit is knocked down.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
--	-------------	------------	------------	------------	-----------	------------

Occultation

Target friendly model/unit gains Stealth ICON.

Soothing Song

Remove up to 1 fury point from each friendly Faction warbeast currently in this model's control area.

Spirit Door

Spirit Door can target only a model in this model's battlegroup and control area. If Spirit Door targets this model, immediately place it within 2" of another model in its battlegroup that was in its control area at the time the spell was cast. If Spirit Door targets another model in this model's battlegroup immediately place that model within 2" of this model. A model placed by Spirit Door cannot advance for one turn. Spirit Door can be cast once per turn.


Spirit Fang

A model damaged by Spirit Fang suffers -2 SPD and DEF for one round.

end of line

Kaya the Moonhunter

Circle Epic Warlock

Kaya's Damage: 

KAYA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	6	6	4	16	14	8	6

FA: C

Warbeast Points: +2

Base Size: Small

Damage: 16

Feat: Call of the Hunt

Kaya can force warbeasts in her battlegroup even if they are outside her control area. At the end of its activation, you can place each warbeast in Kaya's battlegroup anywhere within 3" of her. Call of the Hunt lasts for one turn.

KAYA

Pathfinder

Alpha - During a turn this model ran, warbeasts in its battlegroup beginning their activation in its control area can run without being forced. During a turn this model charges, warbeasts in its battlegroup beginning their activations in its control area can charge or make a slam or trample power attack without being forced.

Riposte - When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.

Unyielding - While engaging an enemy model, this model gains +2 ARM.

WEAPONS [KAYA]

Glimmer [1x] (None) POW: 6 P+S: 12

Magical Weapon

Reach

SPELLS

Dog Pile

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	10	-	-	Yes	Yes

Warbeasts in this model's battlegroup can charge or make slam power attacks against target enemy model without being forced and regardless of LOS. When a warbeast does, it gains +2" movement and gains Pathfinder ICON while resolving that charge or slam.

Forced Evolution

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly living Faction warbeast gains +2 STR and DEF.

Muzzle

2	10	-	12	No	Yes
---	----	---	----	----	-----

An enemy warbeast damaged by Muzzle cannot advance toward this model for one round.

Shadow Pack

3	Self	Ctrl	-	Yes	No
---	------	------	---	-----	----

Models in this model's battlegroup gain Stealth ICON while in its control area. Shadow Pack lasts for one round.

end of line

Laris

Circle Character Light Warbeast

LARIS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	8	6	4	15	14	7	3	10

FA: C

Base Size: Medium

Damage: 20 (Mind 6, Body 6, Spirit 8)

Animus

Spirit Shift

When this model uses Spirit Shift, immediately place it within 2" of Kaya. When Kaya uses Spirit Shift, immediately place her within 2" of this model. A model cannot advance this turn after being placed by Spirit Shift.

Cost	RNG	AOE	POW	UP
2	Self	-	-	No

1	■	■	■	○	○	■	■	
2	■	■	■	○	○	○	○	mind
3	■	■	■	○	○	■	■	
4	■	■	■	○	○	○	○	body
5	■	■	○	○	○	■	■	spirit

LARIS

Pathfinder

Companion [Kaya the Moonhunter] - This model is included in any army that includes Kaya the Moonhunter. If Kaya is destroyed or removed from play, remove this model from play. This model is part of Kaya's battlegroup.

Guard Dog - While this model is within 3" of its warcaster or warlock and is not knocked down or stationary, its warcaster or warlock cannot be targeted by free strikes and gains +2 DEF against melee attack rolls, and models attacking the warcaster or warlock do not gain back strike bonuses.

Power Attack Headlock/Weapon Lock - This model can perform headlock/weapon lock power attacks.

Warbeast Bond [Kaya the Moonhunter] - Laris is bonded to Kaya. If Laris frenzies, he cannot choose Kaya as his target. While Laris is in Kaya's control area, she can channel spells through him.

WEAPONS [LARIS]

Bite [1x] (None) POW: 4P+S: 12

end of line

Krueger the Stormwrath

Circle Warlock

Krueger's Damage: 

KRUEGER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	5	5	6	15	14	8	7

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 16

Feat: Storm Ravager

Place three 3" AOE's anywhere completely in Krueger's control area. Enemy models in one or more of the AOE's when they are placed suffer a boostable POW 10 electrical damage roll ICON. During each of your Maintenance Phases, remove one AOE. An enemy model entering or ending its activation in one or more AOE's suffers an unboostable POW 10 electrical damage roll.

KRUEGER

Immunity: Electricity

Pathfinder

WEAPONS [KRUEGER]

Lightning [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 13

Magical Weapon

Damage Type: Electricity

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Lightning Spear [1x] (None) POW: 7 P+S: 12

Magical Weapon

Reach

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Chain Lightning	3	10	-	10	No	Yes
Deflection	2	Self	Ctrl	-	No	No
Lightning Tendrils	3	6	-	-	Yes	No
Skyborne	2	Self	-	-	No	No
Tornado	4	10	-	13	No	Yes

A model hit by Chain Lightning suffers a POW 10 electrical damage roll ICON, and lightning arcs from that model to d6 consecutive additional models. The lightning arcs to the nearest model it has not already arced to within 4" of the last model it arced to, ignoring this model. Each model the lightning arcs to suffers a POW 10 electrical damage roll ICON.

Deflection While in this model's control area, friendly Faction warrior models gain +2 ARM against ranged and magic attack damage rolls. Deflection lasts for one round.

Lightning Tendrils Target friendly model/unit gains Immunity: Electricity ICON. Affected model's weapons gain Reach ICON and Electro Leap. (When a model is hit by a weapon with Electro Leap, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.)


Skyborne This model gains +2 SPD and DEF and Flight for one round. (A model with Flight can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. It ignores intervening models when declaring its charge target.)

Tornado Instead of suffering a normal damage roll, a non-incorporeal model hit by Tornado is thrown d6" directly away from the spell's point of origin regardless of its base size and suffers a POW 13 damage roll. Collateral damage from this throw is POW 13.

end of line

Krueger the Stormlord

Circle Epic Warlock

Krueger's Damage: 

KRUEGER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	5	6	6	15	15	9	7

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 16

Feat: Hurricane

Enemy models currently in Krueger's control area are pushed 3" directly away from Krueger and suffer -2 SPD for one round. You determine the order models are moved.

KRUEGER

Immunity: Electricity

Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

WEAPONS [KRUEGER]

Lightning Bolt [1x] (None) RNG: 10 ROF: 3 AOE: - POW: 12

Magical Weapon

Damage Type: Electricity

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Wurmtongue [1x] (None) POW: 7 P+S: 12

Magical Weapon

Reach

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Gallows	3	10	-	13	No	Yes
Lightning Storm	3	8	3	10	No	Yes
Storm Wall	3	Self	Ctrl	-	No	No
Voice of Thunder	2	Self	Ctrl	-	Yes	No
Windblown	2	6	-	-	No	No

When an enemy model is hit by this attack, it can be pushed d6" directly toward Gallows' point of origin.

Models hit suffer a POW 10 electrical damage ICON roll. The AOE remains in play for one round. Models entering or ending their activations in the AOE suffer a POW 10 electrical damage ICON roll.

While in this model's control area, enemy models suffer -5 RNG on their ranged attacks. When an enemy AOE ranged attack deviates from a point in this model's control area, after determining the deviation distance, you choose the direction the AOE deviates. Storm Wall lasts for one round.


This model gains Terror ICON. While in this model's control area, friendly Faction models/units automatically rally and never flee.

Target friendly Faction model gains +2" movement during its activation this turn.

end of line

Baldur the Stonecleaver

Circle Warlock

Baldur's Damage: 

BALDUR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	7	7	4	14	16	8	6

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 17

Feat: Broken Earth

While in Baldur's control area, friendly models gain cover. While in Baldur's control area, enemy models lose Pathfinder and treat open terrain as rough terrain. Broken Earth lasts for one round.

BALDUR

Pathfinder

Elemental Mastery - Warbeasts in this model's battlegroup with the Construct ICON advantage beginning their activations in this model's control area can charge and make power attacks without being forced. This model can heal friendly warbeasts in its battlegroup with the Construct ICON advantage.

Forest Walk - While completely within a forest, this model can forfeit its normal movement to use Forest Walker. If it does, choose a location completely within this model's control area that is completely within a forest. Remove this model from the forest and place it in the chosen location. This model cannot use Forest Walker while knocked down.

WEAPONS [BALDUR]

Tritus [1x] (None) POW: 7 P+S: 14

Magical Weapon

Reach

Weight of Stone - When a model is damaged by this weapon it suffers -3 SPD and DEF for one round.

SPELLS

Earth's Blessing

Target friendly model/unit cannot be knocked down and gains Pathfinder ICON.

Earth Spikes

When making this attack, ignore cover and the +2 DEF bonus for elevation. On a critical hit, models hit are knocked down.

Rapid Growth

Place the AOE completely in this model's control area. The AOE is a forest that remains in play as long as upkeep is paid.

Stone Skin


Target friendly Faction model/unit gains +2 STR and ARM but suffers -1 SPD and DEF.

end of line

Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	Yes	No
3	10	3	13	No	Yes
2	Ctrl	4	-	Yes	No
2	6	-	-	Yes	No

Kromac the Ravenous

Circle Tharn Warlock

Kromac's Damage: 

KROMAC

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	6	6	4	15	14	8	6

FA: C

Warbeast Points: +4

Base Size: Human Form Medium Base
Beast Form Medium Base

Damage: 17

Feat: Dominance

Kromac can immediately remove up to his current FURY in focus and fury points from enemy warjacks and warbeasts in his control area. For each focus or fury point removed, Kromac gains 1 fury point. Kromac's fury point total cannot exceed its current FURY as a result of Dominance.

KROMAC

Pathfinder

Altered States - At the start of your Maintenance Phase, choose a form for this model to take: human or beast. If it changes form, replace the model in play with its alternate form. Effects on the replaced model are applied to the alternate form. You decide which form this model starts the game in. While in beast form, this model gains Terror ICON and +3 STR, MAT, ARM, and FURY but loses the Commander advantage and its spells, cannot upkeep spells, and cannot cast non-animi spells.

Beast Out - When this model suffers damage from an enemy attack during an opponent's turn while in human form, immediately after the attack is resolved this model can spend 1 fury point to take beast form. Replace its human model with the beast model. Effects on the replaced model are applied to the beast model.

WEAPONS [KROMAC]

Dusk [1x] (None) POW: 5 P+S: 11

Magical Weapon
Reach

Dawn [1x] (None) POW: 5 P+S: 11

Magic Weapon
Reach

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Bestial	3	Self	Ctrl	-	No	No
While in this model's control area, enemy models cannot cast spells or be used to channel spells. Bestial lasts for one round.						
Pounce	2	Self	-	-	No	No
Place this model completely within 5" of its current location. It can cast Pounce once per activation.						
Ravager	2	6	-	-	No	No
Target model in this model's battlegroup gains Berserk for one turn. While affected by Ravager, a model cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)						
Rift	3	8	4	13	No	Yes
The AOE is rough terrain and remains in play for one round.						

end of line

Morvahna the Autumnblade

Circle Warlock

Morvahna's Damage:

MORVAHNA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	5	6	4	15	14	9	7

FA: C

Warbeast Points: +6

Base Size: Small

Damage: 14

Feat: Seeds of Destruction

When a friendly Faction model boxes a living enemy model with a melee attack while in Morvahna's control area this turn, center a 3" AOE on the boxed model, then remove it from play. The AOE is forest terrain that remains in play for one round. Enemy models in the AOE when it is put in play are hit and suffer an unboostable POW 13 blast damage roll. Enemy models ending their activations in the AOE suffer an unboostable POW 13 damage roll.

MORVAHNA

Pathfinder

Offering - This model can transfer damage to friendly living Faction non-warlock warrior models.

WEAPONS [MORVAHNA]

Equinox [1x] (None) POW: 7 P+S: 12

Magical Weapon

Reach

Harrow - An enemy model damaged by this weapon suffers Harrow for one round. Once per turn this model can transfer damage to an enemy model with Harrow.

SPELLS

Eruption of Life

Cost	RNG	AOE	POW	UP	OFF
4	10	-	13	Yes	Yes

If this attack boxes a living enemy model, center a 4" AOE on it and remove it from play. Enemy models in the AOE are hit and suffer an unboostable POW 13 blast damage roll. The AOE is a forest that remains in play as long as upkeep is paid. Enemy models ending their activations in the AOE suffer an unboostable POW 13 damage roll. Friendly models ending their activations in the AOE heal 1 damage point.

Harvest

3	Self	Ctrl	-	Yes	No
---	------	------	---	-----	----

When an enemy model is destroyed in this model's control area, this model can gain 1 fury point. This model's fury point total cannot exceed its FURY as a result of Harvest.

Restoration

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly Faction model/unit gains +2 ARM. When this spell is upkeep, this model heals 1 damage point for each friendly model affected by Restoration within 1" of this model.

Revive


3	Ctrl	-	-	No	No
---	------	---	---	----	----

Return one destroyed friendly Faction Grunt to play with one unmarked damage box. It must be placed in this model's control area in formation and within 3" of another model in its unit.

end of line

Mohsar the Desertwalker

Circle Warlock

Mohsar's Damage: 

MOHSAR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	4	5	6	14	14	8	8

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 15

Feat: Disjunction

While in Mohsar's control area enemy models cannot be used to channel spells, leach fury, or have fury leached from them for one round.

MOHSAR

Eyeless Sight

Pathfinder

Circular Vision - This model's front arc extends to 360°.

Maltreatment - Once per turn during its activation this model can remove 1 fury point from a warbeast in its battlegroup that is in its control area and add 1 fury point to its own current total. The warbeast suffers d3 damage points.

WEAPONS [MOHSAR]

Dust Howler [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 13

Magical Weapon

Witherthorn [1x] (None) POW: 6 P+S: 10

Magical Weapon

Reach

Erosion - This model rolls an additional die on this weapon's damage rolls against non-living models.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
Crevasse	4	10	*	10	No	Yes
When an enemy model is hit, draw a 6" straight line in any direction away from it. Models whose bases are crossed by this line suffer a POW 10 damage roll. Models boxed by Crevasse are removed from play.						
Dust to Dust	3	10	-	13	No	Yes
When a warrior model is boxed by Dust to Dust, center a 3" AOE cloud effect on it, then remove the model from play. The AOE remains in play for one round.						
Mirage	3	6	-	-	Yes	No
Target friendly Faction model/unit gains Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2" of their current locations. If Mirage affects a unit, only models in formation can be placed.)						
Pillar of Salt	2	Ctrl	3	-	No	No
Place a 3" AOE anywhere completely in this model's control area. The AOE is an obstruction that blocks LOS and provides cover. It is a structure with ARM 18 and leaves play if it suffers 1 or more damage points. The AOE remains in play for one round.						
Sands of Fate	2	Self	Ctrl	-	No	No
Remove a friendly living Faction trooper model in this model's control area from play and replace it with this model. This model cannot advance this activation after being placed by Sands of Fate.						
Sunhammer	3	Self	Ctrl	-	Yes	No
Enemy warbeasts/warjacks that advance more than 1" and end their normal movement in this model's control area suffer d3 damage points.						

end of line

Argus

Circle Light Warbeast

ARGUS

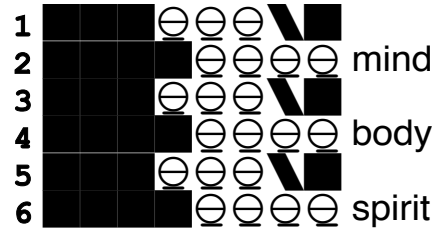
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	8	5	4	15	14	6	3	8

FA: U

Point Cost: 4

Base Size: Medium

Damage: 21 (Mind 7, Body 7, Spirit 7)



Animus

Tracker

Target friendly model gains Hunter and Pathfinder ICON for one turn. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

Cost
1

RNG
6

AOE
-

POW
-

UP
No

OFF
No

ARGUS

Circular Vision - This model's front arc extends to 360°.

Power Attack Headlock/Weapon Lock - This model can perform headlock/weapon lock power attacks.

WEAPONS [ARGUS]

Doppler Bark [1x] (Head) RNG: 6 ROF: 1 AOE: - POW: -

Paralysis - A warbeast hit by this attack suffers the Paralysis continuous effect. While a warbeast is suffering Paralysis, its base DEF becomes 7 and it cannot run or charge.

Bite [2x] (Head) POW: 4 P+S: 12

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

end of line

Gorax

Circle Light Warbeast

GORAX

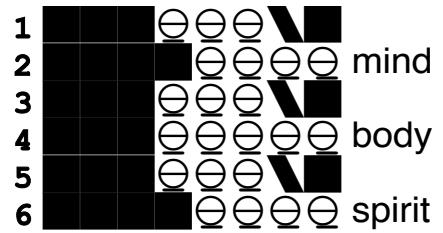
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	9	6	3	13	16	5	4	8

FA: U

Point Cost: 4

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)



Animus

Primal

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target friendly Faction non-Construct warbeast gains +2 STR and MAT. When Primal expires, the warbeast automatically frenzies during your next Control Phase. Primal lasts for one round.

GORAX

Pain Response - While damaged this model can charge or make power attacks without being forced.

WEAPONS [GORAX]

Claw [2x] (Left and Right) POW: 3 P+S: 12

Open Fist

[1x] (None) POW: 3 P+S: 12

end of line

Woldwatcher

Circle Light Warbeast

WOLDWATCHER

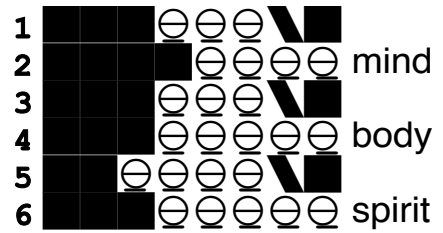
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	8	5	5	10	17	—	2	—

FA: U

Point Cost: 4

Base Size: Medium

Damage: 24 (Mind 7, Body 8, Spirit 9)



Animus

Vigilance

When an enemy model advances and ends its movement within 2" of the affected model, the affected model can immediately advance up to 2" and make one normal melee attack against an enemy model, then Vigilance expires. Vigilance lasts for one round.

Cost
2

RNG
Self

AOE
—

POW
—

UP
No

OFF
No

WOLDWATCHER

Advance Deployment

Construct

Pathfinder

Stone Form (★Action) - This model gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks. Stone Form lasts for one round or until this model advances.

WEAPONS [WOLDWATCHER]

Elemental Strike [1x] (<—>) RNG: 10

ROF: 1 AOE: - POW: 12

Magical Weapon

Fertilizer - When a living model is boxed by this weapon, center a 3" AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

Rune Fist [2x] (Left and Right)

POW: 4P+S: 12

Magical Weapon

Open Fist

Fertilizer - When a living model is boxed by this weapon, center a 3" AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

end of line

Woldwyrd

Circle Light Warbeast

WOLDWYRD

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	6	3	6	13	16	—	3	—

FA: U

Point Cost: 5

Base Size: Medium

Damage: 22 (Mind 8, Body 6, Spirit 8)

1				⊖	⊖	⊖	⊖	⊖		
2				⊖	⊖	⊖	⊖	⊖	⊖	mind
3				⊖	⊖	⊖	⊖	⊖	⊖	
4				⊖	⊖	⊖	⊖	⊖	⊖	body
5				⊖	⊖	⊖	⊖	⊖	⊖	
6				⊖	⊖	⊖	⊖	⊖	⊖	spirit

Animus

Arcane Killer

Cost	RNG	AOE	POW	UP	OFF
2	6	—	—	No	No

Target friendly Faction model gains boosted attack rolls against enemy models with upkeep spells on them. The model also gains boosted damage rolls against enemy models with one or more upkeep spells on them that are directly hit by its attack. Arcane Killer lasts for one round.

WOLDWYRD

Construct

Gunfighter

Pathfinder

Arcane Suppression - Enemy models within 8" of this model must pay double fury and focus points to cast or upkeep spells.

Steady - This model cannot be knocked down.

Witch Hunter - After an enemy model casts a spell within 10" of this model, this model can immediately make a normal ranged attack targeting that model.

WEAPONS [WOLDWYRD]

Arcane Strike [1x] (<—>) RNG: 10 ROF: 3 AOE: - POW: 10

Magical Weapon

end of line

Gnarlhorn Satyr

Circle Heavy Warbeast

SATYR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	6	3	12	18	7	4	9

FA: U

Point Cost: 8

Base Size: Large

Damage: 26 (Mind 8, Body 10, Spirit 8)

Animus

Bounding

Target friendly Faction model gains +2" movement if it charges or makes a slam or trample power attack. The affected model also gains +2 on charge, slam, and trample attack rolls. Bounding lasts for one turn.

SATYR

Counter Slam - When an enemy model advances and ends its movement within 6" and in the LOS of this model, this model can immediately make a slam power attack against that model. If this model makes a counter slam, it cannot make another until after your next turn. This model cannot make a counter slam while engaged.

Follow Up - When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

Grand Slam - This model can make power attack slams without spending focus or being forced. Models slammed by this model are moved an additional 2".

WEAPONS [SATYR]

Horns [1x] (Head) POW: 4 P+S: 15

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

Claw [2x] (Left and Right) POW: 3 P+S: 14

Open Fist

end of line

1	■	■	○	○	○	■	■	
2	■	■	○	○	○	○	○	mind
3	■	■	○	○	○	○	■	
4	■	■	○	○	○	○	○	body
5	■	■	○	○	○	○	■	
6	■	■	○	○	○	○	○	spirit

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	6	-	-	No	No

Shadowhorn Satyr

Circle Heavy Warbeast

SATYR

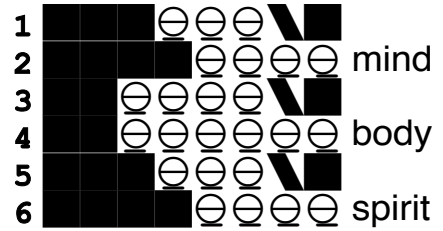
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	10	5	3	13	17	6	4	8

FA: U

Point Cost: 7

Base Size: Large

Damage: 24 (Mind 7, Body 10, Spirit 7)



Animus

Virility

Cost
1

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target friendly living Faction warbeast can make a power attack this activation without being forced. A model that is power attack slammed or thrown by the affected warbeast is moved an additional +2". Virility lasts for one turn.

SATYR

Bounding Leap - Once per activation, after making a full advance but before performing an action, this model can be forced to be placed completely within 5" of its current location. Any effects that prevent charging also prevent this model from using Bounding Leap.

Reversal - When a model misses this model with a charge or a power attack, the attacking model is knocked down.

Set Defense - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

WEAPONS [SATYR]

Horns [1x] (Head) POW: 3 P+S: 13

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

Claw [2x] (Left and Right) POW: 3 P+S: 13

Open Fist - Press icon button.

Chain Attack: Pitch - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is thrown as if this model had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

end of line

Pureblood Warpwolf

Circle Heavy Warbeast

WARPWOLF

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	10	6	5	14	17	7	4	10

FA: U

Point Cost: 9

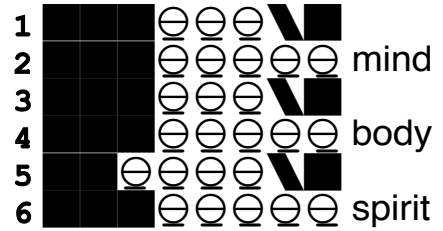
Base Size: Large

Damage: 25 (Mind 8, Body 8, Spirit 9)

Animus

Shadow Senses

Target friendly Faction warbeast gains Phantom Seeker for one turn.



Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	No	No

WARPWOLF

Controlled Warming - At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round.

•**Ghostly** - This model can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This model cannot be targeted by free strikes.

•**Phantom Seeker** - This model ignores LOS when making ranged attacks. This model ignores concealment and cover when resolving ranged attacks.

•**Warp Strength** - This model gains +2 STR. If this model frenzies it must choose this warp effect at the start of its activation.

Leadership [Warpwolves] - While in this model's command range, friendly Warpwolf models can use Ghostly as if it were a Controlled Warp effect on their cards.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [WARPWOLF]

Warp Strike [1x] (<->) RNG: 10 ROF: 1 AOE: - POW: 14
Magical Weapon

Claw [2x] (Left and Right) POW: 4 P+S: 14

Open Fist

end of line

Feral Warpwolf

Circle Heavy Warbeast

WARPWOLF

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	7	3	14	16	7	4	9

FA: U

Point Cost: 9

Base Size: Large

Damage: 25 (Mind 8, Body 9, Spirit 8)

Animus

Baying of Chaos

Place 1 fury point on or remove 1 fury point from each enemy warbeast in this model's command range. A warbeast can be affected by Baying of Chaos only once per turn.

Cost

2

RNG

Self

AOE

*

POW

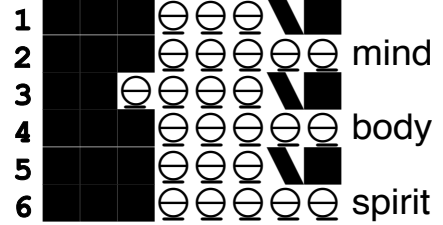
-

UP

No

OFF

No



WARPWOLF

Controlled Warping - At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round.

•**Protective Plates** - This model gains +2 ARM.

•**Warp Speed** - This model gains +2 SPD.

•**Warp Strength** - This model gains +2 STR. If this model frenzies it must choose this warp effect at the start of its activation.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [WARPWOLF]

Claw [2x] (Left and Right) POW: 4 P+S: 15

Open Fist

Bite [1x] (Head) POW: 3 P+S: 14

end of line

Woldwarden

Circle Heavy Warbeast

WOLDWARDEN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	5	4	10	18	—	4	—

FA: U

Point Cost: 9

Base Size: Large

Damage: 35 (Mind 10, Body 14, Spirit 11)

Animus

Undergrowth

While within 3" of the model using Undergrowth, enemy models treat open terrain as rough terrain and suffer -2 DEF. Undergrowth lasts for one round.

WOLDWARDEN

Construct

Pathfinder

Geomancy - While this model is in its controller's control area, it can be forced to cast its controller's spells. When this model casts a spell, place a number of FURY points on it equal to the COST of the spell. This model's controller is considered to have cast the spell but this model is its point of origin. When making a magic attack roll, this model uses its controller's FURY. This model cannot cast spells with a RNG of SELF or CTRL.

WEAPONS [WOLDWARDEN]

Rune Fist [2x] (Left and Right)

POW: 4P+S: 15

Magical Weapon

Open Fist

Chain Attack: Smite - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed d6" directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

end of line

1	■ ■ ■	○ ○ ○ ○	■ ■	
2	■ ■ ■	○ ○ ○ ○	○ ○	mind
3	○ ○ ○ ○	○ ○ ○ ○	■ ■	
4	○ ○ ○ ○	○ ○ ○ ○	○ ○	body
5	■ ■ ■	○ ○ ○ ○	■ ■	
6	■ ■ ■	○ ○ ○ ○	○ ○	spirit

Cost	RNG	AOE	POW	UP	OFF
2	Self	—	—	No	No

Megalith

Circle Character Heavy Warbeast

MEGALITH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	6	4	10	19	—	4	—

FA: C

Point Cost: 11

Base Size: Large

Damage: 35 (Mind 10, Body 14, Spirit 11)

Animus

Rooted

Cost
2

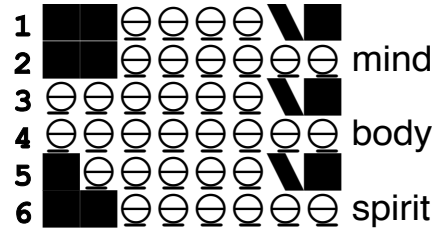
RNG
6

AOE
—

POW
—

UP
No

OFF
No



MEGALITH

Construct

Pathfinder

Affinity [Baldur] - If this model is in Baldur's control area at the start of Baldur's activation, Baldur automatically heals d3 damage points.

Bountiful Restoration - During your Control Phase, this model automatically heals d3 damage points and friendly Woldwardens B2B with it heal 1 damage point.

Geomancy - While this model is in its controller's control area, it can be forced to cast its controller's spells. When this model casts a spell, place a number of FURY points on it equal to the COST of the spell. This model's controller is considered to have cast the spell but this model is its point of origin. When making a magic attack roll, this model uses its controller's FURY. This model cannot cast spells with a RNG of SELF or CTRL.

WEAPONS [MEGALITH]

Rune Fist [2x] (Left and Right)

POW: 5P+S: 16

Magical Weapon

Open Fist

Weight of Stone - When a model is damaged by this weapon it suffers -3 SPD and DEF for one round.

end of line

Reeves of Orboros

Circle Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	13	13	8

FA: 2

Point Cost: Leader & 5 Grunts: 6
Leader & 9 Grunts: 10

Base Size: Small

LEADER & GRUNTS

Combined Ranged Attack

Pathfinder

Dual Shot - When this model forfeits its movement to gain the aiming bonus it can also make one additional ranged attack this activation.

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

WEAPONS [LEADER & GRUNTS]

Double Crossbow [1x] (None) RNG: 10 ROF: 2 AOE: - POW: 10

Battle Blade [1x] (None) POW: 3P+S: 8

end of line

Wolves of Orboros

Circle Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	13	13	8

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small

LEADER & GRUNTS

Combined Melee Attack

Pathfinder

WEAPONS [LEADER & GRUNTS]

Cleft Spear [1x] (None) POW: 4 P+S: 9

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

end of line

Wolves of Orboros Chieftain & Standard

Circle Unit Attachment

Chieftain's Damage: ■■■■■

CHIEFTAIN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	13	13	8

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	13	13	8

FA: 1

Point Cost: Chieftain & Standard Bearer: 2

Base Size: Small

Damage: Chieftain's Damage: 5

Attachment [Wolves of Orboros] - This attachment can be added to a Wolves of Orboros unit.

CHIEFTAIN

Combined Melee Attack

Officer

Pathfinder

Granted: Ranked Attacks - While this model is in play, models in its unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

Wolf Pack - Once per game during this unit's activation, this model can use Wolf Pack. This activation, models in this unit gain Gang and Overtake. (When making a melee attack targeting an enemy model in melee range of another model in its unit, a model with Gang gains +2 to melee attack and melee damage rolls. When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved the model can immediately advance up to 1".)

WEAPONS [CHIEFTAIN]

Cleft Spear [1x] (None) POW: 4 P+S: 9

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

STANDARD BEARER

Pathfinder

Standard Bearer

end of line

Tharn Bloodtrackers

Circle Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	6	14	11	8

FA: 1

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

LEADER & GRUNTS

Advance Deployment

Pathfinder

Stealth

Prey - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

WEAPONS [LEADER & GRUNTS]

Thrown Javelin [1x] (None) RNG: 7 ROF: 1 AOE: - POW: 3

Weapon Master

Thrown - Add this model's STR to the POW of this ranged attack.

Fighting Claw [1x] (None) POW: 3 P+S: 9

end of line

Tharn Bloodweavers

Circle Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	4	14	11	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small

LEADER & GRUNTS

Pathfinder

Stealth

Gang - When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

WEAPONS [LEADER & GRUNTS]

Sacral Blade [1x] (None) POW: 3 P+S: 9

Magical Weapon

Bloodletting - When this model makes an attack with this weapon during its activation, choose one of the following abilities:

- Blood Burst** - When this attack boxes a living enemy model, center a 5" AOE on the boxed model, then remove the model from play. Enemy models in the AOE are hit and suffer a blast damage roll with a POW equal to the boxed model's STR.
- Blood Spiller** - Gain an additional damage die against a living model.
- Dispel** - When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

end of line

Tharn Ravagers

Circle Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	5	13	14	8

FA: 2

Point Cost: Leader & 3 Grunts: 6

Leader & 5 Grunts: 9

Base Size: Medium

Damage: 8

LEADER & GRUNTS

Fearless

Pathfinder

Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.

Treewalker - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

WEAPONS [LEADER & GRUNTS]

Tharn Axe [1x] (None) POW: 5P+S: 13

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

end of line

Ravager A's Damage:	
Ravager B's Damage:	
Ravager C's Damage:	
Ravager D's Damage:	
Ravager E's Damage:	
Ravager F's Damage:	

Tharn Ravager Shaman

Circle Unit Attachment

Shaman's Damage:

SHAMAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	8	5	13	14	9

FA: 1

Point Cost: 2

Base Size: Medium

Damage: 8

Attachment [Tharn Ravagers] - This attachment can be added to a Tharn Ravagers unit.

SHAMAN

Fearless

Officer

Pathfinder

Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.

Granted: Gang - While this model is in play, models in its unit gain Gang. (When making a melee attack targeting an enemy model in melee range of another model in its unit, a model with Gang gains +2 to melee attack and melee damage rolls.)

Tactics: Advance Deployment - Models in this unit gain Advance Deployment ICON.

Treewalker - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

WEAPONS [SHAMAN]

Totem Staff [1x] (None) POW: 5P+S: 13

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

end of line

Tharn Wolf Riders

Circle Light Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	6	6	6	15	14	8

Rider A's Damage:	
Rider B's Damage:	
Rider C's Damage:	
Rider D's Damage:	
Rider E's Damage:	

FA: 1

Point Cost: Leader & 2 Grunts: 6
Leader & 4 Grunts: 10

Base Size: Large

Damage: 5

LEADER & GRUNTS

Pathfinder

Assault (Order) - Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

Gang - When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

WEAPONS [LEADER & GRUNTS]

Thrown Javelin [1x] (None) RNG: 7 ROF: 1 AOE: - POW: 3

Weapon Master

Luck - This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.

Thrown - Add this model's STR to the POW of this ranged attack.

Javelin [1x] (None) POW: 3 P+S: 9

Mount [1x] (None) POW: 12

end of line

Druids of Orboros

Circle Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	14	13	9

FA: 2

Point Cost: Leader & 5 Grunts: 7

Base Size: Small

LEADER & GRUNTS

Pathfinder

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Counter Magic (Order) - Models that received this order must forfeit their actions. While within 1" of a model in this unit that is in formation + 1" per additional model in this unit that is in formation, enemy models cannot cast spells and friendly models cannot be targeted by enemy spells. Counter Magic lasts for one round.

Magic Ability [7]

•**Medicate (★Action)** - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points.

A warbeast can be affected by Medicate only once per turn.

•**Force Bolt (★Attack)** - Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3" directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.

•**Summon Vortex (★Action)** - Center a 3" AOE cloud effect on this model. Enemy models suffer -2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

WEAPONS [LEADER & GRUNTS]

Voulge [1x] (None) POW: 4P+S: 10

Magical Weapon

Reach

end of line

Druid of Orboros Overseer

Circle Unit Attachment

Overseer's Damage: ■■■■■

OVERSEER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	14	13	9

FA: 1

Point Cost: 2

Base Size: Small

Damage: 5

Attachment [Druids of Orboros] - This attachment can be added to a Druids of Orboros unit.

OVERSEER

Officer

Pathfinder

Beast Master - This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Granted: Elemental Protection - While this model is in play, models in its unit gain Immunity: Cold ICON, Immunity: Electricity ICON, and Immunity: Fire ICON.

Magic Ability [7]

•**Force Bolt (★Attack)** - Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3" directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.

•**Medicate (★Action)** - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

•**Summon Vortex (★Action)** - Center a 3" AOE cloud effect on this model. Enemy models suffer -2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

Tactics: Battle Wizard - Models in this unit gain Battle Wizard. (Once per turn, when a model with Battle Wizard destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.)

WEAPONS [OVERSEER]

Voultge [1x] (None) POW: 4P+S: 10

Magical Weapon

Reach

end of line

Druid Stoneward & Woldstalkers

Circle Unit

STONEWARD

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	14	13	9

WOLDSTALKER GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	0	6	12	15	4

FA: 2

Point Cost: Leader & 5 Grunts: 6

Base Size: Small

STONEWARD

Officer

Pathfinder

Magic Ability

•**Concentrated Fire (★Action)** - This activation models in this unit gain a +1 cumulative bonus to ranged damage rolls for each other model in this unit that has hit an enemy model with a ranged attack this activation.

•**Zephyr (★Action)** - Models in this unit that are in formation can immediately advance up to 3". Models cannot be targeted by free strikes during this movement.

Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3" of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

Stone Heart - This model never flees and automatically passes command checks.

WEAPONS [STONEWARD]

Vouige [1x] (None) POW: 4P+S: 10

Magical Weapon

Reach

WOLDSTALKER GRUNT

Pathfinder

Construct

WEAPONS [WOLDSTALKER GRUNT]

Arcane Strike [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 12

Magical Weapon

end of line

Sentry Stone & Mannikins

Circle Unit

Sentry Stone's Damage::

Sentry Stone

SPD	STR	MAT	RAT	DEF	ARM	CMD
0	0	0	0	5	18	6

MANNIKIN GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	12	12	—

FA: 2

Point Cost: Leader & 3 Grunts: 3

Base Size: Sentry Stone Medium Base
Grunts Small Base

Damage: 8

Sentry Stone

Advance Deployment

Construct

Officer

Devour Magic - Once per turn at any time during its unit's activation, this model can use Devour Magic. When it does, you can remove up to 1 focus or fury point from each enemy model in its command range. For each focus or fury point removed, place 1 fury point on this model. A model can have focus or fury removed from it once only per turn as a result of Devour Magic. This model can have up to 5 fury points at any time.

Phase - This model can spend 1 fury point to use Phase once at any time during its unit's activation. When it does, place this model anywhere completely within 5" of its current location.

Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

Wellspring - If there are fewer than 3 fury points on the Sentry Stone at the start of its activation, place 1 fury point on it. If there are less than 3 Mannikin Grunts in this unit in play at any time during its unit's activation, this model can spend 1 fury point to put a Mannikin Grunt in play. Place the Mannikin Grunt in formation. Mannikin Grunts cannot activate the activation they are put in play. If this model is destroyed or removed from play, the Mannikin Grunts in its unit are removed from play.

WEAPONS [Sentry Stone]

MANNIKIN GRUNT

Advance Deployment

Construct

Pathfinder

Forest Growth (★Action) - Center a 3" AOE on this model, then remove the model from play. This AOE is a forest that remains in play for one round.

Fury Linked - While in formation, this model can spend fury on its unit commander during its unit's activation to boost attack or damage rolls.

Splinter Burst (★Attack) - Splinter Burst is a magical ranged attack with base RNG SP 8 and POW 12. Immediately after the Splinter Burst attack is resolved, remove this model from play.

WEAPONS [MANNIKIN GRUNT]

Claw [2x] (None) POW: 4P+S: 11

end of line

Shifting Stones

Circle Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
0	0	0	0	5	18	4

Stone A's Damage: 
Stone B's Damage: 
Stone C's Damage: 

FA: 2

Point Cost: Leader & 2 Grunts: 2

Base Size: Small

Damage: 5

LEADER & GRUNTS

Advance Deployment

Construct

Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

Shifting Powers - Choose one of the following effects at the start of this unit's activation:

•**Healing Field** - Models in this unit that are in formation and friendly Faction models within 1" of one or more of them heal d3 damage points. Roll separately for each model.

•**Shifting** - Place each model in this unit that is in formation anywhere within 8" of its current location.

•**Teleportation** - Place one friendly Faction model whose base is within the triangular area between all three Shifting Stones anywhere completely within 8" of its current location. The placed model cannot advance after being placed this turn. To choose this Shifting power, all three models in this unit must be in formation.

WEAPONS [LEADER & GRUNTS]

end of line

Blackclad Wayfarer

Circle Solo

Wayfarer's Damage: ■■■■■

WAYFARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	14	13	9

FA: 2

Point Cost: 2

Base Size: Small

Damage: 5

WAYFARER

Commander

Immunity: Cold

Immunity: Electricity

Immunity: Fire

Pathfinder

Battle Wizard - Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

Magic Ability [8]

•**Hunter's Mark (★Attack)** - Hunter's Mark is a RNG 10 magic attack that causes no damage. Friendly models can charge or make a slam power attack against an enemy model hit by Hunter's Mark without being forced or spending focus. A friendly model charging a model hit by Hunter's Mark gains +2" of movement. Hunter's Mark lasts for one turn.

•**Phase Jump (★Action)** - If it is within 2" of a friendly Shifting Stone model, place this model anywhere completely within 12" of its current location. Otherwise, place it within 2" of a friendly Shifting Stone model anywhere on the table. After using Phase Jump, this model's activation ends.

•**Stone Spray (★Attack)** - Stone Spray is a RNG SP 8, POW 12 magic attack. On a critical hit, the model hit is knocked down.

Veteran Leader [Druid] - Friendly Druid trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [WAYFARER]

Voulge [1x] (None) POW: 4 P+S: 10

Magic Weapon

Reach

end of line

Lord of the Feast

Circle Character Solo

Lord's Damage:

LORD OF THE FEAST

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	7	12	17	10

FA: C

Point Cost: 3

Base Size: Small

Damage: 8

LORD OF THE FEAST

Advance Deployment

Fearless

Pathfinder

Stealth

Terror

Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.

Virtuoso - This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

WEAPONS [LORD OF THE FEAST]

Raven [1x] (None) RNG: 10 ROF: 1 AOE: - POW: -

Shifter - When this attack hits an enemy model, immediately after the attack is resolved place this model B2B with the enemy model.

Wurmblade [1x] (None) POW: 5P+S: 13

Magical Weapon

Reach

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

end of line

Tharn Ravager White Mane

Circle Solo

White Mane's Damage: 

WHITE MANE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	8	3	13	14	8

FA: 2

Point Cost: 3

Base Size: Medium

Damage: 8

WHITE MANE

Fearless

Pathfinder

Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse tokens at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.

Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

Tactician [Tharn Ravager] - While in this model's command range, friendly Tharn Ravager models ignore other friendly Tharn Ravager models when determining LOS. Friendly Tharn Ravager models can advance through other friendly Tharn Ravager models in this model's command range without effect if they have enough movement to move completely past them.

Treewalker - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

WEAPONS [WHITE MANE]

Tharn Axe [1x] (None) POW: 5P+S: 13

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

end of line

War Wolf

Circle Solo

War Wolf's Damage: ■■■■■

WAR WOLF

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	0	13	12	7

FA: 3

Point Cost: 1

Base Size: Medium

Damage: 5

WAR WOLF

Pathfinder

Flank [Wolves of Orboros and Reeves of Orboros] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Sic 'Em [Reeve of Orboros] - Once per turn if this model is not in melee, when a friendly Reeve of Orboros hits an enemy model with an attack, immediately after the attack is resolved this model can charge the hit model. This model's charge attack roll is boosted.

WEAPONS [WAR WOLF]

Bite [1x] (None) POW: 4P+S: 11

end of line

Wolf Lord Morraig

Circle Light Cavalry Dragoon Character Solo

MORRAIG

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	8	4	14	17/15	9

Mounted Damage: 
Dismounted Damage: 

FA: C

Point Cost: 5

Base Size: Large Base Mounted
Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

MORRAIG

Commander

Fearless

Pathfinder

Cleave - When this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.

Dragoon - While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, base ARM 15.

Flank [Wolves of Orboros] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

WEAPONS [MORRAIG]

Cleft Blade [1x] (None) POW: 6 P+S: 13

Reach

Weapon Master

Mount [1x] (None) POW: 12

end of line

Master Tormentor Morghoul

Skorne Warlock

Morghoul's Damage: 

MORGHOUL

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	6	8	4	17	13	8	5

FA: C

Warbeast Points: +7

Base Size: Small

Damage: 15

Feat: Pain & Suffering

While within Morghoul's control area, enemy models cannot spend focus, be forced, or have damage transferred to them. Pain & Suffering lasts for one round.

MORGHOUL

Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Maltreatment - Once per turn during its activation this model can remove 1 fury point from a warbeast in its battlegroup that is in its control area and add 1 fury point to its own current total. The warbeast suffers d3 damage points.

Perfect Balance - This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

Riposte - When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.

WEAPONS [MORGHOUL]

Ripper [2x] (None) POW: 3P+S: 9

Magical Weapon

Double Strike - When this model spends a focus or fury point to make additional attacks with this weapon, it can make two additional attacks for each focus point spent.

Inflict Pain - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Abuse	2	6	-	-	No	No

Target friendly warbeast in this model's battlegroup gains +2 SPD and STR for one round but suffers d3 damage points.

Admonition	2	6	-	-	Yes	No
-------------------	---	---	---	---	-----	----

When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.

Torment	2	10	-	12	No	Yes
----------------	---	----	---	----	----	-----

When a model is damaged by Torment, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

end of line

Lord Assassin Morghoul

Skorne Epic Warlock

Morghoul's Damage:

MORGHOUL

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	6	8	4	17	13	8	5

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 15

Feat: Blackout

Enemy models currently in Morghoul's LOS and control area suffer Blind for one round. (A blind model cannot make ranged or magic attacks, suffers -4 MAT and DEF, cannot run or charge, and must forfeit either its movement or its action during its next activation.)

MORGHOUL

Stealth

Elite Cadre [Paingivers] - Friendly Paingiver models gain Perfect Balance.

Perfect Balance - This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

Vanish - If this model destroyed one or more enemy models during its activation, at the end of its activation you can place it anywhere completely in its current command range.

WEAPONS [MORGHOUL]

Mercy [1x] (None) POW: 5P+S: 11

Magical Weapon

Decapitation - Damage exceeding the ARM of the model hit is doubled. A model disabled by this attack cannot make a Tough roll.

Grievous Wounds - When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

SPELLS

Death Warrant

Cost	RNG	AOE	POW	UP	OFF
3	10	-	-	Yes	Yes

Models in this model's battlegroup gain +2 to attack and damage rolls against target enemy model/unit. Models in this model's battlegroup beginning their activations within 10" of the affected model/unit gain +2" movement.

Flashing Blade

1	Self	-	-	No	No
---	------	---	---	----	----

This model immediately make one normal attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.

Flesh Hooks


2	10	-	12	No	Yes
---	----	---	----	----	-----

A living or undead non-warcaster/warlock model damaged by Flesh Hooks cannot move away from this model for one round.

end of line

Archdomina Makeda

Skorne Warlock

Makeda's Damage: 

MAKEDA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	7	7	4	15	16	9	6

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 16

Feat: Walking Death

For one round, friendly living Faction trooper models destroyed while in Makeda's control area do not provide soul or corpse tokens. Affected models return to play during your next Maintenance Phase with one unmarked damage box. Returned models must be placed in Makeda's control area in formation and within 3" of another model in their units. Returned models must forfeit their normal movement the turn they are placed.

MAKEDA

Blood-Quenched - This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

Inspiration [Skorne models] - Friendly Skorne models/models/units in this model's command range never flee and immediately rally.

Side Step - When this model hits with an initial attack or a special attack, it can advance 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

WEAPONS [MAKEDA]

Sword of Baalash [2x] (None)

POW: 5

P+S: 12

Magical Weapon

SPELLS

Carnage

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
3	Self	Ctrl	-	No	No

Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one turn.

Defender's Ward

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly Faction model/unit gains +2 DEF and ARM.

Savagery

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly Faction model/unit doubles its SPD when making a full advance but cannot make ranged attacks.

The Lash

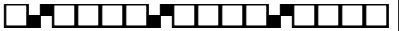
3	10	3	13	No	Yes
---	----	---	----	----	-----

A warbeast damaged by The Lash suffers -2 CMD and THR for one round.

end of line

Supreme Archdomina Makeda

Skorne Epic Warlock

Makeda's Damage: 

MAKEDA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	7	7	4	15	17	10	6

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 16

Feat: Gates of Death

Return a number of friendly destroyed Faction trooper models to play equal to the number of fury points on Makeda + 3. Place those models in formation in their original units completely in Makeda's control area. Returned models have one unmarked damage box. Returned models forfeit their actions the turn they return to play.

MAKEDA

Elite Cadre [Praetorian Swordsmen] - Friendly Praetorian Swordsmen models gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.)

Inspiration [Skorne models] - Friendly Skorne models/models/units in this model's command range never flee and immediately rally.

Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Stay Death - Once per turn, when a friendly living Skorne trooper model is disabled in this model's command range, this model can spend 1 fury point for the disabled model to heal 1 damage point.

Unyielding - While engaging an enemy model, this model gains +2 ARM.

WEAPONS [MAKEDA]

Sword of Baalash [2x] (None) POW: 5 P+S: 12

Magical Weapon

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

SPELLS

Foxhole

Cost	RNG	AOE	POW	UP	OFF
2	Ctrl	5	-	Yes	No

Place a 5" AOE anywhere completely in this model's control area. Models completely in the AOE have cover and do not suffer blast damage. When drawing LOS to a model not completely within the AOE, ignore intervening models completely within the AOE.

Leash

2	6	-	-	Yes	No
---	---	---	---	-----	----

Immediately after this model ends its normal movement, target warbeast in its battlegroup can make a full advance toward it.

Road to War

3	Self	Ctrl	-	No	No
---	------	------	---	----	----

Friendly Faction non-warlock models activating in this model's control area gain +2" movement this turn.

Stranglehold


2	10	-	11	No	Yes
---	----	---	----	----	-----

A model damaged by Stranglehold forfeits either its movement or its action during its next activation, as its controller chooses.

end of line

Lord Tyrant Hexeris

Skorne Warlock

Hexeris' Damage: 

HEXERIS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	8	6	4	15	16	8	7

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 17

Feat: Dark Dominion

When a living enemy model is boxed by an attack while in Hexeris' control area, take control of it. The model becomes a friendly model. If it is a trooper, it becomes a solo. The model can immediately advance up to 3" and can make one normal melee attack, then remove the model from play. The model cannot be targeted by free strikes during this movement. The model cannot be forced. Ignore the effects of lost warbeast aspects during this attack. Dark Dominion lasts for one turn.

HEXERIS

Vampiric Reaving - This model can reave fury points from enemy warbeasts destroyed in its control area if it is closer to the warbeast when it is destroyed than all other warlocks that could reave its fury.

WEAPONS [HEXERIS]

Gulgata [1x] (None) POW: 6 P+S: 14

Magical Weapon

Reach

Beat Back - Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".

Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

SPELLS

Death Knell

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
4	8	4	10	No	Yes

Before dealing damage, count the number of models in the AOE. Add the result to each Death Knell damage roll.

Death March

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly warrior model/unit. When an affected model is disabled by an enemy attack, it can immediately make a full advance followed by one normal attack with boosted attack and damage rolls. If it does, Death March expires and the model is destroyed. The disabled model cannot be targeted by free strikes during this movement.

Soul Slave

2	6	-	-	Yes	No
---	---	---	---	-----	----

This model can force, leach, or reave from target warbeast in this model's battlegroup even if it is outside this model's control area. The affected warbeast automatically passes threshold checks.

Spirit Leach

3	10	-	13	No	Yes
---	----	---	----	----	-----

When Spirit Leach damages a warbeast, you can remove 1 fury point from it and place it on this model.

Suffering

2	8	-	-	Yes	Yes
---	---	---	---	-----	-----

Target enemy warbeast must pass a threshold check or frenzy during its controller's Control Phase.

end of line

Tyrant Xerxis

Skorne Warlock

Xerxis' Damage: 

XERXIS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	8	8	4	13	17	9	5

FA: C

Warbeast Points: +6

Base Size: Medium

Damage: 19

Feat: Total Annihilation

While in Xerxis' control area, friendly Faction models gain an additional die on their melee damage rolls. While in Xerxis' control area and B2B with another friendly Faction model, friendly Faction models gain +2 ARM. Total Annihilation lasts for one round.

XERXIS

Martial Discipline - Friendly living Faction warrior models with small or medium bases can ignore friendly Faction warrior models in this model's command range when determining LOS and can advance through friendly Faction warrior models in this model's command range if they have enough movement to move completely past them.

WEAPONS [XERXIS]

Pillar of Halaak [2x] (None) POW: 6P+S: 14

Magical Weapon

Reach

Chain Attack: Smite - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that model. If the additional attack hits, the target is slammed d6" directly away from this model. The POW of the slam damage roll is equal to the STR of this model + the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

SPELLS

Armor of Karrak

Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	Yes	No

Target model in this model's battlegroup gains +1 ARM for each fury point on it.

Eliminator

3	8	3	13	No	Yes
---	---	---	----	----	-----

Immediately after this attack is resolved, this model can advance up to 2" for each enemy model destroyed by the attack.

Fury

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly model/unit gains +3 to melee damage rolls but suffers -1 DEF.

end of line

Supreme Aptimus Zaal

Skorne Warlock

Zaal' Damage: 

ZAAL

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	5	6	6	15	14	8	7

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 15

Feat: Rage of Ancients

Zaal gains a number of ancestral rage tokens equal to the number of friendly Faction warrior models that have been destroyed and not returned to play since the start of the game. While in Zaal's control area, friendly Faction models can spend ancestral rage tokens on Zaal to boost melee attack or melee damage rolls. At the end of the turn, remove unspent ancestral rage tokens.

ZAAL

Direct Spirits - When a friendly living Faction warrior model is destroyed in this model's control area and generates a soul, you choose which eligible model gains the soul, regardless of any model's proximity to the destroyed model. Enemy models never gain soul tokens for friendly living Faction warrior models destroyed in this model's control area.

WEAPONS [ZAAL]

Spirit Eye [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 6

Magical Weapon

Annihilating Gaze - When a living model is hit by this attack, add its current STR to the damage roll.

Ghost Shot - This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

Staff of Aarakis [1x] (None) POW: 4P+S: 9

Magical Weapon

Reach

SPELLS

Awakened Spirit

Cost	RNG	AOE	POW	UP	OFF
3	6	-	-	Yes	No

Target warbeast in this model's battlegroup can use its animus once during its activation without being forced. A warbeast that uses its animus as a result of Awakened Spirit cannot also be forced to use its animus that activation.

Hex Blast

3	10	3	13	No	Yes
---	----	---	----	----	-----

Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.

Hollow

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly living Faction model/unit gains Tough ICON and Undead ICON. This model can gain 1 fury point when an affected model is destroyed.

Last Stand

2	6	-	-	Yes	No
---	---	---	---	-----	----

Target friendly living model/unit gains an additional die on its melee attack damage rolls. If an affected model makes a melee attack during its activation, it is destroyed at the end of its activation.

end of line

Kovaas

Skorne Solo

Kovaas' Damage: ■■■■■

KOVAAS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	0	8	3	13	14	10

Base Size: Medium Base

Damage: 5

KOVAAS

Abomination

Incorporeal

Undead

Body Count - This model gains one soul token each time it destroys a living enemy model. It can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to boost attack or damage rolls at one token per boost.

Dessicator (★Attack) - Center a 4" AOE cloud effect on this model. This model makes a melee attack roll against each other model in the AOE. Models hit suffer a POW 14 melee damage roll. The AOE remains in play for one round. A Dessicator attack does not need a target.


Destruction Spawned - This model does not start the game in play. When a friendly Ancestral Guardian is destroyed by an enemy model while the Ancestral Guardian is in Zaal's control area, replace the Ancestral Guardian with a Kovaas unless there is already a friendly Kovaas in play. If the Ancestral Guardian had soul tokens on it at the time it was destroyed, place up to three of these soul tokens on that Kovaas. Effects on the destroyed Ancestral Guardian expire.

WEAPONS [KOVAAS]

end of line

Void Seer Mordikaar

Skorne Warlock

Mordikaar's Damage: 

MORDIKAAR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	5	6	5	14	16	8	7

FA: C

Warbeast Points: +4

Base Size: Small

Damage: 16

Feat: Void Wind

While in Mordikaar's control area, friendly Faction models gain Poltergeist and enemy models roll one less die on attack rolls. Void Wind lasts for one round.

MORDIKAAR

Poltergeist - When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from this model.

Void Lord - While a model is incorporeal it cannot target this model with attacks. While in this model's control area, friendly Void Spirits gain boosted attack rolls.

WEAPONS [MORDIKAAR]

Death Blast [1x] (None) RNG: 10 ROF: 1 AOE: 3 POW: 13

Magical Weapon

Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

Eidolon [1x] (None) POW: 6 P+S: 11

Magical Weapon

Parasitic Curse - When this model damages an enemy model with this weapon, the enemy model suffers -2 STR. While an enemy model affected by Parasitic Curse is in this model's control range, this model can replace its base STR with the affected model's base STR. Parasitic Curse last for one round.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Death Sentence	2	8	-	-	Yes	Yes

When a friendly Faction model misses target enemy model/unit with an attack, it can reroll the attack roll. Each attack roll can be rerolled only once as a result of Death Sentence.

Essence Blast	3	Ctrl	*	-	No	Yes
----------------------	---	------	---	---	----	-----

Choose a friendly living non-warlock/warcaster Faction model in this model's control area. Make a SP 6 attack using the chosen model as the attack's point of origin. Models hit suffer a damage roll with a POW equal to 5 + the base STR of the chosen model. After the spell is resolved, remove the chosen model from play.

Ghost Walk	3	6	-	-	No	No
-------------------	---	---	---	---	----	----

Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)

Revive	3	Ctrl	-	-	No	No
---------------	---	------	---	---	----	----

Return one destroyed friendly Faction Grunt to play with one unmarked damage box. It must be placed in this model's control area in formation and within 3" of another model in its unit.

Void Gate	4	10	4	13	Yes	Yes
------------------	---	----	---	----	-----	-----

While in the AOE, enemy models cannot channel spells, be allocated focus, or be forced. The AOE remains in play as long as its upkeep is paid.

end of line

Basilisk Drake

Skorne Light Warbeast

DRAKE

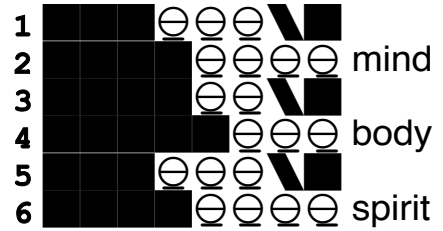
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	5	5	13	16	6	3	8

FA: U

Point Cost: 4

Base Size: Medium

Damage: 19 (Mind 7, Body 5, Spirit 7)



Animus

Lurker

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target friendly Faction model gains Bushwhack for one turn. (During its activation, a model with Bushwhack can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.)

DRAKE

WEAPONS [DRAKE]

Withering Gaze [1x] (Head) RNG: SP 8 ROF: 1 AOE: - POW: 14

Magical Weapon

Bite [1x] (Head)

POW: 4

P+S: 12

end of line

Basilisk Krea

Skorne Light Warbeast

KREA

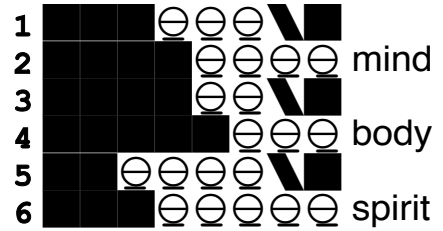
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	4	4	12	16	6	3	8

FA: U

Point Cost: 4

Base Size: Medium

Damage: 21 (Mind 7, Body 5, Spirit 9)



Animus

Paralytic Aura

While within 2" of the model using Paralytic Aura, friendly models gain +2 DEF and ARM against ranged attacks. While within 2" of this model, enemy models suffer -2 DEF. Paralytic Aura lasts for one round.

Cost	RNG	AOE	POW	UP	OFF
2	Self	-	-	No	No

KREA

Eyeless Sight

Flank [Basilisk Drake] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

WEAPONS [KREA]

Spiritual Paralysis [1x] (Head) RNG: 8 ROF: 1 AOE: - POW: -

Paralysis - A warbeast hit by this attack suffers the Paralysis continuous effect. While a warbeast is suffering Paralysis, its base DEF becomes 7 and it cannot run or charge.

Bite [1x] (None)

POW: 4P+S: 12

end of line

Cyclops Brute

Skorne Light Warbeast

BRUTE

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD** **FUR** **THR**
6 8 5 3 13 17 6 3 8

FA: U

Point Cost: 5

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

Animus

Safeguard

Target friendly Faction model cannot be knocked down. When it is slammed, reduce the slam distance rolled by 3.

1				⊖	⊖	⊖	⊖	
2				⊖	⊖	⊖	⊖	mind
3				⊖	⊖	⊖	⊖	
4				⊖	⊖	⊖	⊖	body
5				⊖	⊖	⊖	⊖	
6				⊖	⊖	⊖	⊖	spirit

BRUTE

Intuition - When an enemy model targets this model with an attack and the attack roll results in a hit, you can immediately give this model 1 fury point to cause the enemy model to reroll the attack roll.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [BRUTE]

Shield [1x] (Left) POW: 1 P+S: 9

Shield

Halberd [1x] (Right) POW: 4 P+S: 12

Reach

Set Defense - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

end of line

Cyclops Savage

Skorne Light Warbeast

SAVAGE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	6	3	13	17	6	3	8

FA: U

Point Cost: 5

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

Animus

Prescience

Target friendly Faction model gains Future Sight for one round.

Cost

2

RNG

6

AOE

-

POW

-

UP

No

OFF

No

1				⊖	⊖	⊖	⊖	⊖
2				⊖	⊖	⊖	⊖	⊖
3				⊖	⊖	⊖	⊖	⊖
4				⊖	⊖	⊖	⊖	⊖
5				⊖	⊖	⊖	⊖	⊖
6				⊖	⊖	⊖	⊖	⊖

mind

body

spirit

SAVAGE

Future Sight - This model can boost attack and damage rolls after rolling.

WEAPONS [SAVAGE]

Falchion [1x] (<->) POW: 5 P+S: 13

Reach

end of line

Cyclops Shaman

Skorne Light Warbeast

SHAMAN

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD** **FUR** **THR**
6 7 5 5 13 15 7 3 8

FA: U

Point Cost: 4

Base Size: Medium

Damage: 22 (Mind 7, Body 6, Spirit 9)

Animus

Spirit Blade

Enemy upkeep spells and animi on target friendly model/unit expire.

Cost

2

RNG

6

AOE

-

POW

-

UP

No

OFF

No

1	■	■	■	○	○	○	■	■	
2	■	■	■	■	○	○	○	○	mind
3	■	■	■	■	○	○	■	■	
4	■	■	■	■	○	○	○	○	body
5	■	■	○	○	○	○	■	■	
6	■	■	■	○	○	○	○	○	spirit

SHAMAN

Beast Shaman - When this model is forced to use an animi, reduce the COST by one.

Primal Magic - This model can use the animus of any friendly Faction warbeast in its command range as if the animus were its own.

WEAPONS [SHAMAN]

Evil Eye [1x] (Head) RNG: 8 ROF: 1 AOE: - POW: 12

Magical Weapon

Ghost Shot - This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

Battle Spear [1x] (<-->) POW: 4P+S: 11

Reach

end of line

Bronzeback Titan

Skorne Heavy Warbeast

BRONZEBACK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
4	12	6	3	11	19	6	5	8

FA: U

Point Cost: 10

Base Size: Large

Damage: 28 (Mind 9, Body 10, Spirit 9)

1	■	○	○	○	○	■	■	
2	■	■	○	○	○	○	○	mind
3	■	■	○	○	○	○	■	
4	■	■	○	○	○	○	○	body
5	■	■	○	○	○	○	■	
6	■	■	○	○	○	○	○	spirit

Animus

Train Wreck

Target friendly Faction warbeast gains boosted slam attack rolls and Follow Up for one turn. (When a model with Follow Up slams another model, immediately after the slam is resolved the model with Follow Up can advance directly toward the slammed model up to the distance the slammed model was moved.)

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

BRONZEBACK

Berserk - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

Bullheaded - When this model frenzies, if it would charge a model, it slam power attacks that model instead. If it cannot, it frenzies normally.

Leadership [Titans] - Friendly Titan models beginning their activation in this model's command range gain Stampede that activation. (A model with Stampede gains Pathfinder ICON during activations it makes a slam power attack.)

Stampede - This model gains Pathfinder ICON during activations it makes a slam power attack.

WEAPONS [BRONZEBACK]

Tusks [1x] (Head) POW: 3 P+S: 15

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

War Gauntlet [2x] (Left and Right) POW: 4P+S: 16

Open Fist

end of line

Rhinodon

Skorne Heavy Warbeast

RHINODON

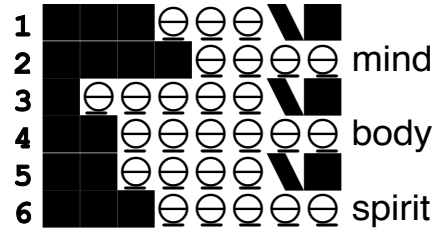
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	11	5	3	11	18	6	4	9

FA: U

Point Cost: 8

Base Size: Large

Damage: 27 (Mind 7, Body 11, Spirit 9)



Animus

Amuck

Cost
6

RNG
6

AOE
-

POW
-

UP

OFF

When target friendly Faction warbeast destroys one or more enemy models with a normal melee attack during its activation, after resolving the attack it can advance up to 1" if there are no enemy models within its melee range. Amuck lasts for one turn.

RHINODON

Back Plates - This model gains +2 ARM when resolving damage that originated in its back arc,.

WEAPONS [RHINODON]

Tail [1x] (<->)

POW: 4

P+S: 15

Reach

Rear Attack - When declaring and resolving attacks with this weapon, this model's front arc extends to 360°.

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

Claw [2x] (Left and Right)

POW: 3

P+S: 14

Open Fist

end of line

Titan Cannoneer

Skorne Heavy Warbeast

CANNONEER

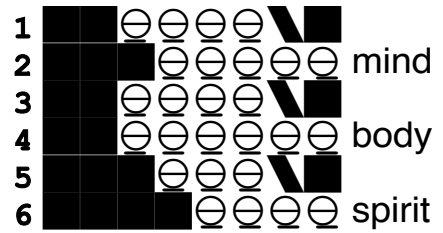
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
4	12	5	4	12	18	7	4	9

FA: U

Point Cost: 9

Base Size: Large

Damage: 26 (Mind 9, Body 10, Spirit 7)



Animus

Diminish

While within 2" of this model, enemy models suffer -2 STR. Diminish lasts for one round.

Cost
2

RNG
Self

AOE
*

POW
-

UP
No

OFF
No

CANNONEER

Bullheaded - When this model frenzies, if it would charge a model, it slam power attacks that model instead. If it cannot, it frenzies normally.

WEAPONS [CANNONEER]

Siege Gun [1x] (Right) **RNG: 12** **ROF: 1** **AOE: 3** **POW: 15**

Tusks [1x] (Head) **POW: 2** **P+S: 14**

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

War Mace [1x] (Left) **POW: 4** **P+S: 16**

end of line

Titan Gladiator

Skorne Heavy Warbeast

GLADIATOR

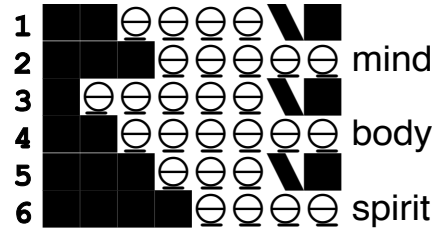
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
4	12	5	3	12	19	7	4	9

FA: U

Point Cost: 8

Base Size: Large

Damage: 27 (Mind 9, Body 11, Spirit 7)



Animus

Subdue

Cost
2

RNG
Self

AOE
*

POW
-

UP
No

OFF
No

When an enemy model begins its activation within 5" of this model, it cannot charge or make special attacks for one round

GLADIATOR

Bullheaded - When this model frenzies, if it would charge a model, it slam power attacks that model instead. If it cannot, it frenzies normally.

Grand Slam - This model can make power attack slams without spending focus or being forced. Models slammed by this model are moved an additional 2".

WEAPONS [GLADIATOR]

Tusks [1x] (Head) POW: 3 P+S: 15

Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

War Gauntlet [2x] (Left and Right) POW: 4P+S: 16

Open Fist

Chain Attack: Grab & Smash - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

end of line

Molik Karn

Skorne Cyclops Character Heavy Warbeast

MOLIK KARN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	10	7	3	13	18	8	4	10

FA: C

Point Cost: 11

Base Size: Large

Damage: 28 (Mind 9, Body 10, Spirit 9)

1	■	■	○	○	○	○	■	■	
2	■	■	■	○	○	○	○	○	mind
3	■	■	○	○	○	○	■	■	
4	■	■	○	○	○	○	○	○	body
5	■	■	○	○	○	○	■	■	
6	■	■	○	○	○	○	○	○	spirit

Animus

Fate Walker

Cost
2

RNG
Self

AOE
-

POW
-

UP
No

OFF
No

After all friendly models end their activations this turn, the model that used Fate Walker can make a full advance.

MOLIK KARN

Affinity [Makeda] - While in Makeda's control area, Molik Karn gains +1 FURY.

Chieftain [Cyclops] - While in this model's command range, friendly Cyclops models can use its current CMD and THR in place of their own current values.

Fate Ward - During this model's activation, it can be forced to use Fate Ward. If it does, for one round attack rolls and damage rolls against this model are unboostable.

Future Sight - This model can boost attack and damage rolls after rolling.

WEAPONS [MOLIK KARN]

Falchion [2x] (Left and Right)

POW: 5P+S: 15

Reach

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

end of line

Cataphract Arcuarii

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	5	12	15	9

FA: 2

Point Cost: Leader & 3 Grunts: 7
Leader & 5 Grunts: 10

Base Size: Medium

Damage: 8

LEADER & GRUNTS

Combined Ranged Attack

Fearless

WEAPONS [LEADER & GRUNTS]

Harpoon [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12




Drag - If this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed any distance directly toward this model. After the damaged model is moved, this model can make one normal melee attack against the model pushed. After resolving this melee attack, this model can make additional melee attacks during its combat action.

Arcus [1x] (None) POW: 5 P+S: 12

Reach

Weapon Master

end of line

Arcuarius A's Damage:		
Arcuarius B's Damage:		
Arcuarius C's Damage:		
Arcuarius D's Damage:		
Arcuarius E's Damage:		
Arcuarius F's Damage:		

Cataphract Cetrati

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	5	12	16	9

FA: 2

Point Cost: Leader & 3 Grunts: 8

Leader & 5 Grunts: 11

Base Size: Medium

Damage: 8

Cetratus A's Damage:



Cetratus B's Damage:



Cetratus C's Damage:



Cetratus D's Damage:



Cetratus E's Damage:



Cetratus F's Damage:



LEADER & GRUNTS

Combined Melee Attack

Fearless

Shield Wall (Order) - For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WEAPONS [LEADER & GRUNTS]

War Spear [1x] (None)

POW: 4

P+S: 11

Reach

Weapon Master

end of line

Immortals

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	6	3	12	16	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

LEADER & GRUNTS

Construct

Resonance [Ancestral Guardian] - When it begins its activation in the command range of an Ancestral Guardian model, this model gains +2" movement this activation.

Vengeance - During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

WEAPONS [LEADER & GRUNTS]

Great Sword [1x] (None) POW: 6 P+S: 13

Magic Weapon

Reach

end of line

Paingiver Bloodrunners

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	14	11	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Base Size: Small Base

LEADER & GRUNTS

Advance Deployment

Pathfinder

Stealth

Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Shadow Play - If a model in this unit damages one or more enemy models with a melee attack during its combat action, at the end of its combat action you can place one model in the unit in formation anywhere within 1" of another model in this unit.

WEAPONS [LEADER & GRUNTS]

Assassin's Blade [1x] (None) POW: 3 P+S: 8

end of line

Paingiver Beast Handlers

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	11	8

FA: 2

Point Cost: Leader & 3 Grunts: 2

Leader & 5 Grunts: 3

Base Size: Small Base

LEADER & GRUNTS

Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Beast Manipulation - A warbeast can be affected by only one Beast Manipulation special action each turn.

•**Condition (★Action)** - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.

•**Enrage (★Action)** - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it gains +2 STR and must charge or make a slam power attack without being forced during its next activation this turn. The warbeast gains +2" movement when charging or slamming this turn.

•**Medicate (★Action)** - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points.

A warbeast can be affected by Medicate only once per turn.

WEAPONS [LEADER & GRUNTS]

Barbed Whip [1x] (None) POW: 3P+S: 8

Reach

Inflict Pain - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

end of line

Praetorian Ferox

Skorne Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	7	6	4	13	17	9

Rider A's Damage: 
Rider B's Damage: 
Rider C's Damage: 
Rider D's Damage: 
Rider E's Damage: 

FA: 1

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large

Damage: 5

LEADER & GRUNTS

Pathfinder

Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

Steady - This model cannot be knocked down.

WEAPONS [LEADER & GRUNTS]

Cavalry Spear [1x] (None) POW: 5 P+S: 12

Reach

Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Mount [1x] (None) POW: 12

end of line

Praetorian Karax

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	14	9

FA: 2

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Combined Melee Attack

Girded - This model does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.

Ranked Attacks - Friendly Faction models can ignore this model when determining LOS.

Shield Wall (Order) - For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WEAPONS [LEADER & GRUNTS]

Pike [1x] (None) POW: 4P+S: 10

Reach

end of line

Praetorian Swordsmen

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	14	9

FA: 3

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small Base

LEADER & GRUNTS

Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.

WEAPONS [LEADER & GRUNTS]

Sword [2x] (None) POW: 3P+S: 9

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

end of line

Praetorian Swordsman Officer & Standard

Skorne Unit Attachment

Officer's Damage: ■■■■■

Officer

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	14	10

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	14	9

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Praetorian Swordsmen] - This attachment [can be added to a Praetorian Swordsmen unit.

Officer

Officer

Granted: Ranked Attacks - While this model is in play, models in its unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.

Perfect Strike - Once per game during this unit's activation, this model can use Perfect Strike. During this activation, when making melee attacks against a warrior model, models in this unit that are in formation can inflict 1 damage point instead of making a damage roll.

Tactics: Overtake - Models in this unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".)

WEAPONS [Officer]

Sword [2x] (None) POW: 3P+S: 9

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

STANDARD BEARER

Standard Bearer

end of line

Tyrant Commander & Standard Bearer

Skorne Unit

Tyrant's Damage: 
Bearer's Damage: 

TYRANT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	8	4	12	16	10

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	13	14	8

FA: 2

Point Cost: Tyrant & Bearer 3

Base Size: Tyrant Medium
Bearer Small

Damage: Officer's Damage: 8
Bearer's Damage 5

TYRANT

Officer

Commander

Fearless

Battle Plan - During its activation, this model can make use of the following plans. When it does, choose a friendly Faction non-warlock warrior model/unit. If that unit is in this model's command range, it is affected by the plan for one turn. If the unit is outside this model's command range, nothing happens.

- Executioners** - Models in this unit gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.)

- March** - Affected models gain Pathfinder ICON for one turn.

- Press Forward** - RNG CMD. Target friendly Faction non-warlock warrior model/unit. If the target model/unit is in range, it gains Pathfinder ICON for one turn.

WEAPONS [TYRANT]

Halberd [1x] (None) POW: 5 P+S: 12

Reach

Weapon Master

Set Defense - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

STANDARD BEARER

Battle Standard - Friendly Faction models/units within 10" of this model never flee. Fleeing friendly Faction models/units that end their movement within 10" of this model immediately rally.

WEAPONS [STANDARD BEARER]

Sword [1x] (None) POW: 3 P+S: 9

end of line

Venator Reivers

Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	13	13	8

FA: 3

Point Cost: Leader & 5 Grunts: 6
Leader & 9 Grunts: 10

Base Size: Small Base

LEADER & GRUNTS

Combined Ranged Attack

WEAPONS [LEADER & GRUNTS]

Reiver [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Burst Fire - Gain +1 to damage rolls with this weapon against models with medium bases and +2 to damage rolls against models with large bases.

Sword [1x] (None) POW: 3P+S: 8

end of line

Venator Catapult Crew

Skorne Weapon Crew Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	5	13	13	8

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	5	13	13	8

FA: 2

Point Cost: Leader & 2 Grunts: 3

Base Size: Leader: Large Base
Grunt: Small Base

LEADER

WEAPONS [LEADER]

Catapult [1x] (None) RNG: 18 **ROF:** 1 **AOE:** 4 **POW:** 15

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Inaccurate - This model suffers -4 to attack rolls with this weapon.

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Minimum Range [8] - Attacks made with this weapon cannot target any model within 8" of it.

Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

Sword [1x] (None) POW: 3P+S: 8

WEAPONS [GRUNTS]

Sword [1x] (None) POW: 3P+S: 8

end of line

Agonizer

Skorne Solo

Agonizer's Damage:

AGONIZER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	3	1	13	16	6

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: 8

AGONIZER

Fearless

Agonies - Once during its activation, this model can spend 1 fury point to use one of the following effects. Enemy models suffer these effects while within 4" of this model + 1" per fury point on it. Agonies last for one round.

- Gnawing Pain** - Affected enemy warbeasts suffer -2 to their damage rolls.

- Maddening** - Affected enemy warbeasts suffer -2 THR.

- Spiritual Affliction** - Affected enemy warbeasts lose their animi. Affected enemy warjacks lose the Arc Node advantage and cannot be allocated focus.

Fury Bank - While this model is in a friendly warlock's control area during the warlock's activation, the warlock can move fury points from itself to this model. This model can have up to 5 fury points at any time. While this model is in a friendly Faction warlock's control area, the warlock can leach fury from this model as if it was a warbeast.

WEAPONS [AGONIZER]

end of line

Ancestral Guardian

Skorne Solo

Guardian's Damage: 

GUARDIAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	8	8	3	12	18	10

FA: 3

Point Cost: 3

Base Size: Medium Base

Damage: 10

GUARDIAN

Construct

Retaliatory Strike - When this model is hit by a melee attack made by an enemy model during your opponent's turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.

Soul Guardian - This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Spirit Driven - At the beginning of this model's activation, it can spend one soul token to gain +2" movement this activation.

WEAPONS [GUARDIAN]

Halberd [1x] (None) POW: 4

P+S: 12

Magical Weapon

Reach

end of line

Extoller Soulward

Skorne Solo

Soulward's Damage: ■■■■■

SOULWARD

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	14	12	8

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

SOULWARD

Gunfighter

Gatekeeper - This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to five soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Ghost Shield - This model gains +1 ARM for each soul token currently on it.

Magic Ability

•**Guidance (★Action)** - RNG 5. Target friendly faction model. If target model is in range, it gains Eyeless Sight ICON and its weapons gain Magical Weapon ICON for one turn.

•**Spirit Guide (★Action)** - Remove any number of soul tokens from this model and place them on friendly Faction models in this model's command range that have the Soul Guardian ability. A model cannot have more than three soul tokens as a result of Spirit Guide.

WEAPONS [SOULWARD]

Spirit Eye [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 6

Magical Weapon

Annihilating Gaze - When a living model is hit by this attack, add its current STR to the damage roll.

Ghost Shot - This model ignores LOS when making attacks with this weapon. When resolving attacks with this weapon, ignore concealment and cover.

end of line

Paingiver Bloodrunner Master Tormentor

Skorne Solo

Master Tormentor's Damage: ■■■■■

MASTER TORMENTOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	8	4	15	13	9

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

MASTER TORMENTOR

Advance Deployment

Pathfinder

Stealth

Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Vanish - If this model destroyed one or more enemy models during its activation, at the end of its activation you can place it anywhere completely in its current command range.

Veteran Leader [Paingiver Bloodrunners] - Friendly Paingiver Bloodrunners trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [MASTER TORMENTOR]

Barbed Whip [1x] (None) POW: 3P+S: 8

Reach

Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

end of line

Void Spirit

Skorne Solo

Master Tormentor's Damage: ■■■■■

VOID SPIRIT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	3	14	12	5

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

VOID SPIRIT

Abomination

Incorporeal

Undead

Annihilator - This model gains an additional die on melee damage rolls against living models. When a living model is destroyed within 3" of this model, it never generates a soul token.

Poltergeist - When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from this model.

WEAPONS [VOID SPIRIT]

Talons [1x] (None) POW: 6 P+S: 12

Magical Weapon

Eruption of Ash - If a model is boxed by an attack made with this weapon, center a 3" AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll ICON. Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll ICON. Eruption of Ash damage rolls cannot be boosted.

end of line

Tyrant Rhadeim

Skorne Dragoon Character Solo

RHADIEM

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	8	4	14	17/15	10

Mounted Damage: 
Dismounted Damage: 

FA: C

Point Cost: 5

Base Size: Large Base Mounted
Small Base Dismounted

Damage: Mounted Damage: 10
Dismounted Damage: 5

RHADIEM

Commander

Pathfinder

Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

Dragoon - While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, base ARM 15, and loses Jump, Pathfinder ICON, and Steady.

Evasive - This model cannot be targeted by free strikes. This model can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.

Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

Steady - This model cannot be knocked down.

Veteran Leader [Praetorian Ferox] - Friendly Praetorian Ferox trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [RHADIEM]

Lance of Bashek [1x] (None)

POW: 5

P+S: 12

Magical Weapon

Reach


Armor Piercing (★Attack) - When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Mount [1x] (None) POW: 12

end of line

Lylyth, Herald of Everblight

Legion Blighted Nyss Warlock

Lylyth's Damage: 

LYLYTH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	4	5	7	16	14	8	5

FA: C

Warbeast Points: +6

Base Size: Small Base

Damage: 15

Feat: Field of Slaughter

While in Lylyth's control area, friendly Faction models roll an additional die on attack rolls this turn.

LYLYTH

Eyeless Sight

Pathfinder

Bushwhack - During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

WEAPONS [LYLYTH]

Hellsinger [1x] (None) **RNG:** 12 **ROF:** 2 **AOE:** - **POW:** 12

Magical Weapon

Blood Lure - Warbeasts in this model's battlegroup can charge enemy models hit by this weapon this turn without being forced.

Witch Mark - If this attack hits an enemy model during this model's activation, this model can target and automatically hit that model with spells, ignoring RNG and LOS, until the end of this model's activation.

Bow Blade [1x] (None) **POW:** 3 **P+S:** 7

SPELLS

Bad Blood

A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.

Cost	RNG	AOE	POW	UP	OFF
2	10	-	-	Yes	Yes

Parasite 3 8 - - Yes Yes

Target model/unit suffers -3 ARM and this model gains +1 ARM.

Cost	RNG	AOE	POW	UP	OFF
3	10	-	10	No	Yes


Eruption of Spines 3 10 - 10 No Yes

If target model is hit, d6 nearest models within 5" of it suffer a POW 10 damage roll.

end of line

Lylyth, Shadow of Everblight

Legion Epic Blighted Nyss Warlock

Lylyth's Damage: 

LYLYTH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	4	5	8	16	14	8	5

FA: C

Warbeast Points: +5

Base Size: Small Base

Damage: 15

Feat: Decimation

While in Lylyth's control area, friendly Faction models' ranged weapons gain Snipe. While in Lylyth's control area, models in her battlegroup can make one additional ranged attack during their activations. Attacks gained from Decimation do not count against a weapon's ROF. Decimation lasts for one turn. (Ranged weapons with Snipe gain +4 RNG).

LYLYTH

Eyeless Sight

Pathfinder

Arcane Hunter - When making magic attack rolls, this model can use its RAT instead of its FURY.

Evasive - This model cannot be targeted by free strikes. This model can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.

Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Swift Hunter - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

WEAPONS [LYLYTH]

Whisper [1x] (None) RNG: 12

ROF: 2 AOE: - POW: 12

Magical Weapon

SPELLS

Death Sentence

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	8	-	-	Yes	Yes

When a friendly Faction model misses target enemy model/unit with an attack, it can reroll the attack roll. Each attack roll can be rerolled only once as a result of Death Sentence.

Pursuit

2	8	-	-	Yes	Yes
---	---	---	---	-----	-----

If target enemy model/unit advances during its activation, immediately after ending this movement one model in this model's battlegroup that is in its control area can make a full advance.

Shadow Pack

3	Self	Ctrl	-	Yes	No
---	------	------	---	-----	----

Models in this model's battlegroup gain Stealth ICON while in its control area. Shadow Pack lasts for one round.

end of line

Thagrosh, Prophet of Everblight

Legion Blighted Ogrun Warlock

Thagrosh's Damage: 

THAGROSH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	9	7	5	14	15	9	7

FA: C

Warbeast Points: +5

Base Size: Medium Base

Damage: 18

Feat: Dark Revival

Return one destroyed warbeast that was part of this model's battlegroup to play anywhere completely within 3" of Thagrosh. The warbeast must forfeit its action this turn.

THAGROSH

Terror

Death Shroud - While within this model's command range, enemy models suffer -2 STR.

Athanc - After leaching, this model gains 1 fury point if it has fewer fury points than its FURY.

WEAPONS [THAGROSH]

Blighted Breath [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 12

Damage Type: Fire

Rapture [1x] (None) POW: 7 P+S: 16

Magical Weapon

Reach

Eruption of Ash - If a model is boxed by an attack made with this weapon, center a 3" AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll ICON. Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll ICON. Eruption of Ash damage rolls cannot be boosted.

SPELLS

Bad Blood

A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.

Draconic Blessing

Target friendly Faction model/unit gains +2 STR and Terror ICON.

Fog of War

Models gain concealment while in this model's control area.

Mutagenesis

Target model boxed by Mutagenesis is removed from play and can be replaced by this model. This model cannot advance this activation after replacing another model as a result of Mutagenesis. Mutagenesis can be cast only once per activation.

Obliteration

The force of this attack blasts apart the earth itself.

end of line

Cost	RNG	AOE	POW	UP	OFF
2	10	-	-	Yes	Yes
2	6	-	-	Yes	No
3	Self	Ctrl	-	Yes	No
3	8	-	12	No	Yes
4	10	4	15	No	Yes

Thagrosh, the Messiah

Legion Epic Blighted Ogrun Warlock

Thagrosh's Damage: 

THAGROSH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	11	7	5	13	17	10	7

FA: C

Warbeast Points: +3

Base Size: Large Base

Damage: 20

Feat: Dragon Storm

After all friendly models have completed their activations this turn, each warbeast in Thagrosh's battlegroup that is in his control area control area can make a full advance followed by one normal attack. Completely resolve each model's movement and attack before moving on to the next model.

THAGROSH

Abomination

Athanc - After leaching, this model gains 1 fury point if it has fewer fury points than its FURY.

Blood Spawn - Once per game, when this model suffers 5 or more damage points from an enemy attack that are not transferred, after the attack is resolved you can place a non-character Faction lesser warbeast in play anywhere completely within 3" of this model. The warbeast is part of this model's battlegroup. The warbeast cannot activate this turn.

Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

WEAPONS [THAGROSH]

Blight Fire [1x] (None) RNG: SP 10 ROF: 1 AOE: - POW: 12

Continuous Effect: Fire

Damage Type: Cold

Damage Type: Fire

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

Rapture [1x] (None) POW: 7P+S: 18

Magical Weapon

Reach

Eruption of Ash - If a model is boxed by an attack made with this weapon, center a 3" AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll ICON. Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll ICON. Eruption of Ash damage rolls cannot be boosted.

Claw [1x] (None) POW: 3P+S: 14

SPELLS

Dragon's Blood

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	6	-	-	Yes	No

Target friendly non-warlock Faction model/unit gains +2 ARM. When an affected model is disabled by a melee attack, roll a d6. On the roll of 5 or 6, the attacker suffers 1 damage point.

Flesh Eater

3	10	-	13	No	Yes
---	----	---	----	----	-----

When a living enemy model is boxed by Flesh Eater, it is removed from play and this model or a friendly Faction warbeast in its control area heals d3 damage points.

Manifest Destiny

3	Self	Ctrl	-	No	No
---	------	------	---	----	----

While in this model's control area, models in its battlegroup gain an additional die on attack and damage rolls this turn. Discard the lowest die of each roll.

Scourge

4	8	3	13	No	Yes
---	---	---	----	----	-----

Models hit by Scourge are knocked down.

Unnatural Aggression

2	6	-	-	Yes	No
---	---	---	---	-----	----

If target friendly non-trooper Faction model suffered damage during your opponent's last turn, during your next Maintenance Phase it can make a full advance. During this movement, it must move toward the nearest enemy model.

end of line

Vayl, Disciple of Everblight

Legion Blighted Nyss Warlock

Vayl's Damage:

VAYL

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	5	3	6	15	13	8	8

FA: C

Warbeast Points: +4

Base Size: Small Base

Damage: 13

Feat: Cat & Mouse

At the end of this turn after all friendly models have ended their activations, one friendly non-warlock Faction model in Vayl's control area can make a full advance for each enemy model in her control area at the end of this turn. During this movement, the affected model cannot be targeted by free strikes.

VAYL

Immunity: Cold

Dark Sentinel - Once per turn, when an enemy model ends its normal movement within 3" of this model, a friendly Faction warbeast within 3" of this model can immediately make a full advance followed by a normal melee or ranged attack targeting the enemy model. The warbeast gains boosted attack and damage rolls against the enemy model.

Snow-Wreathed - This model always has concealment.

Talion - Once per turn when this model suffers damage from an enemy attack, it can spend 1 fury point to transfer half the damage to an enemy warbeast in its control area but must suffer the rest of the damage itself.

WEAPONS [VAYL]

Oraculus [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 8

Magical Weapon

Spellbound - This model can channel spells through a model hit by an attack made with this weapon. Spellbound lasts for one turn.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Chiller	2	6	-	-	Yes	No
While within 2" of target friendly Faction model/unit, enemy models suffer -2 DEF unless they have Immunity: Cold ICON.						
Hoarfrost	3	8	3	14	No	Yes
Hoarfrost causes cold damage ICON. On a critical hit, models in the AOE become stationary for one round unless they have Immunity: Cold ICON.						
Incite	3	Self	Ctrl	-	No	No
Models in this model's battlegroup gain +2 to attack and damage rolls against enemy models while the enemy models are in this model's control area. Incite lasts for one turn.						
Leash	2	6	-	-	Yes	No
Immediately after this model ends its normal movement, target warbeast in its battlegroup can make a full advance toward it.						
Malice	2	10	-	10	No	Yes
Add +1 to the damage roll for each fury point on the target model.						
Rampager	3	10	-	-	No	Yes
Take control of target enemy non-character warbeast. You can make one full advance with the warbeast and can then make one normal attack with it, then Rampager expires. While the warbeast is affected by Rampager, it cannot be forced and you cannot use its animus. Rampager can be cast only once per turn.						

end of line

Rhyas, Sigil of Everblight

Legion Blighted Nyss Warlock

Rhyas' Damage:

RHYAS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	5	7	6	16	14	8	5

FA: C

Warbeast Points: +6

Base Size: Small Base

Damage: 16

Feat: Tide of Blood

Friendly Legion models activating in Rhyas' control area gain one additional melee attack during their activations. The first time a friendly Legion model boxes an enemy model with a melee attack during its activation while in Rhyas' control area, place the attacking model anywhere B2B with the boxed model. Tide of Blood lasts for one turn.

RHYAS

Acrobatics - This model can advance through other models if it has enough movement to move completely past their bases. This model cannot be targeted by free strikes. This model ignores intervening models when declaring its charge target.

Partner [Saeryn] - While in Saeryn's command range, this model gains Force Barrier.

Perfect Balance - This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

Channeler [Saeryn] - While this model is not in melee and is in Saeryn's control area, Saeryn can channel spells through it.

Riposte - When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.

WEAPONS [RHYAS]

Antiphon [1x] (None) POW: 7 P+S: 12

Magical Weapon

Decapitation - Damage exceeding the ARM of the model hit is doubled. A model disabled by this attack cannot make a Tough roll.

Death Shadow - When this model destroys a living enemy model with this weapon during its activation, immediately after the attack is resolved this model can end its activation to gain Incorporeal ICON for one round.

SPELLS

	<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
--	-------------	------------	------------	------------	-----------	------------

Dash 2 Self Ctrl - No No
Friendly Faction warrior models/units beginning their activations in this model's control area gain +1 SPD and cannot be targeted by free strikes during their activations. Dash lasts for one turn.

Malice 2 10 - 10 No Yes

Add +1 to the damage roll for each fury point on the target model.

Rapport 2 6 - - Yes No

Target warbeast in this model's battlegroup can use this model's current MAT and RAT in place of its own. This model can transfer damage to the warbeast even if it is not in this model's control area. This model can transfer damage to the warbeast once per turn without spending fury.

end of line

Saeryn, Omen of Everblight

Legion Blighted Nyss Warlock

Saeryn' Damage: 

SAERYN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	5	6	7	16	14	8	7

FA: C

Warbeast Points: +5

Base Size: Small Base

Damage: 16

Feat: Foreboding

While within her control area, models in Saeryn's battlegroup cannot be targeted by melee attacks for one round.

SAERYN

Force Barrier - This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.

Partner [Rhyas] - While in Rhyas's command range, this model gains Perfect Balance and Riposte.

Channeler [Rhyas] - While this model is not in melee and is in Rhyas's control area, Rhyas can channel spells through it.

WEAPONS [SAERYN]

Thrown Deathspur [1x] (None) **RNG: 7 ROF: 3 AOE: - POW: 3**

Magical Weapon

Grievous Wounds - When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

Thrown - Add this model's STR to the POW of this ranged attack.

Deathspur [1x] (None) **POW: 3 P+S: 8**

Magical Weapon

Grievous Wounds - When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

SPELLS

Blight Bringer

Center a 5" AOE on target friendly Faction model. The AOE remains centered on the model. Enemy models in the AOE when it is put in play are hit and suffer a POW 12 corrosion damage roll ICON. An enemy model or friendly non-Faction model entering or ending its activation in the AOE suffers 1 corrosion damage point. Blight Bringer lasts for one round.

Breath Stealer

Target model/unit suffers -2 SPD and DEF for one round.

Equilibrium

Remove any number of fury points from target non-warlock model and place them on another non-warlock model in this model's control area with a FURY stat. A model cannot have a fury point total higher than its FURY as a result of Equilibrium.

Mirror Magic

Choose an enemy upkeep spell on a model/unit in this model's control area to be duplicated. The spell cannot have a RNG of Self. This model immediately casts the duplicate spell as its own without having to pay the spell's COST. If the duplicate spell has a variable COST, it is treated as being cast with the same COST as the original spell. The duplicate spell remains in play as long as the duplicate spell's upkeep is paid. If this model already has a duplicate spell in play, it immediately expires when this model casts Mirror Magic.

Respawn

When target warbeast in this model's battlegroup is disabled by an enemy attack, place it anywhere within 3" of its current location. It heals 1 damage point in each aspect, then Respawn expires.

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
4	10	5	12	No	No
2	10	-	-	No	Yes
2	10	-	-	No	Yes
2	Ctrl	-	-	Yes	No
3	6	-	-	Yes	No

Absylonia, Terror of Everblight

Legion Blighted Nyss Warlock

Absylonia's Damage: 

ABSYLONIA

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
7	7	7	6	16	14	8	6

FA: C

Warbeast Points: +5

Base Size: Small Base

Damage: 16

Feat: Panacea

Remove all damage from Absylonia. After removing the damage, Absylonia can take 1 or more damage points. For each damage point she takes, remove all damage from one warbeast in her battlegroup in her control area.

ABSYLONIA

Abomination

Spontaneous Mutation - This model can spend fury points during its activation to spontaneously mutate. For each fury point spent it gains one of the following abilities for one turn.

•**Barbed Hooks** - This model's melee weapons gain Reach ICON.

•**Flight** - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

•**Warp Strength** - This model gains +2 STR. If this model frenzies it must choose this warp effect at the start of its activation.

WEAPONS [ABSYLONIA]

Blight Claw [2x] (None) POW: 6P+S: 13

Magical Weapon

Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

Spirit Eater - This model can reave the fury points from enemy warbeasts it destroys with this weapon if this model is closer to the warbeast when it is destroyed than other warlocks that could reave its fury.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Arterial Spray	3	8	-	13	No	Yes
Blight Field	2	Ctrl	4	-	No	No
Playing God	2	6	-	-	Yes	No
Tendrils	2	8	-	-	No	Yes

Arterial Spray
When this model boxes a living enemy model due to Arterial Spray, you can make a SP 6 attack using that model as the attack's point of origin. Models hit suffer a POW 10 magic damage roll. After the attack is resolved, remove the boxed model from play.

Blight Field
Place the 4" AOE anywhere completely in this model's control area. While in the AOE, enemy models cannot channel spells, be forced, or be allocated focus. The AOE remains in play for one round. Blight Field can be cast once per round.

Playing God
Target warbeast in this model's battlegroup can make power attacks without being forced and gains Terror ICON. Its melee weapons gain Open Fist ICON and Reach ICON.

Tendrils
A small- or medium-based enemy model hit by Tendrils is pushed any distance directly toward its point of origin.

Notes

Absylonia, Terror of Everblight - Remove reference to charging in Warp Strength.

end of line

Harrier

Legion Lesser Warbeast

HARRIER

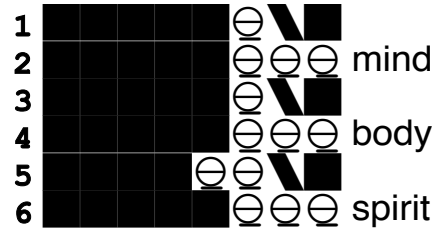
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	6	5	3	14	12	7	2	7

FA: U

Point Cost: 2

Base Size: Small

Damage: 14 (Mind 4, Body 4, Spirit 5)



Animus

True Strike

The next melee attack made by this model this activation hits automatically.

Cost

1

RNG

Self

AOE

-

POW

-

UP

No

OFF

No

HARRIER

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Lesser Warbeast - This model cannot make power attacks.

Soulless - This model does not generate a soul token when it is destroyed.

Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

WEAPONS [HARRIER]

Talons [1x] (<->) POW: 4P+S: 10

end of line

Shredder

Legion Lesser Warbeast

SHREDDER

SPD STR MAT RAT DEF ARM CMD FUR THR
6 6 5 3 14 12 7 2 7

FA: U

Point Cost: 2

Base Size: Small

Damage: 13 (Mind 4, Body 4, Spirit 5)

Animus

Tenacity

Target friendly model gains +1 DEF and ARM for one round.

Cost

1

RNG

6

AOE

-

POW

-

UP

No

OFF

No

1										⊖	⚔		
2										⊖	⊖	⊖	mind
3										⊖	⚔		
4										⊖	⊖	⊖	body
5										⊖	⊖	⚔	
6										⊖	⊖	⊖	spirit

SHREDDER

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Lesser Warbeast - This model cannot make power attacks.

Rabid - This model can be forced to go Rabid for one turn. While Rabid, this model gains +2 SPD, Pathfinder ICON, and boosted attack and damage rolls.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [SHREDDER]

Bite [1x] (Head)

POW: 4

P+S: 10

end of line

Nephilim Protector

Legion Light Warbeast

PROTECTOR

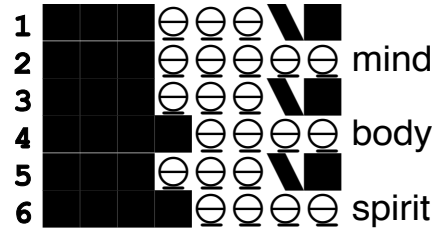
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	5	3	12	18	8	3	9

FA: U

Point Cost: 5

Base Size: Medium

Damage: 22 (Mind 8, Body 7, Spirit 7)



Animus

Safeguard

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target friendly Faction model cannot be knocked down. When it is slammed, reduce the slam distance rolled by 3.

PROTECTOR

Eyeless Sight

Empathic Transference - A friendly Faction warlock can transfer damage to this model even if this model has a number of fury points equal to its current FURY.

Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2" of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [PROTECTOR]

Halberd [1x] (<->) POW: 4

P+S: 12

Reach

Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

end of line

Nephilim Soldier

Legion Light Warbeast

SOLDIER

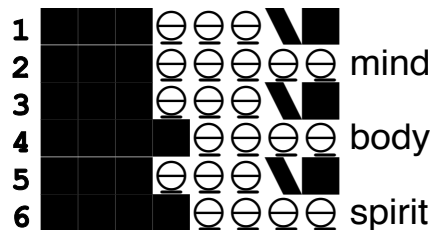
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	9	6	3	13	16	8	3	9

FA: U

Point Cost: 5

Base Size: Medium

Damage: 22 (Mind 8, Body 7, Spirit 7)



Animus

Massacre

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target friendly Faction model can charge without being forced. When the affected model destroys an enemy model with a charge attack, after the attack is resolved it can advance up to 1" and make an additional melee attack. Massacre lasts for one turn.

SOLDIER

Eyeless Sight

Relentless Charge - This model gains Pathfinder ICON during activations it charges.

WEAPONS [SOLDIER]

Two-Handed Sword [1x] (<->)

POW: 5

P+S: 14

Reach

end of line

Raek

Legion Light Warbeast

RAEK

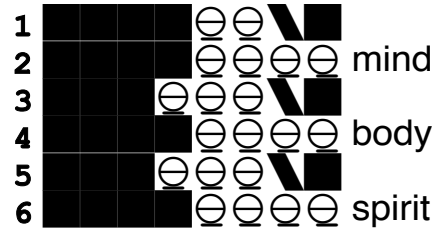
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	8	6	3	15	14	6	3	8

FA: U

Point Cost: 4

Base Size: Medium

Damage: 19 (Mind 6, Body 7, Spirit 7)



Animus

Shadow Stalk

Cost	RNG	AOE	POW	UP	OFF
1	10	-	-	No	No

If target enemy model advances at least 1" during its normal movement, after that model ends its movement the model using Shadow Stalk can make a full advance. Shadow Stalk lasts for one round.

RAEK

Eyeless Sight

Pathfinder

Stealth

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Bounding Leap - Once per activation, after making a full advance but before performing an action, this model can be forced to be placed completely within 5" of its current location. Any effects that prevent charging also prevent this model from using Bounding Leap.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [RAEK]

Bite [1x] (Head) POW: 3 P+S: 11

Tail Strike [1x] (<-->) POW: 4 P+S: 12

Reach

end of line

Teraph

Legion Light Warbeast

TERAPH

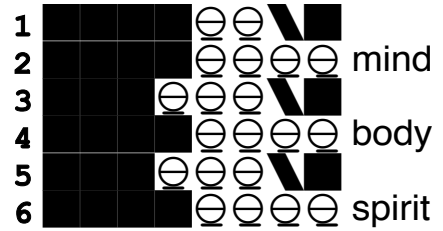
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	5	5	13	15	7	3	8

FA: U

Point Cost: 5

Base Size: Medium

Damage: 20 (Mind 6, Body 7, Spirit 7)



Animus

Counterblast

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

Cost
2

RNG
Self

AOE
-

POW
-

UP
No

OFF
No

TERAPH

Advance Deployment

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Dig In (★Action) - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [TERAPH]

Blight Blast [1x] (Head)

RNG: 10

ROF: 1 AOE: 3 POW: 13

Damage Type: Fire

Tail Strike [1x] (<-->)

POW: 4P+S: 12

Reach

end of line

Seraph

Legion Heavy Warbeast

SERAPH

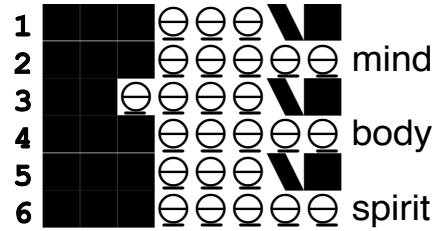
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	10	6	5	14	16	7	3	8

FA: U

Point Cost: 8

Base Size: Large

Damage: 25 (Mind 8, Body 9, Spirit 8)



Animus

Slipstream

Cost	RNG	AOE	POW	UP	OFF
1	Self	-	-	No	No

When this model ends its normal movement, one friendly Faction model this model moved within 2" of is placed completely within 2" of the friendly Faction model's current location, then Slipstream expires. A model can be placed by Slipstream only once per turn.

SERAPH

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Serpentine - This model cannot make slam or trample power attacks.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [SERAPH]

Blight Strike [1x] (Head) RNG: 10 ROF: 1 AOE: - POW: 12

Damage Type: Fire

Strafe [d6] (★Attack) - Make d6 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

Stinger [1x] (<->) POW: 4 P+S: 14

Critical Poison - On a critical hit, gain an additional die on this weapon's damage rolls against living models.

end of line

Angelius

Legion Heavy Warbeast

ANGELIUS

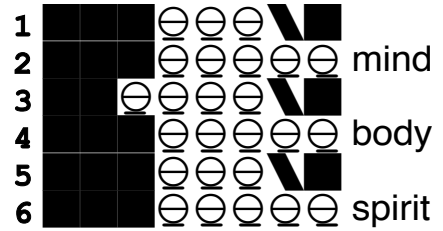
SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	10	6	5	14	17	7	4	9

FA: U

Point Cost: 9

Base Size: Large

Damage: 25 (Mind 8, Body 9, Spirit 8)



Animus

Avenging Angel

Cost
2

RNG
Self

AOE
-

POW
-

UP
No

OFF
No

When a friendly Faction model is destroyed by an enemy attack in the command range of the model using Avenging Angel, after the attack is resolved the model using Avenging Angel can immediately make one normal melee or ranged attack, then Avenging Angel expires. Avenging Angel lasts for one round.

ANGELIUS

Eyeless Sight

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Serpentine - This model cannot make slam or trample power attacks.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [ANGELIUS]

Flame Jet [1x] (Head)

RNG: 12

ROF: 1 AOE: - POW: 12

Critical Fire

Damage Type: Fire

Tail Strike [1x] (<->)

POW: 4P+S: 14

Reach

Armor Piercing (★Attack) - When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

end of line

Carnivean

Legion Heavy Warbeast

CARNIVEAN

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD** **FUR** **THR**
6 12 5 4 11 18 7 4 9

FA: U

Point Cost: 11

Base Size: Large

Damage: 28 (Mind 7, Body 11, Spirit 10)

1	■	■	○	○	○	■	■	
2	■	■	■	○	○	○	○	mind
3	■	○	○	○	○	○	■	
4	■	○	○	○	○	○	○	body
5	■	○	○	○	○	○	■	
6	■	○	○	○	○	○	○	spirit

Animus

Spiny Growth

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

Target model gains +2 ARM. A warbeast or warjack hitting the affected model with a melee attack suffers d3 damage points after the attack is resolved. Spiny Growth lasts for one round.

CARNIVEAN

Eyeless Sight

Pathfinder

Assault - As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [CARNIVEAN]

Dragon Breath [1x] (Head) RNG: SP 10 ROF: 1 AOE: - POW: 14

Damage Type: Fire

Bite [1x] (Head) POW: 6 P+S: 18

Talon [2x] (Left and Right) POW: 4P+S: 16

end of line

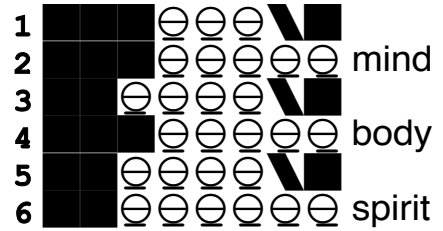
Typhon

Legion Character Heavy Warbeast

TYPHON

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	7	5	13	17	7	4	9

FA: C
 Point Cost: 12
 Base Size: Large
 Damage: 27 (Mind 8, Body 9, Spirit 10)



Animus	Cost	RNG	AOE	POW	UP	OFF
<i>Excessive Healing</i>	2	Self	-	-	No	No

When the model using Excessive Healing is damaged by an enemy attack, immediately after resolving the attack the affected model heals d3 damage points. Excessive Healing lasts for one round.

TYPHON

Eyeless Sight
Gunfighter

Affinity [Thagrosh] - When Typhon is forced to use Regenerate in Thagrosh's control area, instead of rolling to determine how many damage points Typhon heals, Typhon and Thagrosh each heal up to 3 damage points.

Multiple Heads - This model can make three initial attacks each combat action, using any combination of Blight Breath and Jaw attacks. This model loses one initial attack for each aspect it has lost. This model cannot be forced to make additional Blight Breath attacks.

Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [TYPHON]

Blight Breath [1x] (None) RNG: SP 8 ROF: 1 AOE: - POW: 14
 Damage Type: Fire

Bite [1x] (None) POW: 6P+S: 17

Reach

Critical Pitch - On a critical hit, instead of rolling damage normally you can choose to have this model throw the model hit. Treat the throw as if this model had hit with and passed the STR check of a throw power attack. The thrown model suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

end of line

Blighted Nyss Archers

Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

LEADER & GRUNTS

Combined Ranged Attack

Suppressing Fire (Order) - This order can be issued only if two or more models with ranged weapons in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 12" of all participants, with its center point in LOS of all participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2-4, the AOE is 3". If there are 5-7, the AOE is 4". If there are 8 or more, the AOE is 5". When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participants have been destroyed or removed from play.

WEAPONS [LEADER & GRUNTS]

Nyss Longbow [1x] (None) RNG: 12

ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 7

end of line

Blighted Nyss Archer Officer & Ammo Porter

Legion Unit Attachment

Officer's Damage: ■■■■■

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	6	6	13	11	9

AMMO PORTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8

FA: 1

Point Cost: 2

Base Size: Small Base

Damage: Officer's Damage: 5

Attachment [Blighted Nyss Archers] - This attachment can be added to a Blighted Nyss Archers unit.

OFFICER

Combined Ranged Attack

Officer

Granted: Combined Arms - While this model is in play, models in its unit gain Combined Arms. (When a model with Combined Arms misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms).

Tactics: Pathfinder - Models in this unit gain Pathfinder ICON.

WEAPONS [OFFICER]

Nyss Longbow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3 P+S: 7

AMMO PORTER

Ready Ammo - While this model is in formation, models in its unit gain Dual Shot and their ranged weapons become ROF 2. (When a model with Dual Shot forfeits its movement to gain the aiming bonus it can also make one additional ranged attack that activation.)

Take Up - If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

end of line

Blighted Nyss Legionnaires

Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	12	15	9

FA: 2

Point Cost: Leader & 5 Grunts: 4

Leader & 9 Grunts: 6

Base Size: Small

LEADER & GRUNTS

Combined Melee Attack

Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.

Vengeance - During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

WEAPONS [LEADER & GRUNTS]

Great Sword [1x] (None) POW: 5 P+S: 11

Reach

end of line

Blighted Nyss Raptors

Legion Light Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
9	6	6	7	14	15	8

Rider A's Damage: 
Rider B's Damage: 
Rider C's Damage: 
Rider D's Damage: 
Rider E's Damage: 

FA: 1

Point Cost: Leader & 2 Grunts: 6
Leader & 4 Grunts: 10

Base Size: Large

Damage: 5

LEADER & GRUNTS

Pathfinder

WEAPONS [LEADER & GRUNTS]

Nyss Longbow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Poison - Gain an additional die on this weapon's damage rolls against living models.

Nyss Claymore [1x] (None) POW: 4 P+S: 10

Weapon Master

Mount [1x] (None) POW: 12

end of line

Blighted Nyss Scather Crew

Legion Weapon Crew Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	12	8

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	12	8

FA: 2

Point Cost: Leader & 2 Grunts: 3

Base Size: Leader: Large Base
Grunt: Small Base

LEADER

WEAPONS [LEADER]

Scather Catapult [1x] (None) **RNG:** 15 **ROF:** 1 **AOE:** 3 **POW:** 14

Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Minimum Range [6] - Attacks made with this weapon cannot target any model within 6" of it.

Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

Scather - This attack's AOE remains in play for one round. Enemy models and non-Faction friendly models entering or ending their activations in the AOE suffer 1 damage point.

Sword [1x] (None) **POW:** 3 **P+S:** 7

end of line

Blighted Nyss Swordsmen

Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	14	13	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

LEADER & GRUNTS

Fearless

WEAPONS [LEADER & GRUNTS]

Nyss Claymore [1x] (None) POW: 4 P+S: 10

Weapon Master

end of line

Blighted Nyss Swordsman Abbot & Champion

Legion Unit Attachment

ABBOT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	14	13	9

Officer's Damage: 
Champion's Damage: 

CHAMPION

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	8	4	14	13	8

FA: 1

Point Cost: 3

Base Size: Small Base

Damage: Officer's Damage: 5

Champion's Damage: 5

Attachment [Blighted Nyss Swordsmen] - This attachment can be added to a Blighted Nyss Swordsmen unit.

ABBOT

Fearless

Officer

Granted: Magical Weapons - While this model is in play, the melee weapons of models in this unit gain Magical Weapon ICON.

Tactics: Cleave - Models in this unit gain Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave per activation).

WEAPONS [ABBOT]

Nyss Claymore [1x] (None) POW: 4 P+S: 10

Weapon Master

CHAMPION

Fearless

Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

WEAPONS [CHAMPION]

Nyss Claymore [2x] (None) POW: 4 P+S: 10

Weapon Master

Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

end of line

Spawning Vessel

Legion Blighted Nyss Unit

Vessel's Damage: 

VESSEL

SPD	STR	MAT	RAT	DEF	ARM	CMD
—	0	0	0	5	18	—

NYSS GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	14	13	8

FA: 1

Point Cost: Vessel & 4 Grunts: 2

Vessel & 6 Grunts: 3

Base Size: Vessel Medium Base

Grunt Small Base

Damage: Vessel's Damage: 10

VESSEL

Construct

Focal Point - This model's unit has no unit commander. Models in this unit within 8" of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.

Last Call - If this model is disabled by an enemy attack, it can immediately make a special action.

Recycle - When a living model is destroyed within 3" of a model in this unit that is in formation, place blood tokens on this model: one for a small-based model, two for a medium-based model, and three for a large-based model.

Spawn Horror (★Action) - Remove five blood tokens from this model to place a non-character Faction lesser warbeast into play under your control. Place the warbeast within 3" of this model and choose a friendly Faction warlock. This warbeast becomes part of that warlock's battlegroup.

Vessel - This model is not a warrior model. It can advance only during its unit's normal movement. When it advances, it can move up to 1" for each Grunt B2B with it at the beginning of this unit's activation. This model is automatically hit by melee attacks. It cannot be knocked down or made stationary.

WEAPONS [VESSEL]

NYSS GRUNTS

Stone Heart - This model never flees and automatically passes command checks.

WEAPONS [NYSS GRUNTS]

Gaff [1x] (None)

POW: 3

P+S: 9

Reach

end of line

Blighted Nyss Striders

Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	15	11	8

FA: 2

Point Cost: Leader & 5 Grunts: 6

Base Size: Small

LEADER & GRUNTS

Advance Deployment

Combined Ranged Attack

Pathfinder

Stealth

WEAPONS [LEADER & GRUNTS]

Nyss Longbow [1x] (None) RNG: 12

ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 9

end of line

Blighted Nyss Strider Officer & Musician

Legion Unit Attachment

Officer's Damage: ■■■■■

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	7	15	11	9

MUSICIAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	15	11	8

FA: 1

Point Cost: 3

Base Size: Small

Damage: Officer's Damage 5

OFFICER

Advance Deployment

Combined Ranged Attack

Officer

Pathfinder

Stealth

Bushwhack (Order) - During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

Tactics: Hunter - Models in this unit gain Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

WEAPONS [OFFICER]

Nyss Longbow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 9

MUSICIAN

Advance Deployment

Combined Ranged Attack

Pathfinder

Stealth

In Step - While this model is within 3" of it, the unit commander gains +3" to its command range.

Take Up - If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1" of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [MUSICIAN]

Nyss Longbow [1x] (None) RNG: 12 ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 9

end of line

Blighted Ogrun Warmongers

Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	3	12	16	8

Warmonger A's Damage: 
Warmonger B's Damage: 
Warmonger C's Damage: 
Warmonger D's Damage: 
Warmonger E's Damage: 

FA: 3

Point Cost: Leader & 2 grunts: 5

Leader & 4 grunts: 8

Base Size: Medium Base

Damage: 8 each

LEADER & GRUNTS

Abomination

Fearless

Berserk - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

WEAPONS [LEADER & GRUNTS]

War Cleaver [1x] (None) POW: 5P+S: 14

Reach

end of line

Blighted Ogrun Warspears

Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	5	12	16	8

Warspear A's Damage: 
Warspear B's Damage: 
Warspear C's Damage: 
Warspear D's Damage: 
Warspear E's Damage: 

FA: 3

Point Cost: Leader & 2 Grunts: 6
Leader & 4 Grunts: 10

Base Size: Medium Base

Damage: 8 each

LEADER & GRUNTS

Fearless

Terror

Assault (Order) - Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.

WEAPONS [LEADER & GRUNTS]

Thrown Spear [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 4

Thrown - Add this model's STR to the POW of this ranged attack.

War Spear [1x] (None) POW: 4 P+S: 13

Reach

Set Defense - A model in this model's front arc suffers -2 on charge, slam power attack, and impact attack rolls against this model.

end of line

The Forsaken

Legion Blighted Nyss Solo

Forsaken's Damage: ■■■■■

FORSAKEN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	5	4	14	15	8

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

FORSAKEN

Abomination

Fearless

Blight Shroud (★Action) - Spend 1 or more fury points. Enemy models within 1" of this model for each fury point spent suffer a POW 8 damage roll. Add an additional die to the damage roll for each focus or fury point on the enemy model.

Consume Fury (★Action) - RNG CMD. Target friendly Faction warbeast. If the warbeast is in range, remove up to 5 fury points from it and put them on this model. This model can have up to 5 fury points at any time.

Fury Boost - During its activation, this model can spend fury points to gain additional attacks or to boost attack or damage rolls, at 1 fury point per attack or boost.

WEAPONS [FORSAKEN]

Claw [1x] (None) POW: 5P+S: 12

end of line

Incubus

Legion Solo

INCUBUS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	3	12	15	6

FA: 2

Point Cost: 5 Incubi 5 points

Base Size: Small Base

INCUBUS

Fearless

Host - This model does not begin the game in play. When a friendly living non-Incubus non-warlock small-based Faction warrior model is destroyed, you can mark its current location and remove that model from play. During your next Maintenance Phase, put one Incubus model into play for each point marked, completely within 3" of the point marked.

WEAPONS [INCUBUS]

Claw [2x] (None) POW: 6P+S: 14

end of line

Blighted Nyss Shepherd

Legion Solo

Shepherd's Damage: ■■■■■

SHEPHERD

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	14	11	8

FA: 2

Point Cost: 1

Base Size: Small Base

Damage: 5

SHEPHERD

Beast Manipulation - A warbeast can be affected by only one Beast Manipulation special action each turn.

•**Condition (★Action)** - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.

•**Medicate (★Action)** - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points.

A warbeast can be affected by Medicate only once per turn.

Beast Master - This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.

WEAPONS [SHEPHERD]


Crooked Staff [1x] (None) POW: 4 P+S: 9

Reach

end of line

Warmonger War Chief

Legion Blighted Ogrun Solo

War Chief's Damage: 

WAR CHIEF

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	8	3	12	17	9

FA: 2

Point Cost: 3

Base Size: Medium Base

Damage: 10

WAR CHIEF

Abomination

Fearless

Berserk - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

Blood Drinker - Immediately after this model resolves an attack in which it destroys one or more living models, it can heal d3 damage points and ends its activation.

Leadership [Warmongers] - While in this model's command range, friendly Warmongers gain Blood Drinker.

Veteran Leader [Warmongers] - Friendly Warmongers trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [WAR CHIEF]

War Cleaver [1x] (None) POW: 5 P+S: 14

Reach

end of line

Strider Deathstalker

Legion Blighted Nyss Solo

Deathstalker's Damage: ■■■■■

DEATHSTALKER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	8	15	11	9

FA: 2

Point Cost: 2

Base Size: Small Base

Damage: 5

DEATHSTALKER

Advance Deployment

Pathfinder

Stealth

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Leadership [Striders] - While in this model's command range, friendly Strider models gain Swift Hunter.

Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Sniper - When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.

Swift Hunter - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

WEAPONS [DEATHSTALKER]

Nyss Longbow [1x] (None) RNG: 12

ROF: 1 AOE: - POW: 10

Sword [1x] (None) POW: 3P+S: 9

end of line

Blighted Nyss Sorceress & Hellion

Legion Cavalry Solo

Sorceress' Damage: 

SORCERESS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	5	6	4	14	16	8

FA: 2

Point Cost: 4

Base Size: Large Base

Damage: 10

SORCERESS

Aerial Coordination - Friendly Faction warbeasts with Flight beginning their activations in this model's command range can charge without being forced.

Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

Magic Ability [7]

•**Blight Storm (★Action)** - Place a 5" AOE anywhere completely in this model's command range. When an enemy model in the AOE is directly hit by an attack and the damage roll fails to exceed its ARM, it automatically suffers 1 damage point. Blight Storm lasts for one round.

•**Frostbite (★Attack)** - Frost Bite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ICON.

•**Wind Ravager (★Action)** - While in this model's command range, enemy models cannot make ranged attacks for one round.

WEAPONS [SORCERESS]

Spear [1x] (None) POW: 4P+S: 9

Magical Weapon

Reach

Mount [1x] (None) POW: 10

end of line

Bog Trog Ambushers

Minion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	3	12	14	8

FA: 2

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS

Combined Melee Attack

Ambush - You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place this unit in formation within 3" of the chosen table edge.

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

WEAPONS [LEADER & GRUNTS]

Fish Hook [1x] (None)

POW: 5

P+S: 11

Reach

end of line

Farrow Bone Grinders

Minion Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	14	8

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	14	8

FA: 2

Point Cost: Leader & 3 Grunts: 2
Leader & 5 Grunts: 3

Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER

Confluence - This model gains a cumulative +1 on magic attack rolls for each other model in this unit that is within 1" of it.

Magic Ability [4]

•**Arcane Bolt (★Attack)** - Arcane Bolt is a RNG 12, POW 11 magic attack.

•**Bone Magic (★Action or Attack)** - This model casts the animus of one friendly destroyed warbeast as a spell without spending fury points. The animus cannot cast an animus with a RNG of SELF. This model must make a special attack to cast an offensive spell. Other spells are cast by making a special action.

•**Craft Talisman (★Action)** - Target a friendly warlock within 3" of a model in this unit that is in formation. If the target warlock is in range, when he casts a spell and is its point of origin, the spell gains +2 RNG. Spells with RNG SELF, SP, or CTRL are not affected. Craft Talisman lasts for one turn.

WEAPONS [LEADER]

Knife [1x] (None) POW: 3P+S: 9

WEAPONS [GRUNTS]

Knife [1x] (None) POW: 3P+S: 9

end of line

Farrow Brigands

Minion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	12	15	8

FA: 1

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS

Dig In (★Action) - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Point Blank - During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

Prayers - The Leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

•**Shrouded** - Models in this unit gain Camouflage and Pathfinder ICON for one round. (A model with Camouflage gains an additional +2 DEF when benefiting from concealment or cover.)

•**Warding** - Affected models cannot be targeted by enemy spells for one round.

WEAPONS [LEADER & GRUNTS]

Pig Iron [1x] (None) **RNG:** 10 **ROF:** 1 **AOE:** - **POW:** 12

Club [1x] (None) **POW:** 4 **P+S:** 10

end of line

Gatorman Posse

Minion Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	3	12	16	8

GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	3	12	16	8

Gatorman A's Damage:

Gatorman B's Damage:

Gatorman C's Damage:

Gatorman D's Damage:

Gatorman E's Damage:

FA: 2

Point Cost: Leader & 2 Grunts: 6
Leader & 4 Grunts: 9

Base Size: Medium

Damage: 8 each

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER

Fearless

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Bad Juju - This model can use one of the following abilities during its unit's turn.

•**Dirge of Mists** - Affected models gain +1 DEF and Terror ICON for one round.

•**Feast** - The weapons of models in its unit gain Life Drinker for one turn. (When a model destroys a living enemy model with weapon a weapon with Life Drinker, immediately after the attack is resolved the attacking model heals d3 damage points.)

•**Killers** - Models in this unit can reroll missed attack roles against living models this turn.

Blood Thirst - When it charges a living model, this model gains +2" movement.

WEAPONS [LEADER]

Bite [1x] (None) POW: 5P+S: 13

Gatorman Weapon [1x] (None) POW: 5P+S: 13

Reach

GRUNT

Fearless

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Blood Thirst - When it charges a living model, this model gains +2" movement.

WEAPONS [GRUNT]

Bite [1x] (None) POW: 5P+S: 13

Gatorman Weapon [1x] (None) POW: 5P+S: 13

Reach

end of line

Swamp Gobber Bellows Crew

Minion Unit

LEADER & GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	3	3	15	11	7

FA: 1

Point Cost: Leader & 1 Grunt 1 point

Base Size: Small Base

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNT

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Cloud Cover (Order) - Models who received this order must forfeit their actions. Place a 3" AOE cloud effect in play. Its center point must be within 1" of the Leader. If the Grunt is B2B with the Leader, place a 5" AOE instead. This AOE remains in play for one round.

WEAPONS [LEADER & GRUNT]

Hand Weapon [1x] (None) POW: 2 P+S: 5

end of line

Feralgeist

Minion Solo

FERALGEIST

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	0	3	0	14	11	8

FA: 3

Point Cost: 2

Base Size: Small

Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

FERALGEIST

Incorporeal

Undead

Spiritbind - When a living enemy warbeast in this model's command range is destroyed but not removed from play by an attack, this model can bind itself to the beast. If more than one eligible model attempts to bind to the warbeast, the closest model binds. If this model binds itself to the warbeast, the warbeast remains on the table and you take control of it. Remove this model from the table. Any effects, spells, or animi on this model expire when it is removed. The warbeast becomes a Minion and gains the Undead ICON advantage. Remove 1 damage point from each of the warbeast's aspects. It can activate normally during your turn, but it cannot be forced or healed and loses its animus. It can run, charge, slam, or trample without being forced. The warbeast's attack and damage rolls are boosted. This model can exit the warbeast during your Maintenance Phase. If it does, place this model completely within 3" of the warbeast, then the warbeast is destroyed. If the warbeast is destroyed or removed from play while this model is bound to it, this model is forced to leave the warbeast.

WEAPONS [FERALGEIST]

end of line

Alten Ashley

Mercenary Minion Character Solo

Ashley's Damage: ■■■■■

ALTEN ASHLEY

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	7	14	14	9

FA: C

Point Cost: 3

Base Size: Small

Damage: 5

Mercenary - This model will work for Cygnar, Khador, and the Protectorate.

Minion - This model will work for Circle and Trollbloods.

ALTEN ASHLEY

Advance Deployment

Pathfinder

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Monster Hunter - When this model hits a living warbeast with an attack, instead of making a damage roll, you can have the warbeast lose an aspect of your choice. Mark the remaining damage circles in that aspect.

WEAPONS [ALTEN ASHLEY]

Bucking Jenny [1x] (None) RNG: 14 ROF: 1 AOE: - POW: 12

Sword [1x] (None) POW: 3 P+S: 9

end of line

Brun Cragback

Rhulic Mercenary Minion Character Solo

Cragback's Damage:

BRUN CRAGBACK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	6	7	5	13	15	9	3

FA: C

Point Cost: Cragback & Lug: 11

Base Size: Small

Damage: 8

Mercenaries - These models will work for Searforge Commission.

Minions - These models will work for Circle and Trollbloods.

BRUN CRAGBACK

Fearless

Pathfinder

Flank [Lug] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Lesser Warlock - This model is not a warlock but has the following warcaster special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

Lifebond [Lug] - While B2B with Lug, this model can transfer damage to it without spending fury.

Limited Battlegroup - The only warbeast that can be in this model's battlegroup is Lug.

WEAPONS [BRUN CRAGBACK]

Blunderbuss [1x] (None) RNG: 8 ROF: 1 AOE: - POW: 12

Axe [1x] (None) POW: 4 P+S: 10

SPELLS

Stonehold

Cost	RNG	AOE	POW	UP	OFF
2	Self	-	-	Yes	No

Enemy models roll one less die on attack damage rolls against this model. This model and friendly models B2B with it cannot be knocked down.

end of line

Lug

Mercenary Minion Character Heavy Warbeast

LUG

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	12	5	1	12	18	6	4	9

FA: C

Base Size: Large

Damage: 27 (Mind 8, Body 11, Spirit 8)

Animus

Bear Hands

When the model using Bear Hands hits an enemy model with a normal melee attack, it can choose to knock down the enemy model or push it 3" directly away. Bear Hands lasts for one turn.

Cost	RNG	AOE	POW	UR
1	Self	-	-	No

1	■	■	○	○	○	■	■	
2	■	■	○	○	○	○	○	mind
3	■	○	○	○	○	○	■	
4	■	■	○	○	○	○	○	body
5	■	■	○	○	○	○	■	
			○	○	○	○	○	spirit

LUG

Pathfinder

Companion [Brun Cragback] - This model is included in any army that includes Brun Cragback. If Cragback is destroyed or removed from play, remove this model from play. This model is part of Cragback's battlegroup.

Flank [Cragback] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.

Warbeast Bond [Cragback] - This model is bonded to Brun Cragback. While it is within 3" of Cragback and is not stationary, Cragback cannot be targeted by free strikes and gains +2 DEF against melee attacks, and models do not gain back strike bonuses while attacking Cragback.

WEAPONS [LUG]

Claw [1x] (Left and Right) POW: 4 P+S: 16

Open Fist

Chain Attack: Grab & Smash - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

end of line

Dahlia Hallyr

Mercenary Minion Character Solo

Hallyr's Damage:

DAHLIA HALLYR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	4	5	4	16	11	8	4

FA: C

Point Cost: Hallyr & Skarath: 10

Base Size: Small

Damage: 8

Mercenaries - These models will work for Retribution.

Minions - These models will work for Circle and Trollbloods.

DAHLIA HALLYR

Fearless

Charmer - When a friendly warbeast frenzies in this model's control area, the warbeast can forfeit its activation.

Lesser Warlock - This model is not a warlock but has the following warcaster special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

Limited Battlegroup - The only warbeast that can be in this model's battlegroup is is Skarath.

WEAPONS [DAHLIA HALLYR]

SPELLS

Entrancing Rhythm

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	10	-	-	No	Yes

Target enemy warbeast suffers -2 SPD and DEF but automatically passes threshold checks. Entrancing Rhythm lasts for one round.

Haunting Melody

2	Self	Ctrl	-	Yes	No
---	------	------	---	-----	----

While in this model's control area, living enemy models cannot give or receive orders and cannot make melee or ranged attacks targeting this model.

end of line

Skarath

Mercenary Minion Tatzylwurm Character Heavy Warbeast

SKARATH

SPD STR MAT RAT DEF ARM CMD FUR THR
6 10 6 5 14 16 6 4 9

FA: C

Base Size: Large

Damage: 25 (Mind 7, Body 9, Spirit 9)

Animus

Serpent Strike

Target friendly model gains Riposte for one round. After the affected model makes a Riposte attack, Serpent Strike expires. (When a model with Riposte is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.)

Cost **RNG** **AOE** **POW** **UR**
2 6 - - No No

1	■	■	○	○	○	■	■	
2	■	■	■	○	○	○	○	mind
3	■	■	○	○	○	○	■	
4	■	■	■	○	○	○	○	body
5	■	■	○	○	○	○	■	
	■	■	○	○	○	○	○	spirit

SKARATH

Companion [Dahlia Hallyr] - This model is included in any army that includes Dahlia Hallyr. If Hallyr is destroyed or removed from play, remove this model from play. This model is part of Hallyr's battlegroup.

Serpentine - This model cannot make slam or trample power attacks.

Warbeast Bond [Dahlia Hallyr] - This model is bonded to Hallyr. When this model frenzies in Hallyr's control range, you choose the model this model will attack.

WEAPONS [SKARATH]

Acid Spray [1x] (Head) RNG: SP 10 ROF: 1 AOE: - POW: 12

Continuous Effect: Corrosion

Damage Type: Corrosion

Bite [1x] (Head) POW: 6 P+S: 16

Reach

Critical Consume - On a critical hit, if the attack hit a small-based non-warlock/warcaster model the model hit is removed from play.

end of line

Gudrun the Wanderer

Mercenary Minion Character Solo

Gudrun's Damage:

GUDRUN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	7	4	13	15	9

FA: C

Point Cost: 3

Base Size: Medium

Damage: 8

Mercenary - This model will work for Cryx, Cygnar, and Khador.

Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

GUDRUN

Advance Deployment

Fearless

Pathfinder

Binge Drinking - Once per game during its activation, this model can use Binge Drinking. This model is knocked down.

Feign Death - This model cannot be targeted by ranged or magic attacks while knocked down.

Hangover - The first time this model is disabled by an enemy attack, it heals all damage and is knocked down. At the end of your next Maintenance Phase, this model stands up and gains Berserk for the rest of the game. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)

WEAPONS [GUDRUN]

Battle Glaive [1x] (None) POW: 6P+S: 15

Reach

end of line

Lanyssa Ryssyl, Nyss Sorceress

Mercenary Minion Character Solo

Ryssyl's Damage: ■■■■■

LANYSSA RYSSYL

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	15	11	9

FA: C

Point Cost: 2

Base Size: Small

Damage: 5

Mercenary - This model will work for Cygnar and the Retribution.

Minion - This model will work for Circle and the Trollbloods.

Animosity [Legion or Blighted] - This model cannot be included in an army that includes one or more models of the listed type.

LANYSSA RYSSYL

Pathfinder

Magic Ability [7]

•**Hunter's Mark (★Attack)** - Hunter's Mark is a RNG 10 magic attack that causes no damage. Friendly models can charge or make a slam power attack against an enemy model hit by Hunter's Mark without being forced or spending focus. A friendly model charging a model hit by Hunter's Mark gains +2" of movement. Hunter's Mark lasts for one turn.

•**Ice Bolt (★Attack)** - Ice Bolt is a RNG 10 magic attack. A model hit suffers a POW 12 cold damage roll. On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

•**Winter Storm (★Action)** - Enemy models that begin their activation in this model's command range lose Eyeless Sight, Flight, and Pathfinder during their activations. Winter Storm lasts for one round.

Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Vendetta [Legion or Blighted] - This model gains boosted attack and damage rolls against Legion or Blighted models.

WEAPONS [LANYSSA RYSSYL]

Sorrow [1x] (None) POW: 6P+S: 11

Magical Weapon

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

end of line

Rorsh

Minion Farrow Character Solo

Rorsh's Damage:

RORSH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	7	7	5	13	15	8	3

FA: C

Point Cost: Rorsh & Brine: 11

Base Size: Small

Damage: 8

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

RORSH

Fearless

Assault & Battery - Before its normal movement, this model can make one ranged attack. During its normal movement that activation, this model must charge or run. The ranged attack is made before declaring a charge target.

Diversionary Tactic (★Action) - Center a 4" AOE on Rorsh. Models in the AOE other than Rorsh and Brine suffer a POW 6 blast damage roll. After these damage rolls are resolved, Rorsh can make a full advance. If Brine was also in the AOE, it can make a full advance as well. During this movement, Rorsh and Brine cannot be targeted by free strikes.

Limited Battlegroup - The only warbeast that can be in this model's battlegroup is Brine.

Souie! - If Brine is outside this model's control area during your Control Phase, before your models leach fury, Brine can make a full advance directly toward this model.

WEAPONS [RORSH]

Dynamite [1x] (None) **RNG:** 6 **ROF:** 1 **AOE:** 4 **POW:** 12

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Lever Action Pig Iron [1x] (None) **RNG:** 10 **ROF:** 2 **AOE:** - **POW:** 12

Cleaver [1x] (None) **POW:** 4 **P+S:** 11

SPELLS

Pigpen

While within 3" of this model, enemy models treat open terrain as rough terrain.

end of line

<u>Cost</u>	<u>RNG</u>	<u>AOE</u>	<u>POW</u>	<u>UP</u>	<u>OFF</u>
2	Self	*	-	Yes	No

Brine

Minion Farrow Character Heavy Warbeast

Brine

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD** **FUR** **THR**
5 11 5 1 12 17 6 4 8

FA: C

Base Size: Large

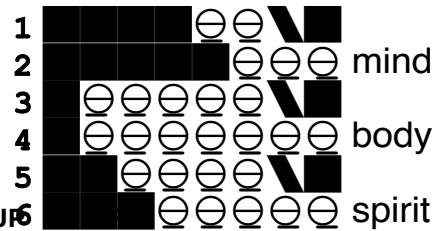
Damage: 26 (Mind 5, Body 12, Spirit 9)

Animus

Pig Farm

The model using Pig Farm gains an additional die on melee damage rolls against living models. When the model using Pig Farm boxes a living model with a melee attack, the boxed model is removed from play and the model using Pig Farm heals d3 damage points. Pig Farm lasts for one turn.

Cost **RNG** **AOE** **POW** **UR**
2 Self - - No No



Brine

Bacon - When this model is destroyed, each living warbeast B2B with it heals d6 damage points.

Companion [Rorsh] - This model is included in any army that includes Rorsh. If Rorsh is destroyed or removed from play, remove this model from play. This model is part of Rorsh's battlegroup.

Pain Response - While damaged this model can charge or make power attacks without being forced.

Pigheaded - If this model is destroyed by an enemy attack, before this model is removed from the table it can make one melee attack. When making this attack it ignores the effects of lost aspects.

Warbeast Bond [Rorsh] - Brine is bonded to Rorsh. During its activation, this model can charge or slam an enemy model that was damaged by a melee or ranged attack made by Rorsh this turn without being forced.

WEAPONS [Brine]

Claw [2x] (Left and Right) POW: 3 P+S: 14

Open Fist

Gore [1x] (Head) POW: 5 P+S: 16

Critical Knockdown - On a critical hit, the model hit is knocked down.

end of line

Saxon Orrik

Mercenary Minion Character Solo

Orrik's Damage: ■■■■■

ORRIK

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	7	15	14	9

FA: C

Point Cost: 2

Base Size: Small

Damage: 5

Mercenary - This model will work for Cryx, Khador, the Protectorate.

Minion - This model will work for Circle, Skorne, and Trollbloods.

ORRIK

Advance Deployment

Fearless

Pathfinder

Tough

Blind Spot - When an enemy warbeast misses this model with a melee attack, immediately after the attack is resolved this model can make one normal melee attack against the warbeast.

Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

Dismember - When this model hits a warbeast with a melee attack, roll an additional damage die.

Expert Hunter (★Action) - RNG 3". Target friendly model/unit. If target friendly model/unit is in range, it gains Blind Spot for one round. After an affected model makes a Blind Spot attack, Expert Hunter expires.

WEAPONS [ORRIK]

Military Rifle [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 11

Sword [1x] (None) POW: 4 P+S: 10

Skinning Knife [1x] (None) POW: 2 P+S: 8

Inflict Pain - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

end of line

Totem Hunter

Minion Character Solo

Totem Hunter's Damage:

TOTEM HUNTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	8	8	4	14	15	9

FA: C

Point Cost: 3

Base Size: Medium

Damage: 8

Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

TOTEM HUNTER

Advance Deployment

Fearless

Pathfinder

Stealth

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

Prey - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10" of its prey, it gains +2" movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

WEAPONS [TOTEM HUNTER]

Kelkax [1x] (None) POW: 6 P+S: 14

Reach

Spiked Buckler [1x] (None) POW: 3 P+S: 11

end of line

Viktor Pendrake

Cygnar Ally Minion Character Solo

Pendrake's Damage: ■■■■■

PENDRAKE

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	14	14	9

FA: C

Point Cost: 2

Base Size: Small

Damage: 5

Minion - This model will work for Circle and Trollbloods.

Animosity [Saxon Orrik] - This model cannot be included in an army that includes one or more models of the listed type.

PENDRAKE

Fearless

Pathfinder

Tough

Beast Lore (★Action) - RNG 3". Target friendly model/unit. If target friendly model/unit is in range, it gains boosted attack rolls against warbeasts for one turn.

Dismember - When this model hits a warbeast with a melee attack, roll an additional damage die.

Duck - This model gains +4 DEF against melee and ranged attack rolls made by warbeasts. Warbeasts cannot target this model with free strikes.

WEAPONS [PENDRAKE]

Chain Bola [1x] (None) RNG: 8 ROF: 1 AOE: - POW: -

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

Lucky Bow [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Luck - This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.

Orgoth Sword [1x] (None) POW: 5 P+S: 11

Magical Weapon

end of line

Wrong Eye

Minion Gatorman Character Solo

Wrong Eye's Damage:

WRONG EYE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	8	6	3	12	17	9	4

FA: C

Point Cost: Wrong Eye & Snapjaw: 10

Base Size: Medium

Damage: 8

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

WRONG EYE

Fearless

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Lesser Warlock - This model is not a warlock but has the following warcaster special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

Limited Battlegroup - The only warbeast that can be in this model's battlegroup is Snapjaw.

WEAPONS [WRONG EYE]

Bite [1x] (None) POW: 4P+S: 12

Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

Swamp Hook [1x] (None) POW: 4 P+S: 12

Reach

SPELLS

Influence

Cost	RNG	AOE	POW	UP	OFF
1	10	-	-	No	Yes

Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.

Voodoo Doll

2	8	-	-	No	Yes
---	---	---	---	----	-----

Choose one of target enemy warbeast's aspects. That aspect suffers the effects of being lost for one round. A warbeast cannot be destroyed as a result of Voodoo Doll.

end of line

Snapjaw

Minion Gatorman Character Heavy Warbeast

SNAPJAW

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	11	6	1	12	18	6	4	8

FA: C

Base Size: Large

Damage: 27 (Mind 5, Body 14, Spirit 8)

Animus

Submerge

The model using Submerge cannot be targeted by ranged or magic attacks for one round.

Cost

2

RNG

Self

AOE

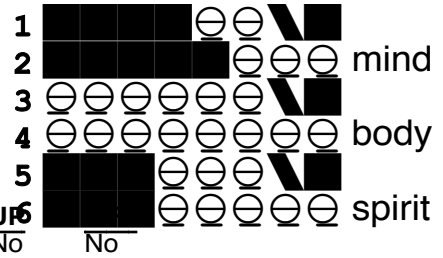
-

POW

-

UR

6
No



SNAPJAW

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.

Blood Thirst - When it charges a living model, this model gains +2" movement.

Companion [Wrong Eye] - This model is included in any army that includes Wrong Eye. If Wrong Eye is destroyed or removed from play, remove this model from play. This model is part of Wrong Eye's battlegroup.

Man-Eater - This model can charge living warrior models without being forced.

Warbeast Bond [Wrong Eye] - Snapjaw is bonded to Wrong Eye. When Snapjaw boxes a living model with a melee attack in Wrong Eye's control area, the model is removed from play and either Snapjaw or Wrong Eye heals d3 damage points.

WEAPONS [SNAPJAW]

Bite [1x] (Head) POW: 6 P+S: 17

Tail [1x] (<->) POW: 3 P+S: 14

Reach

Critical Knockdown - On a critical hit, the model hit is knocked down.

end of line