

**IRON LICH ASPHYXIOUS**  
CRYX WARCASTER

ASPHYXIOUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	3	15	16	7

SOULSPLITTER	
POW	P+S
8	15

**FOCUS**  
7

DAMAGE

**IRON LICH ASPHYXIOUS**

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>BREATH OF CORRUPTION</b>	3	8	3	12	NO	YES
All models hit suffer a POW 12 corrosion damage roll. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer 1 corrosion damage point.						
<b>HELLFIRE</b>	3	10	-	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
<b>PARASITE</b>	3	8	-	-	YES	YES
Target model/unit suffers -3 ARM and this model gains +1 ARM.						
<b>SCYTHING TOUCH</b>	2	6	-	-	YES	NO
Target friendly model/unit gains +2 on melee attack damage rolls. Affected models gain Critical Corrosion on their normal melee attacks.						
<b>TELEPORT</b>	2	SELF	-	-	NO	NO
Place this model anywhere completely within 8" of its current location. Its activation then ends.						

**FOCUS**  
7

DAMAGE

**LICH LORD ASPHYXIOUS**  
CRYX EPIC WARCASTER

ASPHYXIOUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	6	3	15	16	8

DAEAMORTUS	
POW	P+S
8	15

**FOCUS**  
7

DAMAGE

**LICH LORD ASPHYXIOUS**

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>CAUSTIC MIST</b>	2	CTRL	3	-	NO	NO
Place a 3" AOE cloud effect completely in this model's control area. A model entering or ending its activation in the AOE suffers 1 corrosion damage point.						
<b>DEATH KNELL</b>	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.						
<b>EXCARNATE</b>	3	10	-	13	NO	YES
When a living enemy warrior model is destroyed by Excarnate, you can add one grunt to a friendly Faction small-based undead unit in this model's control area. The grunt must be placed in formation and completely in this model's control area.						
<b>HELLBOUND</b>	3	SELF	*	-	YES	NO
This model cannot be targeted by charges. While within 5" of this model, enemy models treat open ground as rough terrain.						
<b>PARASITE</b>	3	8	-	-	YES	YES
Target model/unit suffers -3 ARM and this model gains +1 ARM.						
<b>TELEPORT</b>	2	SELF	-	-	NO	NO
Place this model anywhere completely within 8" of its current location. Its activation then ends.						

**IRON LICH ASPHYXIOUS**

**ASPHYXIOUS**  
**CULL SOUL** – This model gains one soul token for each living enemy model it destroys with a melee attack. During your next Control Phase, replace each soul token with 1 focus point.

**SOULSPLITTER**  
**SUSTAINED ATTACK** – Attacks made with this weapon during this model's activation against the last model hit by this weapon this activation automatically hit.

**IRON LICH ASPHYXIOUS**

**FEAT: CONSUMING BLIGHT**

XXX

Living enemy models currently in Asphyxious' control area suffer an unboostable POW 5 damage roll. Asphyxious gains up to 7 focus points. He cannot have more focus points than his current FOC as a result of Consuming Blight.

**LICH LORD ASPHYXIOUS**

**ASPHYXIOUS**  
**CULL SOUL** – This model gains one soul token for each living enemy model it destroys with a melee attack. During your next Control Phase, replace each soul token with 1 focus point.

**DAEAMORTUS**  
**SOUL REAPER (\*ACTION)** – Place a 5" AOE anywhere completely in this model's control area. When a living enemy model is destroyed in the AOE, this model gains one soul token. The AOE remains in play for one round. During this round, this model cannot attack with Daeamortus.

**LICH LORD ASPHYXIOUS**

**FEAT: SPECTRAL LEGION**

XXX


Return up to 10 friendly destroyed non-warcaster Faction warrior models to play, placing them within 3" of Asphyxious. Returned models gain Undead and Pathfinder, become solos, and cannot be attacked or damaged for one turn. Returned models must charge during their activations. Returned models gain Incorporeal. Returned models leave play at the end of this turn.









LICH LORD TERMINUS  
CRYX WARCASTER

TERMINUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	9	7	5	14	18	9	

DRAGON FIRE				
RNG	ROF	AOE	POW	
SP	1	-	14	

DOOMSAYER		
POW	P+S	
7	16	

SCYTHING CLAW		
POW	P+S	
5	14	




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DAMAGE  
WJ +6 FA C

LICH LORD TERMINUS

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>ANNIHILATION</b> All models hit suffer a POW 10 damage roll. Models boxed by this spell are removed from play. This model gains a soul token for each living non-soulless enemy model removed from play by this spell.	4	10	3	10	NO	YES
<b>HELLFIRE</b> A model/unit hit by Hellfire must pass a command check or flee.	3	10	-	14	NO	YES
<b>MALEDICTION</b> While within 2" of this model, enemy models suffer -2 DEF and ARM.	2	SELF	*	-	YES	NO
<b>RAVAGER</b> When target friendly Faction warjack makes a normal attack with a melee weapon, compare the total rolled for the attack to the DEF of each model in its LOS and the weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit. Ravager lasts for one round.	2	6	-	-	NO	NO
<b>SHADOW OF DEATH</b> While in this model's control area, friendly undead models gain Tough. Shadow of Death lasts for one round.	3	SELF	CTRL	-	NO	NO

GORESHADE THE BASTARD  
CRYX WARCASTER

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

BLOODCLEAVER		
POW	P+S	
7	14	



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DAMAGE  
WJ +5 FA C

GORESHADE THE BASTARD

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>BLEED</b> When Bleed destroys a living enemy model, this model heals d3 damage points.	2	8	-	10	NO	YES
<b>HEX BLAST</b> Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast expire.	3	10	3	13	NO	YES
<b>MAGE BLIGHT</b> While in this model's control area, for one round living enemy models cannot cast spells or use feats.	5	SELF	CTRL	-	NO	NO
<b>SHADOWMANCER</b> Models in this model's battlegroup currently in its control area gain Dark Shroud and Stealth. (While in the melee range of a model with Dark Shroud, enemy models suffer -2 ARM.)	3	SELF	CTRL	-	NO	NO
<b>SOUL GATE</b> Remove a friendly trooper model in this model's control area from play and replace it with target friendly Faction warjack. The warjack cannot advance later this turn.	4	6	-	-	NO	NO

LICH LORD TERMINUS

**TERMINUS**  
**CULL SOUL** – This model gains one soul token for each living enemy model it destroys with a melee attack. During your next Control Phase, replace each soul token with 1 focus point.  
**FLIGHT** – This model ignores movement penalties from terrain and obstacles and can advance through obstructions and other models if it has enough movement to move completely past them.  
**SACRIFICIAL PAWN** – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly non-incorporeal undead model within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.

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LICH LORD TERMINUS

**FEAT: DRAGON'S CALL**

XXX

Terminus gains one soul token for each living enemy model destroyed while in his control area. Terminus gains +1 ARM for each soul token on him. Dragon's Call lasts for one round.

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GORESHADE THE BASTARD

**FEAT: DARK SUMMONS**

XXX

Goresshade summons a unit of Bane Thralls. Place one unit leader and five grunts completely within 3" of Goresshade.

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**DEATHWALKER**  
CRYX CHARACTER SOLO

DEATHWALKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	4	3	13	12	6



FA  
C

**THE WITCH COVEN OF GARLGHAST**  
CRYX WARCASTERS

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

RITUAL BLADES		
POW	P+S	
3	7	



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WITCH A'S DAMAGE

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WITCH B'S DAMAGE

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WITCH C'S DAMAGE

WJ  
+4

FA  
C

**THE WITCH COVEN OF GARLGHAST**

SPELLS	COST	RNG	AOE	POW	UP	OFF
<b>CURSE OF SHADOWS</b> Target model/unit suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.	3	8	-	-	YES	YES
<b>GHOST WALK</b> During its activation this turn, target friendly model/unit gains Ghostly. (A model with Ghostly ignores movement penalties from terrain and obstacles and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)	3	6	-	-	NO	NO
<b>INFERNAL MACHINE</b> Target warjack in this model's battlegroup gains +2 MAT, +2 SPD, and Terror.	2	6	-	-	YES	NO
<b>OCCULTATION</b> Target friendly model/unit gains Stealth.	2	6	-	-	YES	NO
<b>STYGIAN ABYSS</b> On a critical hit, the model hit suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers -3 DEF, and for one round when it advances it cannot move except to change facing.)	3	10	-	12	NO	YES
<b>WATCHER</b> When an enemy model ends its normal movement within 6" of this model, target warjack in this model's battlegroup can immediately make a full advance and one normal melee or ranged attack targeting the enemy model. The attack and damage rolls against that model are boosted. After the attack is resolved, Watcher expires.	3	6	-	-	YES	NO

FA  
C

**EGREGORE**  
CRYX CHARACTER SOLO

EGREGORE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	1	-	-	13	17	10



FA  
C

**DEATHWALKER**

**DEATHWALKER**

**BREATH TAKER** – Living enemy models suffer -2 STR and DEF while within 5" of this model.

**COMPANION [Goresshade]** – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.

**DEATHWALK** – If this model is not in play when Goresshade boxes a living enemy model with Bloodcleaver, remove the boxed model from play and replace it with this model. This model is destroyed if it ends its activation more than 3" away from Goresshade.

**DARK RESTORATION** – If Goresshade is disabled while within 3" of this model, this model is destroyed and Goresshade regains one wound.

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**THE WITCH COVEN OF GARLGHAST**

**THE WITCH COVEN OF GARLGHAST**

**ARCANE NEXUS** – The Coven's control area is measured from the Egregore. When a Witch casts a spell, the Egregore is the spell's point of origin. The Witch must have LOS to her target, but the Egregore does not. All modifiers are based on the LOS of the Witch. Witches can still channel spells normally. The Coven can have up to one attached model. This model is attached to the Coven, not an individual Witch. The Coven can have only one of each of their upkeep spells in play at a time. The Coven can use their feat only once.

**COVEN** – The Witch Coven of Garlgast shares a single focus pool, and Witches do not receive focus individually. The Coven's base FOC stat is three times the number of Witches in play. During your Control Phase, unallocated focus points are given to the Egregore. Any Witch in the Coven's control area can spend focus points from the Egregore. The Egregore cannot be affected by focus-reducing or -removing effects. Each focus point on the Egregore gives each Witch in the Coven's control area a cumulative +1 ARM bonus. Effects that ignore focus points overboosting the target's Power Field also ignore this bonus.

**PERFECT CONJUNCTION** – A Perfect Conjunction is established anytime the Egregore is completely within the triangular area between all three Witches and each Witch has LOS to each other Witch without intervening models, including the Egregore. During a Perfect Conjunction, the COST of spells cast by a Witch is reduced by 1.

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**THE WITCH COVEN OF GARLGHAST**

**FEAT: NIGHTFALL**

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While in the Coven's control area, the LOS of enemy models is reduced to 5" and they suffer -2 MAT and RAT. Nightfall lasts for one round.

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**EGREGORE**

**EGREGORE**

**CIRCULAR VISION** – This model has no back arc, and its front arc extends 360°.

**COMPANION (The Witch Coven of Garlgast)** – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.

**SYMPATHETIC LINK** – When the Egregore suffers damage, you must assign the damage points it suffers to one or more Witches, dividing it at your discretion. A Witch cannot be assigned more damage points than she has wounds remaining.

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**DERYLISS**  
CRYX SKARLOCK THRALL CHARACTER SOLO

DERYLISS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	3	14	14	8

CLAW		
POW	P+S	
2	8	

DAMAGE

1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

FA C

**DEATHRIPPER**  
CRYX BONEJACK

DEATHRIPPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	5	15	14	—

MANDIBLE		
POW	P+S	
6	13	

DAMAGE

1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

PC 4 FA U

**DEFILER**  
CRYX BONEJACK

DEFILER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	5	15	14	—

SLUDGE CANNON				
RNG	ROF	AOE	POW	
10	1	—	12	

DAMAGE

1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

PC 5 FA U

**NIGHTWRETCH**  
CRYX BONEJACK

NIGHTWRETCH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	6	5	15	14	—

DOOMSPITTER				
RNG	ROF	AOE	POW	
6	1	3	14	

DAMAGE

1	2	3	4	5	6
H	H	C	A	A	M
H	C	C	M	M	M

PC 5 FA U

**DERYLISS**

**DERYLISS**

**ARCANE EXTENSION** – While Deryliss is in Mortenebra's control area, Mortenebra can allocate focus to warjacks in her battlegroup in Deryliss' command range.

**ATTACHED TO MORTENEBRA** – This model is attached to Mortenebra for the rest of the game. Each warcaster can have only one model attached to it.

**COMPANION [Mortenebra]** – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.

**SOUL TAKER** – This model gains one soul token when a living enemy model is destroyed within 5" of it. This model can have up to three soul tokens at any time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls, one per boost or additional attack.

**SPELL SLAVE (\*ACTION)** – This model must be in its warcaster's control area to make this special action. When it makes this special action, it casts one of its warcaster's spells with a COST of 3 or less. When making a magic attack roll, this model uses its warcaster's current FOC. This model cannot cast spells with a RNG of Self or Ctrl. The warcaster is considered to have cast upkeep spells cast by this model.

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**DEATHRIPPER**

**MANDIBLE**

**SUSTAINED ATTACK** – Attacks made with this weapon during this model's activation against the last model hit by this weapon this activation automatically hit.

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**DEFILER**

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**NIGHTWRETCH**

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**STALKER**  
CRYX BONEJACK

STALKER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	7	7	4	16	13	—

EVisCERATOR		
POW	P+S	
5	12	

EVisCERATOR		
POW	P+S	
5	12	

DAMAGE					
1	2	3	4	5	6
L	L	M	C	R	R
M	M	C	C		

SYSTEM STATUS **L** **R** **M** **C**      **PC** 3      **FA** U

**HELLDIVER**  
CRYX BONEJACK

HELLDIVER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	6	5	14	15	—

JAWS		
POW	P+S	
5	13	

DAMAGE					
1	2	3	4	5	6
H	C	C	C	C	M
H	H	H	M	M	M

SYSTEM STATUS **H** **C** **M**      **PC** 3      **FA** U

**CANKERWORM**  
CRYX CHARACTER BONEJACK

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

BITE		
POW	P+S	
3	11	

REPLICATOR		
POW	P+S	
5	13	

DAMAGE					
1	2	3	4	5	6
H	C	C	C	C	M
H	H	H	M	M	M

SYSTEM STATUS **H** **C** **M**      **PC** 5      **FA** C

**SLAYER**  
CRYX HELLJACK

SLAYER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	—

DEATH CLAW		
POW	P+S	
6	16	

DEATH CLAW		
POW	P+S	
6	16	

TUSKS		
POW	P+S	
2	12	

DAMAGE					
1	2	3	4	5	6
L	L	M	C	R	R
M	M	C	C		

SYSTEM STATUS **L** **R** **M** **C**      **PC** 6      **FA** U

**STALKER**

**STALKER**  
**ARCANE ASSASSIN** – When making attacks, ignore focus points overboosting the target's Power Field and spell effects that add to its ARM or DEF.  
**EXTENDED CONTROL RANGE** – When checking to see if this model is in its controlling warcaster's control area for the purpose of allocating focus, double the area.  
**EVisCERATOR**  
**GRIEVOUS WOUNDS** – When a model is hit by this weapon, for one round it loses Tough, cannot be healed, and cannot transfer damage.

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**HELLDIVER**

**HELLDIVER**  
**BURROW (★ACTION)** – Place the burrow marker in base contact with this model anywhere in its front arc, then remove this model from the table. Effects on this model expire. This model cannot burrow into solid rock or man-made constructions. This model cannot burrow while its Movement system is crippled. Return this model to the table during your next Control Phase before focus is allocated. When it returns, place it anywhere within 3" of the burrow marker.

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**CANKERWORM**

**CANKERWORM**  
**AFFINITY (ASPHYXIOUS)** – When Cankerworm ends its activation in Asphyxious' control area, it can make a full advance.  
**IMPRINT: SALVAGE** – During its activation, this model can spend 1 focus point to use Salvage if it is B2B with a wreck marker. Remove the wreck marker from play. If this model removes a light warjack wreck marker, remove d6 damage points from this model. If this model removes a heavy warjack wreck marker, remove d6+3 damage points.  
**BITE**  
**ARMOR PIERCING (★ATTACK)** – When calculating damage from this attack, halve the base ARM stats of targets with medium or larger bases. This attack gains a +2 bonus on damage rolls against models with small bases.  
**REPLICATOR**  
**ADAPT** – When Cankerworm uses Salvage, you can adapt the Replicator. The Replicator gains the special rules and weapon qualities of one of the wrecked warjack's weapons. The Replicator becomes the type of weapon adapted (melee or ranged) and uses the RNG, ROF, AOE, and POW of that weapon. This effect lasts until Cankerworm uses Adapt again.

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**SLAYER**

**SLAYER**  
**DEATH CLAWS**  
**COMBO STRIKE (★ATTACK)** – Make a melee attack. Instead of making a normal damage roll, the damage roll is equal to this model's current STR plus twice the POW of this weapon.

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**NECROTECH**  
CRYX SOLO

NECROTECH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	6	6	3	12	13	7	

WISE CLAW		
	POW	P+S
	4	10

DAMAGE				

PC Necrotech & 1 Scrap Thrall 1 FA 3

**SCRAP THRALL**  
CRYX SOLO

SCRAP THRALL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	5	3	11	12	1	

MECHANO-CLAW		
	POW	P+S
	4	8

DAMAGE				

PC 3 Scrap Thrall 1 FA U

**MACHINE WRAITH**  
CRYX SOLO

MACHINE WRAITH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	4	6	0	14	12	7	

MECHANO-CLAWS		
	POW	P+S
	4	8

DAMAGE				

PC 1 FA 3

**PISTOL WRAITH**  
CRYX SOLO

PISTOL WRAITH							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	4	7	14	12	7	

WRAITHLOCK PISTOLS				
	RNG	ROF	AOE	POW
	10	1	-	12

DAMAGE				

PC 3 FA 2

**NECROTECH**

**NECROTECH**

**CREATE SCRAP THRALL [8] (★ACTION)** – To use this special action, this model must be in base contact with a wreck marker. With a successful skill check, d3 Scrap Thralls are created from a light wreck marker or d6 from a heavy wreck marker. Remove the wreck marker from play and place the Scrap Thralls within 3" of this model. The Scrap Thralls cannot activate this turn.

**STEADY** – This model cannot be knocked down.

**REPAIR [8] (★ACTION)** – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

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**SCRAP THRALL**

**SCRAP THRALL**

**DEATH BURST (★ATTACK)** – This model makes a melee attack. If that attack hits, instead of dealing damage normally, center a 4" AOE on the model hit and remove this model from play. The model hit suffers a POW 16 damage roll. If the attack misses, center the AOE on this model and remove this model from play. Models in the AOE other than the model directly hit are hit and suffer a POW 8 blast damage roll.

**THRALL BOMB** – When this model is disabled, center a 4" AOE on it and then remove it from play. Models in the AOE are hit and suffer a POW 8 blast damage roll.

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**MACHINE WRAITH**

**MACHINE WRAITH**

**MACHINE MELD (★ACTION)** – If this model is not within 1" of an inert non-character warjack or enemy non-character warjack when it makes this special action, nothing happens. If this model is within 1" of an inert non-character warjack or enemy non-character warjack when it makes this special action, you take control of the warjack. If the warjack does not have a functional Cortex system, nothing happens. When this model takes control of a warjack, remove this model from the table. Effects on it expire when it is removed. You cannot activate the warjack this turn. If the warjack was part of a battlegroup, while it is in its former controller's control area the former controller can attempt to regain control of it by spending 1 focus point per attempt. If it does so, the Machine Wraith and the former controller each roll a d6 and add their CMD. If the former controller's total is higher, it regains control of the warjack and this model exits the warjack. If the former controller's total is not higher, you maintain control of the warjack. If the warjack suffers 1 or more damage points, this model must make a command check. If the check fails, it exits the warjack. You can choose to have this model exit the warjack during your Maintenance Phase. If this model exits the warjack for any reason, control of the warjack returns its former controller. If the warjack was inert, it becomes autonomous. When this model exits a warjack, place it within 3" of the warjack. This model is destroyed if a warjack it melded with is wrecked before it exits the warjack.

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**PISTOL WRAITH**

**PISTOL WRAITH**

**BODY COUNT** – This model gains one soul token each time it destroys a living enemy model. It can have a maximum of three soul tokens at any time. During its activation it can spend a soul token to boost an attack or damage roll.

**CHAIN ATTACK: DEATH CHILL** – If this model hits the same model with both its initial ranged attacks, after resolving the attacks it can immediately make an additional ranged attack against that model regardless of ROF. If the attack hits, it does not inflict damage but the model hit must forfeit either its movement or action on its next activation.

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**BANE LORD TARTARUS**  
CRYX CHARACTER SOLO

TARTARUS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	12	17	9
RIVENER						
	POW	P+S				
	5	12				

DAMAGE							

PC 3 FA C

**CAPTAIN RENGRAVE**  
CRYX REVENANT CHARACTER SOLO

RENGRAVE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	14	14	9
MISERY						
	RNG	ROF	AOE	POW		
	12	1	-	12		
FATHOM						
	POW	P+S				
	6	13				

DAMAGE							

PC 2 FA C

**DARRAGH WRATHE**  
CRYX LIGHT CAVALRY DRAGOON CHARACTER SOLO

DARRAGH WRATHE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	7	4	14	17/15	9
NECRO-SCYTHE						
	POW	P+S				
	6	13				
MOUNT						
	POW					
	12					

MOUNTED DAMAGE							
DISMOUNTED DAMAGE							

PC 4 FA C

**GENERAL GERLAK SLAUGHTERBORN**  
CRYX BLIGHTED TROLLKIN CHARACTER SOLO

SLAUGHTERBORN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	8	4	12	17	9
GREAT AXE						
	POW	P+S				
	5	13				

DAMAGE							

PC 3 FA C

**BANE LORD TARTARUS**

**TARTARUS**

**CURSE** – Once per activation, this model can curse an enemy model/unit in its LOS. If the model/unit selected is not in this model's command range, nothing happens. If the model/unit is in this model's command range, friendly Bane models charging it gain +2" movement and +2 to attack rolls against it. Curse lasts for one turn.

**DARK SHROUD** – While in this model's melee range, enemy models suffer -2 ARM.

**DEATH TOLL [small-based Bane]** – When this model destroys a living enemy model with an attack, after the attack is resolved you can add one grunt to a friendly unit of the listed type in this model's command range. The grunt must be placed in formation.

**WEAPON MASTER [Rivener]** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

**RIVENER**

**THRESHER (\*ATTACK)** – When making a Thresher attack, this model makes one normal melee attack with this weapon. Compare the total rolled to the DEF of each model in this model's LOS and this weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

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**CAPTAIN RENGRAVE**

**RENGRAVE**

**CABIN BOY** – When this model is disabled, you can destroy a friendly Revenant model in its command range. If you do, this model is no longer disabled and regains one wound.

**DEATH TOLL [Revenant Crew]** – When this model destroys a living enemy model with an attack, after the attack is resolved you can add one grunt to a friendly unit of the listed type in this model's command range. The grunt must be placed in formation.

**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. Do not roll an additional die on charge attacks it makes with a ranged weapon.

**MISERY**

**GHOST SHOT** – This model ignores intervening models when making ranged attacks with this weapon.

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**DARRAGH WRATHE**

**DARRAGH WRATHE**

**DRAGOON** – While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6 and base ARM 15.

**MAGIC ABILITY [7]**

- BEYOND DEATH (\*ACTION)** – While in this model's command range, living enemy models suffer -2 to damage rolls for one round.
- DEATH RIDE (\*ACTION)** – Friendly undead Faction models currently in this model's command range can immediately advance up to 1".
- HELLFIRE (\*ATTACK)** – Hellfire is a RNG 10, POW 14 magic attack. A model/unit hit by Hellfire must pass a command check or flee.

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**GENERAL GERLAK SLAUGHTERBORN**

**SLAUGHTERBORN**

**BLOOD THIRST** – When this model charges a living model, it gains +2" movement. This model gains boosted attack and damage rolls against damaged living models.


**KILLING SPREE** – When this model destroys one or more enemy models with a melee attack during its combat action, after that attack is resolved this model can move up to 1" and make one additional melee attack.


**LEADERSHIP: OVERTAKE** – While in this model's command range, friendly Bloodgorged trooper models gain Overtake. When a model with Overtake destroys an enemy warrior model with a normal melee attack, after the attack is resolved it can immediately advance up to 1".

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**BAND THRALLS**  
CRYX UNIT


LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	4	12	15	8	

WAR AXE		
	POW	P+S
	4	11

PC Leader and 5 Grunts 5  
Leader and 9 Grunts 8 FA 2


**BILE THRALLS**  
CRYX UNIT


LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	4	2	3	10	13	7	

BILE CANNON				
	RNG	ROF	AOE	POW
	SP	1	-	12

PC Leader and 5 Grunts 5  
Leader and 9 Grunts 8 FA 3


**MECHANITHRALLS**  
CRYX UNIT


LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	5	4	12	12	6	

STEAMFIST		
	POW	P+S
	4	11


PC Leader and 5 Grunts 3  
Leader and 9 Grunts 5 FA 3

**NECROSURGEON & STITCH THRALLS**  
CRYX MECHANITHRALLS UNIT ATTACHMENT

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

GUT SPLITTER		
	POW	P+S
	5	11

NECROSURGEON'S DAMAGE

STITCH THRALL							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	4	3	4	14	12	6	

PC Necrosurgeon & 3 Stitch Thralls +1 FA 1

**BAND THRALLS**

**LEADER & GRUNTS**  
**DARK SHROUD** – While in this model's melee range, enemy models suffer -2 ARM.  
**WEAPON MASTER (War Axe)** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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**BILE THRALLS**

**BILE CANNON**  
**PURGE (★ATTACK)** – Each model within 6" of this model and in its front arc is automatically hit unless this model's LOS to it is completely blocked by terrain. Models hit suffer a POW 12 corrosion damage roll and the Corrosion continuous effect. After this attack is resolved, remove this model from play. Purge is a ranged attack.

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**MECHANITHRALLS**

**STEAMFISTS**  
**COMBO STRIKE (★ATTACK)** – Make a melee attack. Instead of making a normal damage roll, the damage roll is equal to this model's current STR plus twice the POW of this weapon.

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**NECROSURGEON & STITCH THRALLS**

**NECROSURGEON**  
**BODY SNATCHER** – This model gains one corpse token each time a Mechanithrall or living warrior model is destroyed within 5" of it or a Stitch Thrall in its unit.  
**REANIMATE (★ACTION)** – Remove all corpse tokens from this model and add one grunt model to this unit for each corpse token removed. These grunts must be placed within 3" of this model.  
**SACRIFICIAL PAWN** – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly non-incorporeal Stitch Thrall within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.  
**SURGERY (★ACTION)** – Select a friendly faction warrior model B2B with this model. That model heals d6 damage points.

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**BRUTE THRALL**  
CRYX MECHANITHRALLS WEAPON ATTACHMENT

BRUTE THRALL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	6	4	12	14	6

HEAVY STEAMFISTS		
POW	P+S	
5	14	

DAMAGE					

PC 1 Brute Thrall  
Up to 2 additional Brute Thralls 1 ea

FA 3

**SATYXIS RAIDERS**  
CRYX UNIT

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

HORNS		
POW	P+S	
3	8	

LACERATOR		
POW	P+S	
4	9	

DAMAGE					

PC Leader and 5 Grunts  
Leader and 9 Grunts

FA 2

**SATYXIS RAIDER SEA WITCH**  
CRYX UNIT ATTACHMENT

RAIDER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	7	5	14	12	9

HAND CANNON				
RNG	ROF	AOE	POW	
12	1	-	12	9

HORNS		
POW	P+S	
3	8	

PIERCER		
POW	P+S	
4	9	

DAMAGE					

PC 2

FA 1

**REVENANT CREW OF THE ATRAMENTOUS**  
CRYX UNIT

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

PISTOL				
RNG	ROF	AOE	POW	
8	1	-	10	

CUTLASS		
POW	P+S	
3	9	

PC Leader and 5 Grunts  
Leader and 9 Grunts

FA 2

**BRUTE THRALL**

**HEAVY STEAMFISTS**

**COMBO STRIKE (★ATTACK)** – Make a melee attack. Instead of making a normal damage roll, the damage roll is equal to this model's current STR plus twice the POW of this weapon.

**SATYXIS RAIDERS**

**LACERATOR**

**CHAIN WEAPON** – This attack ignores shields and Shield Wall.  
**CRITICAL KNOCKDOWN** – On a critical hit, the model hit is knocked down.  
**FEEDBACK** – If this weapon damages a warjack, the warjack's controlling warcaster suffers 1 damage point.

**SATYXIS RAIDER SEA WITCH**

**RAIDER**

**POWER SWELL** – Once per game during its unit's activation, this model can use Power Swell. During this activation, models in this unit gain an additional die on melee damage rolls.  
**GRANTED: STEALTH** – While this model is in play, models in its unit gain Stealth.  
**TACTICS: PATHFINDER** – Models in this unit gain Pathfinder.  
**TACTICS: ADVANCE DEPLOYMENT** – Models in this unit gain Advance Deployment.  
**PIERCER**  
**FEEDBACK** – If this weapon damages a warjack, the warjack's controlling warcaster suffers 1 damage point.

**REVENANT CREW OF THE ATRAMENTOUS**

**LEADER & GRUNTS**

**DEATHBOUND** – Grunts in this unit that are destroyed while in formation return to play during your Maintenance Phase. Place the returned grunts within 3" of the Unit Commander. If the Unit Commander leaves play, remove from play all destroyed grunts not yet returned to play before selecting a new Unit Commander.  
**DEATHSTROKE** – When resolving its melee attack, this model can double its base STR. If a model uses Deathstroke, destroy it immediately after the attack is resolved.

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**BANE KNIGHTS**  
CRYX UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	4	12	16	8	

BANE LANCE		
POW	P+S	
4	11	

--	--	--	--	--

MODEL A'S DAMAGE

--	--	--	--	--

MODEL B'S DAMAGE

--	--	--	--	--

MODEL C'S DAMAGE

--	--	--	--	--

MODEL D'S DAMAGE

--	--	--	--	--

MODEL E'S DAMAGE

PC	Leader and 5 Grunts Leader and 9 Grunts	6 10	FA 2
----	--	---------	---------

**BLACK OGRIN BOARDING PARTY**  
CRYX UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	9	7	5	13	15	9	

HARPOON				
RNG	ROF	AOE	POW	
8	1	-	12	

HAND WEAPON		
POW	P+S	
4	13	

--	--	--	--	--

MODEL A'S DAMAGE

--	--	--	--	--

MODEL B'S DAMAGE

--	--	--	--	--

MODEL C'S DAMAGE

--	--	--	--	--

MODEL D'S DAMAGE

--	--	--	--	--

MODEL E'S DAMAGE

PC	Leader and 2 Grunts Leader and 4 Grunts	5 8	FA 2
----	--	--------	---------

**SOULHUNTERS**  
CRYX LIGHT CAVALRY UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
8	7	6	4	14	15	8	

SCYTHE		
POW	P+S	
5	12	

SICKLE		
POW	P+S	
4	11	

MOUNT		
POW		
10		

--	--	--	--	--

MODEL A'S DAMAGE

--	--	--	--	--

MODEL B'S DAMAGE

--	--	--	--	--

MODEL C'S DAMAGE

--	--	--	--	--

MODEL D'S DAMAGE

--	--	--	--	--

MODEL E'S DAMAGE

PC	Leader and 2 Grunts Leader and 4 Grunts	6 9	FA 1
----	--	--------	---------

**BLACKBANE'S GHOST RAIDERS**  
CRYX REVENANT UNIT

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

CUTLASS		
POW	P+S	
4	10	

--	--	--	--	--

BLACKBANE'S DAMAGE

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

CUTLASS		
POW	P+S	
4	10	

PC	Leader and 5 Grunts Leader and 9 Grunts	6 9	FA C
----	--	--------	---------

**BANE KNIGHTS**

**LEADER & GRUNTS**

**GHOSTLY** – This model ignores movement penalties from terrain and obstacles and can advance through obstructions if it has enough movement to move completely past the obstruction. This model cannot be targeted by free strikes.

**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 this unit can advance 3" and make one normal melee attack.

**WEAPON MASTER (Bane Lance)** – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

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**BLACK OGRIN BOARDING PARTY**

**HARPOON**

**DRAG** – If this weapon damages a 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 pushed model. After pushing a model with Drag, this model can make additional melee attacks during its activation.

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**SOULHUNTERS**

**LEADER & GRUNTS**

**BODY COUNT** – This model gains one soul token each time it destroys a living enemy model. It can have a maximum of three soul tokens at any time. During its activation it can spend a soul token to boost an attack or damage roll.

**SICKLE**

**LIFE DRINKER** – When it destroys a living enemy model with this weapon, this model heals d3 damage points.

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**BLACKBANE'S GHOST RAIDERS**



**BLACKBANE**

**DEATH BRINGERS** – While this model is in play, when a model in this unit boxes a living enemy warrior model with a charge attack, add one grunt to this unit and then remove the boxed model from play. The grunt must be placed in formation and cannot activate this turn.


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**BLOODGORGERS**  
CRYX BLIGHTED TROLLKIN UNIT


LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	7	6	4	12	15	8	 


LARGE HAND WEAPON		
	POW	P+S
	4	11


SMALL HAND WEAPON		
	POW	P+S
	2	9


PC	Leader and 5 Grunts	5	FA
	Leader and 9 Grunts	8	2

**REVENANT CANNON CREW**  
CRYX UNIT

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




GHOST CANNON				
	RNG	ROF	AOE	POW
	14	1	3	14

PISTOL				
	RNG	ROF	AOE	POW
	8	1	-	10

CUTLASS		
	POW	P+S
	3	9

PC	Leader and 2 Grunts	3	FA
		2	

**THE WITHERSHADOW COMBINE**  
CRYX CHARACTER UNIT



MAELOVUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	7	4	14	16	9	  

LICH CLAWS		
	POW	P+S
	6	13

MAELOVUS' DAMAGE
------------------

PC	Maelovus, Admonia, & Tremulus	5	FA
		C	

**THE WITHERSHADOW COMBINE**  
CRYX CHARACTER UNIT

ADMONIA & TREMULUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	6	4	14	16	9	 

LICH CLAWS		
	POW	P+S
	6	13

ADMONIA'S DAMAGE
------------------

TREMULUS' DAMAGE
------------------

PC	Maelovus, Admonia, & Tremulus	5	FA
		C	

**BLOODGORGERS**

**LEADER & GRUNTS**

**BLOOD THIRST** – When this model charges a living model, it gains +2" movement. This model gains boosted attack and damage rolls against damaged living models.

**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.

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**REVENANT CANNON CREW**

**LEADER & GRUNTS**

**NON-STANDARDIZED WEAPONS** – The leader is armed with a Ghost Cannon, Pistol, and Cutlass. The grunts are armed with a Pistol and Cutlass.

**GHOST CANNON** – When an attack made by this weapon boxes a living enemy warrior model, remove that model from play. Add one grunt to this unit for each model that was removed from play. Place the grunt in formation. This unit cannot have more grunts than it began with as a result of Damnation.

**GHOST SHOT** – This model ignores intervening models when making ranged attacks with this weapon.

**LIGHT ARTILLERY** – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an 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.

**RANGE FINDER** – While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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**THE WITHERSHADOW COMBINE**

**MAELOVUS**

**DARK INDUSTRIES** – While this model is in play, when a model in this unit wrecks an enemy warjack with an attack during its activation while the warjack is in melee range of all three models in this unit, instead of replacing the warjack with a wreck marker you can replace it with a friendly autonomous Cryx warjack. The enemy warjack is removed from play. If it was a light warjack, you can replace it with a non-character bonejack. If it was a heavy warjack, you can replace it with a non-character helljack.

**GRANTED: STEALTH** – While this model is in play, models in its unit gain Stealth.

**MAGIC ABILITY [7]**

• **DARK FIRE (★ATTACK)** – Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.

• **SOUL TAKER** – This model gains one soul token when a living enemy model is destroyed within 5" of it. This model can have up to three soul tokens at any time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls, one per boost or additional attack.

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**THE WITHERSHADOW COMBINE**

**ADMONIA**

**BLACK ARTS** – A friendly Faction warcaster with this model in its control area can upkeep one spell without spending focus.

**MAGIC ABILITY [7]**

• **DARK FIRE (★ATTACK)** – Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.

• **UNBINDING (★ACTION)** – Enemy upkeep spells on models/units within 5" of this model expire. The models controlling the expired upkeep spells each suffer d3 damage points for each of their spells that expired.

• **SOUL TAKER** – This model gains one soul token when a living enemy model is destroyed within 5" of it. This model can have up to three soul tokens at any time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls, one per boost or additional attack.

**TREMULUS**

**MAGIC ABILITY [7]**

• **DARK FIRE (★ATTACK)** – See above.

• **PUPPET MASTER (★ACTION OR ATTACK)** – Puppet Master is a RNG 10" spell. When this spell targets an enemy model/unit, it is a magic attack. You can have one affected model reroll one or more dice of your choice rolled for a command check, attack, or damage roll, then Puppet Master expires. Puppet Master lasts for one round.

• **SOUL TAKER** – See above.

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CEPHALYX MIND SLAYER & DRUDGES  
CRYX CEPHALYX ALLY UNIT

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

PROSTHETIC BLADES		
POW	P+S	
5	11	

DRUDGE GRUNT							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	5	2	11	15	3	

DRUDGE WEAPONS		
POW	P+S	
5	13	

MIND SLAYER'S DAMAGE

CEPHALYX OVERLORDS  
CRYX CEPHALYX ALLY UNIT

LEADER & GRUNTS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	6	6	6	14	13	9	

PSYCHIC ASSAULT			
RNG	ROF	AOE	POW
SP	1	-	12

PROSTHETIC BLADES		
POW	P+S	
5	11	

MODEL A'S DAMAGE

MODEL B'S DAMAGE

MODEL C'S DAMAGE

PC Slaver and 5 Drudge Grunts 5  
Slaver and 9 Drudge Grunts 8 FA 2

PC Leader and 2 Grunts 4 FA 1

CEPHALYX MIND SLAYER & DRUDGES

**MIND SLAYER**

**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.

**GRANTED: COMBINED MELEE ATTACK** – While this model is in play, models in this unit gain Combined Melee Attack.

**NUMB (★ACTION)** – Select an enemy model/unit. While the selected model/unit is in this model's command range this activation, models in this unit gain boosted attack rolls against the affected models.

**SACRIFICIAL PAWN** – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly non-incorporeal drudge grunt within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.

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CEPHALYX OVERLORDS

**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.

**BLACK OPERATIONS** – When a model in this unit destroys a living enemy warrior model with a melee attack, add one Drudge Grunt to a friendly Cephalyx Mind Slayer & Drudge Mind Slave unit within 8" of the Cephalyx Overlord. The Grunt must be placed in formation.

**SACRIFICIAL PAWN** – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly non-incorporeal drudge grunt within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.

**PSYCHIC ASSAULT**

**SENSE MIND** – This model does not require LOS for this attack. This attack ignores intervening terrain.

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