Hoarluk Doomshaper, Shaman of the Gnarls

Trollblood Trollkin Warlock

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 one or more models with a melee attack during its combat action, 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]

Gnarlroot [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

SPELLS	Cost	RNG	AOE	POW	UP	OFF
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.

Fortune	2	6	–	–	Yes	No

Target friendly Faction model/unit can reroll its missed attack rolls. Each attack roll can be rerolled only once as a result of Fortune.

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.
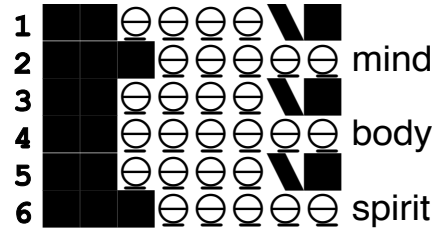
Dire Troll Blitzer
Trollblood Heavy Warbeast

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	Cost	RNG	AOE	POW	UP	OFF
Repulsion	2	Self	–	–	No	No

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

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 can heal d3 damage points. If this model heals 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

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	Cost	RNG	AOE	POW	UP	OFF
Rage	2	6	–	–	No	No

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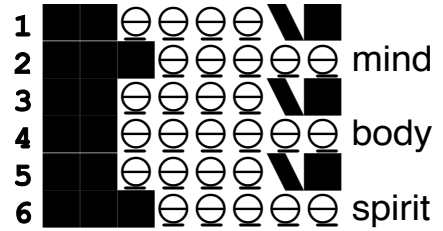
MAULER

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 can heal d3 damage points. If this model heals 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.

Earthborn Dire Troll
Trollblood Heavy Warbeast

EARTHBORN

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: 32 (Mind 10, Body 11, Spirit 11)

Animus	Cost	RNG	AOE	POW	UP	OFF
Transmute	2	6	–	–	No	No

Target friendly Faction model gains Elemental Communion for one round.

EARTHBORN

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 can heal d3 damage points. If this model heals the boxed model is removed from play.

WEAPONS [EARTHBORN]

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.

Mulg the Ancient

Trollblood Dire Troll Character Heavy Warbeast

MULG

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	13	7	3	11	19	6	5	10

FA: C
Point Cost: 11
Base Size: Large
Damage: 34 (Mind 9, Body 13, Spirit 12)

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

Animus	Cost	RNG	AOE	POW	UP	OFF
Runebreaker	2	Self	–	–	No	No

Enemy warbeasts lose their animi while within the command range 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.

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˝.

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 can heal d3 damage points. If this model heals the boxed model is removed from play.

WEAPONS [MULG]

Big Meaty Fist [1x] (Right)   POW: 4   P+S: 17
Open Fist

Rune Club [1x] (Left)   POW: 6 P+S: 19
Magical Weapon
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.

Kromac the Ravenous
Circle Tharn Warlock

KROMAC

Kromac's Damage: ☐☐☐■☐☐☐☐■☐☐☐☐■☐☐☐☐

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: Blood Rage
Kromac suffers up to 7 damage points. For each damage point he suffers, Kromac gains 1 fury point. Kromac's fury point total cannot exceed his current FURY as a result of Blood Rage. If Kromac is in human form when this feat is used, he can immediately take beast form; replace his human model with his beast model. Effects on the replaced model are applied to the beast model.

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, Jump, and +3 STR, MAT, ARM, and FURY but loses the Commander advantage, cannot upkeep spells, and cannot cast non-animi spells. (After using its normal movement to make a full advance but before performing an action, you can place a model with Jump anywhere completely within 5″ of its current location. Any effects that prevent it from charging also prevent it from using Jump.)
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
Magical 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.

	Cost	RNG	AOE	POW	UP	OFF
Havoc	3	Self	Ctrl	–	No	No

Warbeasts in this model's battlegroup beginning their activations in its control area can run, charge, or make slam or trample power attacks without being forced that activation. While in this model's control area, warbeasts in its battlegroup gain boosted melee attack rolls. Havoc lasts for one turn.

	Cost	RNG	AOE	POW	UP	OFF
Inviolable Resolve	2	6	–	–	Yes	No

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

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

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

Pureblood Warpwolf
Circle Heavy Warbeast

WARPWOLF

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

FA: U
Point Cost: 9
Base Size: Large
Damage: 26 (Mind 8, Body 8, Spirit 10)

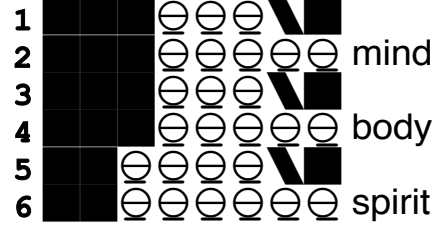| Animus	Cost	RNG	AOE	POW	UP	OFF
Shadow Senses	2	6	–	–	No	No

Target friendly Faction warbeast gains Phantom Hunter for one turn.

WARPWOLF

Controlled Warping - 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 Hunter -** This model ignores LOS when making charges, slams, and attacks. This model ignores concealment and cover when resolving 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

Woldwarden
Circle Heavy Warbeast

WOLDWARDEN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	6	4	10	18	—	3	—

FA: U
Point Cost: 9
Base Size: Large
Damage: 35 (Mind 10, Body 14, Spirit 11)

Animus	Cost	RNG	AOE	POW	UP	OFF
Wild Growth	2	Self	–	–	No	No

Center a 4″ AOE on the model using Wild Growth. The AOE is a forest that remains in play for one round.

WOLDWARDEN

Construct
Pathfinder
Geomancy - While in its controller's control area, this model can be forced to cast one of its warcaster's spells with a COST of 3 or less once per activation. 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:** 4 **P+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.

Megalith

Circle Character Heavy Warbeast

MEGALITH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	7	4	10	19	—	4	—

FA: C
Point Cost: 11
Base Size: Large
Damage: 35 (Mind 10, Body 14, Spirit 11)

Animus	Cost	RNG	AOE	POW	UP	OFF
Undergrowth	2	Self	–	–	No	No

While within 5″ of the model using Undergrowth, enemy models treat open terrain as rough terrain and suffer –2 DEF. Undergrowth lasts for one round.

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 in its controller's control area, this model can be forced to cast one of its warcaster's spells with a COST of 3 or less once per activation. 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.

Steady - This model cannot be knocked down.

WEAPONS [MEGALITH]

Rune Fist [2x] (Left and Right)   **POW:** 5 **P+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.

Master Tormentor Morghoul
Skorne Warlock

MORGHOUL

Morghoul's Damage: ■□□□□□■□□□□□■□□□□

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

FA: C
Warbeast Points: +6
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
Pathfinder
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.
Arcane Assassin - When making attacks, ignore focus points overboosting the target's Power Field and spell effects adding to its ARM or DEF.
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:** 3 **P+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	–	–	Yes	No

Target friendly warbeast gains +2 SPD and STR. Place one fury point on the affected warbeast at the start of its activation.

	Cost	RNG	AOE	POW	UP	OFF
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.

	Cost	RNG	AOE	POW	UP	OFF
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.

Lord Assassin Morghoul
Skorne Epic Warlock

MORGHOUL

Morghoul's Damage: ■□□□□□■□□□□□■□□□□

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
Pathfinder
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:** 6 **P+S:** 12
Magical Weapon
Weapon Master
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

	Cost	RNG	AOE	POW	UP	OFF
Death Warrant	2	6	–	–	Yes	No

Target friendly Faction model gains Arcane Assassin. (When making attacks, a model with Arcane Assassin ignores focus points overboosting the target's Power Field and spell effects adding to its ARM or DEF.)

	Cost	RNG	AOE	POW	UP	OFF
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.

	Cost	RNG	AOE	POW	UP	OFF
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.

Archdomina Makeda
Skorne Warlock

MAKEDA

Makeda's Damage: ☐■☐☐☐☐☐■☐☐☐☐■☐☐☐☐

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

	Cost	RNG	AOE	POW	UP	OFF
Carnage	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.

	Cost	RNG	AOE	POW	UP	OFF
Defender's Ward	2	6	–	–	Yes	No

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

	Cost	RNG	AOE	POW	UP	OFF
Muzzle	2	10	–	12	No	Yes

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

	Cost	RNG	AOE	POW	UP	OFF
Savagery	2	6	–	–	Yes	No

Target friendly Faction model/unit gains +5 SPD when making a full advance but cannot make ranged attacks.

Lord Tyrant Hexeris
Skorne Warlock

Hexeris' Damage: ☐☐▮☐▮☐☐☐☐▮☐☐☐☐▮☐☐☐

HEXERIS

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

FA: C
Warbeast Points: +5
Base Size: Small
Damage: 17

Feat: Dark Dominion
When an enemy warrior 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. 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

	Cost	RNG	AOE	POW	UP	OFF
Ashes to Ashes	4	8	*	10	No	Yes

If target model is hit, it and the d6 nearest enemy models within 5″ of it suffer a POW 10 fire damage roll ICON.

	Cost	RNG	AOE	POW	UP	OFF
Death March	2	6	–	–	Yes	No

Target friendly unit gains 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.)

	Cost	RNG	AOE	POW	UP	OFF
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.

	Cost	RNG	AOE	POW	UP	OFF
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.

	Cost	RNG	AOE	POW	UP	OFF
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.

Tyrant Xerxis
Skorne Warlock

XERXIS

Xerxis' Damage: ☐☐☐☐■☐☐☐☐☐■☐☐☐☐■☐☐☐☐

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	8	8	4	13	18	9	5

FA: C
Warbeast Points: +5
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
Battle Plan - This model can make one of the following plans any time during its activation. A friendly Faction model/unit can be affected by only one plan each turn.
　　·**Overcome -** RNG 5. Target friendly Faction model/unit. If the model/unit is in range, it gains Pathfinder ICON for one turn.
　　·**Press Forward -** RNG 5. Target friendly Faction model/unit. If the model/unit is in range, it gains +2 SPD when making a full advance this turn.
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.
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˝.

WEAPONS [XERXIS]
Pillar of Halaak [2x] (None)　**POW:** 6 **P+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

	Cost	RNG	AOE	POW	UP	OFF
Defender's Ward	2	6	–	–	Yes	No

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

	Cost	RNG	AOE	POW	UP	OFF
Fury	2	6	–	–	Yes	No

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

	Cost	RNG	AOE	POW	UP	OFF
Inhospitable Ground	3	Self	Ctrl	–	No	No

While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.

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
Gunfighter
Cornerstone - This model can transfer damage to friendly Ancestral Guardians.
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: 4 **P+S:** 9
Magical Weapon
Reach

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Awakened Spirit	2	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.

Inviolable Resolve	2	6	–	–	Yes	No

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

Last Stand	2	6	–	–	Yes	No

Target friendly 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.

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.

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 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. The Kovaas cannot activate the turn it is put in play.

WEAPONS [KOVAAS]

Void Seer Mordikaar
Skorne Warlock

MORDIKAAR

Mordikaar's Damage: ☐◼☐☐☐☐☐◼☐☐☐☐☐◼☐☐☐☐

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

FA: C
Warbeast Points: +5
Base Size: Small
Damage: 16

Feat: Void Wind
While in Mordikaar's control area, friendly Faction models gain +3 DEF and Poltergeist. 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 in this model's control area, friendly undead Faction models 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
Life Drinker - When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

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.)

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.

Lamentation	3	Self	Ctrl	–	Yes	No

Enemy models pay double the focus or fury point cost to cast or upkeep spells while in this model's control area.

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.

Cyclops Shaman
Skorne Light Warbeast

SHAMAN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	7	5	5	13	16	7	3	9

FA: U
Point Cost: 5
Base Size: Medium
Damage: 22 (Mind 7, Body 6, Spirit 9)

1	mind
2	
3	
4	body
5	
6	spirit

Animus	Cost	RNG	AOE	POW	UP	OFF
Spirit Blade	2	6	–	–	No	No

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

SHAMAN

Craft Talisman (★Action) - RNG 3. Target friendly Faction warlock. If the 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.
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:** 10   **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:** 4 **P+S:** 11
Magical Weapon
Reach

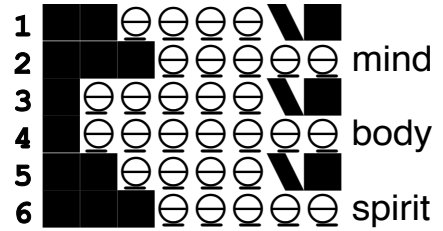# Bronzeback Titan
Skorne Heavy Warbeast

BRONZEBACK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	13	6	3	12	19	6	5	8

FA: U
Point Cost: 10
Base Size: Large
Damage: 30 (Mind 9, Body 12, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP	OFF
Rush	2	6	–	–	No	No

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

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 non-Bronzeback warbeasts beginning their activation in this model's command range gain +1 SPD.
Stampede - This model gains Pathfinder ICON during activations it makes a slam power attack.

WEAPONS [BRONZEBACK]

Tusks [1x] (Head)   **POW:** 3   **P+S:** 16
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:** 4 **P+S:** 17
Open Fist

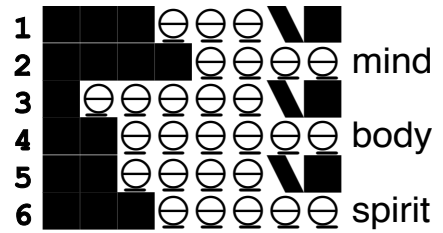# Rhinodon
Skorne Heavy Warbeast

RHINODON

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

FA: U
Point Cost: 8
Base Size: Large
Damage: 27 (Mind 7, Body 11, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP	OFF
Subdue	2	Self	*	–	No	No

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

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
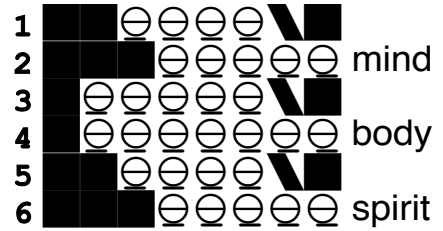
Titan Gladiator
Skorne Heavy Warbeast

GLADIATOR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
4	12	6	3	12	19	7	4	9

FA: U
Point Cost: 8
Base Size: Large
Damage: 30 (Mind 9, Body 12, Spirit 9)

							mind
							body
							spirit

Animus	Cost	RNG	AOE	POW	UP	OFF
Train Wreck	2	6	–	–	No	No

Target friendly Faction warbeast gains gains boosted slam attack rolls, slam damage rolls, and an additional die on collateral damage rolls resulting from its slam power attacks. The affected warbeast can also make slam power attacks without being forced. Train Wreck lasts for one turn.

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.

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 [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: 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.

Molik Karn

Skorne Cyclops Character Heavy Warbeast

MOLIK KARN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	11	7	3	13	19	8	4	10

FA: C
Point Cost: 11
Base Size: Large
Damage: 28 (Mind 9, Body 10, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP	OFF
Fate Walker	2	Self	–	–	No	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.
Future Sight - This model can boost attack and damage rolls after rolling.
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.
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 [MOLIK KARN]

Falchion [2x] (Left and Right)   **POW:** 5 **P+S:** 16
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.

Cataphract Arcuarii
Skorne Unit

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

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	5	12	15	9

FA: 2
Point Cost: Leader & 3 Grunts: 6
 Leader & 5 Grunts: 9
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.

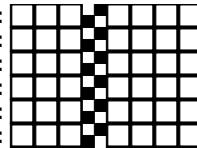**Arcus [1x] (None)** **POW:** 5 **P+S:** 12
Reach
Weapon Master

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 or trample power attack without being forced during its next activation 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:** 3 **P+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.

Tyrant Commander & Standard Bearer
Skorne Unit

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

Tyrant's Damage: ☐☐☐☐■☐☐☐☐

Bearer's Damage: ■☐☐☐☐

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 - This model can make one of the following plans any time during its activation. A friendly Faction model/unit can be affected by only one plan each turn.
    ·**Overcome -** RNG 5. Target friendly Faction model/unit. If the model/unit is in range, it gains Pathfinder ICON for one turn.
    ·**Press Forward -** RNG 5. Target friendly Faction model/unit. If the model/unit is in range, it gains +2 SPD when making a full advance 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.

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

Venator Reivers
Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	5	13	12	8

FA: 3
Point Cost: Leader & 5 Grunts: 5
             Leader & 9 Grunts: 9
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:** 3 **P+S:** 8

Ancestral Guardian
Skorne Solo

GUARDIAN

Guardian's Damage: ◼▪☐☐☐☐☐▪☐◼▪☐☐☐☐

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

Paingiver Bloodrunner Master Tormentor
Skorne Solo

Master Tormentor's Damage: ▪◻◻◻◻◻

MASTER TORMENTOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	8	4	14	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:** 3 **P+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.

Lylyth, Shadow of Everblight
Legion Epic Blighted Nyss Warlock

LYLYTH

Lylyth's Damage: ■□□□□□■□□□□□■□□□□

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.
Bullseye - If this model forfeits its movement during its activation to gain the aiming bonus, it gains an additional die on its ranged attack damage rolls.
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.
Range Amplifier - When this model casts a spell and is the point of origin for the spell, the spell gains +5 RNG.
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	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.

	Cost	RNG	AOE	POW	UP	OFF
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.

	Cost	RNG	AOE	POW	UP	OFF
Shadow Pack	3	Self	Ctrl	–	Yes	No

Models in this model's battlegroup gain Stealth ICON while in its control area.

Typhon

Legion Character Heavy Warbeast

TYPHON

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	11	7	6	13	17	7	4	9

FA: C
Point Cost: 12
Base Size: Large
Damage: 27 (Mind 8, Body 9, Spirit 10)

		1	■ ■ ■ ⊖ ⊖ ⊖ ⊻	
		2	⊖ ⊖ ⊖ ⊖ ⊖	mind
		3	⊖ ⊖ ⊖ ⊻ ■	
		4	■ ■ ⊖ ⊖ ⊖ ⊖	body
		5	⊖ ⊖ ⊖ ⊖ ⊻ ■	
		6	⊖ ⊖ ⊖ ⊖ ⊖ ⊖	spirit
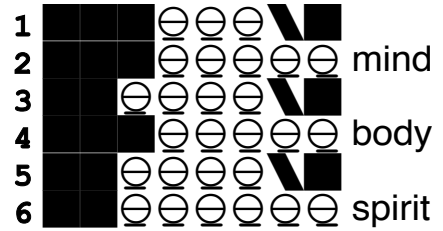
Animus	Cost	RNG	AOE	POW	UP	OFF
Excessive Healing	2	Self	–	–	No	No

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.
Circular Vision - This model's front arc extends to 360˚.
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:** 6 **P+S:** 17
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.

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:** 12 **ROF:** 1 **AOE:** - **POW:** 12

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

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: 10
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

	Cost	RNG	AOE	POW	UP	OFF
Stonehold	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.

Dahlia Hallyr

Mercenary Minion Character Solo

Hallyr's Damage: ☐☐☐◩■☐☐☐☐

DAHLIA HALLYR

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

FA: C
Point Cost: Hallyr & Skarath: 9
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	Cost	RNG	AOE	POW	UP	OFF
Entrancing Rhythm	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.

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: 10
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.
Farrow Warlock - This model can have only Minion Farrow warbeasts in its battlegroup.
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]

Dynomite [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

	Cost	RNG	AOE	POW	UP	OFF
Pigpen	2	Self	*	—	Yes	No

While within 3″ of this model, enemy models treat open terrain as rough terrain.

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.
Take Down - Models disabled by a melee attack made by this model cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.

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.

Wrong Eye
Minion Gatorman Character Solo

WRONG EYE

Wrong Eye's Damage: ☐☐☐◨■☐☐☐☐

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	8	6	3	12	17	9	4

FA: C
Point Cost: Wrong Eye & Snapjaw: 9
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.
Gatorman Warlock - This model can have only Minion Gatorman warbeasts in its battlegroup.
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.

WEAPONS [WRONG EYE]
Bite [1x] (None)   **POW:** 4 **P+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

	Cost	RNG	AOE	POW	UP	OFF
Influence	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.

	Cost	RNG	AOE	POW	UP	OFF
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.