



Surashek the Beastmaster

Armed with agoniser and splinter pistol

Wounds	APs
4	7
3	6
2	5
1	4

Attacks

- APs Effect
- 1 Shoot. Ranged attack. Poisons: 4+.
 - 1 Lash. To Hit: 4+. To Wound: 4+. No armour saves.
 - 2 Entangle. To Hit: 4+. To Wound: 5+.

Reactions

Lash

Special

Surashek can command the Warp Beast. If the Warp Beast is within 6 hexes, every AP spent commanding it gives it 3AP. If the Warp Beast is more than 6 hexes away, each AP gives it 2AP. A maximum of 3AP can be spent commanding the Warp Beast. Entangle: Target must spend 2 AP before they can do anything else.



Armour save: 5+

Warp Beast

Armed with claws and fangs

Wounds	APs
3	*
2	*-1
1	*-2

Armour save: 6+

Attacks

- APs Effect
- 1 Claw and bite. To Hit: 4+. To Wound: 4+.

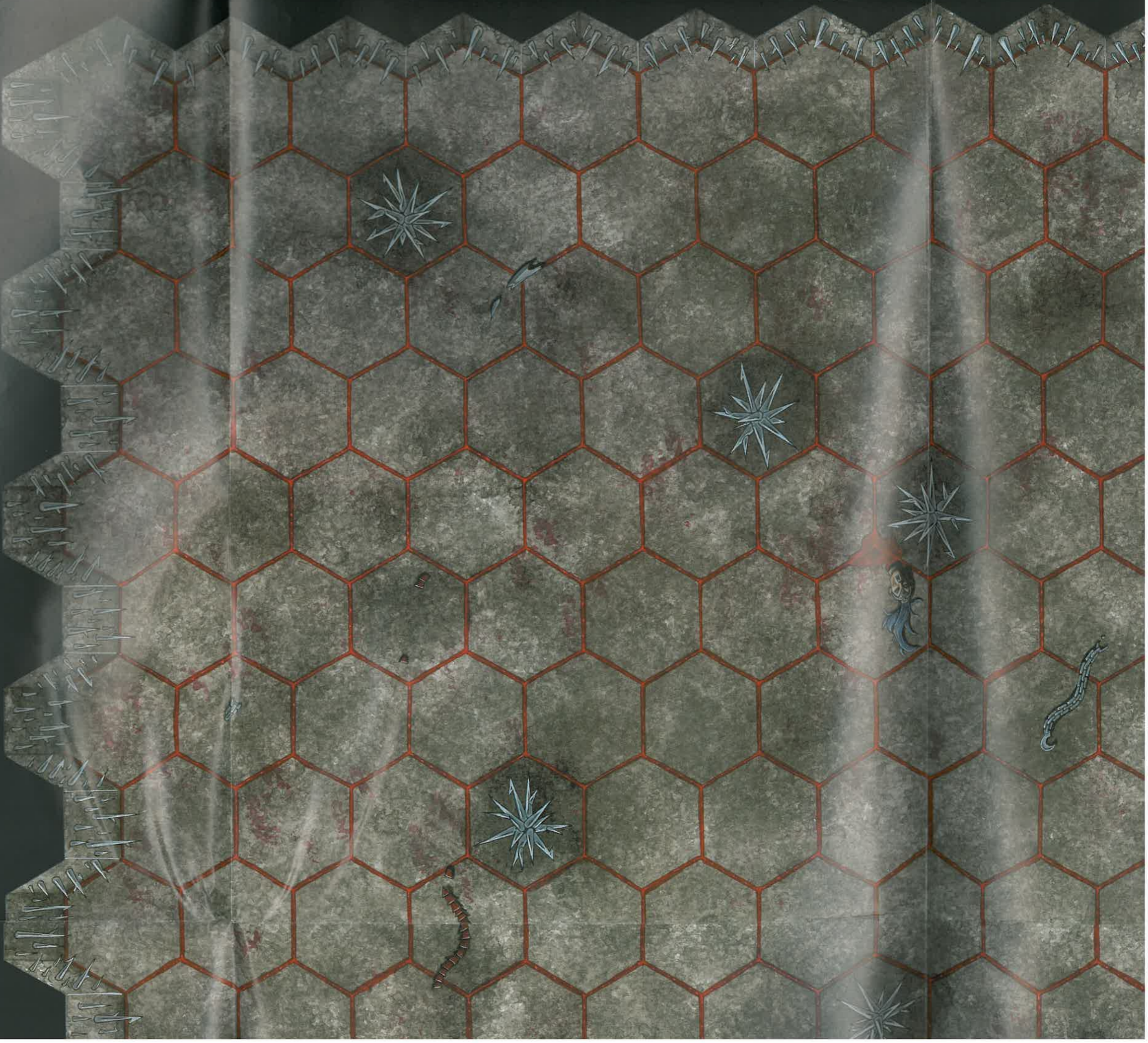
Reactions

Cannot react

Special

The number of the Warp Beast's APs depends upon how many AP are spent by Surashek to command it and are reduced by one for each wound it has lost.





Druath the Serpent

Armed with splinter pistol and blade

Wounds	APs
4	8
3	7
2	6
1	5



Armour save: 5+

Attacks

- APs Effect
- 1 Shoot. Ranged attack, Poisons: 4+.
 - 1 Slash. To Hit: 4+, To Wound: 4+.
 - 2 Stab. To Hit: 4+, To Wound: 4+.

Reactions

Any 1 AP attack

Special

Expert Aim: When Druath shoots, you may roll two dice. If

Moredrekfa the Storm

Armed with hydraknives

Wounds	APs
4	8
3	7
2	6
1	5



Armour save: 5+

Attacks

- APs Effect
- 1 Slash. Makes 2 Attacks. To Hit: 4+, To Wound: 4+.
 - 1 Eviscerate. To Hit: 4+, To Wound: 4+, Does 2 Wounds if armour save failed.
 - 2 Frenzy. Gets 1 dice-worth (D6) of attacks. To Hit: 4+, To Wound: 4+.

Reactions

Slash

Special

None

DARK ELDER

Artem

Of Blood



Araklesk the Sting

Armed with falchion and razorsnare

Wounds	APs
4	7
3	6
2	5
1	4

Armour save: 5+

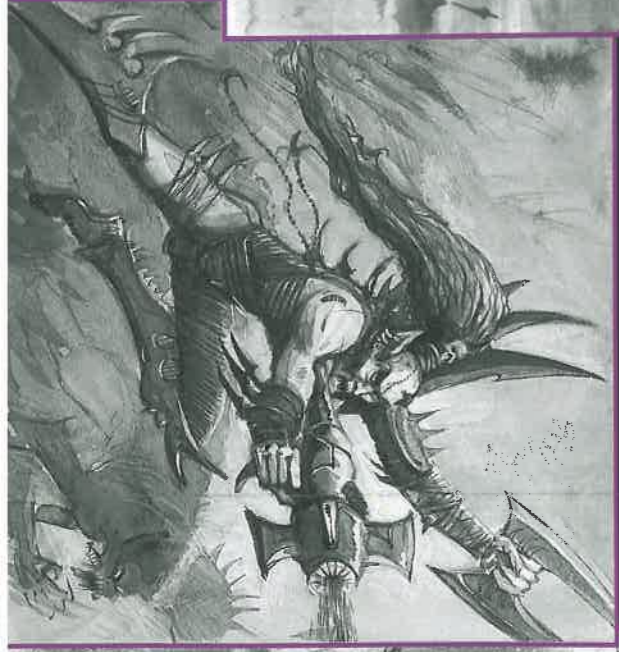


Attacks

- APs
- 1 Stab. To Hit: 4+, To Wound: 4+, Knockback 5+.
 - 1 Lash. To Hit: 4+, To Wound: 4+.
 - 1 Ensnares. Ranged attack. For each point successful, target is dragged 1 hex towards Araklesk.

Reactions

Lash or falchion block (see below)





ARK ELDAR

Arena BLOOD

Kruakhiera the Captor

Armed with impaler and shardnet

Wounds	APs
4	8
3	7
2	6
1	5

Armour save: 5+

- Attacks**
- APs Effect
- 1 Stab. To Hit: 4+, To Wound: 4+, Knockback 5+
 - 2 Thrust. To Hit: 5+, To Wound: 4+, Knockback 3+
 - 2 Entangle. To Hit: 4+, To Wound: 5+, Entangles.
 - 1 Swipe. To Hit: 4+, To Wound 4+.

Reactions

Swipe or Entangle

Special

Entangle: Target must spend 2 AP before they can do anything else.

Kofrifik the Hellion

Armed with hellglaive

Wounds	APs
4	3*
3	3*
2	3*
1	1*

Armour save: 4+

- Attacks**
- APs Effect
- 1 Shoot. Ranged attack. Poisons: 4+.
 - 1 Slash. To Hit: 4+, To Wound: 4+.
 - 2 Head Strike. To Hit: 6+, To Wound: 2+.
 - 2 Eviscerate. To Hit: 4+, To Wound: 4+. Does 2 wounds if armour save failed.

Reactions

Slash

Special

Skyboard: Has 8 AP to spend on movement each turn, may pass through stakes without testing or taking a hit (but may not finish move on stakes).

