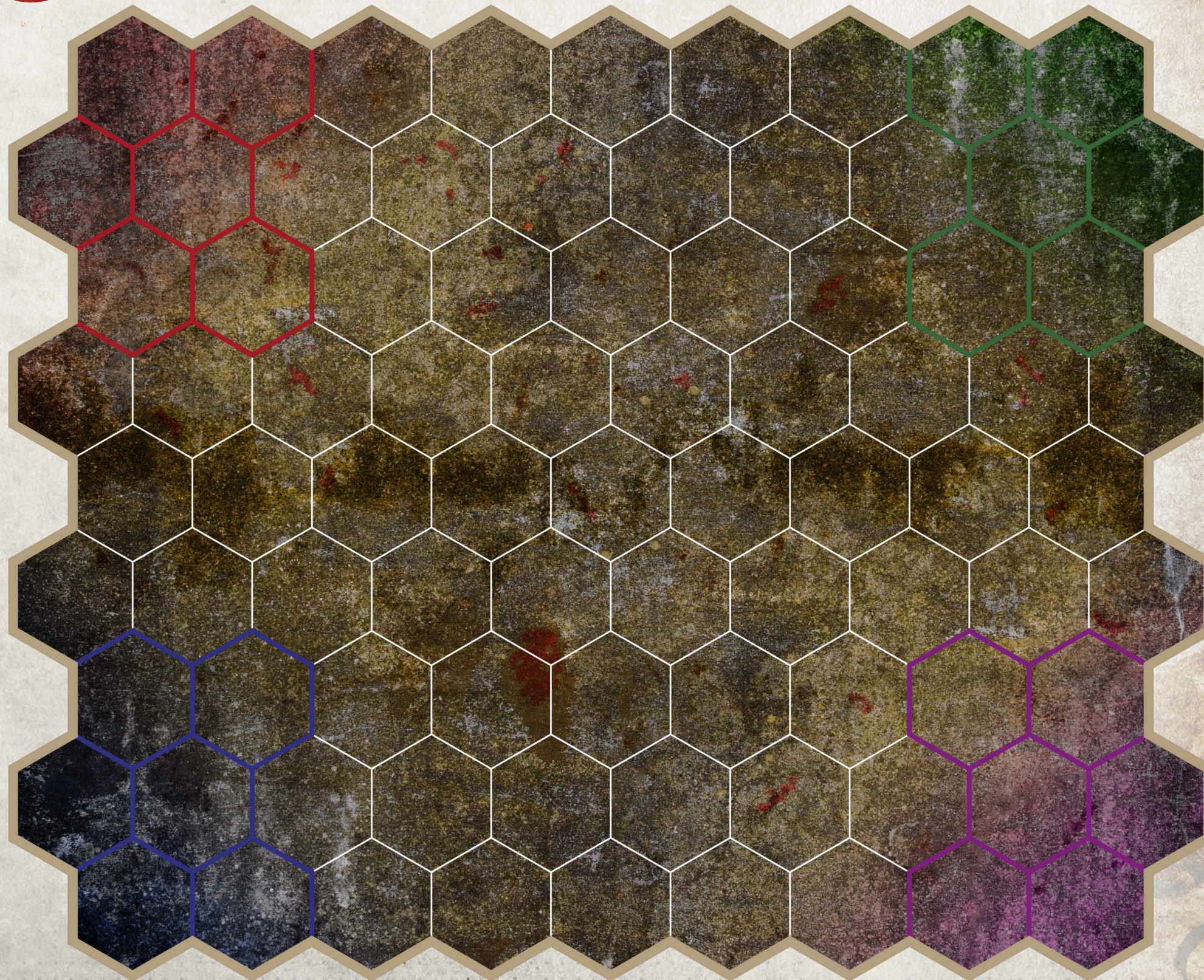




SYMPHONY OF PAIN



WEAPONS OF THE HAEMONCULUS GOVENS

- Pain mace.** Target: adjacent, 3+
Inflicts: D6 pain, D3 damage.
- Bone crusher/saw.** Target: adjacent, 3+
Inflicts: D3 pain, D3 damage.
Special: Broken bones. Target model loses 1 action in its next turn.
- Venom blade.** Target: adjacent, 4+
Inflicts: D3 pain, D3 damage.
Special: Seeping poison. At the start of the target's next turn (and every turn thereafter) roll D6. On a 1 or 2 the seeping poison inflicts D6 pain.
- Sickle claw.** Target: adjacent, 5+
Inflicts: D3 pain, D6 damage
Special: Bleed out. At the start of the target's next turn roll a D6. On a 1 or 2 the target takes D6 damage.
- Agoniser.** Target: up to 2 spaces, 5+
Inflicts: D6 pain, D3 damage.
- Electrocorrosive whip.** Target: up to 2 spaces, 5+
Inflicts: D3 pain, D6 damage.
- Scissor hand.** Target: adjacent, 5+
Inflicts: D3+1 pain, D3+1 damage.
- Mindphase gauntlet.** Target: adjacent, 4+
Inflict: 1 pain, 1 damage.
Special: Haze. At the start of the target's next turn roll a D6. On a 2+ target must miss that turn.
- Flesh gauntlet.** Target: adjacent, 4+
Inflicts: D3 pain, D3 damage.
Special: Unnatural growth. Roll 2D6. On the score of 2 or 12 the target is removed from play as a casualty.
- Power sword.** Target: adjacent, 6+
Inflicts: 0 pain, D3 damage.
Special: Execution. Roll a D6. On a score of 6, the target is removed from play.
- Stinger pistol.** Target: up to 4 spaces, 4+
Inflicts: D3 pain, D3 damage
Special: Excruciating venom. You may re-roll the dice when inflicting damage or pain with this weapon.
- Hex Rifle.** Target: up to 6 spaces, 5+
Inflicts: D3 pain, D3 damage
Special: Glassification. At the start of the target's next turn roll a D6. On a 4+ target must miss that turn.
- Ossefactor.** Target: up to 4 spaces, 4+
Inflicts: D3 pain, D3 damage.
Special: Rampant growth. If the attack is successful, enemies in adjacent spaces to the target each suffer 1 damage.
- Liquifier.** Target: up to 3 spaces, 3+
Inflicts: D3 pain, D3 damage.
Special: Corrosion. If successful, inflict D3 damage on any one enemy adjacent to the target.