Madrak Ironhide, Thornwood Chieftain

Trollblood Trollkin Warlock

IRONHIDE

Ironhide's Damage: ☐☐☐☐■☐☐☐☐☐■☐☐☐☐■☐☐☐☐

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

FA: C
Warbeast Points: +6
Base Size: Medium
Damage: 18

Feat: Crusher

While in Ironhide's control area, friendly Faction models gain Overtake. Additionally, when a friendly Faction model destroys one or more enemy models with a melee attack while it is in Ironhide's control area, the friendly model can make an additional melee attack. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1″.)

IRONHIDE

Tough

Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

Scroll of Grindar's Perseverance - This model can use Scroll of Grindar's Perseverance once per game, when this model is directly hit by an attack. If this model uses the scroll, it suffers no damage roll from the attack. Declare use of the scroll after this model has been hit.

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

WEAPONS [IRONHIDE]

Thrown Rathrok [1x] (None)   **RNG:** 8 **ROF:** 1 **AOE:** - **POW:** 7

Magical Weapon

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

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

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

Magical Weapon

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

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Battering Ram	2	6	–	12	No	Yes

When an enemy model is hit by Battering Ram, it can be pushed 3″ directly away from the spell's point of origin.

	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
Sure Foot	3	6	–	–	Yes	No

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

January 29, 2010

Madrak Ironhide, World Ender
Trollblood Trollkin Epic Warlock

IRONHIDE

Ironhide's Damage: □□□■□□□□■□□□□■□□□□

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

FA: C
Warbeast Points: +5
Base Size: Medium
Damage: 18

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

IRONHIDE
Tough
Grim Salvation - When this model is damaged by an enemy melee or ranged attack, it does not suffer the damage and effects triggered by taking damage from the attack. Instead, remove one friendly Trollkin warrior model within 1˝ of this model from play. If there is not a friendly Trollkin warrior model within 1˝ of this model, it suffers the damage and effects of the attack normally.
Rathrok's Awakening - This model gains a blood token each time it destroys a living enemy model with a melee or ranged attack. This model can have up to three blood tokens at any time. During its activation, it can spend a blood token to advance up to 1˝, make an additional attack, boost an attack roll, or boost a damage roll.

WEAPONS [IRONHIDE]
Thrown Rathrok [1x] (None)   **RNG:** 8 **ROF:** 1 **AOE:** - **POW:** 7
Magical Weapon
Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.
Thrown - Add this model's STR to the POW of this ranged attack.

Rathrok [1x] (None) **POW:** 7 **P+S:** 15
Magical Weapon
Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Killing Ground	2	Self	Ctrl	–	No	No

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

	Cost	RNG	AOE	POW	UP	OFF
Vortex of Destruction	2	Self	–	–	Yes	No

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

	Cost	RNG	AOE	POW	UP	OFF
Warpath	2	Self	Ctrl	–	Yes	No

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

January 29, 2010

Hoarluk Doomshaper, Shaman of the Gnarls
Trollblood Trollkin Warlock

DOOMSHAPER

Doomshaper's Damage: ☐◼☐☐☐☐◼☐☐☐☐◼☐☐☐☐

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

FA: C
Warbeast Points: +7
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 for each fury point they receive as a result of being 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″.
Great Power - During your Control Phase, this model can upkeep one spell without spending focus or fury.
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:** 6   **P+S:** 12
Magical Weapon
Reach

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.

Hex Blast	3	10	3	13	No	Yes

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

January 29, 2010

Hoarluk Doomshaper, Rage of Dhunia
Trollblood Trollkin Epic Warlock

DOOMSHAPER

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

FA: C
Warbeast Points: +6
Base Size: Medium
Damage: 16

Feat: Scroll of Grimmr
Doomshaper and friendly Faction warbeasts in his battlegroup beginning their activations in his control area gain +3 SPD and can charge or make slam or trample power attacks without being forced. Scroll of Grimmr lasts for one turn.

DOOMSHAPER
Tough
Attuned Spirit [Dire Troll] - Once per activation, this model can cast the animus of a Dire Troll warbeast in its battlegroup as a spell without spending fury.
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˝.
Hyper Regeneration - This model automatically heals d3 damage points at the start of each of its activations.

WEAPONS [DOOMSHAPER]
Gnarlroot [1x] (None)   **POW:** 6   **P+S:** 13
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

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

Place 1 fury point on each enemy warbeast currently in this model's control area. This spell can only be cast once per turn.

	Cost	RNG	AOE	POW	UP	OFF
Primal Shock	2	Ctrl	–	*	No	Yes

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

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

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

	Cost	RNG	AOE	POW	UP	OFF
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.

	Cost	RNG	AOE	POW	UP	OFF
Wild Aggression	3	6	–	–	Yes	No

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

January 29, 2010

Grissel Bloodsong, Fell Caller
Trollblood Trollkin Warlock

Grissel's Damage: ☐☐☐■☐☐☐☐☐■☐☐☐☐■☐☐☐☐

BLOODSONG

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

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

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

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

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

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

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

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

Resounder [1x] (None)   **POW:** 7   **P+S:** 14
Magical Weapon
Critical Smite - On a critical hit, this model can slam the model hit instead of rolling damage normally. The model hit is slammed d6˝ directly away from this model and suffers a damage roll with POW equal to this model's STR plus the POW of this weapon. The POW of collateral damage is equal to this model's STR.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Calamity	3	8	–	–	Yes	Yes

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

	Cost	RNG	AOE	POW	UP	OFF
Hallowed Avenger	2	6	–	–	Yes	No

When an enemy attack destroys or removes from play one or more friendly Faction models within 5˝ of target XXX (warbeast or warjack) in this model's battlegroup, after the attack is resolved the affected warjack can charge an enemy model, then Hallowed Avenger expires.

	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.

January 29, 2010

Grim Angus
Trollblood Trollkin Warlock

GRIM ANGUS

Grim Angus' Damage: □□■■□□□□■□□□□■□□□□

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

FA: C
Warbeast Points: +6
Base Size: Medium
Damage: 17

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

GRIM ANGUS
Pathfinder
Tough
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.
True Sight - This model ignores concealment, Camouflage, and Stealth.

WEAPONS [GRIM ANGUS]
Headhunter [1x] (None)   **RNG:** 13   **ROF:** 1 **AOE:** - **POW:** 13
Magical Weapon
Bait the Line - Warbeasts in this model's battlegroup gain +2˝ of movement when charging a model damaged by this weapon this turn.

Snare Gun [1x] (None)   **RNG:** 8 **ROF:** 1 **AOE:** - **POW:** -
Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.
Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

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

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Cross-Country	2	6	–	–	Yes	No

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

Lock the Target	2	10	–	10	No	Yes

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

Marked for Death	2	8	–	–	Yes	Yes

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

Return Fire	1	6	–	–	No	No

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

January 29, 2010

Borka Kegslayer

Trollblood Trollkin Warlock

Borka's Damage: ☐☐☐■☐☐☐☐☐■☐☐☐☐■☐☐☐☐

KEGSLAYER

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

FA: C
Warbeast Points: +5
Base Size: Medium
Damage: 18

Feat: Barroom Blitz
Friendly Faction models beginning a charge, slam, or trample in Keglayer's control area gain +2˝ movement. Warbeasts in Keglayer's battlegroup beginning their activations his control area can make power attacks without being forced and roll an additional die on power attack damage rolls and collateral damage rolls. Barroom Blitz lasts for one turn.

KEGSLAYER

Immunity: Cold
Tough
Unyielding - While engaging an enemy model, this model gains +2 ARM.

WEAPONS [KEGSLAYER]

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

Trauma [1x] (None)   **POW:** 6 **P+S:** 15
Magical Weapon
Reach
Brain Damage - A model damaged by an attack with this weapon cannot cast spells, upkeep spells, or use an animus for one round.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Iron Flesh	2	6	–	–	Yes	No

Target friendly warrior model/unit gains +3 DEF but suffers –1 SPD.

	Cost	RNG	AOE	POW	UP	OFF
Mosh Pit	3	Self	Ctrl	–	No	No

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

	Cost	RNG	AOE	POW	UP	OFF
Wind Wall	3	Self	–	–	No	No

This model cannot make ranged attacks, and non-magical ranged attacks targeting it automatically miss. While completely within 3˝ of this model, models cannot make ranged attacks and non-magical ranged attacks targeting them automatically miss. Wind Wall lasts for one round.

January 29, 2010

Pyg Keg Carrier
Trollblood Character Solo

Keg Carrier's Damage: ◼◻◻◻◻◻

KEG CARRIER

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

FA: C
Base Size: Small
Damage: 5

KEG CARRIER

Tough

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

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

Party Foul - If this model is destroyed by an enemy attack, friendly Faction warrior models gain Fearless ICON and Berserk for one round. While affected by Party Foul, a model cannot make Chain Attacks. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)

Top Off (★Action) - If this model is B2B with Kegslayer, Kegslayer gains 2 fury point and Stumbling Drunk. Stumbling Drunk lasts for one round. (A model with Stumbling Drunk cannot be knocked down. If it is hit by an enemy attack anytime except while it is advancing, after the attack is resolved a model with Stumbling Drunk is pushed d3″ in a direction determined by the deviation template, then you can choose its facing.)

WEAPONS [KEG CARRIER]

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

January 29, 2010

Calandra Truthsayer, Oracle of the Glimmerwood
Trollblood Trollkin Warlock

Calandra's Damage: ☐■☐☐☐☐☐■☐☐☐☐■☐☐☐☐

TRUTHSAYER

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

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

Feat: Good Omens
When a friendly model rolls a 1 or 2 on an attack or damage roll while in Truthsayer's control area it can reroll the die. Each die can be rerolled once due to Good Omens. Good Omens lasts for one turn.

TRUTHSAYER
Tough

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

WEAPONS [TRUTHSAYER]
Salt [1x] (None)   **POW:** 4   **P+S:** 10
Magical Weapon
Mercy Killer - When attacking with this weapon, this model gains an additional die on damage rolls against damaged models.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Befuddle	2	10	–	–	No	Yes

On a hit, you can immediately advance target enemy non-warcaster/ non-warlock model up to 3". Affected models cannot be targeted by freestrikes during this movement. A model can only move once per turn as a result of Befuddle.

	Cost	RNG	AOE	POW	UP	OFF
Bullet Dodger	2	6	–	–	Yes	No

Target friendly model gains +2 DEF against ranged attack rolls and Dodge. (A model with Dodge can advance up to 2″ immediately after an enemy attack that missed it is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.)

	Cost	RNG	AOE	POW	UP	OFF
Force Blow	3	10	–	12	No	Yes

Models damaged by Force Blow are knocked down.

	Cost	RNG	AOE	POW	UP	OFF
Soothing Song	1	Self	Ctrl	–	No	No

Remove up to 1 fury point from each friendly living Faction warbeast currently in this model's control area. Soothing Song can only be cast once per turn.

	Cost	RNG	AOE	POW	UP	OFF
Star-Crossed	3	Self	Ctrl	–	No	No

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

January 29, 2010

Pyre Troll
Trollblood Light Warbeast

PYRE TROLL

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	9	5	4	12	15	6	3	9

FA: U
Point Cost: 4
Base Size: Medium
Damage: 22 (Mind 7, Body 8, Spirit 7)

Animus	Cost	RNG	AOE	POW	UP	OFF
Flaming Fists	2	6	–	–	No	No

Target friendly Faction model gains Immunity: Fire ICON and its melee weapons gain Continuous Effect: Fire ICON. Flaming Fists lasts for one round.

PYRE TROLL

Immunity: Fire
It Burns! - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Fire continuous effect ICON unless this model was destroyed or removed from play by the attack.
Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

WEAPONS [PYRE TROLL]

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

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

January 29, 2010

Slag Troll

Trollblood Light Warbeast

SLAG TROLL

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	10	6	5	12	17	5	3	8

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

Animus	Cost	RNG	AOE	POW	UP	OFF
Acidic Touch	2	6	–	–	No	No

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

SLAG TROLL

Immunity: Corrosion
Cast Iron Stomach - When this model destroys a construct or warjack with a melee attack, this model heals d6 damage points.
Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.
Vitriol - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect unless this model was destroyed or removed from play by the attack.

WEAPONS [SLAG TROLL]

Spew Acid [1x] (Head)   **RNG:** 8 **ROF:** 2 **AOE:** - **POW:** 12
Continuous Effect: Corrosion
Damage Type: Corrosion
Erosion - This model rolls an additional die on this weapon's damage rolls against non-living models.

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

January 29, 2010

Troll Axer
Trollblood Light Warbeast

TROLL AXER

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

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

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

Target friendly warbeast gains +2˝ movement and Pathfinder ICON. Rush lasts for one turn.

TROLL AXER

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

WEAPONS [TROLL AXER]

Great Axe [1x] (<—>)   **POW:** 5   **P+S:** 14

Reach

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

January 29, 2010

Troll Bouncer
Trollblood Light Warbeast

TROLL BOUNCER

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

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

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

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

TROLL BOUNCER
Brace for Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.
Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.
Shield Guard - Once per round, when a friendly model is directly hit by a ranged attack during your opponent's turn while within 2˝ of this model, this model can become the target of the attack and be automatically hit instead. This model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.

WEAPONS [TROLL BOUNCER]
Ball & Chain [1x] (Right)   **POW:** 4   **P+S:** 13
Reach
Chain Weapon - This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

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

January 29, 2010

Troll Impaler
Trollblood Light Warbeast

TROLL IMPALER

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

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

Animus	Cost	RNG	AOE	POW	UP	OFF
Far Strike	2	6	–	–	No	No

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

TROLL IMPALER

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

WEAPONS [TROLL IMPALER]

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

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

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

January 29, 2010

Winter Troll
Trollblood Light Warbeast

WINTER TROLL

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

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

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

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

Target friendly Faction model gains Immunity: Cold ICON. When an enemy model without Immunity: Cold ends its activation within 2″ of the target model, the enemy model becomes stationary for one round. Freezer lasts for one round.

WINTER TROLL

Immunity: Cold
Regeneration [d3] - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.
Rime - If this model is hit by a melee attack, the attacking model becomes stationary for one round at the end of the attacking model's activation unless the attacking model has Immunity: Cold ICON or this model was destroyed or removed from play by the attack.

WEAPONS [WINTER TROLL]

Ice Breath [1x] (Head)   **RNG:** SP 8   **ROF:** 1 **AOE:** - **POW:** 12
Damage Type: Cold
Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

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

January 29, 2010

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 this model are immediately pushed 3˝ directly away from it in the order you choose.

BLITZER

Gunfighter

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.

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

WEAPONS [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

January 29, 2010

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.

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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 2˝ of deep or shallow water, this model gains +2 DEF. While within 2˝ of an obstacle or obstruction, this model gains +2 ARM. If this model begins its activation within 2˝ 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.

January 29, 2010

Mulg the Ancient
Trollblood Dire Troll Character Heavy Warbeast

MULG

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
4	13	7	3	11	19	6	5	10

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

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

Enemy animi within this model's command range expire. Enemy warbeasts lose their animi while within the command range of this model. 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.

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Kriel Warriors
Trollblood Trollkin Unit

LEADER & GRUNTS

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

FA: 3
Point Cost: Leader & 5 Grunts: 4
    Leader & 9 Grunts: 6
Base Size: Medium

LEADER & GRUNTS
Combined Melee Attack
Tough
Prayers - The Leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.
·**Fervor -** Affected models gain +2 to attack and damage rolls this activation.
·**Swift Foot -** Affected models gain +2″ movement this activation.

WEAPONS [LEADER & GRUNTS]
Hand Weapon [1x] (None)   **POW:** 4   **P+S:** 10

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Kriel Warrior Caber Thrower
Trollblood Trollkin Weapon Attachment

THROWER

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

FA: 3
Point Cost: 1 Thrower: 1
                     Up to 2 additional Throwers: 1ea
Base Size: Medium

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

THROWER
Tough
Take Up - If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1˝ of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [THROWER]
Caber [1x] (None)   **POW:** 7   **P+S:** 13
Reach
Thunderbolt - Enemy models hit are pushed d3˝ directly away from the attacking model. On a critical hit, the enemy model is knocked down after being pushed.

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Kriel Warrior Standard & Piper
Trollblood Trollkin Unit Attachment

STANDARD BEARER

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

PIPER

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

FA: 1
Point Cost: Standard & Piper: 2
Base Size: Medium

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

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

WEAPONS [STANDARD BEARER]

PIPER
Combined Melee Attack
Tough
In Step - While this model is within 3˝ of it, the unit commander gains +3˝ to its command range.
Take Up - If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1˝ of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

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

January 29, 2010

Krielstone Bearer & Stone Scribes

Trollblood Trollkin Unit

LEADER

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

GRUNTS

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

FA: 1
Point Cost: Leader & 3 Grunts: 3
Leader & 5 Grunts: 4
Base Size: Medium

LEADER

Fearless
Tough
Fury Vault - While this model is in a friendly warlock's control area during the warlock's activation, the warlock can move fury points from himself to it. If this model is in a friendly warlock's control area, the warlock can leach fury points from it during your Control Phase. This model can have up to 1 fury point on it for each model currently in this unit. When a model in this unit is destroyed or removed from play, remove fury points from this model in excess of the number of models remaining in the unit. If this model is destroyed and replaced by a Grunt in its unit, place its fury points on the new Leader.
Protective Aura - Once at any time during its unit's activation, this model can spend 1 fury point to use Protective Aura. When it does, for one round friendly Faction models gain +2 ARM while within 4˝ of this model + 1˝ per fury point on this model.
Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3˝ of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.

WEAPONS [LEADER]

GRUNTS

Fearless
Tough

WEAPONS [GRUNTS]

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

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Stone Scribe Elder
Trollblood Trollkin Unit Attachment

Elder

Elder's Damage: ◼☐☐☐☐☐

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

FA: 1
Point Cost: 1
Base Size: Medium
Damage: 5

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

Elder
Fearless
Officer
Tough
Stone Warp - This model can use one of the following effects each turn anytime during its unit's activation.:
> •**Combat Warding -** Continuous effects on friendly Faction models affected by this unit's Protective Aura expire. While affected by this unit's Protective Aura, a model is immune to continuous effects. Combat Warding lasts for one round.
> •**Spirit Chaser -** While within the area affected by this unit's Protective Aura this round, enemy models lose Incorporeal and Stealth.
> •**Stone Strength -** While within the area affected by this unit's Protective Aura this round, friendly Faction models gain +1 STR.

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

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Thumper Crew
Trollblood Trollkin Weapon Crew Unit

LEADER

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

GRUNTS

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

FA: 2
Point Cost: Leader & 2 Grunts: 3
Base Size: Leader: Large Base
                    Grunt: Medium Base

LEADER
Tough

WEAPONS [LEADER]
Thumper [1x] (None) **RNG:** 14 **ROF:** 1 **AOE:** - **POW:** 14
Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.
Momentum - Instead of suffering a normal damage roll, a small- or meidum-based non-incorporeal model hit by this attack is slammed d3˝ directly away from this model regardless of its base size and suffers a damage roll equal to the POW of this weapon. Collateral damage from this slam is equal to the POW of this weapon.
Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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

GRUNTS
Tough

WEAPONS [GRUNTS]

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

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Trollkin Champions
Trollblood Unit

LEADER & GRUNTS

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

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

FA: 2
Point Cost: Leader & 2 Grunts: 6
                 Leader & 4 Grunts: 10
Base Size: Medium
Damage: 8

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

WEAPONS [LEADER & GRUNTS]
Hand Weapon [2x] (None)   **POW:** 4   **P+S:** 11
Weapon Master

January 29, 2010

Trollkin Fennblades
Trollblood Unit

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 5 Grunts: 5
                 Leader & 9 Grunts: 8
Base Size: Medium

LEADER & GRUNTS
Tough
Hard - This model does not suffer damage or effects from impact attacks or collateral damage.
Vengeance - During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3˝ and make one normal melee attack.

WEAPONS [LEADER & GRUNTS]
Hooked Great Swords [1x] (None) POW: 5 **P+S:** 12
Reach

January 29, 2010

Long Riders
Trollblood Trollkin Cavalry Unit

LEADER & GRUNTS

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

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

FA: 1
Point Cost: Leader & 2 Grunts: 7
Leader & 4 Grunts: 11
Base Size: Large
Damage: 8

LEADER & GRUNTS
Fearless
Tough
Brace For Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.
Bull Rush (Order) - Affected models can make slam power attacks and must run, charge, or make a slam power attack this activation. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount ICON. The POW of collateral damage from a slam is equal to the current POW of the Mount ICON. After a model in this unit resolves a slam attack, that model can make one normal melee attack.

WEAPONS [LEADER & GRUNTS]
Cavalry Axe [1x] (None)   **POW:** 5   **P+S:** 12
Reach
Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Mount [1x] (None)   **POW:** 14
Critical Knockdown - On a critical hit, the model hit is knocked down.

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Trollkin Runeshapers
Trollblood Unit

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

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 2 Grunts: 4
Base Size: Medium
Damage: 5

LEADER & GRUNTS
Pathfinder
Tough
Magic Ability [7]
　·**Rock Hammer (★Attack) -** Rock Hammer is a RNG 8, AOE 3, POW 14 magic attack. On a critical hit, models hit are knocked down.
　·**Tremor (★Attack) -** Tremor affects every model within 2″ of this model and does not require a target. Make one magic attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.
Steady - This model cannot be knocked down.

WEAPONS [LEADER & GRUNTS]
Hand Weapon [1x] (None)　**POW:** 4　　**P+S:** 10
Magical Weapon

January 29, 2010

Scattergunners
Trollblood Trollkin Unit

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 5 Grunts: 5
                Leader & 9 Grunts: 8
Base Size: Medium

LEADER & GRUNTS
Tough

WEAPONS [LEADER & GRUNTS]
Scattergun [1x] (None)   **RNG:** SP 8   **ROF:** 1 **AOE:** - **POW:** 12

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

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Pyg Burrowers
Trollblood Unit

LEADER & GRUNTS

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

FA: 1
Point Cost: Leader & 5 Grunts: 4
                Leader & 9 Grunts: 6
Base Size: Small

LEADER & GRUNTS
Advance Deployment
Tough
Point Blank - During its activation, this model can make melee attacks with its ranged weapon, with a 1⁄2″ melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.
Tunneling (Order) - Before this unit's normal movement, replace the unit commander with the tunneling marker, then remove the remaining models in this unit from the table. Remove those that were not in formation from play. Effects on models in this unit expire. Then move the tunneling marker up to 5″. During your next Maintenance Phase, place models in this unit within 5″ of the tunneling marker and remove it from the table. Models that cannot be placed are removed from play. This unit cannot receive the Tunneling order if it received it during its last activation.

WEAPONS [LEADER & GRUNTS]
Slug Gun [1x] (None)   **RNG:** 4 **ROF:** 1 **AOE:** - **POW:** 14

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

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Pyg Bushwhackers
Trollblood Unit

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 5 Grunts: 5
Leader & 9 Grunts: 8
Base Size: Small

LEADER & GRUNTS
Advance Deployment
Combined Ranged Attack
Pathfinder
Tough
Bushwhack (Order) - During this unit's activation, affected models make their combat actions before their normal movement. Affected models must make a full advance as their normal movement this activation.

WEAPONS [LEADER & GRUNTS]
Rifle [1x] (None)   **RNG:** 14   **ROF:** 1 **AOE:** - **POW:** 10

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

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Fell Caller Hero
Trollblood Trollkin Solo

Fell Caller's Damage: ☐☐☐◪◼☐☐☐☐

FELL CALLER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	12	15	9

FA: 2
Point Cost: 3
Base Size: Medium
Damage: 8

FELL CALLER

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

- **Overcome -** RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ICON for one turn.
- **Reveille -** Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Reveille.
- **War Cry -** RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to melee attack rolls this turn.

WEAPONS [FELL CALLER]

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

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

January 29, 2010

Stone Scribe Chronicler
Trollblood Trollkin Solo

Chronicler's Damage: ■▪□□□□

CHRONICLER

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

FA: 1
Point Cost: 2
Base Size: Medium
Damage: 5

CHRONICLER
Tough
Storytelling - This model can tell one of the following stories anytime during its activation. When this model tells a story, choose a friendly Faction unit. The story affects this model and will affect the unit if it is currently in this model's command range. Stories last for one round. A unit can be affected by only one story each round.
- **Charge of the Trolls -** An affected model gains +2 to melee attack and melee damage rolls against enemy models in the melee range of a friendly Faction warbeast.
- **Hero's Tragedy -** An enemy warrior model that destroys one or more affected models with a melee attack during its activation is knocked down at the end of its activation.
- **Tale of Mist -** Affected models gain concealment and Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)

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

January 29, 2010

Trollkin Champion Hero
Trollblood Solo

Hero's Damage: ☐☐☐◩▣☐☐☐☐

HERO

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

FA: 2
Point Cost: 3
Base Size: Medium
Damage: 8

HERO

Commander
Fearless
Tough
Relentless Charge - This model gains Pathfinder ICON during activations it charges.
Retaliatory Strike - When this model is hit by a melee attack made by an enemy model during your opponent's turn, after the attack is resolved this model can immediately make one normal melee attack against that model. This model can make one Retaliatory Strike per turn.
Tactician [Trollkin Champions] - While in this model's command range, friendly Trollkin Champions models ignore other friendly Trollkin Champions models when determining LOS. Friendly Trollkin Champions models can advance through other friendly Trollkin Champions models in this model's command range without effect if they have enough movement to move completely past them.

WEAPONS [HERO]

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

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

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Troll Whelps
Trollblood Solo

WHELPS

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

FA: 3
Point Cost: 5 Whelps: 2
Base Size: Small

WHELPS
Alternate Food Source - If this model is within 1″ of a friendly Faction warbeast during the warbeast's activation, the warbeast can remove this model from play to heal d3 damage points.
Annoyance - Living enemy models within 1″ of this model suffer –1 to attack rolls.
Big Brother - While within 10″ of a friendly Faction warbeast, this model gains Fearless ICON.
Comfort Food - If this model is within 1″ of a friendly Faction warbeast at the beginning of your Control Phase, before leaching you can remove this model from play to remove any number of fury points from the warbeast.
Spawn Whelps - This model does not have to be put into play at the start of the game. When a friendly Faction warbeast is damaged by an enemy attack, immediately after the attack is resolved you can put one Troll Whelp that did not begin the game in play into play. You can place this model anywhere within 2″ of the warbeast.

WEAPONS [WHELPS]

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Horthol, Long Rider Hero
Trollblood Trollkin Dragoon Character Solo

HORTHOL

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

Mounted Damage:
Dismounted Damage:

FA: C
Point Cost: 5
Base Size: Large Base Mounted
Medium Base Dismounted
Damage: Mounted Damage: 8
Dismounted Damage: 8

HORTHOL
Fearless
Tough
Brace for Impact - When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.
Bull Rush - This model can make slam power attacks. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount. The POW of collateral damage from a slam is equal to the current POW of the Mount. After resolving a slam attack, a model in this unit can make one normal melee attack.
Dragoon - While mounted, this model has base SPD 7 and base ARM 18. While dismounted, it has base SPD 5, base ARM 16, and loses Brace for Impact, Bull Rush, and Follow Up.
Elite Cadre [Long Riders] - Friendly Long Rider models gain Follow Up and Line Breaker.
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.
Line Breaker - This model gains an additional die on impact attack rolls.

WEAPONS [HORTHOL]
Long Hammer [1x] (None) **POW:** 6 **P+S:** 15
Reach
Critical Stagger - On a critical hit, the model hit loses its initial attacks and cannot make special attacks for one round.

Mount [1x] (None) **POW:** 14
Critical Knockdown - On a critical hit, the model hit is knocked down.

January 29, 2010

Kaya the Wildborne
Circle Warlock

KAYA

Kaya's Damage: □■□□□□□■□□□□□■□□□□

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

FA: C
Warbeast Points: +6
Base Size: Small
Damage: 16

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

KAYA
Pathfinder
Pack Hunters - Living warbeasts in this model's battlegroup gain +2 on melee attack rolls against enemy models in its control area.

WEAPONS [KAYA]
Splinter [1x] (None) POW: 6   **P+S:** 11
Magical Weapon
Reach
Critical Knockdown - On a critical hit, the model hit is knocked down.

SPELLS

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

Target friendly model/unit gains Stealth ICON.

	Cost	RNG	AOE	POW	UP	OFF
Soothing Song	1	Self	Ctrl	–	No	No

Remove up to 1 fury point from each friendly living Faction warbeast currently in this model's control area. Soothing Song can only be cast once per turn.

	Cost	RNG	AOE	POW	UP	OFF
Spirit Door	3	Ctrl	–	–	No	No

Select a model in this model's battlegroup in its control area. If this model is selected, immediately place it within 2″ of another model in its battlegroup that was in its control area at the time the spell was cast. If another model in this model's battlegroup is selected, immediately place that model within 2″ of this model. A model cannot advance or attack after being placed by Spirit Door this turn. Spirit Door can be cast once per turn.

	Cost	RNG	AOE	POW	UP	OFF
Spirit Fang	2	10	–	11	No	Yes

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

January 29, 2010

Kaya the Moonhunter
Circle Epic Warlock

KAYA

Kaya's Damage: □■□□□□□■□□□□□■□□□□

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

FA: C
Warbeast Points: +3
Base Size: Small
Damage: 16

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

KAYA
Pathfinder
Alpha - During a turn this model ran, warbeasts in its battlegroup beginning their activation in its control area can run without being forced. During a turn this model charges, warbeasts in its battlegroup beginning their activations in its control area can charge or make a slam or trample power attack without being forced.
Riposte - When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.
Unyielding - While engaging an enemy model, this model gains +2 ARM.

WEAPONS [KAYA]
Glimmer [1x] (None) POV: 6 **P+S:** 12
Magical Weapon
Reach

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Dog Pile	2	10	–	–	Yes	Yes

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

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Forced Evolution	2	6	–	–	Yes	No

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

	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
Shadow Pack	3	Self	Ctrl	–	Yes	No

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

January 29, 2010

Laris
Circle Character Light Warbeast

LARIS

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

FA: C
Base Size: Medium
Damage: 20 (Mind 6, Body 6, Spirit 8)

Animus	Cost	RNG	AOE	POW	UP	
Spirit Shift	2	Self	–	–	No	No

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

LARIS
Pathfinder
Companion [Kaya the Moonhunter] - This model is included in any army that includes Kaya the Moonhunter. If Kaya is destroyed or removed from play, remove this model from play. This model is part of Kaya's battlegroup.
Guard Dog - While this model is within 3″ of its warcaster or warlock and is not knocked down or stationary, its warcaster or warlock cannot be targeted by free strikes and gains +2 DEF against melee attack rolls, and models attacking the warcaster or warlock do not gain back strike bonuses.
Warbeast Bond [Kaya the Moonhunter] - Laris is bonded to Kaya. If Laris frenzies, he cannot choose Kaya as his target. While Laris is in Kaya's control area, she can channel spells through him.

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

January 29, 2010

Krueger the Stormwrath
Circle Warlock

KRUEGER

Krueger's Damage: ☐■❚☐☐☐☐■❚☐☐☐■❚☐☐☐

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

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

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

KRUEGER
Immunity: Electricity
Pathfinder

WEAPONS [KRUEGER]
Lightning [1x] (None)   **RNG:** 10   **ROF:** 1 **AOE:** - **POW:** 13
Magical Weapon
Damage Type: Electricity
Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4″ of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Lightning Spear [1x] (None)   **POW:** 7 **P+S:** 12
Magical Weapon
Reach
Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Chain Lightning	3	10	–	10	No	Yes

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

Deflection	2	Self	Ctrl	–	No	No

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

Lightning Tendrils	3	6	–	–	Yes	No

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

Skyborne	2	Self	–	–	No	No

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

Tornado	4	10	–	13	No	Yes

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

January 29, 2010

Krueger the Stormlord
Circle Epic Warlock

Krueger's Damage: ☐■☐☐☐☐■☐☐☐☐■☐☐☐☐

KRUEGER

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

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

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

KRUEGER
Immunity: Electricity
Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.
Inspiration [Circle] - Friendly Circle models/units in this model's command range never flee and immediately rally.

WEAPONS [KRUEGER]
Lightning Bolt [1x] (None)   **RNG:** 10   **ROF:** 3 **AOE:** - **POW:** 12
Magical Weapon
Damage Type: Electricity
Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

Wurmtongue [1x] (None)   **POW:** 7 **P+S:** 12
Magical Weapon
Reach
Disruption - A warjack hit loses its focus points and cannot be allocated focus or channel spells for one round.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Gallows	3	10	–	13	No	Yes
When an enemy model is hit by this attack, it can be pushed d6″ directly toward Gallows' point of origin.						
Lightning Storm	3	8	3	10	No	Yes
Models hit suffer a POW 10 electrical damage ICON roll. The AOE remains in play for one round. Models entering or ending their activations in the AOE suffer a POW 10 electrical damage ICON roll.						
Storm Wall	3	Self	Ctrl	–	No	No
While in this model's control area, enemy models suffer –5 RNG on their ranged attacks. When an enemy AOE ranged attack deviates from a point in this model's control area, after determining the deviation distance, you choose the direction the AOE deviates. Storm Wall lasts for one round.						
Telekinesis	2	8	–	–	No	*
Place target model completely within 2″ of its current location. When Telekinesis targets an enemy model, it is an offensive spell and requires a magic attack roll. A model can be affected by Telekinesis only once per turn.						

January 29, 2010

Baldur the Stonecleaver
Circle Warlock

BALDUR

Baldur's Damage: □□■■■□□□□■□□□□■□□□

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

FA: C
Warbeast Points: +6
Base Size: Small
Damage: 17

Feat: Broken Earth
While in Baldur's control area, friendly models gain cover. While in Baldur's control area, enemy models never have Pathfinder and treat open terrain as rough terrain. Broken Earth lasts for one round.

BALDUR
Pathfinder
Elemental Mastery - Warbeasts in this model's battlegroup with the Construct ICON advantage beginning their activations in this model's control area can charge and make power attacks without being forced. This model can heal friendly warbeasts in its battlegroup with the Construct ICON advantage.
Forest Walk - While completely within a forest, this model can forfeit its normal movement to use Forest Walker. If it does, choose a location completely within this model's control area that is completely within a forest. Remove this model from the forest and place it in the chosen location. This model cannot use Forest Walker while knocked down.

WEAPONS [BALDUR]
Tritus [1x] (None)   **POW:** 7 **P+S:** 14
Magical Weapon
Reach
Weight of Stone - When a model is damaged by this weapon it suffers –3 SPD and DEF for one round.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Earth Spikes	3	10	3	13	No	Yes

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

Rapid Growth	2	Ctrl	4	–	Yes	No

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

Solid Ground	2	Self	Ctrl	–	Yes	No

While in this model's control area, friendly models cannot be knocked down and do not suffer blast damage.

Stone Skin	2	6	–	–	Yes	No

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

January 29, 2010

Morvahna the Autumnblade
Circle Warlock

MORVAHNA

Morvahna's Damage: ☐☐☐☐■☐☐☐☐■☐☐☐☐

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

FA: C
Warbeast Points: +6
Base Size: Small
Damage: 14

Feat: Seeds of Destruction
When a friendly Faction model destroys a living or undead enemy model with a melee attack while in Morvahna's control area this turn, center a 3″ AOE on the destroyed model before removing it from the table. The AOE is forest terrain that remains in play for one round. Enemy models in the AOE when it is put in play are hit and suffer an unboostable POW 13 blast damage roll.

MORVAHNA
Pathfinder
Sacrificial Pawn [Faction warrior] - When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Faction warrior model within 3″ of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

WEAPONS [MORVAHNA]
Equinox [1x] (None) POW: 7   **P+S:** 12
Magical Weapon
Reach
Harrow - An enemy model damaged by this weapon suffers Harrow for one round. Once per turn this model can transfer damage to an enemy model with Harrow.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Eruption of Life	3	10	–	13	No	Yes

If this attack destroys a living or undead enemy model, center a 3″ AOE on the destroyed model before removing it from the table. The AOE is forest terrain that remains in play for one round. Enemy models in the AOE when it is put in play are hit and suffer an unboostable POW 13 blast damage roll.

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

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

	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
Regrowth	4	6	–	–	Yes	No

Target friendly living Faction small-based unit. During the Control Phase this model can spend one or more fury points. For each fury point spent, return one destroyed Grunt to the unit. It must be placed in this model's control area in formation and within 3″ of another model in its unit. The Grunt is returned with one unmarked damage box.

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

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

January 29, 2010

Mohsar the Desertwalker
Circle Warlock

MOHSAR

Mohsar's Damage: ▪□□□□□▪▪□□□□□▪▪□□□□

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

FA: C
Warbeast Points: +5
Base Size: Small
Damage: 15

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

MOHSAR
Eyeless Sight
Pathfinder
Circular Vision - This model's front arc extends to 360˚.
Maltreatment - Once per turn during its activation this model can remove 1 fury point from a warbeast in its battlegroup that is in its control area and add 1 fury point to its own current total. The warbeast suffers d3 damage points.

WEAPONS [MOHSAR]
Dust Howler [1x] (None)   **RNG:** SP 8   **ROF:** 1 **AOE:** - **POW:** 13
Magical Weapon

Witherthorn [1x] (None)   **POW:** 6   **P+S:** 10
Magical Weapon
Reach
Erosion - This model rolls an additional die on this weapon's damage rolls against non-living models.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Crevasse	3	8	–	12	No	Yes

If Crevasse boxes its original target, you can make a SP 6 attack using the boxed model as the attack's point of origin. Models hit suffer a POW 12 magic damage roll. Models boxed by Crevasse are removed from play.

Curse of Shadows	3	8	–	–	Yes	Yes

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.

Mirage	3	6	–	–	Yes	No

Target friendly Faction model/unit gains Apparition. (During your Control Phase, place models with Apparition anywhere completely within 2˝ of their current locations. If Mirage affects a unit, only models in formation can be placed.)

Pillar of Salt	2	Ctrl	3	–	No	No

Place a 3˝ AOE anywhere completely in this model's control area where it does not touch a model's base. The AOE is an obstruction that blocks LOS and provides cover. It is a structure with ARM 18 and leaves play if it suffers 1 or more damage points. The AOE remains in play for one round.

Sands of Fate	2	Self	Ctrl	–	No	No

Remove a friendly living Faction trooper model in this model's control area from play and replace it with this model. This model cannot advance this activation after being placed by Sands of Fate.

Sunhammer	3	Self	Ctrl	–	Yes	No

Enemy warbeasts/warjacks that advance more than 1˝ and end their normal movement in this model's control area suffer d3 damage points.

January 29, 2010

Argus
Circle Light Warbeast

ARGUS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	8	5	4	15	14	6	3	9

FA: U
Point Cost: 4
Base Size: Medium
Damage: 21 (Mind 7, Body 7, Spirit 7)

Animus	Cost	RNG	AOE	POW	UP	OFF
Tracker	1	6	–	–	No	No

Target friendly model gains Circular Vision and Pathfinder ICON for one turn.

ARGUS

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

WEAPONS [ARGUS]

Doppler Bark [1x] (Head)   **RNG:** SP 6   **ROF:** 1 **AOE:** - **POW:** -
Paralysis - The base DEF of a living model hit by this attack becomes 7 and it cannot run or charge for one round.

Bite [2x] (Head)   **POW:** 4   **P+S:** 12
Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

January 29, 2010

Gorax
Circle Light Warbeast

GORAX

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

FA: U
Point Cost: 4
Base Size: Medium
Damage: 22 (Mind 7, Body 8, Spirit 7)

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

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

Target friendly living warbeast gains +2 STR and MAT for one round and automatically frenzies during your next Control Phase.

GORAX

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

WEAPONS [GORAX]
Claw [2x] (Left and Right)   **POW:** 3   **P+S:** 12
Open Fist

January 29, 2010

Woldwatcher
Circle Light Warbeast

WOLDWATCHER

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

FA: U
Point Cost: 4
Base Size: Medium
Damage: 24 (Mind 7, Body 8, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP	OFF
Earth's Blessing	1	Self	–	–	No	No

This model cannot be pushed, knocked down, or made stationary for one round.

WOLDWATCHER
Advance Deployment
Construct
Pathfinder
Stone Form - During its activation, this model can be forced to use Stone Form. For one round or until it advances, this model gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks.

WEAPONS [WOLDWATCHER]
Elemental Strike [1x] (<—>) **RNG:** 10   **ROF:** 1 **AOE:** - **POW:** 12
Magical Weapon
Fertilizer - When a living model is boxed by this weapon, center a 3″ AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

Rune Fist [2x] (Left and Right)   **POW:** 4 **P+S:** 12
Magical Weapon
Open Fist
Fertilizer - When a living model is boxed by this weapon, center a 3″ AOE on it and then remove the model from play. The AOE is a forest that remains in play for one round.

January 29, 2010

Woldwyrd
Circle Light Warbeast

WOLDWYRD

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

FA: U
Point Cost: 5
Base Size: Medium
Damage: 22 (Mind 8, Body 6, Spirit 8)

Animus	Cost	RNG	AOE	POW	UP	OFF
Arcane Suppression	2	Self	–	–	No	No

While within 10" of this model, enemy models must pay double fury and focus points to cast or upkeep spells. Arcane Suppression lasts for one round.

WOLDWYRD

Construct
Gunfighter
Pathfinder
Steady - This model cannot be knocked down.
Witch Hunter - After an enemy model casts a spell within 10˝ of this model, this model can immediately make a normal ranged attack targeting that model.

WEAPONS [WOLDWYRD]

Arcane Strike [1x] (<—>)   **RNG:** 10   **ROF:** 3 **AOE:** - **POW:** 10
Magical Weapon
Purgation - Gain an additional die on attack and damage rolls with this weapon against models with an enemy upkeep spell on them.

January 29, 2010

Gnarlhorn Satyr
Circle Heavy Warbeast

SATYR

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

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

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

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

SATYR

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

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

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

WEAPONS [SATYR]

Horns [1x] (Head)   POW: 4   P+S: 15
Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

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

January 29, 2010

Shadowhorn Satyr
Circle Heavy Warbeast

SATYR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	10	5	3	13	17	6	3	9

FA: U
Point Cost: 6
Base Size: Large
Damage: 24 (Mind 7, Body 10, Spirit 7)

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

Animus	Cost	RNG	AOE	POW	UP	OFF
Virility	1	6	–	–	No	No
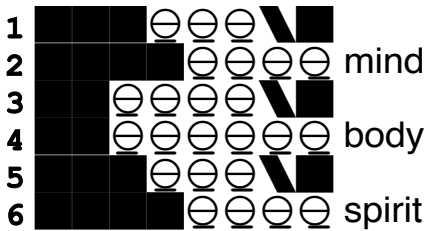
Target friendly living Faction warbeast can make a power attack this activation without being forced. A model that is power attack slammed or thrown by the affected warbeast is moved an additional +2˝. Virility lasts for one turn.

SATYR

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

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

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

WEAPONS [SATYR]

Horns [1x] (Head)   **POW:** 3   **P+S:** 13
Hard Head - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

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

January 29, 2010

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
Piercing Strike	2	6	–	–	No	No

Target friendly Faction model's weapons gain Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to a model's ARM or DEF.)

WARPWOLF

Controlled Warping - At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

·**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.

·**Spell Ward -** This model cannot be targeted by spells.

·**Warp Strength -** This model gains +2 STR.

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]

Death Howler [1x] (<—>)   **RNG:** SP 10   **ROF:** 1 **AOE:** - **POW:** 14
Magical Weapon

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

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Feral Warpwolf
Circle Heavy Warbeast

WARPWOLF

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

FA: U
Point Cost: 9
Base Size: Large
Damage: 28 (Mind 8, Body 11, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP	OFF
Baying of Chaos	2	Self	*	—	No	No

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

WARPWOLF

Controlled Warping - At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model frenzies it must choose Warp Strength at the start of its activation.

- **Protective Plates -** This model gains +2 ARM.
- **Warp Speed -** This model gains +2 SPD.
- **Warp Strength -** This model gains +2 STR.

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

WEAPONS [WARPWOLF]

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

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

January 29, 2010

Woldwarden
Circle Heavy Warbeast

WOLDWARDEN

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	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 this model. 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.

January 29, 2010

Megalith

Circle Character Heavy Warbeast

MEGALITH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	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 this model, 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, remove d3 damage points from this model. During your Control Phase, rremove 1 damage point from friendly Woldwardens B2B with it.

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.

January 29, 2010

Reeves of Orboros
Circle Unit

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 5 Grunts: 6
                  Leader & 9 Grunts: 10
Base Size: Small

LEADER & GRUNTS
Combined Ranged Attack
Pathfinder
Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.
Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.

WEAPONS [LEADER & GRUNTS]
Double Crossbow [1x] (None)   **RNG:** 10   **ROF:** 1 **AOE:** - **POW:** 10

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

January 29, 2010

Wolves of Orboros
Circle Unit

LEADER & GRUNTS

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

FA: 3
Point Cost: Leader & 5 Grunts: 4
                 Leader & 9 Grunts: 6
Base Size: Small

<u>LEADER & GRUNTS</u>
Combined Melee Attack
Pathfinder

<u>WEAPONS [LEADER & GRUNTS]</u>
<u>Cleft Spear [1x] (None)</u>   **POW:** 4   **P+S:** 9
Reach
Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

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Wolves of Orboros Chieftain & Standard
Circle Unit Attachment

Chieftain's Damage: ▪■☐☐☐☐

CHIEFTAIN

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

STANDARD BEARER

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

FA: 1
Point Cost: Chieftain & Standard Bearer: 2
Base Size: Small
Damage: Chieftain's Damage: 5

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

CHIEFTAIN
Combined Melee Attack
Officer
Pathfinder
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.
Tactics: Ranked Attacks - Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

WEAPONS [CHIEFTAIN]
Cleft Spear [1x] (None)   **POW:** 4   **P+S:** 9
Reach
Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

STANDARD BEARER
Pathfinder
Standard Bearer

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Tharn Bloodtrackers
Circle Unit

LEADER & GRUNTS

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

FA: 1
Point Cost: Leader & 5 Grunts: 5
                 Leader & 9 Grunts: 8
Base Size: Small

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

WEAPONS [LEADER & GRUNTS]
Thrown Javelin [1x] (None) **RNG:** 7 **ROF:** 1 **AOE:** - **POW:** 3
Weapon Master
Thrown - Add this model's STR to the POW of this ranged attack.

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

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Tharn Bloodweavers
Circle Unit

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 5 Grunts: 5
Base Size: Small

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

WEAPONS [LEADER & GRUNTS]
Sacral Blade [1x] (None)   **POW:** 3   **P+S:** 9
Magical Weapon
Bloodletting - When this model makes an attack with this weapon during its activation, choose one of the following abilities:
     ·**Blood Burst -** When this attack boxes a living enemy model, center a 5˝ AOE on the boxed model, then remove the model from play. Enemy models in the AOE are hit and suffer a blast damage roll with a POW equal to the boxed model's STR.
          ·**Blood Spiller -** Gain an additional damage die against a living model.
          ·**Dispel -** When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

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Tharn Ravagers
Circle Unit

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 3 Grunts: 6
             Leader & 5 Grunts: 9
Base Size: Medium
Damage: 8

Ravager A's Damage:	
Ravager B's Damage:	
Ravager C's Damage:	
Ravager D's Damage:	
Ravager E's Damage:	
Ravager F's Damage:	
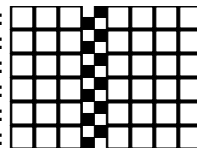
LEADER & GRUNTS

Fearless
Pathfinder
Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.
Treewalker - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

WEAPONS [LEADER & GRUNTS]

Tharn Axe [1x] (None)   **POW:** 5 **P+S:** 13
Reach
Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

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Tharn Ravager Shaman
Circle Unit Attachment

SHAMAN

Shaman's Damage: ☐☐☐◧■☐☐☐☐

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

FA: 1
Point Cost: 2
Base Size: Medium
Damage: 8

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

SHAMAN
Fearless
Officer
Pathfinder
Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.
Granted: Brutal Charge - While this model is in play, the melee weapons of models in its unit gain Brutal Charge. (A model gains +2 to charge attack damage rolls when attacking with a weapon with Brutal Charge.)
Tactics: Advance Deployment - Models in this unit gain Advance Deployment ICON.
Treewalker - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

WEAPONS [SHAMAN]
Totem Staff [1x] (None)   **POW:** 5 **P+S:** 13
Reach
Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

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Tharn Wolf Riders
Circle Light Cavalry Unit

LEADER & GRUNTS

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

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

FA: 1
Point Cost: Leader & 2 Grunts: 6
Leader & 4 Grunts: 10
Base Size: Large
Damage: 5

LEADER & GRUNTS
Pathfinder
Assault (Order) - Affected models must charge or run. As part of a charge, after moving but before making its charge attack, an affected model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the affected model's activation. Models that received this order cannot make combined ranged attacks this activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, the affected model must still make the ranged attack before its activation ends.
Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.
Prey - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10˝ of its prey, it gains +2˝ movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

WEAPONS [LEADER & GRUNTS]
Thrown Javelin [1x] (None) RNG: 7 **ROF:** 1 **AOE:** - **POW:** 3
Weapon Master
Luck - This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.
Thrown - Add this model's STR to the POW of this ranged attack.

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

Mount [1x] (None) **POW:** 12

January 29, 2010

Druids of Orboros
Circle Unit

LEADER

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

GRUNTS

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

FA: 2
Point Cost: Leader & 5 Grunts: 7
Base Size: Small

LEADER
Pathfinder
Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.
Magic Ability [7]
 ·**Counter Magic (★Action) -** While within 3″ of this model + 1″ for each other model in this unit that is in formation, enemy models cannot cast spells and friendly models cannot be targeted by enemy spells. Counter Magic lasts for one round.
 ·**Force Bolt (★Attack) -** Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3″ directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.
 ·**Medicate (★Action) -** RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.
 ·**Summon Vortex (★Action) -** Center a 3″ AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

WEAPONS [LEADER]
Voulge [1x] (None)   **POW:** 4 **P+S:** 10
Magical Weapon
Reach

GRUNTS
Pathfinder
Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.
Magic Ability [7]
 ·**Force Bolt (★Attack) -** Force Bolt is a RNG 10, POW 10 magic attack. An enemy model hit by this attack can be pushed d3″ directly toward or away from this model. Choose the direction before rolling the distance. On a critical hit, the enemy model is knocked down after being pushed.
 ·**Medicate (★Action) -** RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.
 ·**Summon Vortex (★Action) -** Center a 3″ AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

WEAPONS [GRUNTS]
Voulge [1x] (None)   **POW:** 4 **P+S:** 10
Magical Weapon
Reach

January 29, 2010

Druid of Orboros Overseer
Circle Unit Attachment

Overseer's Damage: ◼☐☐☐☐

OVERSEER

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

FA: 1
Point Cost: 2
Base Size: Small
Damage: 5

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

OVERSEER

Officer
Pathfinder
Beast Master - This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.
Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.
Magic Ability [8]
    ·**Elemental Protection (★Action) -** Models in its unit gain Immunity: Cold ICON, Immunity: Electricity ICON, and Immunity: Fire ICON for one round.
    ·**Medicate (★Action) -** RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.
    ·**Summon Vortex (★Action) -** Center a 3˝ AOE cloud effect on this model. Enemy models suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.
    ·**The Devouring (★Attack) -** The Devouring is a RNG 10, AOE 4, POW 8 magic attack. Add one to the POW of the attack for each model in this unit.
Tactics: Advance Deployment - Models in this unit gain Advance Deployment ICON.

WEAPONS [OVERSEER]

Voulge [1x] (None)   **POW:** 4 **P+S:** 10
Magical Weapon
Reach

January 29, 2010

Druid Stoneward & Woldstalkers
Circle Unit

STONEWARD

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

WOLDSTALKER GRUNT

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

FA: 2
Point Cost: Leader & 5 Grunts: 5
Base Size: Small

STONEWARD
Officer
Pathfinder
Magic Ability
  ·**Concentrated Fire (★Action) -** This activation models in this unit gain a +1 cumulative bonus to ranged damage rolls for each other model in this unit that has hit an enemy model with a ranged attack this activation.
  ·**Zephyr (★Action) -** Models in this unit that are in formation can immediately advance up to 3˝. Models cannot be targeted by free strikes during this movement.
Self-Sacrifice - If this model is disabled by an enemy attack, you can choose a non-disabled model in this unit within 3˝ of this model to be destroyed. If another model is destroyed as a result of Self-Sacrifice, this model heals 1 damage point.
Stone Heart - This model never flees and automatically passes command checks.

WEAPONS [STONEWARD]
Voulge [1x] (None)   **POW:** 4 **P+S:** 10
Magical Weapon
Reach

WOLDSTALKER GRUNT
Pathfinder
Construct

WEAPONS [WOLDSTALKER GRUNT]

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

January 29, 2010

Sentry Stone & Mannikins
Circle Unit

Sentry Stone's Damage:: ☐☐☐◪▪☐☐☐☐

Sentry Stone

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

MANNIKIN GRUNT

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

FA: 2
Point Cost: Leader & 3 Grunts: 3
Base Size: Sentry Stone Medium Base
      Grunts Small Base
Damage: 8

Sentry Stone
Advance Deployment
Construct
Officer
Devour Magic - Once per turn at any time during its unit's activation, this model can use Devour Magic. When it does, you can remove up to 1 focus or fury point from each enemy model in its command range. For each focus or fury point removed, place 1 fury point on this model. A model can have focus or fury removed from it once only per turn as a result of Devour Magic. This model can have up to 5 fury points at any time.
Phase - This model can spend 1 fury point to use Phase once at any time during its unit's activation. When it does, place this model anywhere completely within 5″ of its current location.
Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360˚. It has no melee range, cannot engage, and is automatically hit by melee attacks.
Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.
Wellspring - If there are fewer than 3 fury points on the Sentry Stone at the start of its activation, place 1 fury point on it. If there are less than 3 Mannikin Grunts in this unit in play at any time during its unit's activation, this model can spend 1 fury point to put a Mannikin Grunt in play. Place the Mannikin Grunt in formation. Mannikin Grunts cannot activate the activation they are put in play. If this model is destroyed or removed from play, the Mannikin Grunts in its unit are removed from play.

WEAPONS [Sentry Stone]

MANNIKIN GRUNT
Advance Deployment
Construct
Pathfinder
Forest Growth (★Action) - Center a 3″ AOE on this model, then remove the model from play. This AOE is a forest that remains in play for one round.
Fury Linked - While in formation, this model can spend fury on its unit commander during its unit's activation to boost attack or damage rolls.
Splinter Burst (★Attack) - Splinter Burst is a magical ranged attack with base RNG SP 8 and POW 12. Immediately after the Splinter Burst attack is resolved, remove this model from play.

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

January 29, 2010

Shifting Stones
Circle Unit

LEADER & GRUNTS

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

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

FA: 2
Point Cost: Leader & 2 Grunts: 2
Base Size: Small
Damage: 5

LEADER & GRUNTS
Advance Deployment
Construct
Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360˚. It has no melee range, cannot engage, and is automatically hit by melee attacks.
Serenity - At the beginning of your Control Phase, before leaching, you can remove 1 fury point from a friendly Faction warbeast within 1" of this model.
Shifting Powers - Choose one of the following effects at the start of this unit's activation:
 ·**Healing Field -** Models in this unit that are in formation and friendly Faction models within 1″ of one or more of them heal d3 damage points. Roll separately for each model. Healing Field can heal warbeasts with Construct ICON.
 ·**Shifting -** Place each model in this unit that is in formation anywhere within 8″ of its current location.
 ·**Teleportation -** Place one friendly Faction model whose base is within the triangular area between all three Shifting Stones anywhere completely within 8″ of its current location. The placed model must forfeit its movement after being placed this turn. To choose this Shifting power, all three models in this unit must be in formation.

WEAPONS [LEADER & GRUNTS]

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Blackclad Wayfarer
Circle Solo

WAYFARER'S Damage: ▪☐☐☐☐☐

WAYFARER

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

FA: 2
Point Cost: 2
Base Size: Small
Damage: 5

WAYFARER
Commander
Immunity: Cold
Immunity: Electricity
Immunity: Fire
Pathfinder
Magic Ability [7]

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

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

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

WEAPONS [WAYFARER]
Voulge [1x] (None)   **POW:** 4 **P+S:** 10
Magic Weapon
Reach

January 29, 2010

Lord of the Feast
Circle Character Solo

LORD OF THE FEAST

Lord's Damage: ☐☐☐◧◼☐☐☐☐

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

FA: C
Point Cost: 3
Base Size: Small
Damage: 8

LORD OF THE FEAST
Advance Deployment
Fearless
Pathfinder
Stealth
Terror
Blood Reaper - When this model makes its first melee attack during its activation, it makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.
Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.
Virtuoso - This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.

WEAPONS [LORD OF THE FEAST]
Raven [1x] (None)   **RNG:** 10   **ROF:** 1 **AOE:** - **POW:** -
Shifter - When this attack hits an enemy model, immediately after the attack is resolved place this model B2B with the enemy model.

Wurmblade [1x] (None)   **POW:** 5 **P+S:** 13
Magical Weapon
Reach

January 29, 2010

Tharn Ravager White Mane
Circle Solo

WHITE MANE

White Mane's Damage: □□□■▪□□□□

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

FA: 2
Point Cost: 3
Base Size: Medium
Damage: 8

WHITE MANE
Fearless
Pathfinder
Heart Eater - This model gains a corpse token each time it destroys a living enemy model with a melee attack. This model can have up to three corpse token at any time. It can spend a corpse token during its activation to boost an attack or damage roll or to make an additional melee attack.
Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1˝.
Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.
Tactician [Tharn Ravager] - While in this model's command range, friendly Tharn Ravager models ignore other friendly Tharn Ravager models when determining LOS. Friendly Tharn Ravager models can advance through other friendly Tharn Ravager models in this model's command range without effect if they have enough movement to move completely past them.
Treewalker - This model ignores forests when determining LOS. While in a forest, this model gains +2 DEF against melee attack rolls and can advance through obstructions and other models if it has enough movement to move completely past them.

WEAPONS [WHITE MANE]
Tharn Axe [1x] (None)   **POW:** 5 **P+S:** 13
Reach
Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

January 29, 2010

War Wolf
Circle Solo

WAR WOLF

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

FA: 3
Point Cost: 1
Base Size: Medium
Damage: 5

WAR WOLF
Pathfinder
Gang Fighter - When making a melee attack targeting an enemy model in melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.
Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.
Sic 'Em [Reeve of Orboros] - Once per turn if this model is not in melee, when a friendly Reeve of Orboros hits an enemy model with an attack, immediately after the attack is resolved this model can charge the hit model. This model's charge attack roll is boosted.

WEAPONS [WAR WOLF]
Bite [1x] (None)   **POW:** 4 **P+S:** 11

January 29, 2010

Wolf Lord Morraig
Circle Light Cavalry Dragoon Character Solo

MORRAIG

Mounted Damage: ■□□□□□■□□□□□
Dismounted Damage: ■□□□□

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

FA: C
Point Cost: 5
Base Size: Large Base Mounted
 Small Base Dismounted
Damage: Mounted Damage: 10
 Dismounted Damage: 5

MORRAIG
Commander
Fearless
Pathfinder
Cleave - When this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.
Dragoon - While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, base ARM 15.
Flank [Wolves of Orboros] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.
Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

WEAPONS [MORRAIG]
Cleft Blade [1x] (None)   **POW:** 6   **P+S:** 13
Reach
Weapon Master

Mount [1x] (None)   **POW:** 12

January 29, 2010

Kromac the Ravenous
Circle Tharn Warlock

HUMAN FORM

Kromac's Damage: ☐☐▉▉☐☐☐☐▉☐☐☐☐▉☐☐☐☐

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

FA: C
Warbeast Points: +4
Base Size: 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.

HUMAN FORM
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.
Beast Mind - This model does not have the Commander advantage, cannot upkeep spells, and cannot cast non-animi spells.
Beast Out - When this model suffers damage from an enemy attack during an opponent's turn while in human form, immediately after the attack is resolved this model can spend 1 fury point to take beast form. Replace its human model with the beast model. Effects on the replaced model are applied to the beast model.

WEAPONS [HUMAN FORM]
Dusk & Dawn [1x] (None)   **POW:** 5   **P+S:** 11
Magical Weapon
Reach

SPELLS

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.

Inviolable Resolve	2	6	–	–	Yes	No

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

Rift	3	8	4	13	No	Yes

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

Warpath	2	Self	Ctrl	–	Yes	No

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

Wild Aggression	3	6	–	–	Yes	No

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

January 29, 2010

Kromac the Ravenous
Circle Tharn Warlock

BEAST FORM

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

Base Size: Medium Base

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.

BEAST FORM
Pathfinder
Terror
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.
Beast Mind - This model does not have the Commander advantage, cannot upkeep spells, and cannot cast non-animi spells.
Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5˝ of its current location. Any effects that prevent it from charging also prevent it from using Jump.

WEAPONS [BEAST FORM]
Dusk & Dawn [1x] (None)   **POW:** 5   **P+S:** 14
Magical Weapon
Reach

January 29, 2010

Master Tormentor Morghoul
Skorne Warlock

MORGHOUL

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

FA: C
Warbeast Points: +7
Base Size: Small
Damage: 15

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

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

WEAPONS [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

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Abuse	2	6	–	–	No	No

Target friendly warbeast gains +2 SPD and STR for one round but suffers d3 damage points.

Admonition	2	6	–	–	Yes	No

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

Torment	2	10	–	12	No	Yes

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

January 29, 2010

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
Apparition - During your Control Phase, place this model anywhere completely within 2˝ of its current location.
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.

WEAPONS [MORGHOUL]
Mercy [1x] (None)   **POW:** 6 **P+S:** 12
Magical Weapon
Weapon Master
Death Rite - This model gains a fury point when it destroys a living or undead enemy model with this weapon.
Grievous Wounds - When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

SPELLS

	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.

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.)

Lock the Target	2	10	–	10	No	Yes

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

January 29, 2010

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

SPELLS

	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.

January 29, 2010

Supreme Archdomina Makeda
Skorne Epic Warlock

Makeda's Damage: ☐▮☐☐☐☐☐▮☐☐☐☐☐▮☐☐☐☐

MAKEDA

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

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

Feat: Instruments of War
While in Makeda's control area, friendly Faction models gain boosted melee attack rolls, and cannot be knocked down or be targeted by free strikes. Instruments of War lasts for one round.

MAKEDA

Elite Cadre [Praetorian Swordsmen] - Friendly Praetorian Swordsmen models gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3″ and make one normal melee attack.)
Inspiration [Skorne models] - Friendly Skorne models models/units in this model's command range never flee and immediately rally.
Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1″.
Stay Death - Once per turn, when a friendly living Skorne trooper model is disabled in this model's command range, this model can spend 1 fury point for the disabled model to heal 1 damage point.

WEAPONS [MAKEDA]
Sword of Baalash [2x] (None)   **POW:** 5   **P+S:** 12
Magical Weapon

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Engine of Destruction	2	Self	–	–	No	No

This model gains +2 SPD, +4 STR, and +4 MAT for one round.

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

Immediately after this model ends its normal movement, target warbeast in its battlegroup can advance up to 3″ toward it.

	Cost	RNG	AOE	POW	UP	OFF
Road to War	3	Self	Ctrl	–	No	No

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

	Cost	RNG	AOE	POW	UP	OFF
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.

January 29, 2010

Lord Tyrant Hexeris
Skorne Warlock

Hexeris' Damage: ☐☐☐■☐☐☐☐☐■☐☐☐☐☐■☐☐☐☐

HEXERIS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	8	7	5	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 Undead ICON 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 warrior model/unit gains Tough ICON and Undead ICON. This model can gain 1 fury point when an affected model is destroyed by an enemy attack, continuous effect, or collateral damage.

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

Target warbeast in this model's battlegroup can use this model's current MAT and RAT in place of its own. This model can transfer damage to the warbeast even if it is not in this model's control area. This model can transfer damage to the warbeast once per turn without spending fury.

	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.

January 29, 2010

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 - During this model's activation, it can use one of the following plans. A friendly Faction model/unit can be affected by only one plan each turn.
　　·**Overcome -** RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ICON for one turn.
　　·**Press Forward -** RNG 5. Target friendly Faction warrior 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
Combo Smite (★Attack) - Make a melee attack. On a hit, instead of making a normal damage roll the target model is slammed d6˝ directly away from this model and suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to this model's STR.

SPELLS

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Defender's Ward	2	6	–	–	Yes	No
Target friendly Faction model/unit gains +2 DEF and ARM.						
Fury	2	6	–	–	Yes	No
Target friendly model/unit gains +3 to melee damage rolls but suffers −1 DEF.						
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.						

January 29, 2010

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
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.
Field Officer [non-character Ancestral Guardian] - If this model is included in an army, you can include one additional non-character Ancestral Guardian solo over that solo's FA.
Union [Ancestral Guardians] - This model can transfer damage to friendly Ancestral Guardians.

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, it is destroyed at the end of the turn.

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.

January 29, 2010

Kovaas

Skorne Solo

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
Dessicator (★Action) - Center a 4˝ AOE cloud effect on this model. Living models entering or ending their activation in the AOE suffer 1 point of corrosion damage ICON. The AOE remains in play for one round.
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.
Soul Taker - This model gains one soul token when a living enemy model is destroyed within 2˝ of it. 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.

WEAPONS [KOVAAS]

Wasting Touch (None)   **POW:** 14   **P+S:** 14
Magical Weapon
Reach
Thresher (★Attack) - This model makes one melee attack with this weapon against each model in its LOS and this weapon's melee range.

January 29, 2010

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 melee 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.

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.

	Cost	RNG	AOE	POW	UP	OFF
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 magic 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.

	Cost	RNG	AOE	POW	UP	OFF
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.)

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

Target friendly living Faction warrior model/unit gains Tough ICON and Undead ICON. This model can gain 1 fury point when an affected model is destroyed by an enemy attack, continuous effect, or collateral damage.

	Cost	RNG	AOE	POW	UP	OFF
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.

January 29, 2010

Basilisk Drake
Skorne Light Warbeast

DRAKE

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

FA: U
Point Cost: 4
Base Size: Medium
Damage: 19 (Mind 7, Body 5, Spirit 7)

Animus	Cost	RNG	AOE	POW	UP	OFF
Lurker	1	6	–	–	No	No

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

DRAKE

WEAPONS [DRAKE]
Withering Gaze [1x] (Head) **RNG:** SP 8   **ROF:** 1 **AOE:** - **POW:** 14
Magical Weapon

Bite [1x] (Head)   **POW:** 4   **P+S:** 12

January 29, 2010

Basilisk Krea

Skorne Light Warbeast

KREA

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

FA: U
Point Cost: 4
Base Size: Medium
Damage: 21 (Mind 7, Body 5, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP	OFF
Paralytic Aura	2	Self	–	–	No	No

This model gains +2 DEF and ARM against ranged attacks. While within 2″ of this model, friendly models gain +2 DEF and ARM against ranged attacks and enemy models suffer –2 DEF. Paralytic Aura lasts for one round.

KREA

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

WEAPONS [KREA]

Spiritual Paralysis [1x] (Head)   **RNG:** 8 **ROF:** 1 **AOE:** - **POW:** -
Paralysis - The base DEF of a living model hit by this attack becomes 7 and it cannot run or charge for one round.

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

January 29, 2010

Cyclops Brute
Skorne Light Warbeast

BRUTE

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	5	3	13	17	6	3	9

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

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

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

Target friendly model cannot be knocked down. When it is slammed, reduce the slam distance rolled by 3. Safeguard lasts for one round.

BRUTE

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

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

WEAPONS [BRUTE]

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

Halberd [1x] (Right) POW: 4 **P+S:** 12
Reach
Set Defense - A model in this model's front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

January 29, 2010

Cyclops Savage
Skorne Light Warbeast

SAVAGE

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

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

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

Animus	Cost	RNG	AOE	POW	UP	OFF
Prescience	1	6	–	–	No	No

Target friendly Faction model gains Future Sight for one turn.

SAVAGE

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

WEAPONS [SAVAGE]

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

January 29, 2010

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)

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

January 29, 2010

Bronzeback Titan
Skorne Heavy Warbeast

BRONZEBACK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
4	13	7	3	12	19	6	5	8

FA: U
Point Cost: 10
Base Size: Large
Damage: 33 (Mind 9, Body 14, Spirit 10)

Animus	Cost	RNG	AOE	POW	UP	OFF
Train Wreck	1	6	–	–		

Target friendly warbeast's weapons gain Beat Back. (Immediately after a normal attack with a weapon with Beat Back 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˝.)

BRONZEBACK

Counter Charge - When an enemy model advances and ends its movement within 6˝ of this model and in its LOS, this model can immediately charge it. If it does, it cannot make another counter charge until after your next turn. This model cannot make a counter charge while engaged.

Hyper Aggressive - When this model suffers damage from an enemy attack anytime except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.

Leadership [Titans] - While in this model's command range, friendly Titan non-Bronzeback warbeasts automatically pass THR checks.

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
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.

January 29, 2010

Rhinodon
Skorne Heavy Warbeast

RHINODON

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	10	5	3	11	18	6	4	9

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

Animus	Cost	RNG	AOE	POW	UP	OFF
Amuck	1	6	-	-	No	No

When target friendly warbeast makes a special attack its attack rolls are boosted this turn.

RHINODON

Back Plates - When a model hits this model with a free strike attack, immediately after the attack has been resolved the attacking model suffers d6 damage points.

WEAPONS [RHINODON]

Tail [1x] (<—>) POW: 5 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: 13
Open Fist

January 29, 2010

Titan Cannoneer
Skorne Heavy Warbeast

CANNONEER

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

FA: U
Point Cost: 9
Base Size: Large
Damage: 26 (Mind 9, Body 10, Spirit 7)

Animus	Cost	RNG	AOE	POW	UP	OFF
Diminish	2	Self	*	—	No	No

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

CANNONEER

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

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

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

January 29, 2010

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)

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

Target friendly warbeast gains +2˝ movement and Pathfinder ICON. Rush lasts for one turn.
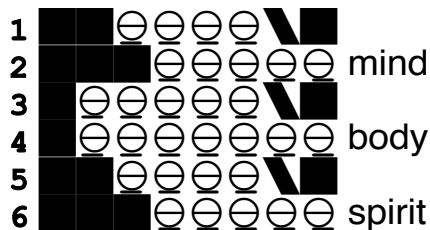
GLADIATOR

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

January 29, 2010

Molik Karn

Skorne Cyclops Character Heavy Warbeast

MOLIK KARN

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

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

1			
2			mind
3			
4			body
5			
6			spirit

Animus	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:** 13
Reach
Weapon Master
Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

January 29, 2010

Cataphract Arcuarii
Skorne Unit

LEADER & GRUNTS

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

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

FA: 2
Point Cost: Leader & 3 Grunts: 6
                 Leader & 5 Grunts: 9
Base Size: Medium
Damage: 8
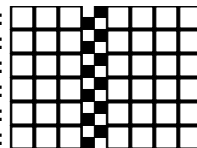
LEADER & GRUNTS
Combined Ranged Attack
Fearless

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

January 29, 2010

Cataphract Cetrati
Skorne Unit

LEADER & GRUNTS

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

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

FA: 2
Point Cost: Leader & 3 Grunts: 8
               Leader & 5 Grunts: 11
Base Size: Medium
Damage: 8
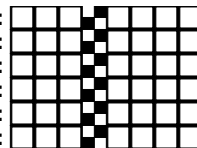
LEADER & GRUNTS
Combined Melee Attack
Fearless
Shield Wall (Order) - For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WEAPONS [LEADER & GRUNTS]
War Spear [1x] (None)   **POW:** 4   **P+S:** 11
Reach
Weapon Master

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Immortals
Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	6	3	12	17	8

FA: 2
Point Cost: Leader & 5 Grunts: 5
            Leader & 9 Grunts: 8
Base Size: Small Base

LEADER & GRUNTS
Construct
Resonance [Ancestral Guardian] - When it begins its activation in the command range of a friendly Ancestral Guardian model, this model gains +2˝ movement this activation.
Vengeance - During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3˝ and make one normal melee attack.

WEAPONS [LEADER & GRUNTS]
Great Sword [1x] (None)   **POW:** 6   **P+S:** 13
Magic Weapon
Reach

January 29, 2010

Paingiver Bloodrunners
Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	14	11	8

FA: 2
Point Cost: Leader & 5 Grunts: 5
Base Size: Small Base

LEADER & GRUNTS
Advance Deployment
Pathfinder
Stealth
Anatomical Precision - When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.
Shadow Play - If a model in this unit damages one or more enemy models with a melee attack during its combat action, at the end of its combat action you can place one model in the unit in formation anywhere within 1˝ of another model in this unit.

WEAPONS [LEADER & GRUNTS]
Assassin's Blade [1x] (None)   **POW:** 3   **P+S:** 8

January 29, 2010

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. Enrage lasts for one 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.

January 29, 2010

Praetorian Ferox
Skorne Cavalry Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
8	7	6	4	13	17	9

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

FA: 1
Point Cost: Leader & 2 Grunts: 7
            Leader & 4 Grunts: 11
Base Size: Large
Damage: 5

LEADER & GRUNTS
Pathfinder
Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.
Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5˝ of its current location. Any effects that prevent it from charging also prevent it from using Jump.
Steady - This model cannot be knocked down.

WEAPONS [LEADER & GRUNTS]
Cavalry Spear [1x] (None)   **POW:** 5   **P+S:** 12
Reach
Brutal Charge - This model gains +2 to charge attack damage rolls with this weapon.

Mount [1x] (None)   **POW:** 12

January 29, 2010

Praetorian Karax
Skorne Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	5	4	12	14	9

FA: 2
Point Cost: Leader & 5 Grunts: 4
Leader & 9 Grunts: 6
Base Size: Small Base

LEADER & GRUNTS
Combined Melee Attack
Girded - This model does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.
Ranked Attacks - Friendly Faction models can ignore this model when determining LOS.
Shield Wall (Order) - For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WEAPONS [LEADER & GRUNTS]
Pike [1x] (None)   **POW:** 4 **P+S:** 10
Reach

January 29, 2010

Praetorian Swordsmen
Skorne Unit

LEADER & GRUNTS

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

FA: 3
Point Cost: Leader & 5 Grunts: 4
Leader & 9 Grunts: 6
Base Size: Small Base

LEADER & GRUNTS
Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.

WEAPONS [LEADER & GRUNTS]
Sword [2x] (None)   POW: 3 **P+S:** 9
Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

January 29, 2010

Praetorian Swordsman Officer & Standard
Skorne Unit Attachment

Officer's Damage: ■□□□□□

Officer
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	14	10

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

FA: 1
Point Cost: 2
Base Size: Small Base
Damage: Officer's Damage: 5

Attachment [Praetorian Swordsmen] - This attachment can be added to a Praetorian Swordsmen unit.

Officer
Officer
Granted: Practiced Maneuvers - While this model is in play, models in its unit gain Practiced Maneuvers. (A model with Practiced Maneuvers can ignore other models in its unit when determining LOS and can advance through other models in its unit if it has enough movement to move completely past them.)
Penetrating Strike - After hitting a warjack or warbeast with this model's melee attack, you can choose to have it suffer 1 damage point instead of a normal damage roll.
Perfect Strike - Once per game during this unit's activation, this model can use Perfect Strike. During this activation, when making melee attacks against a warrior model, models in this unit that are in formation can inflict 1 damage point instead of making a damage roll.
Tactics: Overtake - Models in this unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1˝.)

WEAPONS [Officer]
Sword [2x] (None)   POW: 3 **P+S:** 9
Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

STANDARD BEARER
Standard Bearer

January 29, 2010

Tyrant Commander & Standard Bearer
Skorne Unit

Tyrant's Damage: ▢▢▢▢■▢▢▢▢
Bearer's Damage: ■▢▢▢▢

TYRANT

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

STANDARD BEARER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	13	14	8

FA: 2
Point Cost: Tyrant & Bearer 3
Base Size: Tyrant Medium
　　　　　　Bearer Small
Damage: Officer's Damage: 8
　　　　　　Bearer's Damage 5

TYRANT
Officer
Commander
Fearless
Battle Plan - During this model's activation, it can use one of the following plans. A friendly Faction model/unit can be affected by only one plan each turn.
　　　·Overcome - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ICON for one turn.
　　　·Press Forward - RNG 5. Target friendly Faction warrior 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
Inspiration [Skorne] - Friendly Skorne models/units in this model's command range never flee and immediately rally.

WEAPONS [STANDARD BEARER]

Sword [1x] (None)　POW: 3 **P+S:** 9

January 29, 2010

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

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Venator Catapult Crew
Skorne Weapon Crew Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	5	13	12	8

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	5	5	5	13	12	8

FA: 2
Point Cost: Leader & 2 Grunts: 3
Base Size: Leader: Large Base
          Grunt: Small Base

LEADER

WEAPONS [LEADER]
Catapult [1x] (None) RNG: 18   **ROF:** 1 **AOE:** 4 **POW:** 15
Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1″ of the target.
Inaccurate - This model suffers –4 to attack rolls with this weapon.
Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.
Minimum Range [8] - Attacks made with this weapon cannot target any model within 8″ of it.
Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.

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

WEAPONS [GRUNTS]

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

January 29, 2010

Agonizer
Skorne Solo

Agonizer's Damage: ☐☐☐◧■☐☐☐☐

AGONIZER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	3	1	13	16	6

FA: 1
Point Cost: 2
Base Size: Small Base
Damage: 8

AGONIZER
Fearless
Agonies - Once during its activation, this model can spend 1 fury point to use one of the following effects. Enemy models suffer these effects while within 4″ of this model + 1″ per fury point on it. Agonies last for one round.
 ·**Gnawing Pain -** Affected enemy warbeasts suffer –2 to their damage rolls.
 ·**Maddening -** Affected enemy warbeasts suffer –2 THR.
 ·**Spiritual Affliction -** Affected enemy warbeasts lose their animi. Affected enemy warjacks lose the Arc Node advantage and cannot be allocated focus.
Fury Bank - While this model is in a friendly warlock's control area during the warlock's activation, the warlock can move fury points from itself to this model. This model can have up to 5 fury points at any time. While this model is in a friendly Faction warlock's control area, the warlock can leach fury from this model as if it was a warbeast.

WEAPONS [AGONIZER]

January 29, 2010

Ancestral Guardian
Skorne Solo

GUARDIAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	8	8	3	10	18	10

FA: 2
Point Cost: 3
Base Size: Medium Base
Damage: 10

GUARDIAN
Construct
Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.
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.
Steady - This model cannot be knocked down.

WEAPONS [GUARDIAN]
Halberd [1x] (None) **POW:** 5   **P+S:** 13
Magical Weapon
Reach

January 29, 2010

Extoller Soulward
Skorne Solo

Soulward's Damage: ▪☐☐☐☐☐

SOULWARD

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

FA: 2
Point Cost: 2
Base Size: Small Base
Damage: 5

SOULWARD

Gunfighter

Gatekeeper - This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to five soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

Ghost Shield - This model gains +1 ARM for each soul token currently on it.

Guidance (★Action) - RNG 5. Target friendly faction model. If target model is in range, it gains Eyeless Sight ICON and its weapons gain Magical Weapon ICON for one turn.

Spirit Guide - During its activation, you can remove soul tokens from this model and place them on friendly Faction models in this model's command range that have the Soul Guardian ability. A model cannot have more than three soul tokens as a result of Spirit Guide.

WEAPONS [SOULWARD]

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

Magical Weapon

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

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

January 29, 2010

Paingiver Bloodrunner Master Tormentor
Skorne Solo

Master Tormentor's Damage: ▪️☐☐☐☐☐

MASTER TORMENTOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	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.
Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.
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.

January 29, 2010

Void Spirit
Skorne Solo

Master Tormentor's Damage: ◾☐☐☐☐☐

VOID SPIRIT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	3	14	12	5

FA: 2
Point Cost: 2
Base Size: Small Base
Damage: 5

VOID SPIRIT
Abomination
Incorporeal
Undead
Annihilator - This model gains an additional die on melee damage rolls against living models. When a living model is destroyed within 3″ of this model, it never generates a soul token.
Poltergeist - When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3″ directly away from this model.

WEAPONS [VOID SPIRIT]
Talons [1x] (None)   **POW:** 6   **P+S:** 12
Magical Weapon
Eruption of Ash - If a model is boxed by an attack made with this weapon, center a 3″ AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll ICON. Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll ICON. Eruption of Ash damage rolls cannot be boosted.

January 29, 2010

Tyrant Rhadeim
Skorne Dragoon Character Solo

Mounted Damage: ☐☐☐☐☐☐☐☐☐☐
Dismounted Damage: ☐☐☐☐☐

RHADIEM

SPD	STR	MAT	RAT	DEF	ARM	CMD
8/6	7	8	4	14	17/15	10

FA: C
Point Cost: 5
Base Size: Large Base Mounted
⠀⠀⠀⠀⠀⠀⠀⠀Small Base Dismounted
Damage: Mounted Damage: 10
⠀⠀⠀⠀⠀⠀⠀Dismounted Damage: 5

RHADIEM

Commander
Pathfinder
Combat Rider - During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.
Dragoon - While mounted, this model has base SPD 8 and base ARM 17. While dismounted, it has base SPD 6, base ARM 15, and loses Jump, Pathfinder ICON, and Steady.
Evasive - This model cannot be targeted by free strikes. This model can advance up to 2″ immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.
Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5″ of its current location. Any effects that prevent it from charging also prevent it from using Jump.
Steady - This model cannot be knocked down.
Veteran Leader [Praetorian Ferox] - Friendly Praetorian Ferox trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [RHADIEM]

Lance of Bashek [1x] (None) ⠀⠀⠀⠀**POW:** 5 ⠀⠀⠀⠀**P+S:** 12
Magical Weapon
Reach
Armor Piercing (★Attack) - When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Mount [1x] (None)⠀⠀**POW:** 12

January 29, 2010

Lylyth, Herald of Everblight
Legion Blighted Nyss Warlock

LYLYTH

Lylyth's Damage: ◼☐☐☐☐☐◼☐☐☐☐☐◼☐☐☐☐

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

FA: C
Warbeast Points: +6
Base Size: Small Base
Damage: 15

Feat: Field of Slaughter
While in Lylyth's control area, friendly Faction models roll an additional die on attack rolls this turn.

LYLYTH
Eyeless Sight
Pathfinder
Bushwhack - During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

WEAPONS [LYLYTH]
Hellsinger [1x] (None) **RNG:** 12 **ROF:** 2 **AOE:** - **POW:** 12
Magical Weapon
Blood Lure - Warbeasts in this model's battlegroup can charge enemy models hit by this weapon this turn without being forced.
Witch Mark - If this attack hits an enemy model during this model's activation, this model can target and automatically hit that model with spells, ignoring RNG and LOS, until the end of this model's activation.

Bow Blade [1x] (None) **POW:** 3 **P+S:** 7

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Bad Blood	2	10	–	–	Yes	Yes

A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.

	Cost	RNG	AOE	POW	UP	OFF
Parasite	3	8	–	–	Yes	Yes

Target model/unit suffers –3 ARM and this model gains +1 ARM.

	Cost	RNG	AOE	POW	UP	OFF
Eruption of Spines	3	10	–	10	No	Yes

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

January 29, 2010

Lylyth, Shadow of Everblight
Legion Epic Blighted Nyss Warlock

Lylyth's Damage: ▪☐☐☐☐☐▪☐☐☐☐☐▪☐☐☐☐

LYLYTH

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

FA: C
Warbeast Points: +5
Base Size: Small Base
Damage: 15

Feat: Decimation

While in Lylyth's control area, friendly Faction models' ranged weapons gain Snipe. While in Lylyth's control area, models in her battlegroup can make one additional ranged attack during their activations. Attacks gained from Decimation do not count against a weapon's ROF. Decimation lasts for one turn. (Ranged weapons with Snipe gain +4 RNG).

LYLYTH

Eyeless Sight
Pathfinder
Arcane Hunter - When making magic attack rolls, this model can use its RAT instead of its FURY.
Evasive - This model cannot be targeted by free strikes. This model can advance up to 2″ immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.
Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.
Swift Hunter - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2″.

WEAPONS [LYLYTH]

Whisper [1x] (None) **RNG:** 12 **ROF:** 2 **AOE:** - **POW:** 12
Magical Weapon

SPELLS

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Lock the Target	2	10	–	10	No	Yes

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

| *Pin Cushion* | 2 | – | – | – | Yes | Yes |

Friendly Faction models gain an additional die on ranged attack and ranged attack damage rolls against target enemy model/unit. Discard the lowest die in each roll.

| *Shadow Pack* | 3 | Self | Ctrl | – | Yes | No |

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

January 29, 2010

Thagrosh, Prophet of Everblight
Legion Blighted Ogrun Warlock

THAGROSH

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

FA: C
Warbeast Points: +5
Base Size: Medium Base
Damage: 18

Feat: Dark Revival
Return one destroyed warbeast that was part of this model's battlegroup to play anywhere within 3″ of Thagrosh. The warbeast must forfeit its action this turn.

THAGROSH

Terror
Death Shroud - While within this model's command range, enemy models suffer -2 STR.
Athanc - After leaching, this model gains 1 fury point if it has fewer fury points than its FURY.
Attuned Spirit [Legion] - Once per activation, this model can cast the animus of a Legion warbeast in its battlegroup as a spell without spending fury.

WEAPONS [THAGROSH]
Blighted Breath [1x] (None) RNG: SP 8   **ROF:** 1 **AOE:** - **POW:** 12
Damage Type: Fire

Rapture [1x] (None) POW: 7 **P+S:** 16
Magical Weapon
Reach
Eruption of Ash - If a model is boxed by an attack made with this weapon, center a 3″ AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll ICON. Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll ICON. Eruption of Ash damage rolls cannot be boosted.

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

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Bad Blood	2	10	–	–	Yes	Yes
A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot be healed or have damage transferred to it and loses Regenerate.						
Draconic Blessing	2	6	–	–	Yes	No
Target friendly Faction model/unit gains +2 STR and Terror ICON.						
Fog of War	3	Self	Ctrl	–	Yes	No
Models gain concealment while in this model's control area.						
Mutagenesis	3	8	–	12	No	Yes
Target model boxed by Mutagenesis is removed from play and can be replaced by this model. This model cannot advance this activation after replacing another model as a result of Mutagenesis. Mutagenesis can be cast only once per activation.						
Obliteration	4	10	4	15	No	Yes
The force of this attack blasts apart the earth itself.						

January 29, 2010

Thagrosh, the Messiah
Legion Epic Blighted Ogrun Warlock

THAGROSH

Thagrosh's Damage: ▪□□□□□▪□□□□□▪□□□□□▪□□□□

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
5	11	7	5	13	17	10	7

FA: C
Warbeast Points: +3
Base Size: Large Base
Damage: 20

Feat: Dragon Storm
After all friendly models have completed their activations this turn, each warbeast in Thagrosh's battlegroup that is in his control area can make a full advance followed by one normal melee attack. Completely resolve each model's movement and attack before moving on to the next model.

THAGROSH
Abomination
Athanc - After leaching, this model gains 1 fury point if it has fewer fury points than its FURY.
Blood Spawn - Once per game, when this model suffers 5 or more damage points from an enemy attack that are not transferred, after the attack is resolved you can place a non-character Faction lesser warbeast in play anywhere completely within 3˝ of this model. The warbeast is part of this model's battlegroup. The warbeast cannot activate this turn.
Elite Cadre [Blighted Nyss Legionnaires] - Friendly Blighted Nyss Legionnaire models gain Fearless ICON.
Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.

WEAPONS [THAGROSH]
Blight Fire [1x] (None)   **RNG:** SP 10   **ROF:** 1 **AOE:** - **POW:** 12
Continuous Effect: Fire
Damage Type: Cold
Damage Type: Fire
Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

Rapture [1x] (None) **POW:** 7 **P+S:** 18
Magical Weapon
Reach
Eruption of Ash - If a model is boxed by an attack made with this weapon, center a 3˝ AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll ICON. Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll ICON. Eruption of Ash damage rolls cannot be boosted.

Claw [1x] (None)   **POW:** 3 **P+S:** 14

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Dragon's Blood	2	6	–	–	Yes	No

Target friendly non-warlock Faction model/unit gains +2 ARM. When an affected model is disabled by a melee attack, roll a d6. On the roll of 5 or 6, the attacker suffers 1 damage point.

	Cost	RNG	AOE	POW	UP	OFF
Flesh Eater	3	10	–	13	No	Yes

When a living enemy model is boxed by Flesh Eater, it is removed from play and this model or a living warbeast in its battlegroup in its control area heals d3 damage points.

	Cost	RNG	AOE	POW	UP	OFF
Manifest Destiny	3	Self	Ctrl	–	No	No

While in this model's control area, models in its battlegroup gain an additional die on attack and damage rolls this turn. Discard the lowest die of each roll.

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

Models hit by Scourge are knocked down.

	Cost	RNG	AOE	POW	UP	OFF
Unnatural Aggression	2	6	–	–	Yes	No

If target friendly non-trooper Faction model suffered damage during your opponent's last turn, during your next Maintenance Phase it can make a full advance. During this movement, it must move toward the nearest enemy model.

January 29, 2010

Vayl, Disciple of Everblight
Legion Blighted Nyss Warlock

VAYL

Vayl's Damage: ☐☐☐☐☐■☐☐☐☐■☐☐☐☐

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

FA: C
Warbeast Points: +6
Base Size: Small Base
Damage: 14

Feat: Cat & Mouse
At the end of this turn after all friendly models have ended their activations, one friendly non-warlock Faction model in Vayl's control area can make a full advance for each enemy model in her control area at the end of this turn. During this movement, the affected model cannot be targeted by free strikes. A model can advance only once per turn as a result of Cat & Mouse.

VAYL
Immunity: Cold
Dark Sentinel - Once per turn, when an enemy model ends its normal movement within 5″ of this model, a friendly Faction warbeast within 5″ of this model can immediately make a full advance followed by a normal melee or ranged attack targeting the enemy model. The warbeast gains boosted attack and damage rolls against the enemy model.
Snow-Wreathed - This model always has concealment.
Talion - Once per turn when this model suffers damage from an enemy attack, it can spend 1 fury point to transfer half the damage to an enemy warbeast in its control area but must suffer the rest of the damage itself.

WEAPONS [VAYL]
Oraculus [1x] (None)   **RNG:** 8 **ROF:** 1 **AOE:** - **POW:** 8
Magical Weapon
Guided - Attacks made with this weapon automatically hit.
Spellbound - This model can channel spells through a model hit by an attack made with this weapon. Spellbound lasts for one turn.

SPELLS

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Chiller	2	6	–	–	Yes	No

While within 2″ of target friendly Faction model/unit, enemy models suffer –2 DEF unless they have Immunity: Cold ICON.

Hoarfrost	3	8	3	14	No	Yes

Hoarfrost causes cold damage ICON. On a critical hit, models in the AOE become stationary for one round unless they have Immunity: Cold ICON.

Incite	3	Self	-	–	No	No

Models in this model's battlegroup gain +2 to attack and damage rolls against enemy models while the enemy models are in this model's command range. Incite lasts for one turn.

Leash	2	6	–	–	Yes	No

Immediately after this model ends its normal movement, target warbeast in its battlegroup can advance up to 3″ toward it.

Malice	2	10	–	10	No	Yes

Add +1 to the damage roll for each fury point on the target model.

Rampager	3	10	–	–	No	Yes

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

January 29, 2010

Rhyas, Sigil of Everblight
Legion Blighted Nyss Warlock

RHYAS

Rhyas' Damage: ☐▪☐☐☐☐☐▪☐☐☐☐▪☐☐☐☐

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

FA: C
Warbeast Points: +6
Base Size: Small Base
Damage: 16

Feat: Tide of Blood
Rhyas and friendly Legion models activating in her control area gain one additional melee attack during their activations. The first time a friendly Legion model damages an enemy model with a melee attack during its activation while in Rhyas' control area, place the attacking model anywhere B2B with the boxed model. Tide of Blood lasts for one turn.

RHYAS
Acrobatics - This model can advance through other models if it has enough movement to move completely past their bases. This model cannot be targeted by free strikes. This model ignores intervening models when declaring its charge target.
Perfect Balance - This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.
Channeler [Saeryn] - While this model is not in melee and is in Saeryn's control area, Saeryn can channel spells through it.
Riposte - When this model is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.
Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

WEAPONS [RHYAS]
Antiphon [1x] (None)   **POW:** 7   **P+S:** 12
Magical Weapon
Weapon Master
Critical Decapitation - On a critical hit, damage exceeding the ARM of the model hit is doubled. A model disabled by this attack cannot make a Tough roll.
Spirit Eater - This model can reave fury points from enemy warbeasts destroyed by this weapon. Other models cannot reave fury points from enemy warbeasts destroyed by this weapon.

SPELLS

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Dash	2	Self	Ctrl	–	No	No

While in this model's control area, friendly Faction warrior models cannot be targeted by free strikes. Friendly Faction warrior models/units beginning their activations in this model's control area gain +1 SPD. Dash lasts for one turn.

Occultation	2	6	–	–	Yes	No

Target friendly model/unit gains Stealth ICON.

Rapport	2	6	–	–	Yes	No

Target warbeast in this model's battlegroup can use this model's current MAT and RAT in place of its own. This model can transfer damage to the warbeast even if it is not in this model's control area. This model can transfer damage to the warbeast once per turn without spending fury.

January 29, 2010

Saeryn, Omen of Everblight
Legion Blighted Nyss Warlock

Saeryn' Damage: ☐▮☐☐☐☐▮☐☐☐☐▮☐☐☐☐

SAERYN

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

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

Feat: Foreboding
While within her control area, models in Saeryn's battlegroup cannot be targeted by non-magical melee attacks for one round.

SAERYN

Force Barrier - This model gains +2 DEF against ranged attack rolls and does not suffer blast damage.
Channeler [Rhyas] - While this model is not in melee and is in Rhyas's control area, Rhyas can channel spells through it.

WEAPONS [SAERYN]

Thrown Deathspur [1x] (None)   **RNG:** 7 **ROF:** 3 **AOE:** - **POW:** 3
Magical Weapon
Grievous Wounds - When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.
Thrown - Add this model's STR to the POW of this ranged attack.

Deathspur [1x] (None)   **POW:** 3   **P+S:** 8
Magical Weapon
Grievous Wounds - When a model is hit by this weapon, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.

SPELLS

	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.

	Cost	RNG	AOE	POW	UP	OFF
Blight Bringer	4	10	5	12	No	No

Center a 5˝ AOE on target friendly Faction model. Enemy models in the AOE when it is put in play are hit and suffer a POW 12 corrosion damage roll ICON. An enemy model or friendly non-Faction model entering or ending its activation in the AOE suffers 1 corrosion damage point. Blight Bringer lasts for one round.

	Cost	RNG	AOE	POW	UP	OFF
Breath Stealer	2	10	–	–	No	Yes

Target model/unit suffers –2 SPD and DEF for one round. Breath Stealer can only be cast once per turn.

	Cost	RNG	AOE	POW	UP	OFF
Respawn	3	6	–	–	Yes	No

When target warbeast in this model's battlegroup is disabled by an enemy attack, place it anywhere within 3˝ of its current location. It heals 1 damage point in each aspect, then Respawn expires.

	Cost	RNG	AOE	POW	UP	OFF
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.

January 29, 2010

Absylonia, Terror of Everblight
Legion Blighted Nyss Warlock

ABSYLONIA

Absylonia's Damage: ☐▪☐☐☐☐☐▪☐☐☐☐☐▪☐☐☐☐

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

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

Feat: Panacea
Remove all damage from Absylonia. After removing the damage, Absylonia can take 1 or more damage points. For each damage point she takes, remove all damage from one warbeast in her battlegroup in her control area.

ABSYLONIA
Abomination
Resourceful - This model can upkeep spells on models in its battlegroup without spending fury.
Spontaneous Mutation - This model can spend fury points during its activation to spontaneously mutate. For each fury point spent it gains one of the following abilities for one turn.
·**Barbed Hooks -** This model's melee weapons gain Reach ICON.
·**Flight -** This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.
·**Warp Strength -** This model gains +2 STR.

WEAPONS [ABSYLONIA]
Blight Claw [2x] (None)   **POW:** 6 **P+S:** 13
Magical Weapon
Critical Grievous Wounds - On a critical hit, the model hit by this weapon loses Tough, cannot heal or be healed, and cannot transfer damage for one round.
Spirit Eater - This model can reave fury points from enemy warbeasts destroyed by this weapon. Other models cannot reave fury points from enemy warbeasts destroyed by this weapon.

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Blight Field	2	Ctrl	4	–	No	No

Place the 4″ AOE anywhere completely in this model's control area. While in the AOE, enemy models cannot channel spells, be forced, or be allocated focus. The AOE remains in play for one round. Blight Field can be cast once per round.

Carnivore	2	6	–	–	Yes	No

Target friendly model/unit gains +2 to melee attack rolls against living models. When an affected model boxes a living model with a melee attack, the boxed model is removed from play and this model heals d3 damage points.

Forced Evolution	2	6	–	–	Yes	No

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

Playing God	2	6	–	–	Yes	No

Target warbeast in this model's battlegroup can make power attacks without being forced and gains Terror ICON. Its melee weapons gain Open Fist ICON and Reach ICON.

January 29, 2010

Harrier

Legion Lesser Warbeast

HARRIER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	6	5	3	14	12	7	2	7

FA: U
Point Cost: 2
Base Size: Small
Damage: 13 (Mind 4, Body 4, Spirit 5)

Animus	Cost	RNG	AOE	POW	UP	OFF
True Strike	1	Self	–	–	No	No

The next melee attack made by this model this activation hits automatically. A model can only be affected by True Strike once per turn.

HARRIER

Eyeless Sight
Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.
Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.
Lesser Warbeast - This model cannot make power attacks.
Soulless - This model does not generate a soul token when it is destroyed.
Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

WEAPONS [HARRIER]

Talons [1x] (<−>)   **POW:** 4 **P+S:** 10

January 29, 2010

Shredder
Legion Lesser Warbeast

SHREDDER

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	6	5	3	13	12	7	2	7

FA: U
Point Cost: 2
Base Size: Small
Damage: 13 (Mind 4, Body 4, Spirit 5)

Animus	Cost	RNG	AOE	POW	UP	OFF
Tenacity	1	6	–	–	No	No

Target friendly model gains +1 DEF and ARM for one round.

SHREDDER

Eyeless Sight
Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.
Lesser Warbeast - This model cannot make power attacks.
Rabid - This model can be forced during its activation to gain +2 SPD, Pathfinder ICON, and boosted attack and damage rolls that activation.
Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [SHREDDER]

Bite [1x] (Head)   **POW:** 4   **P+S:** 10

January 29, 2010

Nephilim Protector
Legion Light Warbeast

PROTECTOR

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	5	3	12	18	8	3	10

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

	1	2	3	4	5	6
mind						
body						
spirit						

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

Target friendly model cannot be knocked down. When it is slammed, reduce the slam distance rolled by 3. Safeguard lasts for one round.

PROTECTOR

Eyeless Sight

Empathic Transference - A friendly Faction warlock can transfer damage to this model even if this model has a number of fury points equal to its current FURY.

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

WEAPONS [PROTECTOR]

Halberd [1x] (<—>)   POW: 4   P+S: 12

Reach

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

January 29, 2010

Nephilim Soldier
Legion Light Warbeast

SOLDIER

	SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
	6	9	6	3	13	16	8	3	10

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

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

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

Target friendly model can charge without being forced. When the affected model destroys an enemy model with a charge attack, after the attack is resolved it can advance up to 1˝ and make an additional melee attack. Massacre lasts for one turn.

SOLDIER

Eyeless Sight

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

WEAPONS [SOLDIER]

Two-Handed Sword [1x] (<—>)   **POW:** 5   **P+S:** 14

Reach

January 29, 2010

Raek
Legion Light Warbeast

RAEK

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	8	6	3	15	14	6	3	9

FA: U
Point Cost: 4
Base Size: Medium
Damage: 19 (Mind 6, Body 7, Spirit 7)

		1	mind
		2	
		3	
		4	body
		5	
		6	spirit

Animus	Cost	RNG	AOE	POW	UP	OFF
Shadow Stalk	1	Self	—	—	No	No

Select an enemy model within 10˝. If that model advances at least 1˝ during its normal movement, after that model ends its movement this model can make a full advance. Shadow Stalk lasts for one round.

RAEK

Eyeless Sight
Pathfinder
Stealth
Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.
Bounding Leap - Once per activation, after making a full advance but before performing an action, this model can be forced to be placed completely within 5˝ of its current location. Any effects that prevent charging also prevent this model from using Bounding Leap.
Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [RAEK]

Bite [1x] (Head)   POW: 3   P+S: 11

Tail Strike [1x] (<—>)   POW: 4 P+S: 12
Reach

January 29, 2010

Teraph
Legion Light Warbeast

TERAPH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	8	5	6	13	16	7	3	9

FA: U
Point Cost: 5
Base Size: Medium
Damage: 20 (Mind 6, Body 7, Spirit 7)

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

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

When an enemy model advances and ends its movement in this model's command range, this model can make one normal melee or ranged attack targeting that model, then Counterblast expires. Counterblast lasts for one round.

TERAPH

Advance Deployment
Eyeless Sight
Pathfinder
Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.
Dig In (★Action) - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.
Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [TERAPH]

Blight Blast [1x] (Head)   **RNG:** 10   **ROF:** 1 **AOE:** 3 **POW:** 13
Damage Type: Fire

Tail Strike [1x] (<—>)   **POW:** 4 **P+S:** 12
Reach

January 29, 2010

Seraph

Legion Heavy Warbeast

SERAPH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	10	6	5	14	16	7	4	9

FA: U
Point Cost: 8
Base Size: Large
Damage: 25 (Mind 8, Body 9, Spirit 8)

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

Animus	Cost	RNG	AOE	POW	UP	OFF
Slipstream	1	Self	–	–	No	No

When this model ends its normal movement, one friendly Faction model this model moved within 2″ of is placed completely within 2″ of the friendly Faction model's current location, then Slipstream expires. A model can be placed by Slipstream only once per turn.

SERAPH

Eyeless Sight
Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.
Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.
Serpentine - This model cannot make slam or trample power attacks and cannot be knocked down.
Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [SERAPH]

Blight Strike [1x] (Head)   **RNG:** 10   **ROF:** 1 **AOE:** - **POW:** 12
Damage Type: Fire
Strafe [d3+1] (★Attack) - Make d3+1 ranged attacks targeting a primary target and any number of secondary targets within 2″ of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

Stinger [1x] (<—>)   **POW:** 4   **P+S:** 14
Critical Poison - On a critical hit, gain an additional die on this weapon's damage rolls against living models.

January 29, 2010

Angelius
Legion Heavy Warbeast

ANGELIUS

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
7	10	6	5	14	17	7	4	9

FA: U
Point Cost: 9
Base Size: Large
Damage: 25 (Mind 8, Body 9, Spirit 8)

1		mind
2		mind
3		
4		body
5		
6		spirit

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

Enemy models currently within 2˝ of this model are immediately pushed 3˝ directly away from it in the order you choose.

ANGELIUS

Eyeless Sight
Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.
Flight - This model can advance through terrain and obstacles without penalty and can advance through obstructions and other models if it has enough movement to move completely past them. This model ignores intervening models when declaring its charge target.
Overtake - When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1˝.
Serpentine - This model cannot make slam or trample power attacks and cannot be knocked down.
Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [ANGELIUS]

Flame Jet [1x] (Head)   **RNG:** 12   **ROF:** 1 **AOE:** - **POW:** 12
Critical Fire
Damage Type: Fire

Tail Strike [1x] (<—>)   **POW:** 4 **P+S:** 14
Reach
Armor Piercing (★Attack) - When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

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Carnivean

Legion Heavy Warbeast

CARNIVEAN

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

FA: U
Point Cost: 11
Base Size: Large
Damage: 30 (Mind 8, Body 12, Spirit 10)

		1	2	3	4	5	6	

mind
body
spirit

Animus	Cost	RNG	AOE	POW	UP	OFF
Spiny Growth	2	6	−	−	No	No

Target friendly Faction model gains +2 ARM. If a warjack or warbeast hits the affected model with a melee attack, the attacking model suffers d3 damage points immediately after the attack has been resolved unless the affected model was destroyed or removed from play by the attack.

CARNIVEAN

Eyeless Sight
Pathfinder
Assault - As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.
Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.
Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [CARNIVEAN]

Dragon Breath [1x] (Head) **RNG:** SP 10   **ROF:** 1 **AOE:** - **POW:** 14
Damage Type: Fire

Bite [1x] (Head)   **POW:** 6   **P+S:** 18

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

January 29, 2010

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: 30 (Mind 10, Body 10, Spirit 10)

Animus	Cost	RNG	AOE	POW	UP	OFF
Excessive Healing	2	Self	–	–	No	No

When this model is damaged by an enemy attack, immediately after resolving the attack this 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.

January 29, 2010

Blighted Nyss Archers
Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8

FA: 2
Point Cost: Leader & 5 Grunts: 5
           Leader & 9 Grunts: 8
Base Size: Small

LEADER & GRUNTS
Combined Ranged Attack
Suppressing Fire (Order) - This order can be issued only if two or more models with ranged weapons in this unit in formation are able to forfeit their actions. Each model in this unit in formation must forfeit its action. Other than the Standard Bearer, those models that do are participants. Place an AOE completely within 12″ of all participants, with its center point in LOS of all participants, ignoring intervening models. The size of the AOE is based on the number of participants. If there are 2–4, the AOE is 3″. If there are 5–7, the AOE is 4″. If there are 8 or more, the AOE is 5″. When a model enters or ends its activation within the AOE, it suffers a POW 10 damage roll. Suppressing Fire lasts for one round or until all participants have been destroyed or removed from play.

WEAPONS [LEADER & GRUNTS]
Nyss Longbow [1x] (None) **RNG:** 12   **ROF:** 1 **AOE:** - **POW:** 10

Sword [1x] (None)   **POW:** 3 **P+S:** 7

January 29, 2010

Blighted Nyss Archer Officer & Ammo Porter
Legion Unit Attachment

Officer's Damage: ▪■☐☐☐☐☐

OFFICER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	6	6	13	11	9

AMMO PORTER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	4	5	5	13	11	8

FA: 1
Point Cost: 2
Base Size: Small Base
Damage: Officer's Damage: 5

Attachment [Blighted Nyss Archers] - This attachment can be added to a Blighted Nyss Archers unit.

OFFICER
Combined Ranged Attack
Officer
Granted: Combined Arms - While this model is in play, models in its unit gain Combined Arms. (When a model with Combined Arms misses an attack roll for a combined ranged attack, it can reroll that attack roll. Each attack roll can be rerolled only once as a result of Combined Arms).
Tactics: Pathfinder - Models in this unit gain Pathfinder ICON.

WEAPONS [OFFICER]
Nyss Longbow [1x] (None) **RNG:** 12 **ROF:** 1 **AOE:** - **POW:** 10

Sword [1x] (None) **POW:** 3 **P+S:** 7

AMMO PORTER
Ready Ammo - While this model is in formation, models in its unit gain Dual Shot and their ranged weapons become ROF 2. (When a model with Dual Shot forfeits its movement to gain the aiming bonus it can also make one additional ranged attack that activation.)
Take Up - If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1˝ of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

January 29, 2010

Blighted Nyss Legionnaires

Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	12	14	9

FA: 2
Point Cost: Leader & 5 Grunts: 4
　　　　　　Leader & 9 Grunts: 6
Base Size: Small

LEADER & GRUNTS

Combined Melee Attack
Defensive Line - While this model is B2B with one or more models in its unit, it gains +2 ARM.
Vengeance - During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3˝ and make one normal melee attack.

WEAPONS [LEADER & GRUNTS]

Great Sword [1x] (None)　　**POW:** 4　　　**P+S:** 10
Reach

January 29, 2010

Blighted Nyss Raptors
Legion Light Cavalry Unit

LEADER & GRUNTS

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

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

FA: 1
Point Cost: Leader & 2 Grunts: 6
                            Leader & 4 Grunts: 10
Base Size: Large
Damage: 5

LEADER & GRUNTS
Pathfinder

WEAPONS [LEADER & GRUNTS]
Nyss Longbow [1x] (None) **RNG:** 12   **ROF:** 1 **AOE:** - **POW:** 10
Poison - Gain an additional die on this weapon's damage rolls against living models.

Nyss Claymore [1x] (None) **POW:** 4   **P+S:** 10
Weapon Master

Mount [1x] (None)   **POW:** 12

January 29, 2010

Blighted Nyss Scather Crew
Legion Weapon Crew Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	11	8

GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	5	5	13	11	8

FA: 2
Point Cost: Leader & 2 Grunts: 3
Base Size: Leader: Large Base
                 Grunt: Small Base

LEADER

WEAPONS [LEADER]
Scather Catapult [1x] (None)   **RNG:** 15   **ROF:** 1 **AOE:** 3 **POW:** 14
Arcing Fire - When attacking with this weapon, this model can ignore intervening models except those within 1˝ of the target.
Light Artillery - This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.
Minimum Range [6] - Attacks made with this weapon cannot target any model within 6˝ of it.
Range Finder - While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.
Scather - This attack's AOE remains in play for one round. Enemy models and non-Faction friendly models entering or ending their activations in the AOE suffer 1 damage point.

Sword [1x] (None)   **POW:** 3 **P+S:** 7

January 29, 2010

Blighted Nyss Swordsmen
Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	14	13	8

FA: 2
Point Cost: Leader & 5 Grunts: 5
Leader & 9 Grunts: 8
Base Size: Small

LEADER & GRUNTS
Fearless

WEAPONS [LEADER & GRUNTS]
Nyss Claymore [1x] (None) POW: 4   **P+S:** 11
Weapon Master

January 29, 2010

Blighted Nyss Swordsman Abbot & Champion

Legion Unit Attachment

Officer's Damage: ▪️□□□□
Champion's Damage: ▪️□□□□

ABBOT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	14	13	9

CHAMPION

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	8	4	14	13	8

FA: 1
Point Cost: 3
Base Size: Small Base
Damage: Officer's Damage: 5
　　　　　 Champion's Damage: 5

Attachment [Blighted Nyss Swordsmen] - This attachment can be added to a Blighted Nyss Swordsmen unit.

ABBOT

Fearless
Officer
Granted: Cleave - While this model is in play, models in its unit gain Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave per activation).
Tactics: Overtake - Models in this unit gain Overtake. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1˝.)

WEAPONS [ABBOT]

Nyss Claymore [1x] (None) **POW:** 4　　　 **P+S:** 11
Weapon Master

CHAMPION

Fearless
Defensive Strike - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

WEAPONS [CHAMPION]

Nyss Claymore [2x] (None) **POW:** 4　　　 **P+S:** 11
Weapon Master
Combo Strike (★Attack) - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

January 29, 2010

Spawning Vessel
Legion Blighted Nyss Unit

Vessel's Damage: ▪◼☐☐☐☐☐◼☐◼☐☐☐☐

VESSEL

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

NYSS GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	5	4	13	11	8

FA: 1
Point Cost: Vessel & 4 Grunts: 2
  Vessel & 6 Grunts: 3
Base Size: Vessel Medium Base
  Grunt Small Base
Damage: Vessel's Damage: 10

VESSEL
Construct
Carried - This model is not a warrior model. It can advance only during its unit's normal movement. When it advances, it can move up to 1″ for each Grunt in this unit within 2″ of it at the beginning of this unit's activation. This model is automatically hit by melee attacks. It cannot be knocked down or made stationary.
Focal Point - This model's unit has no unit commander. Models in this unit within 8″ of this model are in formation. If a model in this model's unit is out of formation when beginning its normal movement, it must either advance toward this model and forfeit its action or run directly toward this model. If this model is destroyed or removed from play, remove the remaining models in this unit from play.
Last Call - If this model is disabled by an enemy attack, it can immediately make a special action.
Recycle - When a living model is destroyed within 4″ of this model + 1″ for each Grunt in this unit that is in formation, place place one corpse token on this model. This model can have up to three corpse tokens at a time.
Spawn Horror (★Action) - Remove three blood tokens from this model to place a non-character Faction lesser warbeast into play under your control. Place the warbeast within 3″ of this model and choose a friendly Faction warlock. This warbeast becomes part of that warlock's battlegroup.

WEAPONS [VESSEL]

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

WEAPONS [NYSS GRUNTS]
Gaff [1x] (None)   **POW:** 3   **P+S:** 9
Reach

January 29, 2010

Blighted Nyss Striders
Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	15	11	8

FA: 2
Point Cost: Leader & 5 Grunts: 6
Base Size: Small

LEADER & GRUNTS
Advance Deployment
Combined Ranged Attack
Pathfinder
Stealth

WEAPONS [LEADER & GRUNTS]
Nyss Longbow [1x] (None) **RNG:** 12 **ROF:** 1 **AOE:** - **POW:** 10

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

January 29, 2010

Blighted Nyss Strider Officer & Musician
Legion Unit Attachment

Officer's Damage: ■□□□□

OFFICER
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	6	7	15	11	9

MUSICIAN
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	6	15	11	8

FA: 1
Point Cost: 3
Base Size: Small
Damage: Officer's Damage 5

OFFICER
Advance Deployment
Combined Ranged Attack
Officer
Pathfinder
Stealth
Granted: Reform - While this model is in play, after all models in its unit have completed their actions, each can advance up to 3˝.
Tactics: Hunter - Models in this unit gain Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

WEAPONS [OFFICER]
Nyss Longbow [1x] (None) **RNG:** 12 **ROF:** 1 **AOE:** - **POW:** 10

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

MUSICIAN
Advance Deployment
Combined Ranged Attack
Pathfinder
Stealth
In Step - While this model is within 3˝ of it, the unit commander gains +3˝ to its command range.
Take Up - If this model is destroyed or removed from play, you can choose a Grunt in this unit within 1˝ of this model to take its place. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

WEAPONS [MUSICIAN]
Nyss Longbow [1x] (None) **RNG:** 12 **ROF:** 1 **AOE:** - **POW:** 10

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

January 29, 2010

Blighted Ogrun Warmongers
Legion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	9	7	3	12	16	8

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

FA: 3
Point Cost: Leader & 2 grunts: 5
Leader & 4 grunts: 8
Base Size: Medium Base
Damage: 8 each

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

WEAPONS [LEADER & GRUNTS]
War Cleaver [1x] (None)   **POW:** 5 **P+S:** 14
Reach

January 29, 2010

Blighted Ogrun Warspears
Legion Unit

LEADER & GRUNTS

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

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

FA: 3
Point Cost: Leader & 2 Grunts: 5
           Leader & 4 Grunts: 8
Base Size: Medium Base
Damage: 8 each

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

WEAPONS [LEADER & GRUNTS]
Thrown Spear [1x] (None)   **RNG:** 8 **ROF:** 1 **AOE:** - **POW:** 4
Thrown - Add this model's STR to the POW of this ranged attack.

War Spear [1x] (None)   **POW:** 4   **P+S:** 13
Reach
Set Defense - A model in this model's front arc suffers –2 on charge, slam power attack, and impact attack rolls against this model.

January 29, 2010

The Forsaken
Legion Blighted Nyss Solo

Forsaken's Damage: ◼☐☐☐☐☐

FORSAKEN

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

FA: 2
Point Cost: 2
Base Size: Small Base
Damage: 5

FORSAKEN

Abomination
Fearless
Blight Shroud (★Action) - Remove all fury points from this model. Enemy models within 1˝ of this model for each fury point removed suffer a POW 8 damage roll. Add an additional die to the damage roll for each focus or fury point on the enemy model.
Consume Fury (★Action) - RNG CMD. Target friendly Faction warbeast. If the warbeast is in range, remove up to 5 fury points from it and put them on this model. This model can have up to 5 fury points at any time.
Ferocious - During its activation, this model can spend fury points to gain additional attacks or to boost attack or damage rolls, at 1 fury point per attack or boost.

WEAPONS [FORSAKEN]

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

January 29, 2010

Incubus
Legion Solo

INCUBUS

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	3	12	15	6

FA: 2
Point Cost: 5 Incubi for 5
Base Size: Small Base

<u>INCUBUS</u>
Fearless
Host - Incubi models do not begin the game in play. When a friendly living non-Incubus non-warlock small-based Faction warrior model is destroyed, you can mark its current location and remove that model from play. Up to one location can be marked for each Incubi you have that has not been placed in or removed from play. During your next Maintenance Phase, put one Incubus model into play for each point marked, within 2″ of the point marked. If there is not room to place an Incubus model, remove the marker from the table and remove from play one Incubi that has not been placed in play.
Soulless - This model does not generate a soul token when it is destroyed.

<u>WEAPONS [INCUBUS]</u>
<u>**Claws [2x] (None)**</u>   **POW:** 3 **P+S:** 11
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.

January 29, 2010

Blighted Nyss Shepherd
Legion Solo

SHEPHERD

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

FA: 2
Point Cost: 1
Base Size: Small Base

SHEPHERD
Beast Manipulation - A warbeast can be affected by only one Beast Manipulation special action each turn.
    ·Condition (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.
    ·Medicate (★Action) - RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.
Beast Master - This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.

WEAPONS [SHEPHERD]
Crooked Staff [1x] (None)   **POW:** 4   **P+S:** 9
Reach

January 29, 2010

Warmonger War Chief
Legion Blighted Ogrun Solo

WAR CHIEF

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

FA: 2
Point Cost: 3
Base Size: Medium Base
Damage: 8

WAR CHIEF
Fearless
Terror
Berserk - When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.
Blood Drinker - Immediately after this model resolves a melee attack in which it destroys one or more living models, it can end its activation to heal d3 damage points.
Leadership [Blighted Ogrun] - While in this model's command range, friendly Blighted Ogrun models gain Blood Drinker.
Veteran Leader [Blighted Ogrun] - Friendly Blighted Ogrun trooper models gain +2 to attack rolls while this model is in their LOS.

WEAPONS [WAR CHIEF]
War Cleaver [1x] (None)   **POW:** 5 **P+S:** 14
Reach

January 29, 2010

Strider Deathstalker

Legion Blighted Nyss Solo

Deathstalker's Damage: ◼☐☐☐☐☐

DEATHSTALKER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	7	8	15	11	9

FA: 2
Point Cost: 2
Base Size: Small Base
Damage: 5

DEATHSTALKER

Advance Deployment
Pathfinder
Stealth
Leadership [Striders] - While in this model's command range, friendly Strider models gain Swift Hunter.
Snap Fire - When this model destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.
Sniper - When damaging a warjack or warbeast with a ranged attack, choose which column or branch suffers damage. Instead of rolling damage on a ranged attack, this model can inflict 1 damage point. A model that participates in a combined ranged attack loses Sniper until the attack is resolved.
Swift Hunter - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2˝.

WEAPONS [DEATHSTALKER]

Nyss Longbow [1x] (None) **RNG:** 12   **ROF:** 1 **AOE:** - **POW:** 10

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

January 29, 2010

Blighted Nyss Sorceress & Hellion

Legion Cavalry Solo

SORCERESS

Sorceress' Damage: ▪☐☐☐☐☐▪▪☐☐☐☐

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

FA: 2
Point Cost: 4
Base Size: Large Base
Damage: 10

SORCERESS

Aerial Coordination - Friendly Faction warbeasts with Flight beginning their activations in this model's command range can charge without being forced.

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

Magic Ability [7]

  ·**Blight Storm (★Action) -** Place a 5″ AOE anywhere completely in this model's command range. When an enemy model in the AOE is directly hit by an attack and the damage roll fails to exceed its ARM, it automatically suffers 1 damage point. Blight Storm lasts for one round.

  ·**Frostbite (★Attack) -** Frostbite is a RNG SP 8 magic attack. Models hit suffer a POW 12 cold damage roll ICON.

  ·**Wind Ravager (★Action) -** While in this model's command range, enemy models cannot make ranged attacks for one round.

WEAPONS [SORCERESS]

Spear [1x] (None)   **POW:** 4 **P+S:** 9
Magical Weapon
Reach

Mount [1x] (None)   **POW:** 10

January 29, 2010

Bog Trog Ambushers
Minion Unit

LEADER & GRUNTS

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	3	12	14	8

FA: 2
Point Cost: Leader & 5 Grunts: 5
                  Leader & 9 Grunts: 8
Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS
Combined Melee Attack
Ambush - You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place this unit in formation within 3″ of the chosen table edge.
Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.
Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.

WEAPONS [LEADER & GRUNTS]
Fish Hook [1x] (None)   **POW:** 5   **P+S:** 11
Reach
Powerful Charge - This model gains +2 to charge attack rolls with this weapon.

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Farrow Bone Grinders
Minion Unit

LEADER

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

GRUNTS

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

FA: 2
Point Cost: Leader & 3 Grunts: 2
Leader & 5 Grunts: 3
Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER
Confluence - This model gains a cumulative +1 on magic attack rolls for each other model in this unit that is within 1″ of it.
Magic Ability [4]
·**Arcane Bolt (★Attack) -** Arcane Bolt is a RNG 12, POW 11 magic attack.
·**Bone Magic (★Action or Attack) -** This model casts the animus of one friendly destroyed warbeast as a spell without spending fury points. The animus cannot cast an animus with a RNG of SELF. This model must make a special attack to cast an offensive spell. Other spells are cast by making a special action.
·**Craft Talisman (★Action) -** Target a friendly warlock within 3″ of a model in this unit that is in formation. If the warlock is in range, when he casts a spell and is its point of origin, the spell gains +2 RNG. Spells with RNG SELF, SP, or CTRL are not affected. Craft Talisman lasts for one turn.

WEAPONS [LEADER]
Knife [1x] (None)   **POW:** 3 **P+S:** 9

WEAPONS [GRUNTS]
Knife [1x] (None)   **POW:** 3 **P+S:** 9

January 29, 2010

Farrow Brigands
Minion Unit

LEADER & GRUNTS

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

FA: 2
Point Cost: Leader & 5 Grunts: 5
Leader & 9 Grunts: 8
Base Size: Small

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNTS
Pathfinder
Dig In (★Action)
Bushwhack - During its activation, this model can make its combat action before its normal movement. If it does, it must make a full advance as its normal movement this activation.

WEAPONS [LEADER & GRUNTS]
Pig Iron [1x] (None) **RNG:** 10   **ROF:** 1 **AOE:** - **POW:** 12

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

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Gatorman Posse
Minion Unit

LEADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	3	12	16	8

GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	7	3	12	16	8

FA: 2
Point Cost: Leader & 2 Grunts: 6
      Leader & 4 Grunts: 9
Base Size: Medium
Damage: 8 each

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER
Fearless
Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.
Bad Juju - This model can use one of the following abilities during its unit's turn.
      ·**Dirge of Mists -** Affected models gain +1 DEF and Terror ICON for one round.
      ·**Feast -** The weapons of models in its unit gain Life Drinker for one turn. (When a model destroys a living enemy model with weapon a weapon with Life Drinker, immediately after the attack is resolved the attacking model heals d3 damage points.)
      ·**Killers -** Models in this unit can reroll missed attack rolls against living models this turn. Each roll can be rerolled only once as a result of Killers.
Blood Thirst - When it charges a living model, this model gains +2˝ movement.

WEAPONS [LEADER]
Bite [1x] (None)   **POW:** 5 **P+S:** 13

Gatorman Weapon [1x] (None)   **POW:** 5 **P+S:** 13
Reach

GRUNT
Fearless
Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.
Blood Thirst - When it charges a living model, this model gains +2˝ movement.

WEAPONS [GRUNT]
Bite [1x] (None)   **POW:** 5 **P+S:** 13

Gatorman Weapon [1x] (None)   **POW:** 5 **P+S:** 13
Reach

January 29, 2010

Swamp Gobber Bellows Crew
Minion Unit

LEADER & GRUNT

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	3	3	3	15	11	7

FA: 1
Point Cost: Leader & 1 Grunt 1 point
Base Size: Small Base

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

LEADER & GRUNT
Camouflage - This model gains an additional +2 DEF when benefiting from concealment or cover.
Cloud Cover (Order) - Models who received this order must forfeit their actions. After this unit's normal movement, place a 3˝ AOE cloud effect in play. Its center point must be within 1˝ of the Leader. If the Grunt is B2B with the Leader, place a 5˝ AOE instead. This AOE remains in play for one round.

WEAPONS [LEADER & GRUNT]
Hand Weapon [1x] (None)   **POW:** 2   **P+S:** 5

January 29, 2010

Feralgeist

Minion Solo

FERALGEIST

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	0	3	0	14	11	8

FA: 3
Point Cost: 1
Base Size: Small

Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

FERALGEIST

Incorporeal
Undead
Spiritbind - When a living warbeast in this model's command range is destroyed but not removed from play by an attack, this model can bind itself to the beast. If more than one eligible model attempts to bind to the warbeast, the closest model binds. If this model binds itself to the warbeast, the warbeast remains on the table and you take control of it. Remove this model from the table. Any effects, spells, or animi on this model expire when it is removed. The warbeast becomes a Minion, gains the Undead ICON advantage, and no longer belongs to a battle group. Remove 1 damage point from each of the warbeast's aspects. The warbeast cannot activate the turn Spiritbind is used, cannot be forced or healed, and loses its animus. This model can exit the warbeast during your Maintenance Phase. If it does, place this model completely within 3″ of the warbeast, then the warbeast is destroyed. If the warbeast is destroyed or removed from play while this model is bound to it, this model is forced to exit the warbeast.

WEAPONS [FERALGEIST]

January 29, 2010

Alten Ashley
Mercenary Minion Character Solo

ALTEN ASHLEY

Ashley's Damage: ■□□□□

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

FA: C
Point Cost: 2
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 warbeast with an attack, it suffers d6 points of damage to a branch of your choice.
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 [ALTEN ASHLEY]
Bucking Jenny [1x] (None) **RNG:** 14 **ROF:** 1 **AOE:** - **POW:** 12

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

January 29, 2010

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: 9
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
Immunity: Cold
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 warlock 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 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.

January 29, 2010

Lug
Mercenary Minion Character Heavy Warbeast

LUG

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	12	5	1	12	18	6	4	9

FA: C
Base Size: Large
Damage: 27 (Mind 8, Body 11, Spirit 8)

Animus	Cost	RNG	AOE	POW	UP	
Bear Hands	1	Self	–	–	No	No

When this model hits an enemy model with a normal melee attack, it can choose to knock down the enemy model or push it 3˝ directly away. Bear Hands lasts for one turn.

LUG
Immunity: Cold
Pathfinder
Companion [Brun Cragback] - This model is included in any army that includes Brun Cragback. If Cragback is destroyed or removed from play, remove this model from play. This model is part of Cragback's battlegroup.
Flank [Cragback] - When this model makes a melee attack against an enemy model within the melee range of a friendly model of the type indicated, this model gains +2 to attack rolls and gains an additional damage die.
Warbeast Bond [Cragback] - This model is bonded to Brun Cragback. While it is within 3˝ of Cragback and is not stationary, Cragback cannot be targeted by free strikes and gains +2 DEF against melee attacks, and models do not gain back strike bonuses while attacking Cragback.

WEAPONS [LUG]
Claw [1x] (Left and Right)   **POW:** 3   **P+S:** 15
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.

January 29, 2010

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 warlock 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
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.

Mist Walker	2	6	–	–	No	No

Target model in this model's battlegroup gains Pathfinder ICON and Prowl for one round. (Models with Prowl gain Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.)

January 29, 2010

Skarath

Mercenary Minion Tatzylwurm Character Heavy Warbeast

SKARATH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
6	10	6	5	14	16	6	4	9

FA: C
Base Size: Large
Damage: 25 (Mind 7, Body 9, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP
Serpent Strike	1	6	–	–	No No

Target friendly model gains Riposte for one round. After the affected model makes a Riposte attack, Serpent Strike expires. (When a model with Riposte is missed by an enemy melee attack, immediately after the attack is resolved it can make one normal melee attack against the attacking model.)

SKARATH

Companion [Dahlia Hallyr] - This model is included in any army that includes Dahlia Hallyr. If Hallyr is destroyed or removed from play, remove this model from play. This model is part of Hallyr's battlegroup.
Serpentine - This model cannot make slam or trample power attacks and cannot be knocked down.
Warbeast Bond [Dahlia Hallyr] - This model is bonded to Hallyr. When this model frenzies in Hallyr's control range, you choose the model this model will attack.

WEAPONS [SKARATH]

Acid Spray [1x] (Head)   **RNG:** SP 10   **ROF:** 1 **AOE:** - **POW:** 12
Continuous Effect: Corrosion
Damage Type: Corrosion

Bite [1x] (Head)   **POW:** 6   **P+S:** 16
Reach
Critical Consume - On a critical hit, if the attack hit a small-based non-warlock/warcaster model the model hit is removed from play.

January 29, 2010

Gudrun the Wanderer
Mercenary Minion Ogrun Character Solo

Gudrun's Damage: ☐☐☐◼☐☐☐☐

GUDRUN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	7	4	13	15	9

FA: C
Point Cost: 3
Base Size: Medium
Damage: 8

Mercenary - This model will work for Cryx, Cygnar, and Khador.
Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

GUDRUN
Advance Deployment
Fearless
Pathfinder
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.
Binge Drinking - Once per game during its activation, this model can use Binge Drinking. This model is knocked down.
Feign Death - This model cannot be targeted by ranged or magic attacks while knocked down.
Hangover - The first time this model is disabled by an enemy attack, it heals all damage and is knocked down.

WEAPONS [GUDRUN]
Battle Glaive [1x] (None)   **POW:** 6 **P+S:** 15
Reach

January 29, 2010

Lanyssa Ryssyl, Nyss Sorceress
Mercenary Minion Character Solo

Ryssyl's Damage: ◼️◻️◻️◻️◻️

LANYSSA RYSSYL

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	6	4	15	11	9

FA: C
Point Cost: 2
Base Size: Small
Damage: 5

Mercenary - This model will work for Cygnar and the Retribution.
Minion - This model will work for Circle and the Trollbloods.
Animosity [Legion or Blighted] - This model cannot be included in an army that includes one or more models of the listed type.

LANYSSA RYSSYL
Pathfinder
Magic Ability [7]
  ·**Hunter's Mark (★Attack) -** Hunter's Mark is a RNG 10 magic attack that causes no damage. Friendly models can charge or make a slam power attack against an enemy model hit by Hunter's Mark without being forced or spending focus. A friendly model charging an enemy model hit by Hunter's Mark gains +2″ of movement. Hunter's Mark lasts for one turn.
  ·**Ice Bolt (★Attack) -** Ice Bolt is a RNG 10 magic attack. A model hit suffers a POW 12 cold damage roll. On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.
  ·**Winter Storm (★Action) -** Enemy models that begin their activation in this model's command range lose Eyeless Sight, Flight, and Pathfinder during their activations. Winter Storm lasts for one round.
Prowl - This model gains Stealth ICON while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.
Vendetta [Legion or Blighted] - This model gains boosted attack and damage rolls against Legion or Blighted models.

WEAPONS [LANYSSA RYSSYL]
Sorrow [1x] (None)   **POW:** 6 **P+S:** 11
Magical Weapon
Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

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Rorsh

Minion Farrow Character Solo

Rorsh's Damage: ☐☐☐◧☐☐☐☐☐

RORSH

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR
6	7	7	5	13	16	8	3

FA: C
Point Cost: Rorsh & Brine: 9
Base Size: Small
Damage: 8

Minions - These models will work for Circle, Legion, Skorne, and Trollbloods.

RORSH

Fearless
Tough
Dig In (★Action) - This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.
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.
Lesser Warlock - This model is not a warlock but has the following warlock special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.
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.

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Brine

Minion Farrow Character Heavy Warbeast

Brine

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	11	6	1	12	17	6	4	8

FA: C
Base Size: Large
Damage: 26 (Mind 5, Body 12, Spirit 9)

Animus	Cost	RNG	AOE	POW	UP
Pig Farm	2	Self	—	—	No No

This model gains an additional die on melee damage rolls against living models. 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.

Brine

Bacon - When this model is destroyed, each living warbeast B2B with it heals d6 damage points.
Companion [Rorsh] - This model is included in any army that includes Rorsh. If Rorsh is destroyed or removed from play, remove this model from play. This model is part of Rorsh's battlegroup.
Pain Response - While damaged this model can charge or make power attacks without being forced.
Pigheaded - If this model is destroyed by an enemy attack or if Rorsh is destroyed or removed from play by an enemy attack, before this model is removed from the table it can advance up to 3" and make one melee attack. When making this attack it ignores the effects of lost aspects. It cannot be targeted by free strikes during this movement.
Warbeast Bond [Rorsh] - Brine is bonded to Rorsh. During its activation, this model can charge or slam an enemy model that was damaged by a melee or ranged attack made by Rorsh this turn without being forced.

WEAPONS [Brine]
Claw [2x] (Left and Right)   **POW:** 3   **P+S:** 14
Open Fist

Gore [1x] (Head)   **POW:** 4   **P+S:** 15
Critical Knockdown - On a critical hit, the model hit is knocked down.

January 29, 2010

Saxon Orrik
Mercenary Minion Character Solo

ORRIK

Orrik's Damage: ▪■☐☐☐☐☐

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
Stealth
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.
Dismember - When this model hits a warbeast with a melee attack, roll an additional damage die.
Reconnaissance - While in this model's command range, friendly model's gain Pathfinder ICON.
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.

January 29, 2010

Totem Hunter
Minion Character Solo

TOTEM HUNTER

Totem Hunter's Damage: ☐☐☐◪■☐☐☐☐

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

FA: C
Point Cost: 3
Base Size: Medium
Damage: 8

Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

TOTEM HUNTER

Fearless
Pathfinder
Stealth
Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.
Jump - After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5″ of its current location. Any effects that prevent it from charging also prevent it from using Jump.
Prey - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When this model begins its activation within 10″ of its prey, it gains +2″ movement that activation. When the prey is destroyed or removed from play, choose another model/unit to be the prey.
Sprint - At the end of this model's activation, if it destroyed one or more enemy models with melee attacks this activation it can make a full advance.

WEAPONS [TOTEM HUNTER]
Kelkax [1x] (None) **POW:** 6   **P+S:** 14
Reach

Spiked Buckler [1x] (None) **POW:** 3   **P+S:** 11

January 29, 2010

Viktor Pendrake
Cygnar Ally Minion Character Solo

PENDRAKE

Pendrake's Damage: ◼️◼️☐☐☐☐

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

FA: C
Point Cost: 2
Base Size: Small
Damage: 5

Minion - This model will work for Circle and Trollbloods.
Animosity [Saxon Orrik] - This model cannot be included in an army that includes one or more models of the listed type.

PENDRAKE
Fearless
Pathfinder
Tough
Beast Lore (★Action) - RNG 3″. Target friendly warrior model/unit. If target friendly model/unit is in range, it gains boosted attack rolls against warbeasts for one turn.
Dismember - When this model hits a warbeast with a melee attack, roll an additional damage die.
Duck - This model gains +4 DEF against melee and ranged attack rolls made by warbeasts. Warbeasts cannot target this model with free strikes.

WEAPONS [PENDRAKE]
Chain Bola [1x] (None)   **RNG:** 8 **ROF:** 1 **AOE:** - **POW:** -
Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.
Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

Lucky Bow [1x] (None)   **RNG:** 12   **ROF:** 1 **AOE:** - **POW:** 10
Luck - This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.

Orgoth Sword [1x] (None)   **POW:** 5   **P+S:** 11
Magical Weapon

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Wrong Eye

Minion Gatorman Character Solo

Wrong Eye's Damage: ☐☐☐◼◼☐☐☐☐

WRONG EYE

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

FA: C
Point Cost: Wrong Eye & Snapjaw: 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 warlock special rules: Battlegroup Commander, Control Area, Damage Transference, Forcing, Fury Manipulation, Healing, and Spellcaster.

WEAPONS [WRONG EYE]

Bite [1x] (None)   POW: 5 **P+S:** 13
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.

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Snapjaw
Minion Gatorman Character Heavy Warbeast

SNAPJAW

SPD	STR	MAT	RAT	DEF	ARM	CMD	FUR	THR
5	11	6	1	12	18	6	4	8

FA: C
Base Size: Large
Damage: 27 (Mind 5, Body 14, Spirit 8)

Animus	Cost	RNG	AOE	POW	UP	
Submerge	2	Self	–	–	No	No

This model cannot be targeted by ranged or magic attacks and does not block LOS for one round.

SNAPJAW

Amphibious - This model ignores the effects of deep and shallow water and can move through them without penalty. While completely in deep water, it cannot be targeted by ranged or magic attacks and can make attacks only against other models in deep water. While completely in deep water, this model does not block LOS.
Blood Thirst - When it charges a living model, this model gains +2″ movement.
Companion [Wrong Eye] - This model is included in any army that includes Wrong Eye. If Wrong Eye is destroyed or removed from play, remove this model from play. This model is part of Wrong Eye's battlegroup.
Man-Eater - This model can charge living warrior models without being forced.
Warbeast Bond [Wrong Eye] - Snapjaw is bonded to Wrong Eye. When Snapjaw boxes a living model with a melee attack in Wrong Eye's control area, the model is removed from play and either Snapjaw or Wrong Eye heals d3 damage points.

WEAPONS [SNAPJAW]

Bite [1x] (Head)   **POW:** 6   **P+S:** 17

Tail [1x] (<—>)   **POW:** 3   **P+S:** 14
Reach
Critical Knockdown - On a critical hit, the model hit is knocked down.

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