STALKER
CRYX BONEJACK

Such murderous abominations only strengthen our resolve to carry Menoth's fire into the darkness.
—Grand Exemplar Kreoss

HEIGHT/WEIGHT: 8'10" / 2.2 TONS
ARMAMENT: TWIN EVISCERATORS (LEFT AND RIGHT ARMS)
FUEL LOAD/BURN USAGE: 33 LBS NECROTITE, 66 LBS COAL / 16 HRS GENERAL, 2 HRS COMBAT
INITIAL SERVICE DATE: UNKNOWN
CORTEX MANUFACTURER: UNKNOWN
ORIG. CHASSIS DESIGN: UNKNOWN

The field of battle breeds superstition. Some soldiers believe the souls of the fallen remain behind to watch over their comrades until the battle's end. Others believe fighting on ground bloodied by past war is to tempt ruin. Some speak of unseen horrors skulking along the battlefield, reaping all manner of misfortune upon the living. Those warcasters who have fallen prey to the Stalker's scything blades learned too late that at the heart of every tale is a spark—or more—of truth.

The Stalker is a nightmarish fusion of darkness and steel designed for a single purpose: to butcher those who oppose the will of the Dragonfather. With a shadowy hull that seemingly writhes and ripples in the light, this insidious creation is nearly indiscernible from a distance.

STALKER
Pathfinder

Stealth

Arcane Assassin – When making attacks, ignore focus points overboosting the target's Power Field and spell effects adding to its ARM or DEF.

Extended Control Range – When checking to see if this model is in its controller's control area for focus allocation, double the area.

EVISCERATOR
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.

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

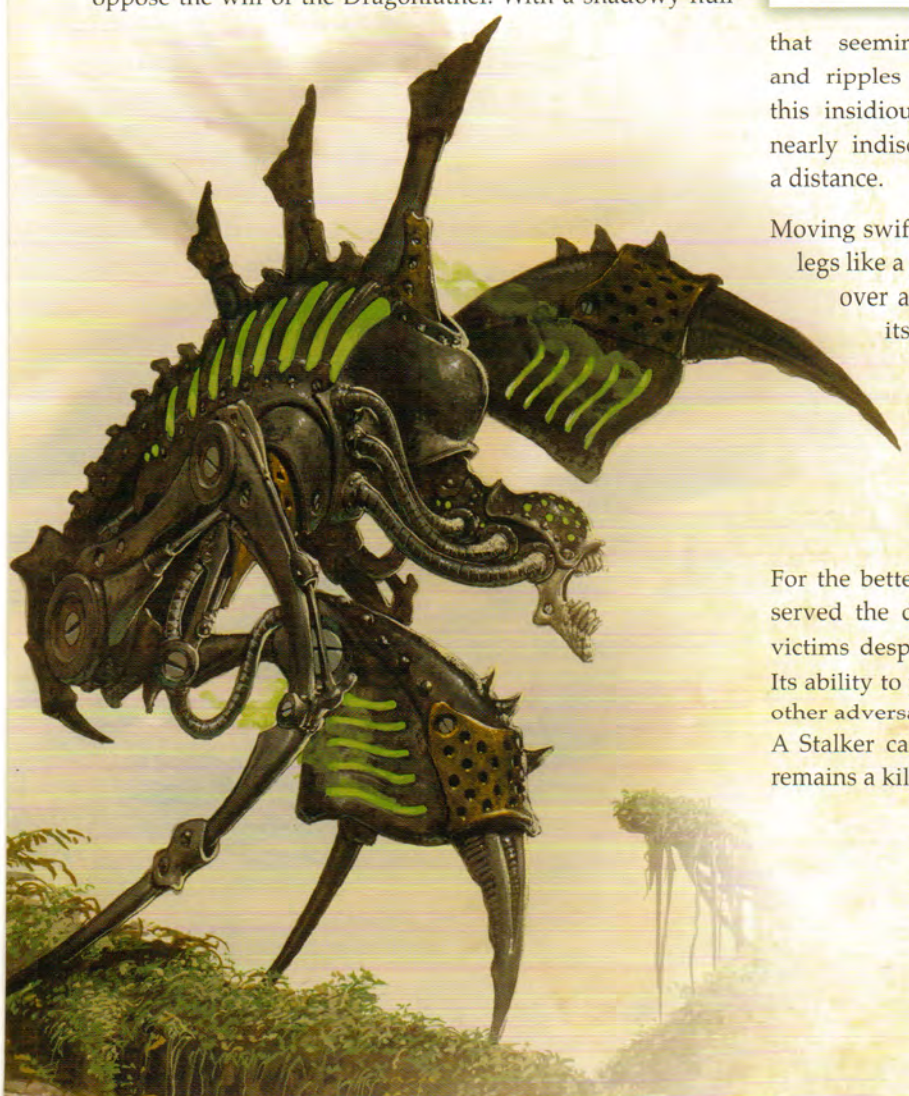
EVISCERATOR	
POW	P+S
5	12

EVISCERATOR	
POW	P+S
5	12

DAMAGE
1 2 3 4 5 6

L L M C R R
L M M C C R

FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	



Moving swiftly forward on its slender but powerful spiny legs like a great, iron insect, a Stalker springs effortlessly over any obstacle in its path. Once within reach of its prey, it lashes out savagely with its threshing blades for a quick, decisive kill. Those struck by these malefic weapons find both flesh and arcane defenses rent, as Stalker blades are coated with a necrotic agent that saturates wounds and weakens even the hardiest victims.

For the better part of a century, Stalkers have unfailingly served the dark designs of Cryx by brutally murdering victims despite the apparent protection of armed escorts. Its ability to pursue its target relentlessly while evading all other adversaries makes it a doubly maddening apparition. A Stalker cannot be seen, studied, or predicted—thus, it remains a killing machine of timeless perfection.

CANKERWORM

CRYX CHARACTER BONEJACK

It made unholy congress with a Defender and then started firing shells at us from clear across the river!

—Field Mechanik Haron

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

BITE		
H	POW	P+S
	3	11

REPLICATOR		
–	POW	P+S
	5	13

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

FIELD ALLOWANCE	C
POINT COST	5
MEDIUM BASE	

CANKERWORM

Advance Deployment

Pathfinder

Stealth

Affinity [Asphyxious] – When Cankerworm ends its activation in Asphyxious' control area, it can make a full advance.

Imprint: Salvage – At anytime during its activation, if it is in base contact with a wreck marker this model can spend 1 focus point to use Salvage. Remove the wreck marker from play, then remove d6 damage points from this model. If it was a heavy warjack wreck marker, remove +3 damage points.

Parry – This model cannot be targeted by free strikes.

BITE

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.

REPLICATOR

Adapt – When Cankerworm uses Salvage, you can adapt the Replicator. The Replicator gains the special rules and weapon qualities of one of the destroyed warjack's weapons. The Replicator becomes the type of weapon adapted (melee or ranged) and uses that weapon's RNG, ROF, AOE, and POW. This effect lasts until Cankerworm uses Adapt again.

Cankerworm slithers through battlefields on hooked claws while its armored scales rasp along its serpentine length. A scavenger that feasts on the carrion of dead machines, Cankerworm picks their rusted carcasses clean of parts to integrate into its own mass. Its capacity to regenerate itself has allowed it to emerge from the wreckage of battle countless times and return to Asphyxious despite its near destruction.

It tears into pieces those who impede it or seek to thwart its purposes, but it has no lasting interest in flesh. Its rear terminus houses a strange device that grafts itself to weapons salvaged from the battlefield. This pincer-like apparatus is well-suited to holding wrecked warjacks in place while its mandibles gnaw at it to separate the chosen component.

HEIGHT/WEIGHT:	15´ (LONG) / 3.25 TONS
ARMAMENT:	BITE, REPLICATOR
FUEL LOAD/BURN USAGE:	UNKNOWN
INITIAL SERVICE DATE:	UNKNOWN
CORTEX MANUFACTURER:	UNKNOWN
ORIG. CHASSIS DESIGN:	UNKNOWN

Only Asphyxious knows the origins of this hellacious mechanikal beast, which may well be the result of his own tinkering amid the mechanisms of countless war-torn fields of slaughter. It is certainly true that Cankerworm has followed in the lich lord's shadow for centuries. A creature that seems more self-created than engineered, the bonejack embodies acquisitive principles of baffling complexity and takes to the extreme the Cryxian philosophy of rising to consume one's enemies whole.

Cankerworm attacks with a breed of cunning and sense of self-preservation that makes mockery of life. Skulking across the blasted battlefield, Cankerworm waits for the mightiest of warjacks to suffer crippling damage and springs to attack the vulnerable machine. As it delivers the killing strike, it harvests weapons and other useful machinery from the fallen construct. The monstrous construct uses its vicious mandibles to tear other warjacks apart before ripping into their exposed mechanical guts. Once it locates a weapon of potency within the wreckage of the other 'jack, it flawlessly integrates the weapon into its own systems. This unprecedented ability to manipulate even the most sophisticated and complex mechanikal devices makes Cankerworm a particularly versatile tool in the iron lich's arsenal.

The existence of this machine has only added to the terrifying legacy of Asphyxious. Even the lich lord's servants find the machine disquieting, particularly as it has on occasion lashed out against those who displease its master. Master necrotechs cast envious and fearful glances at Cankerworm, both apprehensive of and fascinated with the unprecedented alien intellect it seems to display.

No Cryxian interferes with Cankerworm as it scours the battlefields like an enormous, malignant iron insect. Its behavior is often as inexplicable as it is abhorrent. Necrotechs have observed Cankerworm pile the dead after a battle and bury itself in their midst. It has dissected machinery and corpses with equal dispassion and sometimes recovers a skull or a piece of mechanika if it feels them worthy of its master's further scrutiny. How it chooses its trophies remains a mystery no one has dared to investigate closely.



CORRUPTOR
CRYX HELLJACK

To kill is simple, but to turn the enemy's flesh against him is divine.

—Necrosurgeon Fylis

CORRUPTOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	–

NECROSLUDGE CANNON (L)			
RNG	ROF	AOE	POW
12	1	–	14

NECROJECTOR (R)	
POW	P+S
5	15

DAMAGE

1 2 3 4 5 6

L L M C R R

M M C C

FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

CORRUPTOR

Immunity: Corrosion

Attack Type – Each time this model makes a normal melee or ranged attack, choose one of the following abilities:

- **Burster** – When this attack boxes a living model, center a 3" AOE on that model, then remove the model from play. Models in the AOE are hit and suffer an unboostable POW 10 corrosion damage roll.
- **Distillation** – When a living enemy model is destroyed by this attack while this model is in its warcaster's control area, immediately after the attack is resolved the warcaster heals d3 damage points.
- **Psycho Venom** – When a living enemy model is boxed by this attack, it heals 1 damage point. For the rest of the turn, this model's controlling warcaster can channel spells through the enemy model as if it were a model in his battlegroup with the Arc Node ability. At the end of the turn, the enemy model is destroyed.

NECROJECTOR

Open Fist

Height/Weight: 12' / 6.7 tons
Armament: Necrosludge Cannon (left arm), Necrojector (right arm)
Fuel Load/Burn Usage: 91 lbs necrotite, 203 lbs coal / 9.8 hrs general, 1.2 hrs combat
Initial Service Date: UNKNOWN, first reported in 606 AR
Cortex Manufacturer: UNKNOWN
Orig. Chassis Design: UNKNOWN

Longstanding pioneers in the development of caustic compounds and necrotic poisons, enterprising necrotechs have reaped a great harvest of alchemical knowledge from the escalating warfare on the mainland. The Corruptor is the culmination of this dark knowledge, a helljack armed with venomous weapons designed to consume both body and soul.

The fiendish warjack was created specifically to deliver these venomous distillates. Both its necrosludge cannon and insidious necrojector drip with toxic alchemical sludge. These horrific poisons can cause the human body to explode in a torrent of acidic filth and strip a victim's soul, restoring vitality to the Corruptor's warcaster or increasing the bond through which his dark powers can manifest.



TACTICAL TIPS

Burster – Because the boxed model is removed from play before being destroyed, it does not provide a soul or corpse token.

HARROWER
CRYX HELLJACK

The tremendous agony suffered during death throes exponentially amplifies the power we can harness from an extracted soul.
—Lich Lord Daeamortus

HEIGHT/WEIGHT: 10'5" / 7.6 TONS
ARMAMENT: MORTIFIER (LEFT ARM), PERISHER (RIGHT ARM)
FUEL LOAD/BURN USAGE: 96 LBS NECROTITE, 260 LBS COAL / 12 HRS GENERAL, 2 HRS COMBAT
INITIAL SERVICE DATE: UNKNOWN. FIRST REPORTED IN 599 AR
CORTEX MANUFACTURER: UNKNOWN
ORIG. CHASSIS DESIGN: UNKNOWN

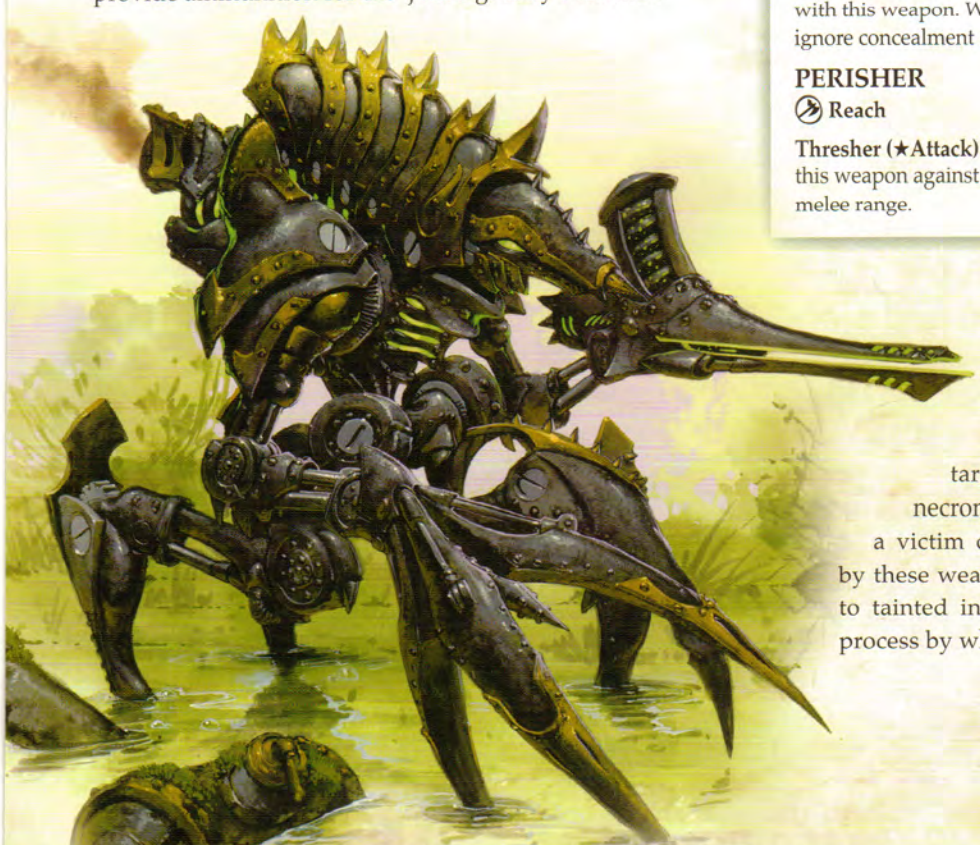
TACTICAL TIPS

AMPHIBIOUS – This model can attack other models that are in deep water.

THRESHER – The melee attacks are all simultaneous.

Announcing its presence with the ear-splitting shriek of its Mortifier cannon, the Harrower emerges from Cryx like a beast hungry for souls. There is no clean death in its wake; those cut down by its scything Perisher claw endure an unthinkable fate as their immortal souls are spun loose and harvested to fuel the Cryxian machine of war.

This amphibious helljack exploits a simple necromantic principle: the power derived from a captive soul is proportional to the torment its host suffered in death. Harrowers burst from the ocean depths to raid coastal towns and fill their soul cages. These compact cages, etched with golden runes and lined with necrotite, also serve to provide ammunition for the 'jack's ghastly Mortifier.



HARROWER
Pathfinder

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.

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.

Steady – This model cannot be knocked down.

HARROWER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	5	12	18	—

MORTIFIER (L)			
RNG	ROF	AOE	POW
10	1	3	14

PERISHER (R)	
POW	P+S
4	16

DAMAGE

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

FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	

MORTIFIER

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

PERISHER
Reach

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

Infused with soul energy, a Mortifier's shell exists partially within the spirit realm and appears to mortal eyes only as a sickly blur as it passes through solid obstacles. It becomes tangible again on impact with its intended target, shredding armor and flesh in a necromantic conflagration. In the rare cases a victim does not die outright, the wounds left by these weapons heal slowly if at all and are prone to tainted infection, a chilling remnant of the vile process by which imprisoned souls are obliterated.

LEVIATHAN
CRYX HELLJACK

Their first warning of our arrival will be our Leviathans rising from the water and falling upon them like a killing tide.

—Skarre Ravenmane

LEVIATHAN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	12	6	5	12	18	—

SPIKER				
	RNG	ROF	AOE	POW
L	13	3	—	13

CRUSHING CLAW		
	POW	P+S
R	5	17

DAMAGE

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

FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

LEVIATHAN
Pathfinder

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.

Steady – This model cannot be knocked down.

SPIKER
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.

CRUSHING CLAW
Open Fist

HEIGHT/WEIGHT: 10'5" / 7 TONS

ARMAMENT: SPIKER CANNON (LEFT ARM), CRUSHING CLAW (RIGHT ARM)

FUEL LOAD/BURN USAGE: 99 LBS NECROTITE, 265 LBS COAL / 12 HRS GENERAL, 2 HRS COMBAT

INITIAL SERVICE DATE: UNKNOWN, FIRST REPORTED IN 586 AR

CORTEX MANUFACTURER: UNKNOWN

ORIG. CHASSIS DESIGN: NECROTECHS OF CRYX

TACTICAL TIPS

AMPHIBIOUS – This model can attack other models that are in deep water.

When it senses prey, a Leviathan rises from the tide like a primordial nightmare to bring its murderous weapons to bear. The claw on its right arm is powerful enough to tear limbs from enemy warjacks and crush smaller enemies outright. Even more terrifying is the rapid-fire cannon on its left arm. Fueled by excess steam built up in the necrotite furnace of the helljack and fed crude but effective spikes from its reloading hopper, this repeating cannon unleashes a tidal wave of metallic death when fired. Smaller quarry such as infantry are merely cut down by the spikes, but warjacks and other large targets are annihilated in the staccato burst, their armor and systems mangled by the wailing projectiles.

The Leviathan is an immense metal atrocity of frightening mobility. The watertight furnaces of this horror make it a favorite among blackship captains, who take full advantage of its amphibious nature by deploying it at sea—or, rather, shoving it overboard and allowing it to make its way silently across the seabed on its spidery claws.



REAPER
CRYX HELLJACK

When that thing reeled in a six-ton Ironclad like a dragonfish on a line, all bets were off.
—Commander Coleman Stryker

HEIGHT/WEIGHT: 11'10" / 6.5 TONS
ARMAMENT: HARPOON (LEFT ARM), HELLDRIVER (RIGHT ARM), TUSKS (HEAD)
FUEL LOAD/BURN USAGE: 88 LBS NECROTITE, 196 LBS COAL / 10 HRS GENERAL, 1.5 HRS. COMBAT
INITIAL SERVICE DATE: UNKNOWN, FIRST REPORTED IN 557 AR
CORTEX MANUFACTURER: UNKNOWN
ORIG. CHASSIS DESIGN: UNKNOWN

TACTICAL TIPS

DRAG – "Any distance" means "as much as necessary," not "any distance the player chooses."

Cryxian helljacks are disturbingly similar to living creatures, perverse amalgams of enormous insects fused with the implements of industrialized slaughter. A hulking creature of bone and steel with blackened armor plating that houses a cortex thirsting for death, the Reaper helljack is one of the most terrible inventions to emerge from the necrofactoriums of Cryx.



HARPOON

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.

HELLDRIVER

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.

REAPER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	–

HARPOON			
RNG	ROF	AOE	POW
8	1	–	12

HELLDRIVER	
POW	P+S
6	16

TUSKS	
POW	P+S
2	12

DAMAGE

1 2 3 4 5 6

L L R
L L M C R R
M M C C

FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

The Reaper stalks the battlefield with the single-minded determination of a vicious hunter. With a thunderous report and the grinding peel of rapidly uncoiling chain, the horrific 'jack fires its harpoon to sink deep into flesh or steel. With frightening speed, it reels its victim to within striking range of its helldriver—a vicious mechanikal spike of tempered steel driven by a wickedly powerful piston. Capable of punching through iron plate, the helldriver generates enough force to pierce boiler casings, rend gears, and reduce enemy warjacks to scrap.

SEETHER
CRYX HELLJACK

Kurr possessed a singularly diseased mind. If only we had a thousand more like him.

—Lich Lord Terminus

SEETHER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	8	5	13	17	–

DEATH CLAW (L)	
POW	P+S
6	16

DEATH CLAW (R)	
POW	P+S
6	16

TUSKS (–)	
POW	P+S
2	12



FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

SEETHER
Terror

Aggressive – This model can run or charge without spending focus or being forced.

Soul Drive – This model is allocated 1 additional focus point during your Control Phase.

DEATH CLAW
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.

Height/Weight: 12´ / 6.5 tons	
Armament: Twin Death Claws (left and right arms), Tusks (head)	
Fuel Load/Burn Usage: 99 lbs necrotite, 265 lbs coal / 12 hrs general, 2 hrs combat	
Initial Service Date: UNKNOWN	
Cortex Manufacturer: Master Necrotech Verrik Kurr	
Orig. Chassis Design: UNKNOWN	

TACTICAL TIPS

Aggressive – Yes, this rule is HORDES friendly.

Soul Drive – A warjack cannot exceed normal focus allocation limits as a result of Soul Drive.

Chain Attack: Grab & Smash – Remember, a model with a crippled weapon system cannot use that system to make chain attacks or special attacks, including power attacks.

Skell necrotechs immediately recognized the Seethers as valuable weapons and set some aside for reverse engineering, but all such attempts have failed. The rest were gifted to prestigious Cryxian commanders on the mainland, where the terrible machines could wreak the bloody slaughter for which they were crafted.

Master Necrotech Verrik Kurr was a lunatic even by the deranged standards of Cryx. He sought insight into the creation of the charnel mineral necrotite by systematically torturing victims and distilling their life force. Obsessed by formulae just out of his grasp, Kurr became convinced the accursed *Librum Mekanecrus* contained the answers he needed and began an exhaustive search for the tome. When the necromancer disappeared, an eventual search of his laboratory revealed only the massacred bodies of his assistants along with a small number of inert Seethers.

Seethers follow basic Slayer design with some rather extreme modifications, most notably the soul drives grafted to their cortexes. These baneful devices contain malevolent spirits that provide the helljacks with a bottomless font of unmitigated rage. The efficiency by which they thrive on this energy has yet to be replicated.



SLAYER
CRYX HELLJACK

I do not credit that thing is a machine. It was as if I stared into the face of death itself.
—Unnamed survivor of an attack on Southshield

HEIGHT/WEIGHT: 11'10" / 6.25 TONS
ARMAMENT: TWIN DEATH CLAWS (RIGHT AND LEFT ARMS), TUSKS (HEAD)
FUEL LOAD/BURN USAGE: 100 LBS NECROTITE, 200 LBS COAL / 12 HRS GENERAL, 2 HRS COMBAT
INITIAL SERVICE DATE: UNKNOWN, FIRST REPORTED IN 531 AR
CORTEX MANUFACTURER: UNKNOWN
ORIG. CHASSIS DESIGN: UNKNOWN

The Slayer is a swift, hulking beast of bone and black iron that seeks to murder anything in its path. Its soulfire furnace blazes with a savage intensity that pushes the helljack to ever-greater feats of destruction. The Slayer exists to sow destruction, cleave through bodies with its great claws, and soak the earth with the spent vitality of its broken victims.

An eerie green glow pulsates from the Slayer's furnace, a frightful light illuminating even its eye sockets, suggesting some greater intelligence. After decades of Cryxian terror along the coasts, any greenish lights—like those found floating in the bogs and fens of Immoren—are often called "Cryxlight" by superstitious travelers.

DEATH CLAW
Open Fist

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.

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

DEATH CLAW	
POW	P+S
6	16

DEATH CLAW	
POW	P+S
6	16

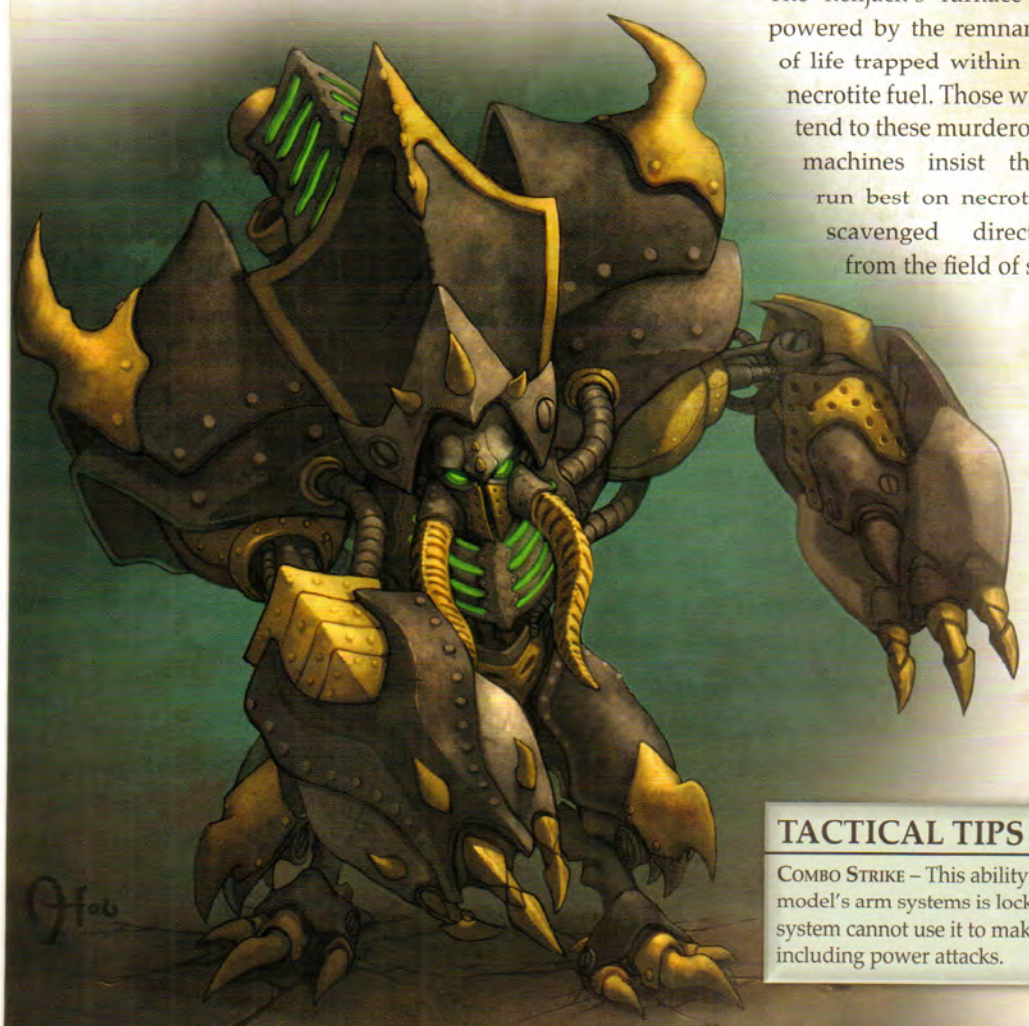
TUSKS	
POW	P+S
2	12

DAMAGE

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

FIELD ALLOWANCE	U
POINT COST	6
LARGE BASE	

The Slayer's tempered metal claws are powerful enough to rend metal and powder bone on impact. It is further armed with cruelly curved tusks amputated from great beasts and bolted crudely onto its armored skull for use in vicious charges. The helljack's furnace is powered by the remnants of life trapped within its necrotite fuel. Those who tend to these murderous machines insist they run best on necrotite scavenged directly from the field of slaughter.



TACTICAL TIPS

COMBO STRIKE – This ability cannot be used while either of this model's arm systems is locked. A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

DEATHJACK

CRYX CHARACTER HELLJACK

Fifteen feet of kettle-black, greasy iron and a gut full of soul-burning mechanika, the Deathjack is a steamjack sprung from the nightmares of a madman.

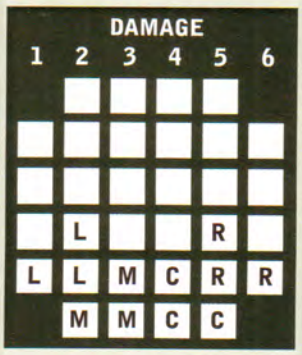
—Professor Viktor Pendrake, Monsternomicon, *604 AR*

DEATHJACK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	12	8	4	13	19	—

NECROCLAW	
POW	P+S
6	18

NECROCLAW	
POW	P+S
6	18

HORNS	
POW	P+S
3	15



FIELD ALLOWANCE	C
POINT COST	12
LARGE BASE	

DEATHJACK

Abomination

Advance Deployment

Cull Soul – This model gains one soul token for each living enemy model destroyed within 2" of it. When this model replenishes its focus during your next Control Phase, replace each soul token on it with 1 focus point.

Necromancy – While this model is in its controller's control area, it can spend focus points to cast its controller's spells. When this model casts its controller's spells, the controller is considered to have cast them but this model is their point of origin. When making a magic attack roll, this model uses its controller's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

Rendering – When this model gains a soul token, it can immediately spend that token to remove d6 damage points.

Skulls of Hate – During your Control Phase, after focus allocation this model gains 1 focus point for each of its arm systems that is currently not crippled. While this model has one or more non-crippled arm systems, its front arc extends to 360°.

NECROCLAWS

Open Fist

Height/Weight: 15' / UNKNOWN

Armament: Twin Necroclaws (left and right arms), Horns (head)

Fuel Load/Burn Usage: UNKNOWN

Initial Service Date: UNKNOWN; first reported in 350 AR; in service to Cryx 605 AR

Cortex Manufacturer: UNKNOWN

Orig. Chassis Design: UNKNOWN

For more than two hundred years the necromechanikal horror called the Deathjack has haunted the wilds of western Immoren. Striking without warning, this infernal machine voraciously devours souls and leaves nothing but death and destruction in its tracks. The greasy smoke from its furnace bears the acrid odors of burnt hair and flesh. Countless individuals—indeed, entire villages of men, women, and children—have been consumed in its insatiable flames.

TACTICAL TIPS

Cull Soul – A model can have more focus points than its FOCUS as a result of Cull Soul. Yes, the Deathjack gets soul tokens for models it tramples.

Skulls of Hate – The gained focus points are in addition to any that are allocated. That means Deathjack generally can be allocated up to 3 focus points and then gain up to 2 more from Skulls of Hate. Deathjack receives this focus even if suffering Disruption.

Long ago, tales of this mechanikal doom reached the Scharde Islands and stirred the interest of the lich lords, who vowed to capture the machine and bend it to the Dragonfather's will. Since the Deathjack's first sighting in 350 AR, agents of Cryx have tirelessly hunted any scrap of lore concerning the enigmatic self-willed construct.

It is a constant source of humiliation to necrotechs that this embodiment of carnage caged within a mechanikal frame was not the product of their maligned genius. The nightmare machine's origins are unknown, as is the identity of its creator, though the secrets of its construction are rumored to be buried within the cryptic pages of the *Librum Mekanecrus*. This loathsome tome, coveted by Thamarite cults as well as the agents of the Dragonfather, supposedly details the melding of mechanika with ancient Orgoth rites. Though long lost to the necrotechs of Cryx, the *Librum* has inspired their deranged designs as they endlessly aspire to the demonic perfection represented by the Deathjack.

The Deathjack's considerable array of necromantic and mechanikal abilities makes it a potent addition to the armies of Cryx. A savage intellect resides in its Skulls of Hate, the infernal lanterns mounted on its shoulders that continuously utter dire admonitions and cast necromantic spells. Numerous legends assert that this monstrosity has been demolished before, at great cost of life and suffering, and yet the Skulls of Hate have assembled it anew from the wreckage of other machines. The Deathjack is a seemingly immortal machine that exists for no purpose other than slaughter.

While its outer frame bears resemblance to the Cryxian machines designed to mimic its hellish perfection, the Deathjack's furnace is unique. Whereas the engines of lesser Cryxian warjacks extract energy from necrotite, this singular 'jack fuels itself directly from the souls of its victims. Driven by a murderous appetite, the Deathjack eagerly carries out the imperatives of the Dragon Lord.

It took countless attempts and untold resources to press the Deathjack into Cryxian service. Even then, the iron will of the Skulls of Hate proved impervious to necromantic

ward and ritual. What could not be broken could only be bound. Some believe the final cost of subjugating such an inscrutable abomination has not been paid and at some future date it will slip its master's leash and turn against the Nightmare Empire. Even with such apocalyptic revelations surrounding the lich lords of Cryx like oily smoke, Toruk's living servants remain ever-vigilant against this most unnatural and exquisite of horrors.



NIGHTMARE
CRYX CHARACTER HELLJACK

Bound in iron and death, annihilation, I give you form.

—Wraith Witch Deneghra

NIGHTMARE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	8	5	13	18	–

WICKED CLAW	
POW	P+S
6	16

WICKED CLAW	
POW	P+S
6	16

TUSKS	
POW	P+S
2	12



FIELD ALLOWANCE	C
POINT COST	10
LARGE BASE	

NIGHTMARE

Affinity [Deneghra] – While Nightmare is in Deneghra's control area, it gains Stealth.

Imprint: Ghostly – During its activation, this model can spend 1 focus point to gain 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. A model with Ghostly cannot be targeted by free strikes.)

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.

WICKED CLAW

Open Fist

Reach

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

Height/Weight: 11´10˝ / 7 tons

Armament: Twin Wicked Claws (left and right arms)

Fuel Load/Burn Usage: 100 lbs necrotite, 200 lbs coal / 12 hrs general, 2 hrs combat

Initial Service Date: UNKNOWN; Current chassis 606 AR

Cortex Manufacturer: UNKNOWN

Orig. Chassis Design: UNKNOWN

TACTICAL TIPS

Combo Strike – This ability cannot be used while either of this model's arm systems is locked. A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

Prey - Modifiers to movement apply only to a model's normal movement.

Nightmare's blackened metal chassis melts into the greater darkness—until it reaches out to rend its luckless victims limb from limb.

Deneghra chose this machine as her vessel of vengeance the day its claws held her in place for her sister's violent killing stroke. It was the same Slayer that later carried Deneghra's body from the field, obedient to her even beyond death. After Asphyxious returned her soul to awaken her reconstructed flesh, the thought of her own blood on its claws fueled Deneghra's obsession. Her training as a warwitch had taught her to appreciate and crave the great power in blood rituals and black deeds done with passions roused. Her own murder had left an indelible imprint on the machine.

Deneghra conducted careful preparations to bind the helljack to her will permanently. She ordered her mechaniks to modify it extensively to create the perfect instrument for her vengeance and oversaw every detail and specification of the work herself. When the machine seemed all in readiness, Deneghra inscribed a complex pattern of runes empowered by sacral blood upon its surfaces. With the completion of the final rune, cold fire erupted along the helljack where her life's blood had spilled. Deneghra's mind burned trails through Nightmare's cortex, creating an imperishable bond between them. Through this link the helljack became the ultimate hunter, a tireless horror that would follow its quarry with infinite patience and tenacity. It became the demon Deneghra would unleash upon her enemies to know that destruction would inevitably find them.

If the Slayer is a perfect killing machine, Nightmare is darkness and mortality incarnate. The cold shell of this helljack gives form to a bestial predatory instinct. It can become a ghostly specter and move through the rock and steel of any barrier before coalescing into terrifying reality. Striding forward alongside Wraith Witch Deneghra,

Deneghra's mastery over death itself and her transcendent embrace of that state is echoed in her terrible mechanikal creation. As Deneghra seizes power independent of the fulfillment of Asphyxious' will, Nightmare has increasingly become the instrument by which she carries out her plans. Deneghra's complex schemes require more deaths than she has time to deal personally, and so she sends Nightmare in her stead. Its malevolent eyes glint with a flare of necrotite when she caresses it and speaks the name of its prey and the manner of their death. Once loosed, Nightmare stalks its prey like a ghastly hound, unfettered by the obstacles of

the physical world. It moves relentlessly through forest or street with equal ease in pursuit of its named quarry.

All hope vanishes from those who witness Nightmare materialize from the shadows to do slaughter. The machine stares out at the world with singular unholy malice, the fires of its eyes gleaming with the menacing cold that lurks in the night's outer darkness. Those who flee from Nightmare soon despair as all efforts of evasion prove fruitless and the machine closes on them with the terrible certainty of death.



SOLDIERS OF CRYX

No other nation on Caen can boast armies as vast and varied as those of the Dragonfather, for its soldiers serve in death as well as life. Even the enemy dead are potential soldiers for Lord Toruk's forces, requiring only the release of death in order to be brought under his command. As Cryx replenishes its own losses with fallen foes, it inexorably grinds its enemies to dust.



The great mass of Cryxian troops comprises a variety of thralls, reanimated corpses typically augmented with necromechanikal prosthetics and weapons. The secrets of necromancy were some of the first that Toruk imparted to the lich lords, and they have further developed the art over a millennium. The earliest thralls were little more than shambling corpses, dangerous but predictable. Since that time, Cryx has benefited from centuries of necromechanikal research that has spawned generations of increasingly sophisticated and terrifying thralls.

Mechanithralls make up the majority of Cryx's thrall soldiers. Inscribed with the simplest of animating runes, each mechanithrall is enhanced with a necrotite-fueled steam engine and equipped with crude but powerful mechanikal fists. These thralls constitute the island nation's most expendable shock troops. Enormous waves of mechanithralls pour from the blackships during every major Cryxian offensive. Over the years the necrotechs have produced ever larger and more powerful thralls, leading to the creation of the huge brute thralls capable of delivering devastatingly powerful blows. Nearly as numerous and simple to construct as the mechanithralls are the bile thralls. More a mobile housing for their horrific weaponry than true unliving warriors, these acid-spewing thralls are a terror to the soldiers of the mainland.



REVENANT CREWMEN

The malevolent bane spirits representing the thrall warrior elite provide stark contrast to the unthinking mechanithralls. Unlike common thralls created by reanimating dead flesh, banes are created by imprisoning the spirits of unholy warriors within human remains. Cryxian agents scour ancient battlefields and forgotten tombs to find appropriate vessels; only the flesh of those who were strong in life are capable of permanently anchoring a bane spirit. The resulting creatures are naturally more intelligent than other thralls, with a consciousness devoted entirely to destruction.

The greatest drawback to the use of thralls is their extremely limited intelligence and inability to take initiative. The creation of

autonomous and intelligent thralls is possible but extremely time-consuming and requires careful selection of corpses, so the process is typically used only for skarlocks and other adjutants. Cryx therefore relies on its necromancers and warcasters to lead huge numbers of thralls into battle. The mastery of necromancy is one of the few skilled tasks that can allow a living vassal to rise to a position of authority in Cryx, although most of these individuals aspire to join the ranks of the sentient dead. The most esteemed of these masters of death is Darragh Wrathe, who is in the midst of transforming his living flesh into a necrotechnological construct akin to the iron liches that he serves.

The revenants that crew the Ghost Fleet also stand separate from Cryx's legions of thralls. These are not corpses reanimated by thrall runes but instead are the continuance of a supernatural contract first forged between Toruk and Captain Rengrave of the dirgenmast *Atramentous*. With Toruk's curse, that great ship sails eternally to bring destruction to the enemies of Cryx.

The Dragonfather's legions make extensive use of living troops, which are valued for their unique benefits. The Satyxis bring unrivaled savagery and unique blood-borne sorceries to Toruk's armies; the most powerful among them can read the skeins of fate in the entrails of enemies that die on their ritual blades. The supreme sailors and officers of the Black Fleet, the Satyxis treat the scum that make up the ranks of their human subordinates with the same callous disregard that the necromantic generals of the mainland treat their thrall hordes. They often employ black ogrun and blighted ogrun and trollkin, as these brutish and malevolent creatures fight with little regard for their own lives. Leadership of the largest collection of these brutal living soldiers has been left to General Gerlak Slaugtherborn, the chieftain of the barbarous Bloodgorger trollkin. Nevertheless, the masters of Cryx view even their greatest living warriors as commodities and rarely exhibit any more concern for their well-being and safety than they do for their thralls.

It is precisely this disregard that causes so few mercenaries to consider employment by Cryxian forces. Compounded by the fact that Cryx mints no coin and pays in barter or stolen money, it is rare for sellswords to look favorably on the undead as clients. Certain large and morally flexible companies such as the Steelheads have agreed to long-standing contracts with Cryx, for which they are paid in plunder through the trading port of Blackwater. Even so, only the most grizzled and disreputable Steelhead branches are willing to accept these contracts. Other mercenaries willing to consider Cryxian employment are typically desperate, mad, or both.

THRALL RUNES

The necromancers and sorcerers who make up the elite of the Cryxian army are typically masters of thrall runes. These dark symbols are the key to the process of reanimating the dead, and a basic knowledge of them is necessary to control the typically mindless dead as well as the warjacks of Cryx. Those who excel in the art can create thralls advanced enough to display a malevolent awareness. Banes evince only a glimmer of intelligence, but the intricately crafted skarlock thralls are fully self-aware and possess powerful necromantic abilities.

AUTHORITY RANKS



THRALL WARRIOR



THRALL LIEUTENANT



THRALL CAPTAIN



MARK OF ASPHYXIOUS

ANIMATION GLYPHS



BASIC ANIMATION



AGGRESSION



STRENGTH



PROTECTION



INTELLECT



STEALTH



ARCANE POWER

BANE KNIGHTS
CRYX UNIT

We had taken up firing positions in a burned-out farmhouse when those things came right through the wall. Half my men were dead before we even knew those monsters were there.

—Arcane Tempest Captain Gideon Sinclair

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

BANE LANCE	
POW	P+S
4	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	6
LEADER & 9 GRUNTS	10
SMALL BASE	

LEADER & GRUNTS
Undead

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.

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.

BANE LANCE
Reach

Weapon Master

TACTICAL TIPS

VENGEANCE – Models move after continuous effects have been resolved during the step of the Maintenance Phase that says "Resolve all other effects that occur during the Maintenance Phase."

For a soldier, jumping at shadows is at best laughable and at worst cowardice, but there are things in the world truly dark enough to be feared. Fell creations of blasphemous runes and animated bones, bane knights are unhallowed vessels of darkness summoned from the void. The same accursed process that creates these fearsome creatures also binds to them a cold fury. They focus this hatred on all mortal creatures; fueled by chthonian magic, bane knights are anathema to the living.

These unnatural warriors draw strength as a collective from those who strike at them, brutally punishing their foes while advancing relentlessly across the battlefield. Many a soldier has destroyed one bane knight only to be struck down as the shadows coalesced into another.

Accompanied by an icy wind and a charnel smell, bane knights glide across the battlefield sowing blood and death. These fiends wield their shadow-forged lances with inhuman precision, cutting down any obstacle in their path. Adding to their implacable advance, bane knights can become fully spectral for short periods of time, allowing them to pass through any barrier to reach their victims. Terrifying tales tell of exhausted soldiers returning to the relative safety of their trenches only to be slain without warning by bane knights emerging from the walls around them.



BILE THRALLS
CRYX UNIT

Dead flesh is more versatile than machinery alone. With the proper application of our art, even the wreckage of battle can rise to serve us once more.
—Master Necrotech Mortenebra

Disgorged from the hellish workshops of Cryx, bile thralls are noted for their bloated and distended bodies and the gurgling noises heard as pumps and siphons perform unspeakable mockeries of biological processes within them. Bile thralls store volumes of corrosive digestive and decomposition agents, with hoses and tubes leading from their distended mouths and fabricated orifices to crude firing mechanisms. With a lurching spasm, each bile thrall can force a startling volume of caustic fluid out of the nozzle over a wide area to dissolve flesh and devour tempered metal.

In the midst of enemy troops, a bile thrall can force itself to perform a particularly powerful explosive discharge. It compresses its overpressurized intestines in a massive purge that creates a grisly shower of fluid, flesh, and metal. Anything caught in the foul blast quickly corrodes beneath the potent dissolving agents. Metal melts into slag while skin and organs painfully liquefy into a bloody, unrecognizable mess.

LEADER & GRUNTS
Undead

BILE CANNON
Continuous Effect: Corrosion

Damage Type: Corrosion

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

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

BILE CANNON			
RNG	ROF	AOE	POW
SP 8	1	—	12

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

Cryxian commanders unleash dozens of bile thralls at a time. Powered by their sloshing and throbbing internal mechanisms, they waddle sluggishly across the battlefield until just the right moment to disgorge their innards. Bile thralls serve as much to obliterate an enemy's morale as to destroy its soldiers. Those who have seen the creatures in action have been known to go days without eating, and most who have risked going toe-to-toe with them cannot forget the putrid stench.



BANE THRALLS
CRYX UNIT

Our scout's torch and lantern went black, and we heard him scream. A moment later a horrible chill washed over us. We could feel them before we could see them.

—Swift Sergeant Tyrell Forlaine, Cygnaran Reconnaissance Service

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

WAR AXE	
POW	P+S
4	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Stealth

Undead

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

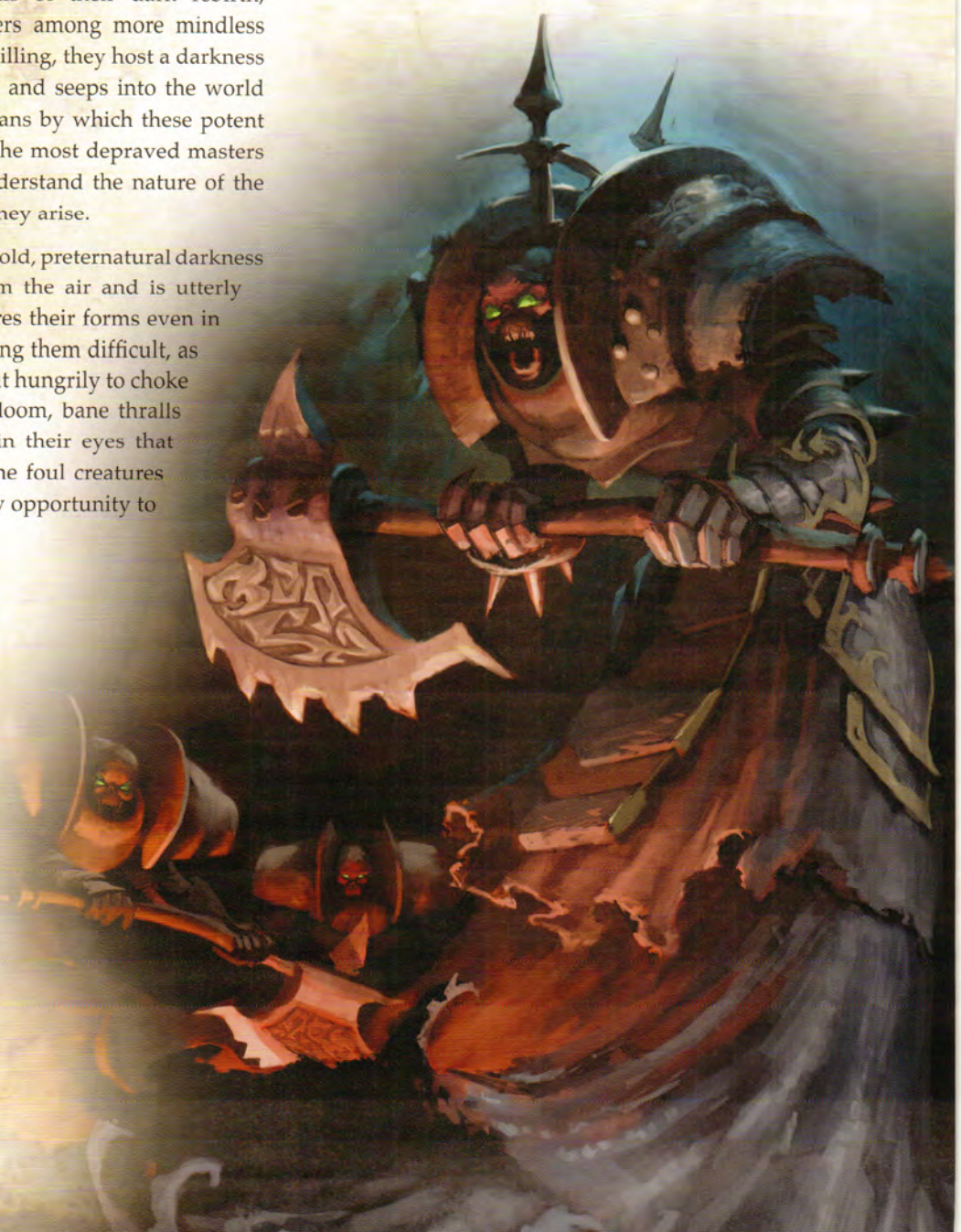
WAR AXE

Weapon Master

Bane thralls, cunning undead warriors inscribed with countless runes and sigils of their dark rebirth, are versatile and deadly soldiers among more mindless undead. Wickedly proficient at killing, they host a darkness that both permeates their being and seeps into the world of the living. Few know the means by which these potent creatures are created, and only the most depraved masters of necromancy can begin to understand the nature of the malignant power from whence they arise.

Bane thralls are enshrouded in a cold, preternatural darkness that siphons the very light from the air and is utterly inimical to living flesh. It obscures their forms even in bright daylight and makes fighting them difficult, as tendrils of this darkness reach out hungrily to choke the living. In addition to this gloom, bane thralls display a malevolent glimmer in their eyes that reveals a hateful intelligence. The foul creatures delight in slaughter and seek any opportunity to charge into battle and sow death. Sometimes they can even be heard whispering to each other in ancient tongues, as if coordinating a plan of attack. They march into battle with the discipline and inexorable confidence that only soldiers with no fear of death can possess.

Bane thralls are a profane clue that Cryxian necromancers have unlocked dimly understood horrors, as if connected to some force beyond Caen that thrives on extermination. Some darkness never goes away, no matter what the stories might say, and the bane thrall is a testament to ancient blasphemies.



BANE THRALL OFFICER & STANDARD

CRYX UNIT ATTACHMENT

Death can be thought of as the perfect process of distillation. Tempered in the fathomless void between Caen and Urcaen, all that remains of a bane is the single-minded determination to sow destruction among the living.

—Goreshade the Cursed

TACTICAL TIPS

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

There is order even among the ranks of the dead. Rune-bound captains lead blasphemous bane thralls onto the battlefield to slaughter for their own heinous pleasure. Only the most hateful and malevolent spirits are chosen to command the banes in battle. Pulled from eternal torment in the abyss between Caen and Urcaen, these officers remember little of their former lives, but what remains fills them with a consuming hatred for all life. The night-shrouded legions follow their officers in ghastly silence, obscured by the darkness that clings to them. From this nightmarish procession rise ancient standards, mockeries of the kingdoms and causes the dead once fought for as mortal men.



Attachment [Bane Thrall] – This attachment can be added to a Bane Thrall unit.

OFFICER

Officer

Stealth

Undead

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

Granted: Dead Rise – While this model is in play, after resolving continuous effects during your Maintenance Phase, knocked down models in its unit stand up and stationary models in its unit are no longer stationary.

STANDARD BEARER

Standard Bearer

Stealth

Undead

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

Granted: Tough – While this model is in play, models in its unit gain Tough.

WAR AXE

Weapon Master

OFFICER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	7	4	12	15	9

WAR AXE	
POW	P+S
4	11

STANDARD BEARER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	6	4	12	15	8

WAR AXE	
POW	P+S
4	11

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	3
SMALL BASE	

Death favors the dread officers, surrounding them and those who follow them in a miasma of unnatural strength. Emblazoned with profane words in dead languages, their tattered standards flap above them, empowering the bane thralls to shrug off wounds that would otherwise send them howling back to the abyss from which they came. The living look upon such sorties and despair, knowing that any victory they might claim against the darkness is only temporary at best.

BLACK OGRUN BOARDING PARTY

CRYX UNIT

They be naturals to the life, 'tis certain true. Their cruel appetites be satisfied only in blood and gold.
—Captain Rengrave

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	7	5	12	15	9

HARPOON			
RNG	ROF	AOE	POW
8	1	—	12

HAND WEAPON	
POW	P+S
4	13

DAMAGE	8 EA
FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	4
LEADER & 4 GRUNTS	6
MEDIUM BASE	

LEADER & GRUNTS

Combined Ranged Attack

Terror

HARPOON

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.

Of all the pirates preying on the Broken Coast, none are more savage than the black ogrun of Cryx. Once a prize is within reach, these soot-black mountains of corded muscle leap from their vessels and fall upon their victims with a sanity-staggering howl, leaving gory seas and unidentifiable corpses in their wake. Those unlucky enough to survive a black ogrun assault are rounded up like cattle and forced into ship holds bound for the Nightmare Empire, to be slaves in the foundries of Cryx.

These ogrun pirates are experts in conducting brutally efficient boarding actions. Each is armed with a stout cannon capable of launching a wicked, tempered-steel harpoon and nearly fifty feet of chain. This cruel device is invaluable in securing vessels for boarding. Once joined in the slaughter, black ogrun use these harpoons to pick off victims on deck before wading in and running riot in the bedlam.

The bloodthirsty black ogrun are judged barbaric even by the degenerate standards of the Scharde Isle crews forced to ferry them into battle. Indeed, they are chosen for their murderous tendencies as much as for their seamanship. Each of their small boarding parties is commanded by a bosun charged with both leading the pirates into battle and managing the notoriously foul ogrun tempers. Often, the black ogrun are left to their own devices until they are unleashed upon an ill-fated target.

TACTICAL TIPS

DRAG – "Any distance" means "as much as necessary," not "any distance the player chooses."



BLOODGORGERS
CRYX BLIGHTED TROLLKIN UNIT

No man shall drink the blood of another. The taste brings madness.
—Attributed to Priest-King Golivant

The murderous Bloodgorgers hail from the blighted trollkin kriels of the Scharde Islands. Corrupted and black-hearted, they find no greater joy in life than charging into battle to maim their enemies before devouring them while fresh blood steams in the air. Toruk's blight has blessed these trollkin with pronounced spurs and curving horns, enhancing their already-formidable ability to commit atrocity. They lead charges to spark terror and chaos amid the carnage of war. Embracing this role with wild enthusiasm, they spend their short, brutal lives bathed in gore.

Feeding their sickening appetites does more than terrify; by this Bloodgorgers evoke the power of blood sacrifice as learned from Satyxis and Tharn occult practices. These ends meet in gruesome delight, as when a Bloodgorger slowly consumes a living victim's fingers and hands while they watch. Moving fiendishly from one butchered victim to the next, Bloodgorgers become more invincible with each abominable rite. Perhaps the only mercy is that they rarely leave survivors to suffer the memories of their wanton cruelty and endless hunger for flesh.

LEADER & GRUNTS

Fearless

Terror

Tough

Blood Thirst – When it charges a living model, this model gains +2" movement.

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.

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

HAND WEAPON	
POW	P+S
4	11

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
MEDIUM BASE	

TACTICAL TIPS

Blood Thirst – Apply movement bonuses only during a model's activation.



CEPHALYX MIND SLAVER & DRUDGES

CRYX ALLY UNIT

They can sense your thoughts and twist your will. The best way to parley with these abominations is with a pistol.

—Professor Viktor Pendrake

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

PROSTHETIC BLADES	
POW	P+S
5	11

DRUDGE GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	5	2	11	15	4

DRUDGE WEAPONS	
POW	P+S
5	13

MIND SLAVER'S DAMAGE	5
FIELD ALLOWANCE	2
SLAVER & 5 DRUDGE GRUNTS	4
SLAVER & 9 DRUDGE GRUNTS	6
SMALL BASE	

Selective – This unit can be included only in mercenary contract armies that list Cephalyx as possible members.

MIND SLAVER

Fearless

Officer

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.

Granted: Combined Melee Attack – While this model is in play, models in its unit gain Combined Melee Attack.

Reanimation – When this model boxes a living enemy warrior model with a melee attack, add one Grunt to this unit and then remove the boxed model from play. The Grunt must be placed in formation and within 3" of this model. The Grunt cannot activate this turn.

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

DRUDGE GRUNT

Eyeless Sight

Fearless

Tough

TACTICAL TIPS

REANIMATION – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

OFFICER – Because this model is an Officer, when it is destroyed it does not replace another model in its unit. Instead a Grunt becomes the new unit commander.

Dread creatures beyond mankind's understanding lurk in the caverns below Immoren. These terrifying cephalyx conduct twisted experiments based on a unique science called cephalomek, which blends artifice, surgery, and enslavement. Entirely removed from the surface world and detached from the weakness of compassion, cephalyx float above the ground by inscrutable means and command a host of powerfully muscled and mechanically enhanced warrior-slaves called drudges.

Subjecting their captive victims to painful surgery, cephalyx saw open the skull to insert cruel devices designed to sever specific portions of the mind and render the subject pliable. The result is an imposing but mindless drudge that obeys every telepathic impulse it receives from its masters.

The alliance between the cephalyx and Cryx is a recent development. Lich Lord Asphyxious negotiated with the cephalyx to greatly expand the scope and speed of building his vast necrofactoriums under the Thornwood. Accessing an extensive underground tunnel network, Cryx has secretly extended its reach beneath the mainland to threaten surface dwellers who think themselves safe in areas far from the war-torn borders.



CEPHALYX OVERLORDS
CRYX ALLY UNIT

When beset by other horrors, a man can take small comfort knowing his mind is inviolate. The cephalyx strip even this away.
—Enumerator Hyle Bryant of the Cult of Cyriss

As little as surface dwellers know of the cephalyx, they know even less about the subterranean race's cruel overlords. These dark beings project an alien menace as they hover in the shadows and mentally direct lesser cephalyx in enigmatic errands. That overlords control cephalyx society seems clear, though the details of their hierarchy remain as mysterious as their telepathic communication. With their bulbous and distended heads protected behind smooth shells of leather and brass with multiple glowing eyes, overlords appear even more inhuman than their slaver counterparts.

Accentuating this difference is the overlord's frightening ability to send a powerful and painful sensation into the minds of humans. This sensation builds to a horrific shriek inside the head, though an observer would hear nothing to explain the victim's writhing. Any time the person tries to concentrate, the shriek increases, setting his teeth on edge and triggering barbs of agony. As this unbearable invasion reaches its peak, the victim's consciousness is displaced from control of the body, which becomes dominated by the mind of the overseer. Those who have survived this manipulation describe the sensation as like spiders crawling beneath their skin while a sharpened wire penetrates the brain.



Selective – This unit can be included only in mercenary contract armies that list Cephalyx as possible members.

LEADER & GRUNTS

Fearless

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.

Death Toll [Cephalyx Mind Slaver & Drudges] – When this model destroys a living enemy model with a melee attack, after the attack is resolved you can add one Grunt to a friendly Cephalyx Mind Slaver & Drudges unit in this model's command range. The Grunt must be placed in formation and within 3" of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

Magic Ability [7]

- **Influence (★Attack)** – Influence is a RNG 10 magic attack. Take control of target enemy non-warcaster, non-warlock warrior model hit. The model immediately makes one normal melee attack, then Influence expires.
- **Psychic Assault (★Attack)** – Psychic Assault is a RNG SP 8 magic attack. This attack ignores LOS. Models hit suffer a POW 12 damage roll.

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

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

PROSTHETIC BLADES	
POW	P+S
5	11

DAMAGE	5 EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	4
SMALL BASE	

TACTICAL TIPS

DEATH TOLL – The added Grunt can activate normally this turn.

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

MECHANITHRALLS
CRYX UNIT

The Dragon feeds on our wars. Every dead soldier is another weapon in the hands of our enemy. While we weaken, Cryx grows stronger.

—King Leto Raelthorne

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

STEAMFIST	
POW	P+S
4	11

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	3
LEADER & 9 GRUNTS	5
SMALL BASE	

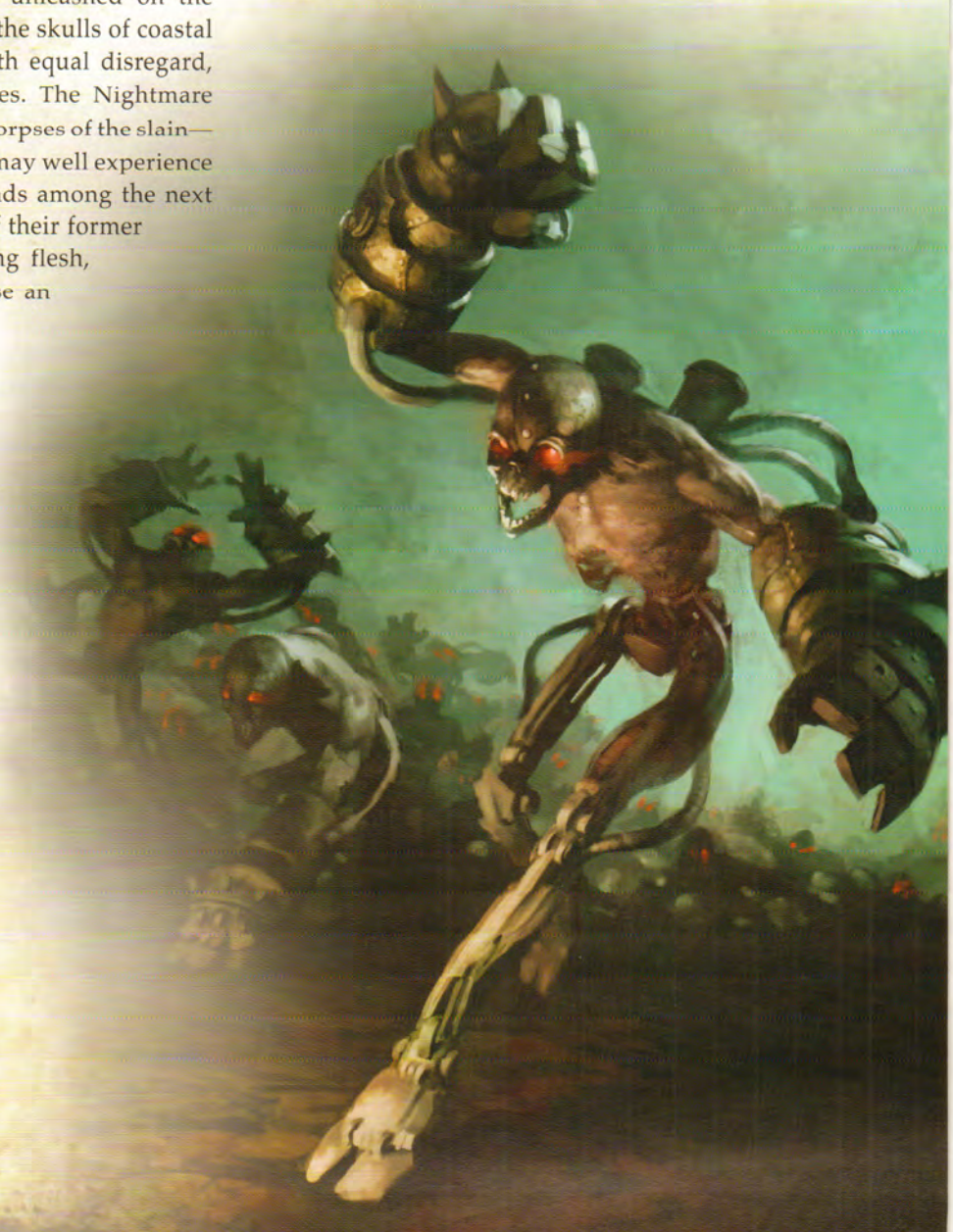
LEADER & GRUNTS
Undead

STEAMFIST
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.

Favored tools of dark warcasters only too eager to set packs of the creatures upon their foes, mechanithralls were among the first horrors Cryx unleashed on the mainland. Their powerful fists crush the skulls of coastal defenders and innocent villagers with equal disregard, and there is no end to their reserves. The Nightmare Empire rebuilds their ranks from the corpses of the slain—soldiers who survive an engagement may well experience the horror of seeing their fallen friends among the next wave of attackers. The lifeless eyes of their former companions stare from behind rotting flesh, while steam-powered pistons promise an impending and brutal death.

Necrotechs and stitch thralls pick through ravaged battlefields even as battle rages, scavenging for friendly and enemy corpses alike as well as for salvageable pipes and steam engines to integrate into them. Inscribed with basic runes and animated by dark energies, the remade bodies become fresh reinforcements for the Cryxian army. Mechanithralls are further augmented with two heavy gauntlets powered by dark energies and steam pressure coursing through the conduits and pipes that weave throughout their cadaverous bodies. These gauntlets greatly enhance their unliving strength; indeed, a mechanithrall's strike is nearly as powerful as the impact from a steamjack.

Mechanithralls charge heedlessly into destruction, climbing over bodies with as little concern as over any other terrain to strike at the enemy. They follow orders blindly and have been seen using cover and lying in ambush—perhaps tactical habits from their former lives reappearing in endless echoes, much like the vile creatures themselves.



BRUTE THRALL

CRYX MECHANITHRALL WEAPON ATTACHMENT

That thing barreled out of the fog and straight into an Ironclad. I'll never forget the sound of its fists biting into the hull before the rest of the thralls tore that 'jack to scrap.

—Dunley Boggs, Field Mechanik

The latest development in mechanithrall research, the brute thrall is a natural evolution for the proud meatsmiths of Cryx, who have long enjoyed integrating local creatures into their malignant creations. These hulking monstrosities are cobbled together from the carcasses of Scharde trollkin and black ogrun, with masses of conduit, steel plate, and nameless mechanika powered by a necrotite furnace. Though the result lacks both subtlety and cognitive capacity, it is unquestionably well suited to its role on the battlefield: crushing any obstacle in its way.

Literally fearless and all but mindless, brute thralls march ahead of scores of mechanithralls as they wade into combat. Soft targets they encounter are quickly pummeled into unidentifiable, blood-soaked heaps beneath the sheer power of the brute thralls' steam-driven fury. Mixing several brute thralls in amid their smaller counterparts serves to create a threat against which there is no easy solution for enemy commanders. They cannot risk letting the brutes survive to reach their lines, yet each of these masses of animated flesh and muscle can endure tremendous punishment before collapsing, all the while diverting fire from the rest of the thrall horde.

When a brute thrall brings the full force of both its massive, piston-driven fists to bear, it can easily smash the thickest plate. Warjacks are battered apart and meatier victims burst in a shower of gore. The result is a wide field of scattered metal, mangled body parts, and assorted unidentifiable debris—a truly gruesome sight even to those nearly numb to ordinary atrocity.

Attachment [Mechanithrall] – This attachment can be added to a Mechanithrall unit.

BRUTE THRALL

Undead

HEAVY STEAMFIST

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.

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

HEAVY STEAMFIST	
POW	P+S
5	14

DAMAGE	8
FIELD ALLOWANCE	3
1 BRUTE THRALL	1
UP TO 2 ADD'L BRUTE THRALLS	1 EA
MEDIUM BASE	



NECROSURGEON & STITCH THRALLS

CRYX UNIT

Take my advice, Private. If you're lying wounded on the battlefield and see one of those things coming toward you, end it all. At least then you won't have to watch what comes next.

—Trencher Sergeant Hal Berrinridge

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

GUT SPLITTER	
POW	P+S
5	11

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

NECROSURGEON'S DAMAGE	5
FIELD ALLOWANCE	2
NECROSURGEON & 3 GRUNTS	2
SMALL BASE	

NECROSURGEON

Officer

Undead

Body Snatcher – This model gains one corpse token each time a Mechanithrall or living model is destroyed within 5" of it or a Grunt in its unit.

Necrosurgery (★Action) – Remove up to three corpse tokens from this model to add one Grunt to a friendly Mechanithrall unit in this model's command range per token removed. The Grunt must be placed in formation and within 3" of this model.

Sacrificial Pawn [Stitch Thrall Grunt or Mechanithrall] – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal Stitch Thrall Grunt or Mechanithrall model within 3" of this model directly hit instead. That model is automatically hit and suffers all damage and effects.

Surgery (★Action) – Choose a friendly Faction warrior model B2B with this model. That model heals d6 damage points.

STITCH THRALL GRUNT

Undead

TACTICAL TIPS

Body Snatcher – Remember that if more than one model is eligible to collect a corpse token, the closest model collects the token.

Officer – Because this model is an Officer, when it is destroyed it does not replace another model in its unit. Instead a Grunt becomes the new unit commander.

The ongoing wars of western Immoren have left behind bloody trails of human debris. After every battle, heaps of the dead and dying are attended by carrion scavengers of the grisliest kind. Stitch thralls move slowly through this charnel realm of flies and moans, crunching their way over ribcages and out-flung hands and carefully taking in every detail. Like patrons at a fruit stall, they pause amid the fallen to search out the best bits—arms, legs, torsos, and heads. These the stitch thralls gather and deliver to their ghoulish masters, the necrosurgeons. Often the necrosurgeons prefer to take their chosen components from still-living victims, leaving them to die screaming.

Such a necrosurgeon accompanies each band of mechanikally enhanced necromantic soldiers that march from one killing field to the next; this specialist among necrotechs was created to maintain thralls and craft replacements as they are destroyed in battle. The necrosurgeon calls for a halt between encounters to evaluate the troops and perform surgery as required on thralls in varying states of disarray. Bent over carcasses and attended by stitch thralls bearing fresh parts, the necrosurgeon drills, digs, and sews enthusiastically. It quickly opens each body, living or dead, to add steamwork tubes and pumps, then stitches together limbs of flesh and steel before finally bolting a grease-stained furnace into place. Once the lump of necrotite therein is ignited, the conglomeration abruptly rises in undeath as an awkward and menacing mechanithrall—a flesh and metal soldier of the Nightmare Empire of Cryx. Each newly crafted or repaired mechanithrall is promptly led to formation, ready to march for war.

Like other necrotechs, necrosurgeons are fiendish geniuses; as much a product of necrotechnology as their creations, they revel in their necromantically augmented bodies. As they sift through the piles of human debris their stitch thralls bring them, they often keep the choicest parts for personal augmentation. In particular their work is often aided by the adoption of an extra arm and hand cunningly linked to their body to speed their industrious work.

They take a more casual approach to the improvement of their favored stitch thralls. Some necrosurgeons seem to treat their assistants like favored pets or children, whispering to them the twisted secrets of their creation as they work, but this appearance is deceiving. Showing the same disregard it does for the living, the necrotech will not hesitate to tear apart its thralls in an effort to improve their functionality, and it thinks nothing of destroying the creations to make better use of their parts in another construct.

The necromechanikal workshops on Cryx are more abattoir than laboratory. There, in the heart of the Empire, the necrotechs are free to gather their gruesome resources openly. The meat markets of Blackwater and Dreggsmouth provide them ample parts, and the slave markets that rise up in every city of the Nightmare Empire are great emporiums of flesh and steel alike. Commonly, body parts in varying stages of decomposition hang from the walls and ceiling alongside the salvaged chassis and components of warjacks and other mechanika. Stitch thralls scurry about the workshops as the necrosurgeons proceed with their work, each thrall carving up body parts or detaching steel weapons to its master's specifications.

While nightmarish facilities like these have traditionally been the site where Toruk's legions have been crafted for deployment, increasingly the necrosurgeons have been ordered to leave them behind and move to the war front. There these industrious fabricators work directly on the field of battle or below in the extensive tunnel warrens connecting freshly built factoriums. Great harvests of bodies are brought to them from the battlefields above, claimed by Cryx either as fresh kills or those scavenged from battles days old. With each wagonload, the Cryxian army grows even as its enemies' forces diminish.



REVENANT CREW OF THE ATRAMENTOUS

CRYX UNIT

Give us storms and rocks, give us mutiny and plague, but save us from the **Atramentous.**

—Ordic seaman's prayer

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

PISTOL			
RNG	ROF	AOE	POW
8	1	–	10

CUTLASS	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	6
LEADER & 9 GRUNTS	9
SMALL BASE	

LEADER & GRUNTS

Undead

Deathbound – Grunts in this unit that are destroyed while in formation return to play at the beginning of your next Maintenance Phase. Place the returned Grunts within 3" of the unit commander. If the unit commander leaves play, remove from play all destroyed Grunts not yet returned to play and then choose a new unit commander.

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.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5" 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.

TACTICAL TIPS

DEATHBOUND – Models are returned after continuous effects have been resolved during the "Resolve all other effects that occur during the Maintenance Phase." step of the Maintenance Phase.

Of all the dangers to be found upon the seas of the Meredius, few fill sailors with horror like the revenants of Cryx do. The ruthless pirates of the dread ship *Atramentous* were among the first of Toruk's servants, cursed with living death by the very flames of the Dragonfather's breath that baptized them. An instrument of Toruk's will, the cinder ship and its twice-damned crew demonstrate the Dragonfather's power over death itself: crew and ship alike were metamorphosed into something undying even as the flames obliterated their mortal forms. Centuries later, green flames still dance endlessly across the great dirgenmast ship, filling its sails with unnatural wind and repairing even the most grievous of damage. Where the *Atramentous* sails no one survives, and only the waters boiling in its wake are left to mark its passage.

The crew themselves are now deathless servants of Toruk. Where once they plundered and looted for their own greed, they now serve the Dragonfather as instruments of his wrath on the Meredius. Each revenant is inextricably tied to Captain Rengrave, master of the *Atramentous*. So long as Rengrave walks Caen, none of his crew can truly die. The blighted fire that empowers the *Atramentous* resurrects them over and over again, and it is said that Rengrave himself cannot be destroyed so long as the *Atramentous* sails. In the millennia since Rengrave was first blessed with Toruk's favor, he has spread the revenant curse to many ships, creating the revenant Ghost Fleet. Filled with an insatiable hatred, the revenants seize the ships of the living, killing most but selecting some unfortunate few to join them in their eternal service aboard the Ghost Fleet that follows Captain Rengrave.



REVENANT CANNON CREW

CRYX WEAPON CREW UNIT

Not fortress walls, nor armored hull, nor smoke, nor rain, nor speed bestowed by the wind—not even Morrow's own hand shields us from those ghostly guns.

—Captain Phinneus Shae

The *Atramentous* and the lesser ships of the Ghost Fleet carry potent supernatural weapons seized from well-armed naval vessels and merchant ships boarded at sea. These captured guns are foully transformed into the Ghost Fleet's unearthly ordnance. Surrounded by choking ash, revenant weaponsmiths melt and reforge these guns while chanting praises to the Dragonfather in time to their hammer blows as the dark metal bathes in the ship's flames. The hissing heat leaves its indelible mark upon these weapons, bonding them forever to the vessel and its crew.

With balefire dancing just below the surface of the transfigured metal, these cannons are hot to the touch, burning revenant flesh as they load and fire the weapons. The cannons discharge terrifying spectral shot that screams through the air like a banshee to explode into a howling eruption upon contact. Sailors greatly fear these weapons, which pass unhindered through ship hulls to wreak havoc within.

Captain Rengrave holds claim to the souls and smoking flesh of those killed by the cannons' shrieking blasts, cursing these victims to join his gun crews. Ghost ships have chased many terrified vessels despite darkness of night or the obscuring veil of storm simply by following the trail of lingering ghost-light from the cannons' fire.

LEADER & GRUNTS

Undead

GHOST CANNON

Magical Weapon

Damnation – When an attack made by this weapon boxes a living enemy warrior model, remove that model from play. Add one Grunt to this unit for each model removed from play this way. Place the Grunt in formation. This unit cannot have more Grunts as a result of Damnation than it had at the beginning of the game.

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

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.

Range Finder – While B2B with one or more Grunts in this unit, the Leader gains +2 to attack rolls with this weapon.

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

GHOST CANNON			
RNG	ROF	AOE	POW
14	1	3	14

CUTLASS	
POW	P+S
3	9

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

PISTOL			
RNG	ROF	AOE	POW
8	1	–	10

CUTLASS	
POW	P+S
3	9

FIELD ALLOWANCE	2
LEADER & 2 GRUNTS	3
LEADER LARGE BASE	
GRUNT SMALL BASE	



SATYXIS BLOOD WITCHES
CRYX UNIT

Through the blood flows life. Master it and you hold dominion over death.

—Satyxis teaching

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

BLOOD RAZOR	
POW	P+S
5	10

HORNS	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

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.

BLOOD RAZOR

Magical Weapon

Bloodletting – When this model makes an attack with this weapon during its activation, choose one of the following abilities:

- **Blood Mist –** If this attack boxes a living model, center a 3" AOE cloud effect on the boxed model and remove it from play. The cloud effect remains in play for one round.
- **Death Strike –** If this attack destroys a living model, after resolving the attack choose a model within 4" of this model. The chosen model suffers a damage roll with a POW equal to the STR of the model destroyed by the attack.

TACTICAL TIPS

Blood Mist – Because a boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Blood witches work their dark magic with blighted ritual blades called blood razors. Satyxis weaponsmiths are expert creators of sacrificial bloodletting tools, and the elongated blood razors represent the zenith of their craft. Although the vicious edge of a blood razor easily opens the veins of its wielder's enemies, that is far from its only purpose. The weapon also serves as a focus for the witch's powerful and vile magic, which can turn her victims' blood against their own allies. Those who fall beneath a blood witch's knife might either burst into a lingering crimson mist or have their vitality turned against their fellows in a lash of psychic death energy.

Satyxis sadism is legendary among those who sail the waters of the Broken Coast. Even among this depraved race, however, are those whose appetite for atrocity is greater than their sisters'. These few learn to master a corrupted, primal magic fueled by blood and slaughter. Emerging from the dark of night, these blood witches set upon inhabitants of isolated villages and seashore communities. The next morning reveals such ill-fortuned towns transformed into abattoirs, their citizens butchered and blood used to paint glyphs on the walls of their homes.



SATYXIS BLOOD HAG

CRYX BLOOD WITCH UNIT ATTACHMENT

After they butchered the rest of the crew, the crone turned to me. Twenty feet away I could sense the chill from her even in the warmth of day. She was like death itself. That's when I threw myself over the side.

—Loreo Masi, sole survivor of the Ordic privateer Bountiful

TACTICAL TIPS

Blood Mist – Because a boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.

Dispel – Because they expire immediately, upkeep spells that had an effect when the model was hit or damaged will have no effect.

Officer – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

Time does not touch the women of Satyx like it does others. The blight that rained down on them two millennia ago granted them unnaturally long lives. Few Satyxis, however, live to enjoy the great age available to them, preferring to die in battle or in the process of fueling their bloody sorceries. The crones who survive past their first century are formidable and vicious. They become central figures among Satyxis covens and sisterhoods.



Attachment [Satyxis Blood Witches] – This attachment can be added to a Satyxis Blood Witches unit.

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

BLOOD RAZOR	
POW	P+S
5	10

HORNS	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

BLOOD HAG

Officer

Stealth

Blood Shadow – Once per game during its unit's activation, this model can use Blood Shadow. At the end of this activation, models in this unit gain Incorporeal for one round.

Entropic Force – While in this model's command range, enemy models lose Tough, cannot heal or be healed, and cannot transfer damage.

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.

BLOOD RAZOR

Magical Weapon

Bloodletting – When this model makes an attack with this weapon during its activation, choose one of the following abilities:

- **Blood Mist** – If this attack boxes a living model, center a 3" AOE cloud effect on the boxed model and remove it from play. The cloud effect remains in play for one round.
- **Death Strike** – If this attack destroys a living model, after resolving the attack choose a model within 4" of this model. The chosen model suffers a damage roll with a POW equal to the STR of the model destroyed by the attack.
- **Dispel** – When this weapon hits a model/unit, upkeep spells on that model/unit immediately expire.

These experienced hags lead the culture's most hallowed rites: sacrificing newborn males, initiating young girls into the cruel ways of the Satyxis, and conducting the auguries by which they steer the fate of their people. Decades of practice in these corrupt traditions grant the hags unparalleled skill in their art. Leading blood witch covens, they bestow their dark favors upon their sisters. Their very presence in battle leeches vitality from their enemies, and their most potent invocations can temporarily transform them and their sisters into blood-hued wraiths able to laugh off the suddenly impotent weapons of their enemies.

SATYXIS RAIDERS
CRYX UNIT

Like the poisonous Morovan tiger vine, Satyxis look fair from a distance but bring nothing but agony and swift death. Steer well clear, lads.

—Captain Halford Bray of the Palaxis

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

LACERATOR	
POW	P+S
4	9

HORNS	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
LEADER & 9 GRUNTS	8
SMALL BASE	

LEADER & GRUNTS

Advance Deployment

Combined Melee Attack

LACERATOR

Reach

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

Critical Knockdown – On a critical hit, the model hit is knocked down.

Feedback – If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

TACTICAL TIPS

FEEDBACK – Combined attacks cause only 1 point of feedback damage.

Foremost among these soldiers are the raiders born to ride the waves, versed in barbed whips and other weapons crafted to elicit pain and flay flesh from bone. Mainlanders have come to know the Satyxis by the acts of these raiders and to dread the terrible sound of their war horns as they land ashore to deliver Toruk's wrath.

The waters of the Meredius can be terrifying, with names reflecting a legacy of shattered hulls and sunken vessels. The Sea of a Thousand Souls, the Windless Waste, the Wailing Sea, the Dying Strands, Sailor's Lament—these are the waters sailed with impunity by the Satyxis raiders. Even in a region known for its terrifying pirates, the Satyxis stand above the rest. Belonging to an ancient tradition in which sailing is as natural as breathing, these fierce warrior women believe nothing in life to be sweeter than plunder and slaughter.

Even in the days they were still human, by mainlander standards the Satyxis were always brutal, known for blood magic and the inventive cruelty of their wickedly barbed weapons. In 1640 BR, the Satyxis were changed forever when the white dragon Shazkz clashed with Toruk in the skies above their island, spilling blighted blood like rain. That blight withered their men into husks but transformed the women into something other than human as horns grew from their skulls and their cruelty magnified. Over the next 600 years, the island slipped into mainland legend. When Toruk arrived to claim the island as part of his empire, the Satyxis queen bowed to the Dragonfather, having foreseen his coming. She offered a regular tithe in soldiers to serve at the whims of the lich lords who rule in his name.



SATYXIS RAIDER SEA WITCH
CRYX UNIT ATTACHMENT

Even after she wrenched out Gifford's heart and bit into it, I would've licked the blood from her lips like wine.

—Sergeant Jezzen Cree, 568th Long Gunners

The Satyxis are the source of many mariner tales, and as any salty dog will tell you, the enchanting beauty and menacing cruelty of the warrior maidens of Satyx are no legend. Bold, relentless, wicked, and seductive, the sea witches use their call to seize men with a mixture of lust and fear and then slake their dark thirst with the lives of their captives. These hellish witches spread fear along the Broken Coast as they ply the open sea with ancient craft and magic.

Satyxis sea witches are exalted among the warrior clans of the dark amazons. They are the right hands of their fierce captains as well as the navigators and taskmasters of their raiding ships. With their black magic, these pirate sorceresses conjure mists and numinous winds to escort their black ships in silence.

Wielding such power bestows great status, and each of these witches is attended by a coterie of Satyxis raiders. Cruelly serving as her enforcers and regulators among the sordid crew, these Satyxis are only too eager to reward even the slightest infraction with deadly reprisal.

During battle a sea witch uses her arcane talents to whip her warrior sisters into a frenzy of bloodlust. She can summon the tidal elements to shield them from harm or call upon the fathomless depths to bolster their lithe, muscular forms with uncanny strength.



Attachment [Satyxis Raiders] – This attachment can be added to a Satyxis Raiders unit.

SEA WITCH

Advance Deployment

Combined Melee Attack

Officer

Granted: Force Barrier – While this model is in play, models in its unit gain Force Barrier. (A model with Force Barrier gains +2 DEF against ranged attack rolls and does not suffer blast damage.)

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: Pathfinder – Models in this unit gain Pathfinder.

PIERCER

Reach

Feedback – If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

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

HAND CANNON			
RNG	ROF	AOE	POW
12	1	–	12

HORNS	
POW	P+S
3	8

PIERCER	
POW	P+S
4	9

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

TACTICAL TIPS

FEEDBACK – Combined attacks cause only 1 point of feedback damage.

OFFICER – Because this model is an Officer, when it is destroyed it does not replace a Grunt in its unit. Instead the unit Leader becomes the unit commander.

SOULHUNTERS
CRYX LIGHT CAVALRY UNIT

With a hunger insatiable my riders shall pick the battlefield clean.

—Darragh Wrathe

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

SCYTHE	
POW	P+S
6	13

SICKLE	
POW	P+S
4	11

MOUNT
POW
10

DAMAGE	5 EA
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	6
LEADER & 4 GRUNTS	9
LARGE BASE	

LEADER & GRUNTS

Undead

Body Count – This model gains one soul token each time it destroys a living enemy model. It can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to boost attack or damage rolls at one token per boost.

SCYTHE

Reach

SICKLE

Life Drinker – When it destroys a living enemy model with this weapon, immediately after the attack is resolved this model heals d3 damage points.

The lethal wake of a soulhunter's mechanikal scythe is painted in a spray of blood and entrails as it shreds through flesh and bone like summer chaff. Following the plunge of its scythe is the hungry swipe of its black sickle, which almost seems to sigh as it siphons the vitality of the slain. Filthy emulsions distribute this stolen essence through the soulhunter to enliven its undead flesh until the creature releases it in a burst of killing power. Eager to claim the vitality of the living, these fetid abominations scour the battlefield for any who would stand against them, breathing in the souls spilled forth from the multitude of their victims.

Silent, terrible, and unrelenting only begin to describe a soulhunter's wake of death. The bilious glow of necrotite burning deep within them lights their oily, undead flesh and mottled iron plates. Fearless in undeath, they comb the darkness seeking souls.

Among the most powerful thralls ever created, a soulhunter is an unholy vision of terror incarnate. Its menacing mass of plating, piping, gears, furnace, and flesh is an amalgamation designed for swift ferocity. It boasts slick skin cured by dark alchemy and inscribed with runes of thrall magic as well as a riveted carapace handcrafted by necrotechs. Its steam-enhanced flesh and musculature is fused with the powerful body of a Scharde-bred charger. The hungry necrotite furnace within its equine ribcage burns with a baleful corpse-fire, venting choking black smoke from the ominous flues running along its reinforced spine.



BLOAT THRALL
CRYX SOLO

The survivors' wounds are too horrific. We can but offer them a prayer and a quick death.
—Kommandant Irusk

Rife with livid, weeping seams and oozing sores, bloat thralls are unliving reservoirs of caustic alchemical sludge treated carefully by attackers and defenders alike. They shamble into battle by propelling themselves forward on various clattering claws. With their turgid forms bulging with acidic ooze nearly to the point of bursting, they resemble huge, lurching ticks.

When an enemy comes within range, the bloat thrall quivers as if in seizure as it expels its contents at the target through a brass cannon that is alchemically treated to withstand corrosion. Upon impact, the viscous fluid quickly devours both flesh and metal, and those who are struck endure screaming, bubbling deaths as the flesh sloughs from their bones. If a bloat thrall is ruptured, it explodes and showers the surrounding area in corrosive foulness. The ultimate irony in battlefield design, this type of thrall is as dangerous to destroy as it is to leave whole.

The bloat thrall is crudely assembled from the bodies of half a dozen men with no regard for anatomy, only usefulness. Necrotechs then select as many as a dozen humans and animals to be skinned alive in order to provide the epidermis necessary to cover these monstrosities. The flesh, left uncured, is stretched over the thrall's mechanikal skeletal armature. Finally, the disgusting necromantic construct is fitted with a thick iron valve mounted directly into its bowels. Before each battle, massive storage tanks are latched to the valve and their bodies are pumped full of caustic sludge. The bloat thrall is an abomination in both form and function, and the armies of the living are wise to fear it.

BLOAT THRALL
Undead

Death Blast – When this model is disabled, center a 5" AOE on it, then remove this model from play. Models in the AOE suffer a POW 14 blast damage roll.

Steady – This model cannot be knocked down.

DESPOILER
Damage Type: Corrosion

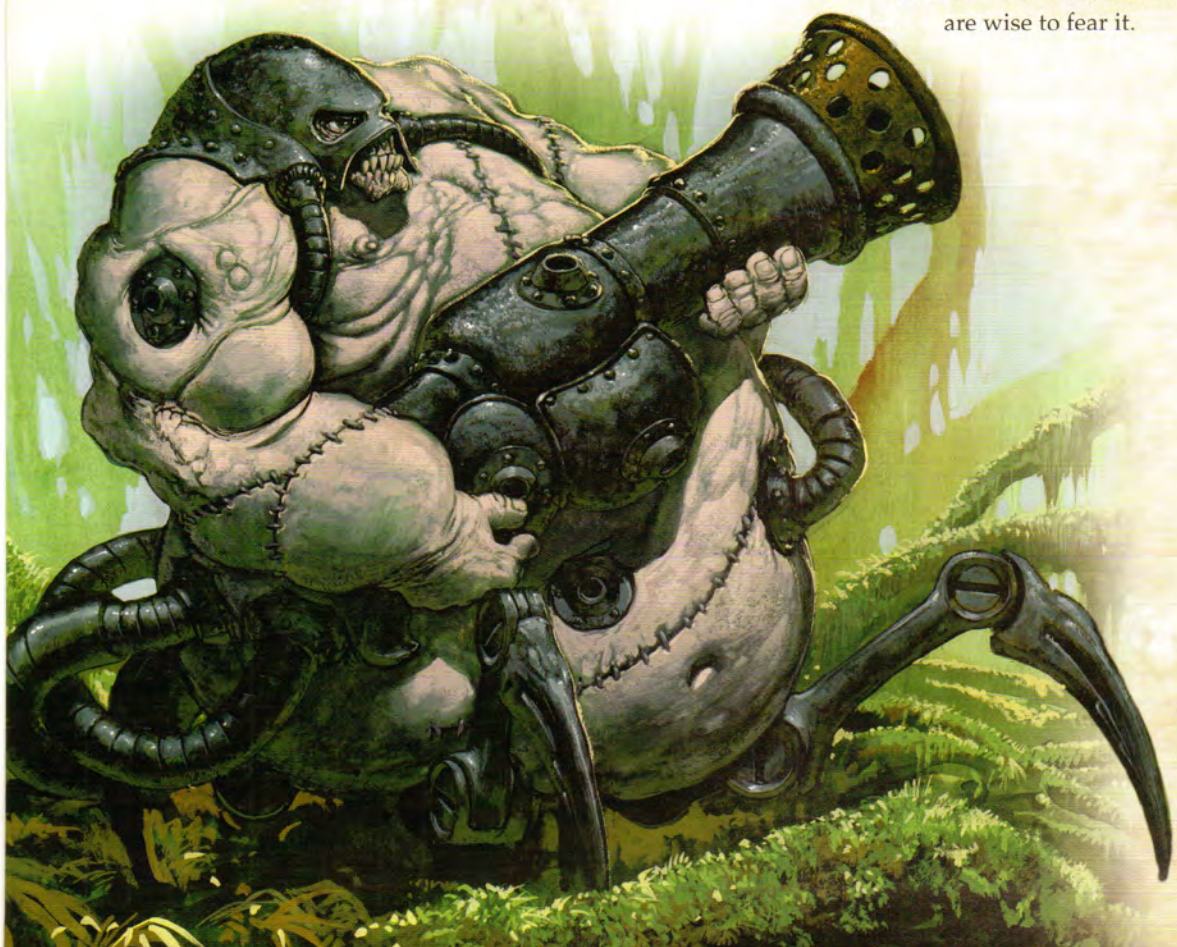
Arcing Fire – When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

BLOAT THRALL						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	7	5	4	10	14	5

DESPOILER			
RNG	ROF	AOE	POW
12	1	5	14

BLUDGEON	
POW	P+S
3	10

DAMAGE	8
FIELD ALLOWANCE	2
POINT COST	2
MEDIUM BASE	



THE WITHERSHADOW COMBINE
CRYX CHARACTER UNIT

By their patient machinations these abominations tarnish our victories and magnify our defeats a hundredfold.

—Battle Chaplain Renus Oliveway

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

LICH CLAWS	POW	P+S
	6	13

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

LICH CLAWS	POW	P+S
	6	13

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

LICH CLAWS	POW	P+S
	6	13

DAMAGE	5 EA
FIELD ALLOWANCE	C
MAELOVUS, ADMONIA, & TREMULUS	5
SMALL BASE	

MAELOVUS

Officer

Terror

Undead

Dismantle – When this model hits a warjack with a melee attack, roll an additional damage die.

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

Granted: Stealth – While this model is in play, models in its unit gain Stealth.

Magic Ability [7]

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

Soul Taker – This model gains one soul token when a living enemy model is destroyed within 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.

ADMONIA

Terror

Undead

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

Dismantle – See above.

Magic Ability [7]

- **Dark Fire (★Attack) –** See above.
- **Unbinding (★Action) –** Enemy upkeep spells on models/units within 5" of this model expire. Models suffer d3 damage points for each of those spells they controlled.

Soul Taker – See above.

TREMULUS

Terror

Undead

Dismantle – See above.

Magic Ability [7]

- **Dark Fire (★Attack) –** See above.
- **Puppet Master (★Action or Attack) –** Puppet Master is a RNG 10 spell. When it targets an enemy model/unit, it is a magic attack. You can have one affected model reroll one or more dice of your choice rolled for a command check, attack, or damage roll, then Puppet Master expires. Puppet Master lasts for one round.

Soul Taker – See above.

TACTICAL TIPS

Magic Ability – Performing a Magic Ability special action or special attack counts as casting a spell.

Officer – Because Maelovus is an Officer, when he is destroyed he does not replace Admonia or Tremulus. Instead Admonia or Tremulus becomes the unit commander.

The Withershadow Combine has been one of the more subtle tools in Cryx's arsenal for five centuries. This trio of liches embodies the vast intelligence and premeditated malignance of Cryx. By combing through ruins and manipulating agents to penetrate mainland cabals, they have gathered a massive collection of arcane lore, including many Orgoth secrets and other forgotten powers they alone possess. The Combine has served various lich lords over the last few centuries, though their origins and ultimate agenda are unknown. They offer no threats or demands, only respectful obedience and service.

Recorded sightings of Admonia, the eldest, date back to the early rebellion against the Orgoth, which she apparently spent much time observing. She is particularly fascinated with the origins of arcane magic on the mainland and has allegedly plundered the ruins of notable arcane repositories from both sides. Passages in apocryphal journals suggest these include the excavation of the Arcanist's Academy, the lost ruins of the tower left by Scion Nivara, and the hidden grave of Scion Stacia. These tales must have some truth, as the Thamarite cabal the Shroud seeks her destruction in the hope of recovering lost relics. She remains the true master of occult secrets, with the ability to unravel the arcane with but a sibilant word and a wave of her iron-clawed hand.

Maelovus has access to lore never transcribed in book or scroll. The first recorded sighting of him was on the Sand Narrows during an outbreak of Brackriver plague. Locals witnessed him reaping souls along this length of shore so

often they began to make offerings to him as an incarnation of death. One desperate village sacrificed an entire generation of their children in his name. Crude statues bearing his likeness still rest in recessed crevices of this region's dark cliffs.

Tremulus joined these two antediluvian horrors seven decades later, after a long tenure overseeing Cryx's charnel pits. Fascinated with manipulating mortal minds, he infiltrated the sanctums of several Iron Kingdoms arcane organizations to pry loose their secrets. By his labors in later centuries, the Combine gained a vast understanding of mainland warjacks that the liches exploited to singular effect. He is completely insane by mortal reckoning. The twitching of his macabre marionette prompts enemies to respond spastically in kind, a reflection of what some might mistake for a sense of humor.

Together these liches transcend their individual strengths. Their combined power allows them to tear armored plating and shiver bolts loose from warjacks with the slightest touch of their clawed hands as they seek to corrupt the cortex within. By coordinated incantations, the three harness a battered cortex's mechanisms and energies to contort the walls of reality. Through this yawning portal they can bring helljacks and bonejacks forth from the bowels of Cryx to rage against the enemies of the Dragonfather. Future efforts in the war abroad may reveal as yet untapped powers from this trio as mainlanders come to fear their horrific arcane ingenuity.



BLACKBANE'S GHOST RAIDERS
CRYX REVENANT CHARACTER UNIT

Beware corpse light on the high seas. It is by such omens that the Ghost Fleet sets its course.

—Fiona the Black

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

CUTLASS	
POW	P+S
4	10

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

CUTLASS	
POW	P+S
4	10

BLACKBANE'S DAMAGE	5
FIELD ALLOWANCE	C
BLACKBANE & 5 GRUNTS	6
BLACKBANE & 9 GRUNTS	9
SMALL BASE	

BLACKBANE

Incorporeal

Officer

Undead

Granted: Reanimation – While this model is in play, models in its unit gain Reanimation. (When a model with Reanimation boxes a living enemy warrior model with a melee attack, add one Grunt to this unit and then remove the boxed model from play. The Grunt must be placed in formation and within 3" of this model. The Grunt cannot activate this turn.)

GRUNT

Incorporeal

Undead

CUTLASS

Continuous Effect: Fire

Magical Weapon

TACTICAL TIPS

GRANTED: REANIMATION – The model removed from play does not provide a corpse or soul token.

OFFICER – Because this model is an Officer, when it is destroyed it does not replace another model in its unit. Instead a Grunt becomes the new unit commander.

The ghost raiders walk the ashen decks of the ship *Atramentous* as blazing specters among the masses of the rotting dead. They hold themselves apart from the far more numerous carnate revenants surrounding them. The ghost raiders have added to their ranks over the years by reaping a terrible harvest of souls from the individuals they slay, but they lack the ability to restore themselves as easily as their corporeal counterparts do. If ghost raiders are obliterated in battle, their curse draws their invisible essences shrieking back to the *Atramentous* to reignite in its endless flames. By the Dragonfather's unending fire did their mortality end, and to that fire they will forever return.

When Lord Toruk fell upon the *Atramentous* sixteen centuries ago, his shadow swept across the waves as his outstretched wings eclipsed the sky. The mortal crew of the ship looked up to see a perfect and horrible creature of a scope beyond imagining closing upon them with the inevitability of death itself. They were about to pay the price for their master Pirate King Threnodax's hubris in defying the Dragon Lord.

Among those on the deck with Captain Rengrave stood his first mate Carsor Blackbane, known as the most ruthless and cruel of the Darkmoor pirates. As Lord Toruk made his offer of immortality to the captain, Blackbane stood defiantly at the prow of the vessel with his battle-ready mates—the bravest and most presumptuous of the crew of the *Atramentous*—and stared transfixed at the scaled manifestation of darkness. These men stood just yards from the great maw of Toruk when he breathed the undying flame that consumed the ship and provided its horrifying rebirth.

This fire burned hottest where Blackbane stood on the upper deck and completely incinerated the bodies of the first mate and his men. Reborn and bound to Captain Rengrave in his service to Lord Toruk, these raiders did not rise as revenants like the rest. Instead of walking on legs of dead flesh and bearing weapons of wood and steel, Blackbane and his men became less substantial manifestations of their blackened souls. They blaze in the darkness with Toruk's own fire, and their blades burn with unholy fire.

The ghost raiders roam far from the *Atramentous* when Blackbane wills it and scout well ahead of Rengrave's immortal fleet. They come ashore as ephemeral flickers accompanied by a sound like distant howling. In villages all along the Broken Coast, countless tales of the ghostly reavers are recounted over ale by worried fishermen or whispered among wide-eyed children. Many of these stories speak of green fire dancing across the waves, and most agree that such a sight is an ill omen if not the light of death outright; more than one lighthouse keeper or night fisherman has fallen victim to the ghost raiders as they make their way to shore.

Able to make their way across the waves or beneath them with equal ease, Blackbane's raiders are often the first wave of a revenant attack. The troops of Highgate truly dread the sight of these raiders, knowing it signals an imminent and merciless assault by the full force of the *Atramentous*. When the ghost raiders reach shore unnoticed, they seem to take a vicious delight in surprising lookouts and watchers by arising through the very floor before cutting them to ribbons. The eerie howling that accompanies them mingles with hissing laughter as the specters indulge their hatred of the living.

Captain Rengrave sometimes sends Blackbane as his emissary to the rest of the fleet, and the vessels and corrupt merchantmen that make up much of the Cryxian pirate fleet have learned a wary respect for the ghost raider and his company. Blackbane is as likely as not simply to materialize on the deck of a pirate captain's ship and silently point a finger in the direction of the *Atramentous*. If the captain is slow to acquiesce, whether out of defiance or just from lack of understanding, he dies screaming on the point of Blackbane's fiery blade. After that, it is usually not long before the crew realize they have been summoned and turn their vessel to the proper course.

It is for these reasons that Blackbane remains Rengrave's first mate after an age of service. Although the dead do not know fear, the crew of the *Atramentous* respect Blackbane and keep a wary distance. He has a reputation as a sadist even among beings known for their inhuman cruelty.



MACHINE WRAITH
CRYX SOLO

As the necromancer sends the dead against the living, the wraith turns the machines of the living against them. Nothing terrifies men like the thought of having their own weapons betray them.

—Warwitch Sebellia

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

MECHANO-CLAWS	
POW	P+S
4	8

FIELD ALLOWANCE	3
POINT COST	1
MEDIUM BASE	

MACHINE WRAITH

Incorporeal

Undead

Machine Meld (★Action) – RNG 1. Target enemy non-character warjack with a functional Cortex system or an inert non-character warjack with a functional Cortex system. If the warjack is in range, take control of it and remove this model from the table. Effects on this model when it is removed from the table expire. You cannot activate the warjack this turn.

If the melded warjack was part of a battlegroup, while it is in its former controller's control area during the former controller's activation the former controller can spend focus points to attempt to regain control of it at 1 focus point per attempt. If it does so, the former controller and this model each roll a d6 and add their CMD. If the former controller's total is higher, it regains control of the warjack and this model exits the warjack. If the former controller's total is not higher, you maintain control of the warjack.

After resolving an attack in which the melded warjack suffered 1 or more damage points, this model must make a command check. If it fails this check, it exits the warjack after resolving continuous effects during your next Maintenance Phase.

You can choose to have this model exit the warjack after resolving continuous effects during your Maintenance Phase.

If this model exits the warjack for any reason, control of the warjack returns its former controller. Place this model within 3" of the warjack. If the warjack was inert when this model melded with it, the warjack becomes autonomous.

This model is destroyed if the melded warjack is destroyed before it exits the warjack.

TACTICAL TIPS

Machine Meld – While melded with the Machine Wraith, the warjack is not part of any battlegroup and cannot be allocated focus. Because the warjack is not autonomous, a 'jack marshal or warcaster cannot take control of it.

Little is known about the nightmarish apparitions called machine wraiths, though they are certainly some warped deviant of mechanikal artifice. Some speculate they are the bitter ghosts of arcane mechaniks or fallen priests of Cyriss; others maintain they are fallen warcasters. Whatever their origin, their howling, metallic call strikes a chill into the marrow of even the staunchest warrior.

Machine wraiths are both ghostly and mechanikal. They drift as specters among Cryxian armies, drawn to all powerful mechanikal items but particularly warjack cortexes. When a wraith reaches a warjack, it insinuates itself into the victim's cortex with a ghastly shriek to take control of the 'jack and wreak bloody havoc on the living. Even the most potent warcasters must struggle to regain control of a wraith-seized 'jack.

A machine wraith that is dislodged briefly becomes corporeal and vulnerable to attack, although it is dangerous even in this weakened state: more than one mechanik has found himself the victim of those wicked and surprisingly solid claws.



NECROTECH & SCRAP THRALLS
CRYX SOLOS

They are mad, secretive, and dangerous, but they are industrious. They spawn our every helljack, bonejack, and thrall, sculpting steel and bone into the death that walks.
—Lich Lord Thalassina

TACTICAL TIPS

Create Scrap Thrall [8] – The number of Scrap Thralls that can be created is not limited by FA.

Repair – A wreck marker cannot be repaired.

Death Burst (★Attack) – This model can make a Death Burst special attack even if it charges.

Part necromancer and part evil genius—spiced with a dash of deranged lunatic—Lord Toruk's necrotechs blend talent and terror. Tasked with the details of constructing the undead soldiers and machines of the Cryxian army, they deliver steady reinforcements to the lines and do not hesitate to use their own dead flesh to test ingenious attachments and necromechanikal augmentations.

When not designing the next wave of horrors, necrotechs skitter into battle with their "pretty little children." They are quickly able to repair their infernal constructs using whatever materials fate and carnage provide.

Necrotechs improvise scrap thralls from heaps of bone and metal taken from corpses and destroyed 'jacks. Once animated, these thralls shamble forth as delivery vehicles for necrotite-enhanced bombs.



NECROTECH

Undead

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

VISE CLAW	
POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	3
NECROTECH & 1 SCRAP THRALL	1
MEDIUM BASE	

Create Scrap Thrall [8] (★Action) – To use this special action, this model must be in base contact with a wreck marker. Make a skill check. If it passes, d3 Scrap Thralls are created from a light wreck marker or d6 from a heavy wreck marker. Remove the wreck marker from play and place the Scrap Thralls within 3" of this model. Placed Scrap Thralls cannot activate this turn.

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

Steady – This model cannot be knocked down.

VISE CLAW

Reach

SCRAP THRALL

Undead

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

MECHANO-CLAW	
POW	P+S
4	8

FIELD ALLOWANCE	3
3 SCRAP THRALLS	1
SMALL BASE	

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

MECHANO-CLAW

Death Burst (★Attack) – This model makes a melee attack. If that attack hits, instead of dealing damage normally, center a 4" AOE on the model hit and remove this model from play. The model hit suffers a POW 16 damage roll. If the attack misses, center the AOE on this model and remove this model from play. Models in the AOE other than the model directly hit are hit and suffer a POW 8 blast damage roll. Blast damage from this attack is not considered to have been caused by a melee attack.

Likely to explode when struck by shrapnel or a wayward bullet, each ramshackle undead seeks to grab and hold an enemy in its unrelenting clutch until the bomb detonates in a shower of metal-and-bone destruction. These hastily contrived creatures suggest the hideous potential a necrotech can unleash with enough time, the necessary materials, and a proper workshop.

PISTOL WRAITH
CRYX SOLO

If the ghost is an avatar of misery, then they are manifestations of certain death, unerring and inexhaustible.

—Vigilant Magnus Aldebrecht Hurst

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

WRAITHLOCK PISTOL			
RNG	ROF	AOE	POW
10	1	–	12

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	3
SMALL BASE	

PISTOL WRAITH

Gunfighter

Incorporeal

Undead

Body Count – This model gains one soul token each time it destroys a living enemy model. It can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to boost attack or damage rolls at one token per boost.

WRAITHLOCK PISTOLS

Magical Weapon

Chain Attack: Death Chill – 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 ranged attack against that model ignoring ROF. If the additional attack hits, it does not inflict damage but the model hit must forfeit either its movement or action on its next activation.



The duelists of the Iron Kingdoms display a passion bordering on obsession, as they know they can never master their deadly art without taking the lives of others. Those who fall to a worthy adversary generally find their way to Urcaen—but some feel cheated of their chance at the gunman's fabled immortality. Unable to find rest, these spirits walk the earth in an endless search for fresh victims. Even those gunmen who die as part of the natural order sometimes linger restlessly in their graves rather than passing on. Some cling to the memories of youth, while others are too hate-filled to rest. Some simply fear meeting their victims in the afterlife, preferring instead to hide in death.

The necromancers of Cryx have become frighteningly adept at singling out these reluctant souls. They pillage the graves of prestigious gunmen, stealing the bones of the most ruthless, and explore the sites of dangerous hauntings to enlist baneful killers. Those who join their ranks become some of the most feared agents of Cryx.

Even bound in service to the Nightmare Empire, these wraiths haunt the living to test their deadly skills against any who will take the challenge. Those who refuse are gunned down without a word. Those who accept the invitation rarely survive; the specters react with a speed the living cannot hope to match. Each killing gives the wraith a moment's pleasure and fills its being with unholy energy, but even endless deaths could never slake its thirst.

The fallen nation of Llael holds many of these ghostly gunmen, known to haunt lonely crossroads awaiting the chance to snatch life from any who carry a pistol. Their connection to the abyss is deep, and those who somehow survive the first shot from a pistol wraith find themselves slowed by the chill of the grave. Their reactions slow, and they can only watch in horror as the wraith grins and cocks the hammer back with the inevitability of death.

SATYXIS RAIDER CAPTAIN
CRYX SOLO

Low on water? We'll drink the blood of the next merchant's crew.
—Raider Captain Ellis Fallenwove

Raider captains are some of the fiercest pirates to sail the black waves of the Meredius. Each commands a crew of Satyxis and other inhuman monsters kept in line by barbaric punishments and the promise of pillage and bloodshed. The names of their infamous ships are whispered with dread in dockside taverns, and the captains themselves all carry a price on their heads—a sum of blood money in which they take a sneering pride.

A Satyxis raider's life is a constant struggle, and only the most ruthless demonstrate the unshakable will and primal bloodlust necessary to seize a captaincy and utterly dominate their Satyxis crews. The goal of any such captain is to rise above her fellows and be afforded the distinct privilege and responsibility of commanding one of Cryx's blackships. Such commands are the most esteemed posts among the Cryxian fleets and represent the pinnacle of authority for those who lead the life of a Satyxis raider. Only blackship captains may walk as peers in the company of their undisputed queen and dreaded master, Skarre Ravenmane.



Guided by their whims and murderous inclinations, these captains and their vessels are the scourge of the Broken Coast. Once the inertia of violence has taken a raider captain, she becomes caught up in the slaughter, leaping from victim to victim as the deck runs slick with blood and the air grows heavy with the screams of the dying.

RAIDER CAPTAIN

Advance Deployment

Commander

Pathfinder

Desperate Pace [Satyxis Raider] (★Action) – RNG CMD. Target Friendly Satyxis Raider unit. If the Satyxis Raider unit is in range, it gains +2" movement during its activation this turn.

No Sleeping on the Job [Satyxis] – This model and friendly Satyxis models in its command range cannot be knocked down.

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.

RAIDER CAPTAIN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	8	6	14	12	9

HAND CANNON			
RNG	ROF	AOE	POW
12	1	–	12

LACERATOR	
POW	P+S
4	9

HORNS	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

LACERATOR

Reach

Weapon Master

Chain Weapon – This attack ignores the Buckler and Shield weapon qualities and Shield Wall.

Critical Knockdown – On a critical hit, the model hit is knocked down.

Feedback – If this weapon damages a warjack that is part of a battlegroup, its controller suffers 1 damage point.

SKARLOCK THRALL

CRYX SOLO

As thou art an extension of my will and power, so wilt this thrall become an extension of thine.

—Iron Lich Asphyxious instructing young Deneghra

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

CLAW	
POW	P+S
2	6

DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

SKARLOCK THRALL

Undead

Attached – Before the start of the game, attach this model to a friendly Faction warcaster for the rest of the game. Each warcaster can have only one model attached to it.

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.

Spell Slave (★Action) – This model must be in its warcaster's control area to make the Spell Slave special action. When it does, it casts one of its warcaster's spells with a COST of 3 or less. The warcaster is considered to have cast that spell but this model is its point of origin. When making a magic attack roll, this model uses its warcaster's FOCUS. This model cannot cast spells with a RNG of SELF or CTRL.

TACTICAL TIPS

ATTACHED – This model cannot be reassigned if its warcaster is destroyed or removed from play.

SPELL SLAVE – This model cannot cast spells if its warcaster is destroyed or removed from play. The Skarlock cannot channel spells because it does not control warjacks.

The skarlock thralls are insidious creatures of blackest sorcery. Linked to their warcasters by bonds so powerful they can act in their masters' stead, skarlocks move against enemies with confidence born of a hateful intelligence that shines from their eye sockets.

Unique beings, skarlock thralls can possess extensive personalities and agendas. More than any other constructed thrall, skarlocks retain the memories and lore they gained during life in addition to knowledge absorbed during the inscription of their animating runes. From its very fabrication, each skarlock is inextricably bound to its master and is incapable of disloyalty. A dense inlay of dark sigils blackens their bones and desiccated flesh, instilling tremendous necromantic power and sorcerous potential into their physical forms.

As part of the bonding process, skarlocks become conduits for the unique arcane abilities of their warcasters, who often send them forth to unleash this power from a distance. Lesser minions make every effort to appease the creatures, knowing that each represents the eyes and ears of a malevolent and powerful master.



WARWITCH SIREN
CRYX SOLO

Though a thousand deaths today will not satisfy the Dragonfather, I will be content with one hundred.
—Warwitch Siren Vorges

Cryxian warwitches embody some of the darkest traditions in all of Immoren. Long ago, Orgoth tyrants used warwitches as living instruments of atrocity and mass destruction. The presence of a single warwitch could inflict crippling losses in the face of defeat or even turn the tide of battle completely. When the Scharde Islanders inherited the shattered remains of the last bastion of the Orgoth Empire, a handful of witches were taken alive to fulfill the Dragonfather's wish to add their power to his legions. The witches were given a choice: trade their knowledge in exchange for their lives or perish—and give up their secrets to necromantic scrying. Before long, a new warwitch tradition was born from these slaves.

Centuries later, Cryxian warwitches are among the most dangerous of Toruk's servants. They receive no formal training, only ritual indoctrination. Those who survive the rites emerge icy killers, as cold in spirit as the shadows in which they are clad. This occult sisterhood now serves Toruk as sorcerous field commanders, subservient to the lich lords as they once were to the Orgoth tyrants.

They have refined their arcane powers over time, and the witches called sirens enjoy seducing their enemies before annihilating them. They are able to confuse their victims by occluding their minds in darkness and forcing them to forget their deeper loyalties temporarily. The blades they wield can similarly turn an enemy's own shadow against him to hold him in place while other Cryxian elements close for the kill.



SIREN

Stealth

Magic Ability [7]

- **Power Booster (★Action) –** RNG 5. Target friendly Faction warjack. If the target warjack is in range and has no focus points, it gains 1 focus point. If the warjack is Disrupted, it is no longer Disrupted.

SIREN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	5	4	15	13	9

SHADOW BLADE	
POW	P+S
6	11

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

- **Seduction (★Action) –** Take control of a living enemy non-warcaster, non-warlock warrior model B2B with this model. You can immediately make a full advance with the enemy model followed by a normal melee attack, then Seduction expires. The enemy model cannot be targeted by free strikes during this movement.
- **Venom (★Attack) –** Venom is a RNG SP 8 magic attack. Models hit suffer a POW 10 corrosion damage roll and the Corrosion continuous effect.

Parry – This model cannot be targeted by free strikes.

SHADOW BLADE

Magical Weapon

Reach

Shadow Bind – A model hit by this weapon suffers –3 DEF and when it advances it cannot move except to change facing. Shadow Bind expires after one round.

TACTICAL TIPS

Magic Ability – Performing a Magic Ability special action or special attack counts as casting a spell.

CAPTAIN RENGRAVE

CRYX REVENANT CHARACTER SOLO

Captain Rengrave be Toruk's first vassal, and he'll likely be the last.

—Revenant Prize Captain Magrott

RENGRAVE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	14	14	9

MISERY			
RNG	ROF	AOE	POW
12	1	–	12

FATHOM	
POW	P+S
6	13

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	2
SMALL BASE	

RENGRAVE

Commander

Terror

Undead

Death Toll [Revenant Crew of the *Atramentous*] – When this model destroys a living enemy model with a melee or ranged attack, after the attack is resolved you can add one Grunt to a friendly Revenant Crew of the *Atramentous* unit in this model's command range. The Grunt must be placed in formation and within 3" of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

Point Blank – During its activation, this model can make melee attacks with its ranged weapon, with a 0.5" 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.

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

Veteran Leader [Revenant] – Friendly Revenant trooper models gain +2 to attack rolls while this model is in their LOS.

MISERY

Magical Weapon

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

FATHOM

Magical Weapon

TACTICAL TIPS

DEATH TOLL – The added Grunt can activate normally this turn.

The ghost ship *Atramentous* has plagued the shores of western Immoren for sixteen centuries. Its unliving and seemingly indestructible crew is led by Captain Rengrave, the first of their brethren both cursed and blessed by Lord Toruk's fire. All the revenants of the Ghost Fleet spawned thereafter have sworn him fealty, and through him they serve Cryx.

Even in life, Captain Rengrave was a pirate of bloody reputation. Although he gave nominal allegiance to the pirate king Threnodax, Rengrave and his crew terrorized both the Scharde Islands and the mainland at will, pillaging and torching village after village, sometimes for nothing more than the joy of massacre. A notoriously irreverent man, Rengrave took a singular pleasure in murdering priests of any faith. He did not think twice when the chance presented itself to take one of the great dirgenmast funeral ships of Tordor: a great vessel loaded with the body of a beloved Moorgrave and his treasure and crewed solely by his most devoted vassal, who sailed the grim ship into the west, never to return. The *Atramentous* was said to be the grandest ever built, a tomb fit for the king. Its capture was an act of singular blasphemy.

This desecration may have invoked Rengrave's doom, for when Lord Toruk arrived upon the island of Cryx it was to the *Atramentous* he came first to offer the choice of eternal service or utter annihilation. When Rengrave accepted, Toruk's flames washed over him and his crew to consume and change them into indestructible revenants. The transformed Rengrave was sent against Threnodax and the other pirate kings to demonstrate the consequences of defying the Dragonfather.

In the centuries that followed, Rengrave became the undisputed terror of the Meredius. Wherever the *Atramentous* sailed, death followed. Even the navies of the Iron Kingdoms feared the ghost-filled ship. The *Atramentous* is most commonly sighted in the dark waters of the Broken Coast but has been seen spreading death all the way from the desert shores of Ancient Icthier to the icy Khardic Sea. Rengrave himself has cast a shadow of murder over sixteen centuries, and sailors from across Immoren mutter his name fearfully. Though proud and defiant, he serves Skarre Ravenmane as the admiral of the Ghost Fleet, faithfully sowing death and discord wherever directed.

Nothing delights Rengrave more than killing, plunder, and the terrified faces of the living as his men board a ship to plunder it and sink it to the deep. In past centuries he was told to restrain his appetites and strike only as dictated by the lich lords. Rengrave has the power to add names to his register and capture new prize ships to add to the Ghost Fleet to swell the ranks of revenants as required. He captures the living and gives them a choice: they can join his crew and be transformed, or they can die.



BANE LORD TARTARUS

CRYX CHARACTER SOLO

Through Tartarus darkness itself marches to war.

—Lich Lord Asphyxious

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

RIVENER	
POW	P+S
5	12

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	4
MEDIUM BASE	

TARTARUS

Commander

Stealth

Terror

Undead

Curse [Bane] – RNG CMD. Target enemy model/unit. If the model/unit is in range, it is cursed. A friendly Bane model charging a cursed model gains +2" movement. Friendly Bane models gain +2 to attack rolls against cursed models. Curse can be used once per activation and lasts for one turn.

Dark Shroud – While in this model's melee range, enemy models suffer –2 ARM.

Death Toll [Small-based Bane] – When this model destroys a living enemy model with a melee attack, after the attack is resolved you can add one Grunt to a friendly Small-based Bane unit in this model's command range. The Grunt must be placed in formation and within 3" of this model. The destroyed model is removed from play but does not provide a soul or corpse token.

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.

RIVENER

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.

TACTICAL TIPS

CURSE – This model also gains these benefits when charging or attacking a cursed model. Apply movement bonuses only during a model's activation.

DEATH TOLL – The added Grunt can activate normally this turn.

THRESHER – The melee attacks are all simultaneous.

Bane Lord Tartarus is both an insidious weapon and a commanding general delivered to the mainland centuries ago by the lich lords of Cryx. His essence is linked to the same great void of darkness bleeding death into Caen, inimical to all life, for which all bane thralls and bane knights serve as conduits. He cannot deny the unholy impulses of this energy and the runes binding him to unliving flesh, and he calls his host to join him in one slaughter after another. Only a few beings on Caen fully understand the nature of the force permeating Tartarus and those of his kind.

There are occasions when the souls of the dead neither linger on Caen as restless spirits nor make the passage to Urcaen. There is a crack between these realms, a fissure of timeless void, and the few wayward souls that fall into this fissure experience a singular form of endless torment. Able to peer through the murky veil separating them from the true realms of Caen and Urcaen, they seethe with hatred and jealous longing and become consumed by destructive lust.

Lich Lord Tenebrous was the first lord of Cryx to master the secrets of piercing this inexplicable realm and contact those lost to its void. Studying the ancient texts recovered from the ruins of Morrdh, he was able to bring the tormented spirits back and encase them in rune-carved bone. Some souls are particularly resonant with bane energy and retain their own identity and power, while others are driven solely by energies of annihilation. Tartarus is one singularly potent soul, recovered and reborn by artifice into something truly unholy.

Nearly three thousand years ago, a Molgur chieftain named Horfar Grimmr led a doomed attack against a great wall called the Shield of Thrace. It was one of the last great battles of the Molgur against Priest-King Golivant, and in the battle the Molgur were shattered. Grimmr was captured by the Menites and tormented for a month before being thrown on the flames in rituals conducted to purify his soul of the Devourer-taint they saw in him. As his flesh burned, Grimmr's soul raged and lashed out. It was too powerful to be contained yet permanently scarred and disfigured by Menite rites. His weighty soul fell through the rift, and due to Menite curses it did not reach Urcaen, languishing instead in the void. There it became something other. Past memories were erased in his unending suffering.

Over two thousand years the soul that was to be Tartarus writhed in this hellish state until discovered and called from the void by Tenebrous. The lich lord bound the spirit into the stitched-together remains of several unearthed and defiled warrior-kings to become a unique necromantic masterpiece. Encased in rune-inscribed armor and given the unholy axe Rivener, Bane Lord Tartarus was created to rule over and dominate all bane thralls in service of the Dragonfather.

Tartarus has wandered the shadows of western Immoren for centuries, lurking in cursed forests, the dark caverns below mountains, and swamps where the forgotten dead lie deep below the murk. He has brought forth his vassals

and pulled other potent souls from the void to give them bodies, armor, weapons, and purpose. Because his own essence provides a continuous conduit to the void, the bane lord spurns the taxing and time-consuming rites and rituals normally utilized to create these bane warriors. Whereas lesser necromancers must inscribe complex runes upon the remains of warriors to imbue them with the spirits of the void, Tartarus need only cut down the living and cast their souls into abyss for a brief moment. Almost effortlessly the hate-fuelled abomination consigns his enemies to an eternity of tormented service to himself, the void, and Cryx.



GENERAL GERLAK SLAUGHTERBORN

CRYX BLIGHTED TROLLKIN CHARACTER SOLO

In the annals of carnage, the deeds of that savage are beyond sane reckoning, his appetite the equal of the Great Beast's.

—Lord General Vincent Gollan, Earl of Shieldpoint

SLAUGHTERBORN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	8	4	12	17	9

GREAT AXE	
POW	P+S
5	13

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	3
MEDIUM BASE	

SLAUGHTERBORN

Commander

Fearless

Terror

Tough

Blood Thirst – When it charges a living model, this model gains +2" movement.

Finisher – This model gains an additional die on damage rolls against damaged models.

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

Leadership [Bloodgorgers] – While in this model's command range, friendly Bloodgorger models 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".)

No Sleeping on the Job [Bloodgorgers] – This model and friendly Bloodgorger models in its command range cannot be knocked down.

GREAT AXE

Reach

TACTICAL TIPS

Blood Thirst – Apply movement bonuses only during a model's activation.

Gerlak Slaughterborn is a hulking monster of battle. His infamous brutality has caused brave men to fall to their knees in terror at the mere sight of him, unable even to defend themselves. Leading his notorious Bloodgorgers, this horribly blighted trollkin has earned his reputation with a century of massacre. Bloodgorgers claim that if piled into the deep, the bodies of his slain would create a grisly bridge reaching all the way from Garlghast to the mainland. Cryx has found better use for Slaughterborn's death toll: necrotechs follow in his wake and pick among the cleft bodies like carrion crows. From his detritus rise mechanithralls, brute thralls, and endless other unliving soldiers of Cryx.

A walking nightmare even among Bloodgorgers, Slaughterborn's regenerative tissues have gradually increased his height and bulk, and he can now walk among the tallest ogrun as their equal in size and strength. He shows no sign of aging and displays renowned stamina even among a species notorious for its endurance. Only when he unleashes himself in a frenzy of battle, however, does his true strength reveal itself. Gerlak gorges on the flesh and blood of those he cuts down, and each killing blow adds to his power. He wades into the enemy as a reaper of flesh, the edge of his axe turned aside by neither armor nor bone, and his enemies fall like stalks of wheat at harvest.

Slaughterborn earned his place as the master of the Scharde Islands' blighted trollkin by unifying their scattered and warring kriels under his banner. For countless generations, these tribes had served as fodder in the wars of the Dragonfather, yet some of the unhallowed trollkin rejected Gerlak as their leader. All who refused to follow him were brutally slain and devoured. Slaughterborn sought to elevate his station by seizing control of the Bloodgorgers, the most degenerate and bloodthirsty of his kind. With them firmly in his grip, the remaining tribes swiftly followed.

The new chieftain soon sailed for Garlghast Island to present an oath of fealty to Lich Lord Terminus, the hold of his vessel filled with the severed heads of countless victims. Terminus accepted this gift and afforded the trollkin warlord the title of general—which the lich lord did not expect him to live to enjoy. Gerlak was soon dispatched on the first of many missions in which he joyfully led his Bloodgorgers to almost-certain death. On each occasion, he has either won victory or limped back as the sole survivor of the latest bloodbath.

Slaughterborn is widely recognized as one of Cryx's most respected battle leaders, famed for his irrepressible hunger for war. He now controls all the Scharde Islands' blighted ogrun and trollkin, from which he recruits warriors easily emboldened by the taste of blood.

The general's most recent brush with death proved narrower than most. He and his blighted forces assaulted Cygnar's impregnable fortress city of Highgate to distract that nation's defenders long enough for Terminus to land an army on shores farther north. Although they inflicted far greater casualties than anyone anticipated, Gerlak's army finally fell almost to the last: the warlord was left buried within a pile of corpses, his body mutilated beyond recognition. He rested amid the carnage for two weeks, feeding on the rotting flesh of his own dead as the blackened stumps of his severed arm and leg sprouted anew. Afterward he returned to the islands only long enough to recruit a fresh force, eager for the battles ahead.



DARRAGH WRATHE

CRYX LIGHT CAVALRY DRAGOON CHARACTER SOLO

Few know the meaning of true devotion, for their allegiance ends with the grave. In a thousand years, Toruk will remain my master.

—Darragh Wrathe

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

NECRO-SCYTHE	
POW	P+S
6	13

MOUNT
POW
12

MOUNTED DAMAGE	10
DISMOUNTED DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	4
LARGE BASE MOUNTED	
SMALL BASE DISMOUNTED	

WRATHE

Commander

Fearless

Battle Wizard – Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

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

Leadership [Soulhunters] – Friendly Soulhunter models activating while in this model's command range gain Incorporeal that activation.

Magic Ability [7]

- **Beyond Death (★Action)** – While in this model's command range, living enemy models suffer –2 to damage rolls. Beyond Death lasts for one round.
- **Death Ride (★Action)** – Friendly undead Faction models currently in this model's command range can immediately advance up to 1".
- **Hellfire (★Attack)** – Hellfire is a RNG 10, POW 14 magic attack. A model/unit hit by Hellfire must pass a command check or flee.

NECRO-SCYTHE

Magical Weapon

Reach

TACTICAL TIPS

LEADERSHIP [SOULHUNTERS] – A model loses Incorporeal when it makes a melee or ranged attack.

MAGIC ABILITY – Performing a Magic Ability special action or special attack counts as casting a spell.

Darragh Wrathe is among Cryx's most fearsome leaders. He was once a cruel and sorcerous pirate in the service of Cryx, but his blight-wracked body began to fail him as he internalized the corruption of Lord Toruk. That this mockery of life survives testifies to the tenacious influence of the blight that has slowly ravaged him. Wrathe considers this wasting disease to be a blessing and proof that the Dragon Lord's energies flow through him and that it is these same energies empower his sorcery.

Eventually Wrathe retired from the sea and came to Skell as a black pilgrim seeking necrotechs who would replace his heart and lungs. He entered the service of Lich Lord Terminus and began to immerse himself in the necromantic lore permeating the city. Terminus saw Wrathe's potential and shaped him into his personal agent and vassal. Wrathe hopes in time to give up the remnants of his mortal birth and join the ageless horrors he reveres. He feels immense satisfaction every time he replaces some part of himself with more impervious mechanika.

This satisfaction is perhaps the last identifiably human emotion Wrathe still possesses. As he has transformed his body into a more fitting vessel for one of Toruk's most devoted servants, so have his mind and soul mutated. For decades Wrathe has watched as the machinations of the lich lords, and thereby the wishes of the Dragonfather, have moved inexorably forward. This inevitability left a strong impression on Wrathe as a mortal, causing him to bow to the obvious superiority of Toruk's designs for all of Caen. Since that time he has viewed the decay of his body and the subsequent necessity of foul prosthetics as marks of progress toward attaining a form worthy of the Dragonfather's favor. With each necrotite-powered augmentation he strips away the weak flesh of mortality and strengthens his connection to Toruk's death-laden powers.

Wrathe is bound in direct service to Lich Lord Terminus, whom he serves as a field commander and master necromancer. He travels across western Immoren in this capacity, often accompanied by an escort of soulhunters. Wrathe seems to feel some alien connection to the flayed horsemen he commands. He utilizes his necromantic prowess to turn the carnate horrors incorporeal long enough to ignore blade and bullet and reap a grisly harvest among the living enemies of the Dragonfather.

Over the years Wrathe has become more machine than man as he has replaced the spoiled portions of his flesh with necromechanikal substitutes. Although it is difficult to believe from his monstrous appearance, Darragh Wrathe technically still lives. His hollow chest contains a mass of foul pumps and black-iron organs that keep blood and bile flowing to what organs and flesh he retains. Armored plates grafted over his broken flesh protect this churning machinery. Wrathe replaced his lower jaw with bands of steel and speaks in a quavering buzz through a grill in his throat. The mechanikal appendage replacing his left arm ends in sharp claws. Pistons reinforce the bones of his right arm, with muscles, sinew, and skin stitched around the skeletal armature.

When astride his steed and given command of Cryx's swiftest horrors, Darragh Wrathe executes his orders with conviction, eager for any excuse to push his might to its limit. His devotion to Toruk arises not as an expedient to power but from zealous faith in the Dragon God. Wrathe relishes the warped strength of the Dragonfather.



CRYX PAINTING GUIDE

The Cryx paint scheme is mostly monochromatic and relies on differences in value to achieve contrast. Large areas of the models are painted in black and grey tones. The metallic areas hold the place of midtones, while the flesh and bone areas are by far the brightest parts of the models. These differences in light and dark serve to move the eye about the model and create points of interest. Right away the eye is drawn to the flesh or bone face of the model, since it is so much brighter than the rest. The glowing green such as appears on runes serves the same purpose, and very effectively. This green is often the only strong color on the model, there to draw attention to interesting aspects of the figure like runes or soul cages.

A model completely devoid of color is quite boring visually, so when painting a model with a neutral color scheme it is important to add a bit of color to the shading and highlights to keep things interesting. The Cryx paint scheme adds greens and purples to many of the mixes to prevent the areas from becoming bland. These greens and purples can then be used on select models and units to add variety to the army, as is the case with the Satyxis Blood Witches.



PAINTING TERMINOLOGY

BASECOAT
The initial coat of paint on which everything else will be built. It is important that the basecoat is very clean and every color is where it should be. Your shades and highlights will coordinate with the basecoat and main color choices.

GLAZE
A mixture of water and a small amount of ink that is applied in successive layers to subtly tint an area.

HIGHLIGHTING
A lighter color applied to the basecoat in the raised areas of a miniature to create the look of light hitting the surface. When highlighting in multiple steps, keep a little bit of the underlying color showing, overlapping them like shingles on a roof.

SHADING
A darker color applied to the basecoat in the recessed areas of a miniature to create shadows. Exaggerating the shade and highlight colors will add to the visual appeal of a model.

WASH
A combination of mixing medium, water, paint and/or ink that is liberally applied to the basecoat to create detailed shading. The wash will run into the smallest crevasses on a model and dry as a shadow, so it needs to be a darker color than the basecoat. The wash mix works well as 4 parts mixing medium, 1 part paint/ink, and 3 parts water.

CRYX BANE

Step 1) Give the area a solid basecoat of Cryx Bane Highlight.

Step 2) Apply the initial shading with Cryx Bane Base.

Step 3) Use Coal Black mixed with Umbral Umber for the second layer of shading.

Step 4) The final layer of shading is just a mixture of Umbral Umber and Thamar Black.

Step 5) Finally, return with Cryx Bane Highlight to apply some subtle highlights.

Cryx Bane Highlight

Cryx Bane Base

Coal Black

Umbral Umber

Thamar Black

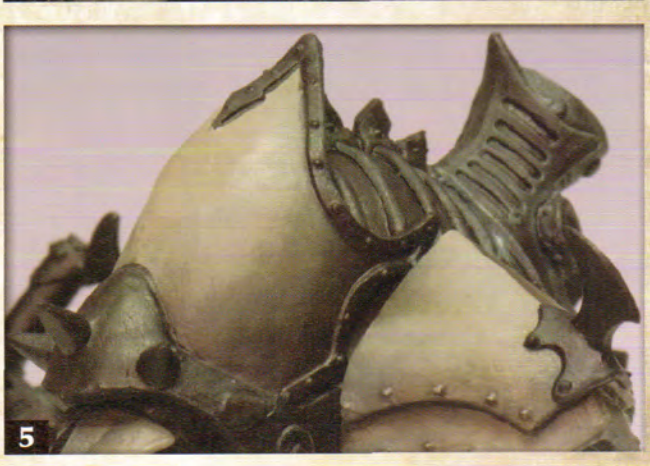












PALLID FLESH

Step 1) Basecoat the flesh in a mixture of Ryn Flesh, Carnal Pink, and Trollblood Highlight.

Step 2) Add Traitor Green to the basecoat color and apply shading to the flesh areas.

Step 3) Next, add Beaten Purple to the mix and use this to apply more shading.

Step 4) For the final shading, use a mixture of Beaten Purple, Traitor Green, and Midlund Flesh.

Step 5) Mix Ryn Flesh, Carnal Pink, and Menoth White Highlight together for the final highlights.

Step 6) As an optional step you may want to apply a glaze of Beaten Purple mixed with Sanguine Base, Cryx Bane Base, and Mixing Medium to simulate a more blighted appearance.

- Ryn Flesh
- Carnal Pink
- Trollblood Highlight
- Traitor Green
- Beaten Purple
- Midlund Flesh
- Menoth White Highlight
- Sanguine Base
- Cryx Bane Base















DEAD FLESH

Step 1) Basecoat the area in a solid coat of Thrall Flesh.

Step 2) Mix Beaten Purple with Mixing Medium and apply this as a wash to the flesh.

Step 3) To offset the purple, apply a wash of Battledress Green mixed with Mixing Medium.

Step 4) Apply shading with a mixture of Beaten Purple and Coal Black.

Step 5) Finally, highlight the model using a mixture of Thrall Flesh and Menoth White Highlight.

- Thrall Flesh
- Beaten Purple
- Battledress Green
- Coal Black
- Menoth White Highlight



CRYX BLACK

Step 1) A solid black basecoat is essential when painting black. It's a good idea to basecoat the area in Thamar Black even if you are painting over black primer.

Step 2) Use a mixture of Coal Black and Umbral Umber to apply the first layer of highlights. Apply this layer only to the top half of each area, leaving the bottom half in pure black shadow.

Step 3) Add Cryx Bane Highlight to the mixture from the previous step and apply additional highlights.

Step 4) For the final highlights, add 'Jack Bone to the previous mixture and apply this to the edges and anywhere else you want extreme highlights.

- Thamar Black
- Coal Black
- Umbral Umber
- Cryx Bane Highlight
- 'Jack Bone



BONE

Step 1) Apply a solid basecoat of 'Jack Bone to the model.

Step 2) Shade the area with a wash of Cryx Bane Highlight.

Step 3) Apply a second layer of shading with a mixture of Gun Corps Brown and Thornwood Green.

Step 4) Use a mixture of Battlefield Brown and Greatcoat Grey for the final shading.

Step 5) Apply highlights with a mixture of Menoth White Highlight and 'Jack Bone.

- 'Jack Bone
- Cryx Bane Highlight
- Gun Corps Brown
- Thornwood Green
- Battlefield Brown
- Greatcoat Grey
- Menoth White Highlight





NECROTITE GLOW

Step 1) Water down some Menoth White Highlight and apply it to the eye sockets and glowing runes. Diluting the paint will help it flow into the crevices more easily.

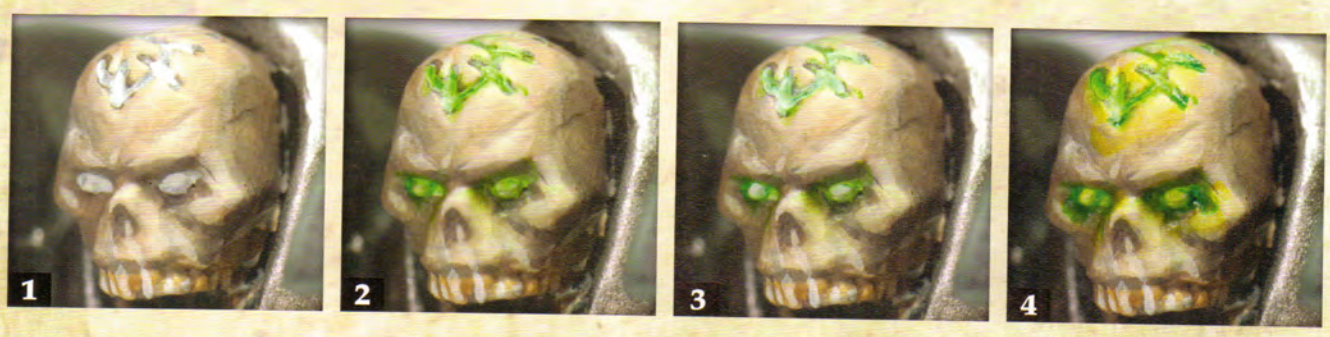
Step 2) Mix Green Ink and Yellow Ink to get a necrotite green color and use this to lightly glaze the runes. Be careful not to overload your brush with ink or you'll cause it to pool in the recesses and ruin the effect.

Step 3) Return to the area with Menoth White Highlight and apply some highlights to simulate the glow.

Step 4) Add more Yellow Ink to the ink mixture used in step 2 and apply this as a second glaze to finish the effect.

- Menoth White Highlight
- Yellow Ink
- Green Ink





BLIGHTED STEEL

Step 1) Basecoat the area with multiple layers of Pig Iron until you achieve solid coverage.

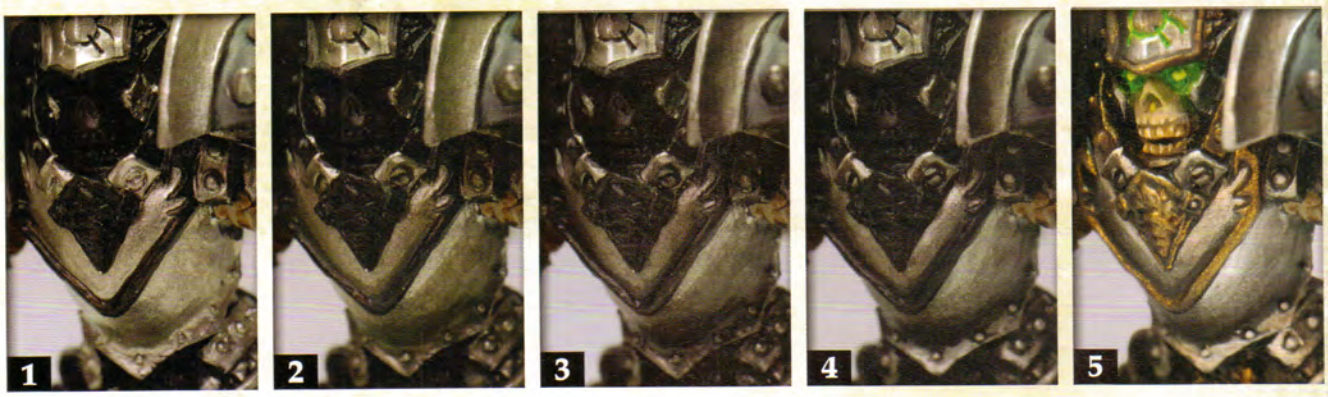
Step 2) Shade the metal using Cryx Bane Base to give it a slimy green tinge.

Step 3) Mix Brown Ink with half as much Green Ink and a small dot of Thamar Black, then use the resulting mixture to apply deep shadows to the metallic areas.

Step 4) Use Cold Steel to apply highlights to the metallic areas.

Step 5) After the rest of the model is painted and protected with matte sealant, apply some final highlights with Quick Silver. This restores some of the shine muted by the matte sealant.

- Pig Iron
- Cryx Bane Highlight
- Brown Ink
- Green Ink
- Thamar Black
- Cold Steel
- Quick Silver



BLIGHTED GOLD

Step 1) Basecoat the area using Blighted Gold.

Step 2) Add shading using a mixture of Cryx Bane Base and Brown Ink.

Step 3) Mix Umbral Umber with Coal Black and use this for final shading.

Step 4) Begin highlighting using Brass Balls.

Step 5) After the rest of the model is painted and protected with matte sealant, apply some final highlights with a mix of Brass Balls and Radiant Platinum. This restores some of the shine muted by the matte sealant.

- Blighted Gold
- Cryx Bane Base
- Brown Ink
- Umbral Umber
- Coal Black
- Brass Balls
- Radiant Platinum



CRYX MODEL GALLERY



WARWITCH DENEGHRA
Warcaster



WARWITCH DENEGHRA VARIANT
Warcaster



WRAITH WITCH DENEGHRA
Epic Warcaster



PIRATE QUEEN SKARRE
Warcaster



SKARRE, QUEEN OF THE BROKEN COAST
Epic Warcaster



LICH LORD VENETHRAX
Warcaster



LICH LORD ASPHYXIOUS
Epic Warcaster



IRON LICH ASPHYXIOUS
Warcaster



GORESHADE THE CURSED
Epic Warcaster



WITCH COVEN OF GARLGHAST & EGREGORE
Warcasters & Solo



GORESHADE THE BASTARD & DEATHWALKER
Warcaster & Solo



MASTER NECROTECH MORTENEBRA & DERYLISS
Warcaster & Solo



LICH LORD TERMINUS
Warcaster



DEATHRIPPER
Bonejack



PISTOL WRAITH
Solo



PISTOL WRAITH VARIANT
Solo





DARRAGH WRATHE
Dragoon Solo



STALKER
Bonejack



SOULHUNTERS
Unit



MACHINE WRAITH
Solo



SKARLOCK THRALL
Solo



NIGHTMARE
Helljack



DEATHJACK
Helljack





CANKERWORM
Bonejack



RIPJAW
Bonejack



BANE KNIGHTS
Unit



HELLDIVER
Bonejack



WITHERSHADOW COMBINE
Unit



BANE THRALL OFFICER & STANDARD
Unit Attachment

BANE LORD TARTARUS
Solo



BANE THRALLS
Unit



SLAYER
Helljack

CORRUPTER
Helljack



SATYXIS RAIDER SEA WITCH
Unit Attachment



NIGHTWRETCH
Bonejack



GENERAL GERLAK SLAUGHTERBORN
Solo



SATYXIS BLOOD WITCHES
Unit



SATYXIS RAIDERS
Unit



BLOODGORGERS
Unit





SEETHER
Helljack



HARROWER
Helljack



NECROTECH & SCRAP THRALLS
Solos



MECHANITHRALLS
Unit



NECROSURGEON & STITCH THRALLS
Unit



BRUTE THRALL
Weapon Attachment



BILE THRALLS
Unit



CEPHALYX MIND SLAVER & DRUDGES
Unit



BLOAT THRALL
Solo



CEPHALYX OVERLORDS
Unit



WARWITCH SIREN
Solo



BLACK OGRUN BOARDING PARTY
Unit



BLACKBANE'S GHOST RAIDERS
Unit



LEVIATHAN
Helljack



REAPER
Helljack



REVENANT CREW OF THE *ATRAMENTOUS*
Unit





REVENANT CANNON CREW
Weapon Crew Unit



CAPTAIN RENGRAVE
Solo



CLASSIC DEATHRIPPER
Bonejack



CLASSIC NIGHTWRETCH
Bonejack



CLASSIC DEFILER
Bonejack



CLASSIC IRON LICH ASPHYXIOUS
Warcaster



CLASSIC WARWITCH DENEGHRA
Warcaster



CLASSIC PIRATE QUEEN SKARRE
Warcaster



CLASSIC REAPER
Helljack



CLASSIC SLAYER
Helljack



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