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FORCES OF

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SKORNE

SKORNE THEME FORCES

ARCHDOMINA MAKEDA
ARMY OF THE WESTERN REACHES

WARBEASTS
Skorne non-character warbeasts, Molik Karn

UNITS
Cataphract Cetrati, Paingiver Beast Handlers, Tyrant Commander & Standard Bearer, Praetorian units, Venator units

SOLOS
Cataphract solos, Praetorian solos, Saxon Orrik

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Praetorian Swordsman and Venator Reiver units become FA U.

TIER 2
Requirements: The army includes two or more Venator Reiver units.

Benefit: Add an attachment to one Venator Reiver unit free of cost. This attachment does not count toward FA restrictions.

TIER 3
Requirements: The army includes one or more Tyrant Commander & Standard Bearer units.

Benefit: Tyrant Commander & Standard Bearer and Cataphract units in the army gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 4
Requirements: Makeda's battlegroup includes two or more Cyclops warbeasts.

Benefit: Your deployment zone is extended 2" forward.

SUPREME ARCHDOMINA MAKEDA
IMPERISHABLE DOMINION

WARBEASTS
Skorne non-character Cyclops warbeasts, Molik Karn

UNITS
Paingiver Beast Handlers, Tyrant Commander & Standard Bearer, Praetorian units

SOLOS
Ancestral Guardian solos, Extoller solos, Praetorian solos, Orin Midwinter, Tyrant Rhadeim

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Praetorian Ferox units in this army become FA 2.

TIER 2
Requirements: The army includes two Praetorian Swordsmen units.

Benefit: Add an attachment to one Praetorian Swordsmen unit free of cost. This attachment does not count toward FA restrictions.

TIER 3
Requirements: The army includes Tyrant Rhadeim.

Benefit: Place Tyrant Rhadeim and Praetorian Ferox units after normal deployment. These models are placed at the same time as your models with Advance Deployment (if any). These models must be placed within your normal deployment zone.

TIER 4
Requirements: Makeda's battlegroup includes Molik Karn.

Benefit: Heavy warbeasts in Makeda's battlegroup gain +2 SPD during your first turn of the game.

LORD TYRANT HEXERIS
KINGDOM OF SHADOW

WARBEASTS
Skorne non-character warbeasts

UNITS
Paingiver Beast Handlers, Cataphract units, Praetorian units

SOLOS
Agonizer, Void Spirits, Ancestral Guardian solos, Cataphract solos, Extoller solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Friendly models/units can begin the game affected by Hexeris' upkeep spells. These spells and their targets must be declared before either player sets up models. Hexeris does not pay fury to upkeep these spells during your first turn.

TIER 2
Requirements: The army includes two or more Praetorian Swordsmen units.

Benefit: Praetorian Swordsmen units gain Advance Deployment.

TIER 3
Requirements: The army includes Aptimus Marketh.

Benefit: Ancestral Guardian solos in the army gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

TIER 4
Requirements: The army includes two or more Cataphract units.

Benefit: Your deployment zone is extended 2" forward.

VOID SEER MORDIKAAR
LEGIONS OF THE ABYSS

WARBEASTS
Skorne non-character warbeasts

UNITS
Nihilators, Praetorian Karax, Praetorian Swordsmen

SOLOS
Agonizer, Feralgeists, Void Spirits

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Models in this army gain Incorporeal during your first turn of the game.

TIER 2
Requirements: The army includes two or more units.

Benefit: For every two units, add one Void Spirit solo to the army free of cost. These solos ignore FA restrictions.

TIER 3
Requirements: The army includes five or more solos with Incorporeal.

Benefit: Solos with Incorporeal gain Advance Deployment.

TIER 4
Requirements: Mordikkar's battlegroup includes three or more warbeasts.

Benefit: Your deployment is extended 2" forward.

MASTER TORMENTOR MORGHOUL
BIG GAME HUNTERS

WARBEASTS
Skorne non-character Cyclops and Titan warbeasts

UNITS
Cataphract Arcuarii, Paingiver units

SOLOS
Paingiver solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Paingiver Beast Handler units become FA U. Additionally, models in this army gain Pathfinder during your first turn of the game.

TIER 2
Requirements: The army includes two Cataphract Arcuarii units.

Benefit: Cataphract Arcuarii units gain Advance Deployment.

TIER 3
Requirements: The army includes two or more Paingiver Beast Handler units.

Benefit: Reduce the point cost of heavy warbeasts in Morghoul's battlegroup by 1.

TIER 4
Requirements: Morghoul's battlegroup includes two or more heavy warbeasts.

Benefit: Your deployment zone is extended 2" forward.

LORD ASSASSIN MORGHOUL
IMPERIAL EXECUTIONERS

WARBEASTS
Skorne non-character warbeasts

UNITS
Paingiver units

SOLOS
Paingiver solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Paingiver Bloodrunner units become FA U. Additionally, you gain +1 on your starting roll for the game.

TIER 2
Requirements: The army includes two or more Paingiver Bloodrunner units.

Benefit: Add Paingiver Bloodrunner Master Tormentor solo free of cost. This solo does not count toward FA restrictions.

TIER 3
Requirements: The only warbeasts in the army have SPD 5 or higher.

Benefit: Models/units in the army gain Stealth during the first round of the game.

TIER 4
Requirements: Morghoul's battlegroup includes four or more warbeasts.

Benefit: For each Paingiver Bloodrunner Master Tormentor solo in the army, one warbeast in Morghoul's battlegroup gains Advance Deployment.

DOMINAR RASHETH
CHAIN GANG

WARBEASTS
Skorne non-character Basilisk and Titan warbeasts

UNITS
Cataphract Arcuarii, Paingiver Beast Handlers, Nihilators, Venator units, Minion units that will work for the Skorne

SOLOS
Agonizer, Paingiver Task Master

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Reduce the point cost of Titan warbeasts by 1. Additionally, increase the FA of Agonizer solos by +1 for each Titan warbeast included.

TIER 2
Requirements: The army includes one or more Minion units and one or more Paingiver Task Master solos.

Benefit: One Minion unit gains +2 SPD during your first turn of the game for each Paingiver Task Master solo included.

TIER 3
Requirements: The army includes two or more Agonizer solos.

Benefit: Agonizer solos each begin the game with 3 fury points.

TIER 4
Requirements: Rasheth's battlegroup includes three or more Titans.

Benefit: Your deployment zone is extended 2" forward.

TYRANT XERXIS
THE FIST OF HALAAK

WARBEASTS
Skorne non-character heavy warbeasts, Molik Karn

UNITS
Paingiver Beast Handlers, Tyrant Commander & Standard Bearers, Cataphract units, Venator units

SOLOS
Cataphract solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Cataphract units are FA U.

TIER 2
Requirements: The army includes two or more Cataphract units.

Benefit: Reduce the point cost of Cataphract units by 1.

TIER 3
Requirements: The army includes two or more Venator Weapon Crew units.

Benefit: Venator weapon crews gain Advance Deployment.

TIER 4
Requirements: Xerxis' battlegroup includes one or more Bronzeback Titans.

Benefit: Titans in Xerxis' battlegroup gain Advance Move. (Before the start of the game but after both players have deployed, a model with Advance Move can make a full advance.)

SUPREME APTIMUS ZAAL
IMMORTAL HOST

WARBEASTS
Skorne non-character warbeasts

UNITS
Immortals, Praetorian units

SOLOS
Ancestral Guardian solos, Extoller solos

TIER 1
Requirements: The army can include only the models listed above.

Benefit: Immortal units are FA U. Additionally, increase the FA of non-character Ancestral Guardian and Extoller Soulward solos by +1 for each unit included.

TIER 2
Requirements: The army includes Hakaar the Destroyer.

Benefit: Ancestral Guardian solos in this army gain Advance Deployment.

TIER 3
Requirements: The army includes three or more Extoller solos.

Benefit: Extollers in this army each begin with three soul tokens.

TIER 4
Requirements: The army includes two or more Immortal units.

Benefit: The Kovaas can begin the game in play.

LORD TYRANT HEXERIS

SKORNE WARLOCK

Though peerless in the arts of death, he is a danger. His eyes reflect naught but annihilation.

—Archdomina Makeda

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

GULGATA	
POW	P+S
6	14

FURY	7
DAMAGE	17
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: DARK DOMINION

To Hexeris the process of dying is just another strategic mechanism, for he can insinuate his will into a body as the spirit slips away. Invoking the most potent of his powers, he can reach across the battlefield to turn his enemies into his puppets when they die, their flesh pulled by strings of his volition.

When a living or undead enemy model is boxed by an attack while in Hexeris' control area, take control of it. The model becomes a friendly Undead model. If it is a trooper, it becomes a solo. The model can immediately advance up to 3" and can make one normal melee attack, then remove the model from play. When making this attack, ignore the effects of lost aspects on affected warbeasts. The model cannot be targeted by free strikes during this movement. Dark Dominion lasts for one turn.

HEXERIS

Vampiric Reaving – This model can reave fury points from enemy warbeasts destroyed in its control area if it is closer to the warbeast than all other models that could reave its fury.

GULGATA

Magical Weapon

Reach

Beat Back – Immediately after a normal attack with this weapon is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".

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

SPELLS	COST	RNG	AOE	POW	UP	OFF
DEATH MARCH	3	6	-	-	YES	NO
Target friendly unit gains +2 MAT and Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.)						
OBLITERATION	4	10	4	15	NO	YES
The force of this attack blasts apart the earth itself.						
PSYCHIC VAMPIRE	3	SELF	CTRL	-	YES	NO
When an enemy model casts a spell or uses an animus while in this model's control area, the enemy model suffers 1 damage point and this model heals 1 damage point.						
SOULFIRE	2	10	-	12	NO	YES
When a living non-soulless model is boxed by Soulfire, this model gains 1 fury point and the boxed model is removed from play.						
SOUL SLAVE	2	6	-	-	YES	NO
Target warbeast in this model's battlegroup automatically passes threshold checks. This model can channel spells through the affected warbeast.						

TACTICAL TIPS

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

VAMPIRIC REAVING – Hexeris can reave fury points from enemy warbeasts that were destroyed as a result of transference provided they are not part of his own battlegroup.

BEAT BACK – The attacking model can advance even if the enemy model is destroyed by the attack.

SOULFIRE – The boxed model does not provide a soul or corpse token.

A master mortitheurge, Hexeris manipulates life and death with unrivaled skill. To him, the living are merely simple machines with measurable thresholds for potential injury and pain. Those who speak to him leave feeling violated and tainted, for his eyes can pierce through to the immortal essence.

Hexeris was born to the Kurshon, an influential house of Halaak. Strong-framed and massive, he spent time training with the elite Cataphracts. With his exceptional mind he was not destined for the life of a simple soldier. His house had long valued occult power, and its leader, Dominar Lokoda, encouraged his studies of mortitheurgy.

When Vinter Raelthorne arrived in the capital, Dominar Lokoda shrewdly joined the Conqueror's cause rather than risk weakening his house. Eight years later, though, he made the fatal mistake of joining the conspirators plotting against the supreme archdominar.

As Morghoul methodically rooted out treachery in the capital, Lokoda sealed his house to avoid the master tormentor's murderous reach. Seeing a far greater destiny alongside the Conqueror, Hexeris offered Morghoul entrance to House Kurshon in exchange for a place among Raelthorne's host. Kurshon was undone, leaving Dominar Lokoda captured and subsequently tortured to death over days in the great public excruciations and executions. Hexeris has shown no guilt over this pragmatic betrayal.

Hexeris has risen to become one of the most formidable tyrants in the Army of the Western Reaches. His soldiers march with perfect discipline and silence, bearing the dreadful knowledge that their master will sacrifice them instantly should it serve his agenda. He has led them on many assaults against the trollkin dwelling in the fringes of the Bloodstone Marches. The resiliency of this species fascinates his cruel curiosity, and he is eager to plumb their secrets by exposing them to the full brunt of his dark powers.

The lord tyrant secretly dabbles in the extoller's craft to advance his ambitions. Upon his chest sits a sacral stone containing the honored soul of his own great-grandfather, the legendary mortitheurge Javekk Kurshon. Hexeris can

communicate with this spirit, who increasingly guides his studies by unlocking powers never before combined in a single mortitheurge.

His relationship with Archdomina Makeda is laced with wary undertones, but this does not concern Hexeris, for he knows his work is beyond her comprehension. He was one of the first to doubt Vinter's claim to the title of the Reborn, and he revels in recently having these doubts vindicated. Makeda has entrusted Hexeris to supervise the western defenses and to help build fortifications for the new skorne holdings. While being given such responsibility might be taken as a sign of respect, it could also be proof she does not trust him at her side in battle.

ARCHDOMINA MAKEDA
SKORNE WARLOCK

The skorne are a race bred for war, and she was born to lead them.

—Vinter Raelthorne IV

MAKEDA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	15	16	9

SWORD OF BALAASH	
POW	P+S
5	12

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: WALKING DEATH

Not even death releases a soldier from his obligations in service of the archdomina. Makeda can force the living spirit to linger and fight even after the heart has ceased to beat and the lungs can no longer capture breath.

For one round, friendly living Faction trooper models destroyed while in Makeda's control area return to play during your next Maintenance Phase with one unmarked damage box. Place returned models in Makeda's control area in formation and within 3" of another model in their units. Returned models forfeit their normal movement the turn they are placed.

MAKEDA

Blood-Quenched – This model gains a cumulative +1 STR and ARM for each living enemy model it destroys with a melee attack during its activation. This bonus lasts for one round.

Inspiration [Skorne models] – Friendly Skorne models/units in this model's command range never flee and immediately rally.

Side Step – When this model hits with an initial attack or a special attack, it can advance 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

SWORD OF BALAASH

Magical Weapon

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

SPELLS	COST	RNG	AOE	POW	UP	OFF
CARNAGE	3	SELF	CTRL	-	NO	NO
Friendly Faction models gain +2 to melee attack rolls against enemy models in this model's control area. Carnage lasts for one turn.						
DEFENDER'S WARD	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +2 DEF and ARM.						
MUZZLE	2	10	-	12	NO	YES
An enemy warbeast damaged by Muzzle cannot advance toward this model for one round.						
SAVAGERY	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +5 SPD when making a full advance but cannot make ranged attacks.						

TACTICAL TIPS

Walking Death – If Makeda has been destroyed or removed from play, these models do not return because they cannot be placed in her control area. A model cannot be returned to play if all models in its original unit have been destroyed or removed from play.

Archdomina of the Western Reaches and leader of the skorne army, Makeda is the greatest general of the Skorne Empire. The success or failure of the invasion rests on her capable and ruthless shoulders. When the Conqueror made the difficult decision to stay at his fortress in the Stormlands, he sent Makeda to lead his armies west against the nations of mankind.

During the First Unification and after the fall of Halaak, Vinter Raelthorne marched north against House Balaash. Enormously outnumbered, Makeda stood steadfast against him, determined to fight to the last. Three times she rallied her army behind her iron will, cutting swaths from his ranks before being forced back. Knowing the foreigner's death was her only chance to end the siege, Makeda led one final devastating charge of warbeasts and Cataphracts through his line.

The two met in the center of battle in an epic clash of blades, the blood they spilled turning the desert's baked earth to mud. Makeda withstood a rain of lethal blows by calling upon the vitality of her warbeasts. Vinter had never fought an adversary so strong, and he did not yet comprehend Makeda's link to her warbeasts. In turn, an amazed Makeda had never expended herself so completely against a foe without crushing him. She could not understand how such skill and indomitable resolve could be drawn from the wellspring of only one man's being. At last Vinter disarmed Makeda. All her beasts had been slain and her soldiers brought to ruin.

Broken and exhausted but not crushed, Makeda calmly awaited the death blow. To the astonishment of his army, her foe walked away after speaking the words that gave her renewed purpose: "Another day it would be me at your blade. Pick up your swords and fight in my name."

Makeda spent the first years of the Conqueror's reign rebuilding the strength of her house. When he took his expedition in 602 AR to capture Corvis, Makeda stayed in Halaak to coordinate and organize the massive army that was to reinforce his planned drive on Caspia. Vinter had tasked all the house leaders to muster these forces in his absence and to continue working on the great bridge-fortress that would permanently span the Abyss. He could not know, however, that those same dominars plotted to overthrow him and return Halaak to its old ways.

The betrayers occupied the skorne capital and targeted Makeda for assassination. She gathered her loyal vassals to

her, fought her way to her northern stronghold, and sealed the gates. Forced to maximize their limited resources, Makeda and House Balaash endured against impossible odds until her master returned to break the siege.

Makeda strictly adheres to the *hoksune* code. The souls of her most revered House Balaash ancestors empower her to lead the largest skorne army ever gathered, which she plans to unleash upon the human lands. Unbridled ambition drives her to create permanent strongholds for the eventual occupation of all western Immoren. Her every step expands the border of the Skorne Empire, and she has only begun to walk the long road of her destiny.

SUPREME ARCHDOMINA MAKEDA

SKORNE EPIC WARLOCK

I swear upon the legacy of my ancestors that I will forge our people into one nation, one army. Thus united, our imperishable dominion will claim the world.

—Makeda of House Balaash

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

SWORD OF BALAASH	
POW	P+S
5	12

FURY	6
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: INSTRUMENTS OF WAR

Manifesting her undeniable command over life and death, Makeda seizes control of her army body and soul. Soldiers and warbeasts alike become instruments of her will, moving under her absolute control with flawless precision and unrelenting exactness.

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

MAKEDA

Elite Cadre [Praetorian Swordsmen] – Friendly Praetorian Swordsmen models gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.)

Inspiration [Skorne models] – Friendly Skorne models/units in this model's command range never flee and immediately rally.

Stay Death – Once per turn, when a friendly living Faction trooper model is disabled in this model's command range, this model can spend 1 fury point for the disabled model to heal 1 damage point.

SWORD OF BALAASH

Magical Weapon

SPELLS	COST	RNG	AOE	POW	UP	OFF
ENGINE OF DESTRUCTION	2	SELF	–	–	NO	NO
This model gains +2 SPD, +4 STR, and +4 MAT for one round.						
LEASH	2	6	–	–	YES	NO
Immediately after this model ends its normal movement, target warbeast in its battlegroup can advance up to 3" toward it.						
ROAD TO WAR	3	SELF	CTRL	–	NO	NO
Friendly Faction non-warlock models activating in this model's control area gain +2" movement this turn.						
STRANGLEHOLD	2	10	–	11	NO	YES
A model damaged by Stranglehold forfeits either its movement or its action during its next activation, as its controller chooses.						

TACTICAL TIPS

ROAD TO WAR – Modifiers to movement apply only to a model's normal movement.

Having overthrown Vinter Raelthorne, Archdomina Makeda has seized control of the entire Skorne Empire. A peerless leader in her people's greatest hour of need, she has unified the skorne as never before. Her army faces tremendous adversity, but Makeda's iron will has them prepared to vanquish any enemy who dares oppose them.

Not long ago, Makeda's devotion to the Conqueror was absolute and unshakable; she believed wholeheartedly that Vinter Raelthorne was the Reborn. Standing ready for the extreme challenge of leading the Army of the Western Reaches against the kingdoms of the west, Makeda never suspected that her sovereign had laid the foundation for failure and undermined the very invasion he had initiated.

Lord Assassin Morghoul was the first to bring to Makeda news of the Conqueror's deception, and at first she refused to believe him. The proof became incontrovertible during the hopeless attack on Fort Falk, when she watched grief-stricken while her soldiers hurled themselves to meaningless deaths against the walls on the Conqueror's orders. Makeda has no qualms about sacrificing soldiers for victory, but in this attack there was no chance for such redemption. This defeat was made all the more bitter by the knowledge that her army had been well prepared to execute a carefully planned attack on Eastwall, to the south, an assault that Vinter had cancelled without explanation. The only logical explanation for these orders was that Vinter had deliberately worked to weaken the Army of the Western Reaches. A lesser person might have been left empty and hollow by such a revelation, but Makeda—the scion of a long line of resolute and capable leaders—responded with renewed conviction and rage.

With the support of the lord assassin, Makeda worked with swift and quiet cunning to root out Vinter's loyalists. They were eradicated with ruthless efficiency, and vassals loyal to Makeda were set in their place. She next confronted the Conqueror personally and ended his reign over her people. Though Raelthorne escaped after butchering a host of tyrants loyal to Makeda, the Abyssal Fortress fell to the archdomina's cohorts, and her control over the Skorne Empire was established.

Since then, Makeda has laid the foundation of a new nation. Once the vital bridges connecting east and west were secure, the newly declared supreme archdomina sent Morghoul east to Halaak to deliver her proclamations. She did not hesitate to spread the word of her rulership and the consequences for defiance, knowing the proud house lords would otherwise fall prey to internecine feuding. Though many of them were uncomfortable with this unexpected coup, they remembered the lessons of the Second Unification delivered by Morghoul in the name of a different master: they would not have their seats had Morghoul not killed so many of their predecessors.

His presence underscores the threat of disobedience and lends credence to Makeda's absolute authority.

Makeda learned valuable insights from Vinter regarding the strength of empire, and she intends to adapt those lessons to remake skorne society around its vital core. Since her consolidation of power, she has remained in the west to directly oversee their ongoing war of invasion. Her troops have begun to solidify their hold on the western edges of the Bloodstone Desert. Under her orders their supply lines have been reinforced and numerous forts have sprung up on the borders of the nations that Makeda intends to conquer.

The supreme archdomina has already begun to reshape the Army of the Western Reaches into the kind of fighting force she knows it must become. While Makeda adheres to the strict philosophies of her people, she understands that they must adapt should they hope to expand their empire into the west. An increased emphasis on combined arms has met with some resistance among the dedicated adherents of hoksune, but her victories are undeniable. Even so, the houses that follow her do so more so out of fear than loyalty. Makeda is a pragmatist who knows they respect only strength, and so she continues to lead her troops personally in battle.

Supreme Archdomina Makeda has accepted the burden of a seemingly impossible goal, yet her shoulders are strong enough to bear its weight. Any who defy her conviction are doomed to be crushed by it.

VOID SEER MORDIKAAR
SKORNE WARLOCK

They fear him, but in time his name will outlast Voksune's. He has proven we can enslave death itself.
—Tyrant Hexeris

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

DEATH BLAST			
RNG	ROF	AOE	POW
10	1	3	13

EIDOLON	
POW	P+S
6	11

FURY	7
DAMAGE	16
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: VOID WIND

Void Seer Mordikaar is a master manipulator of spectral tides of the unfathomable emptiness of the Void. With effort Mordikaar can call upon these energies to enshroud the forces under his control, protecting them with manifestations of ghostly wind.

While in Mordikaar's control area, friendly Faction models gain +3 DEF and Poltergeist. Void Wind lasts for one round.

MORDIKAAR

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

Poltergeist – When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from this model.

Void Lord – While in this model's control area, friendly Void Spirit models gain boosted melee attack rolls.

DEATH BLAST

Magical Weapon

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

EIDOLON

Magical Weapon

Life Drinker – See above.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BANISHING WARD	2	6	-	-	YES	NO
Enemy upkeep spells on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.						
ESSENCE BLAST	3	CTRL	*	-	NO	YES
Choose a friendly living non-warlock/warcaster Faction model in this model's control area. Make a SP 6 magic attack using the chosen model as the attack's point of origin. Models hit suffer a damage roll with a POW equal to 5 + the base STR of the chosen model. After the spell is resolved, remove the chosen model from play.						
GHOST WALK	3	6	-	-	NO	NO
Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
HOLLOW	2	6	-	-	YES	NO
Target friendly living Faction warrior model/unit gains Tough and Undead. This model gains one soul token when an affected model is destroyed by an enemy attack, continuous effect, or collateral damage.						
REVIVE	3	CTRL	-	-	NO	NO
Return one destroyed friendly Faction Grunt to play with one unmarked damage box. It must be placed in this model's control area in formation and within 3" of another model in its unit.						

TACTICAL TIPS

Cull Soul – A model can have more fury points than its FURY as a result of Cull Soul.

Hollow – Cull Soul converts tokens gained from Hollow into fury points.

Revive – Remember, the Grunt can activate normally with its unit this turn. If all models in the Grunt's unit have been destroyed, it cannot be placed within 3" of a model in its unit and therefore cannot return to play.

The void seer is a walking contradiction whose very existence throws doubt on the most deeply held skorne beliefs. Though terrifying, his presence reminds those who follow Supreme Archdomina Makeda that nothing is impossible in her army. Among her chosen warlords, Mordikaar has defied the final decree of death.

Void Seer Mordikaar should not exist. He was dead, his soul torn from his body and hurled into the Void. By sheer determination and singular occult knowledge, he pulled himself back from that cold and horrible chasm to live again. His heart still beats, and his lungs still breathe. There is no question he is alive and not some undead mockery like the *genzouls* or *kovaas*. The exact means of his resurrection are known only to him.

Mordikaar is tainted by the powers of death and annihilation. A seeping wound in reality lingers about him. Maddened and deranged spirits of the Void—intangible yet boasting undeniable strength and presence—periodically slip through this wound into Caen to haunt him. Mordikaar deals with them as casually as a warrior sharpens his blade, either banishing them or binding them into his service as befits his needs.

Before his death, Mordikaar was a well-respected but inscrutable mortitheurge known primarily to other masters of his field. He plumbed the secrets of the first skorne city of Malphas and ventured into the deepest forbidden ruins. The void seer even investigated an obscure heresy proclaiming that Voskune, Ishoul, and Kaleed—the "Self-Exalted Trinity"—never fell into the Void but instead persisted past death by force of will alone. Extollers had repeatedly tried to expunge this heresy, but the belief proved tenacious among the city's lore masters, who preserved scrolls that blatantly contradicted traditional historical accounts.

Though Mordikaar never found the controversial triumvirate, his occult research took him in a radically different direction: the pursuit of exaltation without

sacral stones, which the void seer believes to be nothing more than a half-measure. He is determined to find a better solution to mortality. Rather than relying upon a crystal eye as extollers do, Mordikaar crafted arcane lanterns that focus and amplify his spiritual powers as well as reveal and manipulate the spirits gathered around him. Key to this breakthrough was isolating the nature of the normally invisible light manifested by spiritual energy. Though his philosophy is antithetical to that of the extollers, his lanterns allow him to see with their vision.

Just as Mordikaar does not speak of the events that led to his death, he is equally enigmatic about what drew him to join the Army of the Western Reaches. He has attached himself to Tyrant Hexeris, with whom he shares many interests, but an undeniable tension and restrained hostility exists between the void seer and Supreme Aptimus Zaal. Makeda is inclined to bear the eccentricities of these mystics so long as their collective power preserves the skorne invasion. Whether Mordikaar will prove to be a uniquely powerful asset or an apocalyptic catalyst remains to be seen.

MASTER TORMENTOR MORGHOUL

SKORNE WARLOCK

I have learned to feed on treachery like meat and savor loyalty like rare wine. The terror you inspire in the ranks will serve in the place of true fidelity.

—Vinter Raelthorne IV

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

RIPPER	
POW	P+S
3	9

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+7
SMALL BASE	

FEAT: PAIN & SUFFERING

A virtuoso of the paingiver's arts, Master Tormentor Morghoul inflicts unrelenting agony without even touching his victims. By unleashing an explosion of torment, he drowns out all thoughts but those of survival.

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

MORGHOUL

Pathfinder

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Maltreatment – Once per turn during its activation, this model can remove 1 fury point from a warbeast in its battlegroup that is in its control area and add 1 fury point to its own current total. The warbeast suffers d3 damage points.

Overtake – When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

Perfect Balance – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

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

RIPPER

Magical Weapon

Double Strike – This model can make two additional attacks for each fury point spent to make additional attacks with this weapon.

Inflict Pain – When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

SPELLS	COST	RNG	AOE	POW	UP	OFF
ABUSE	2	6	-	-	NO	NO
Target friendly warbeast gains +2 SPD and STR for one round but suffers d3 damage points.						
ADMONITION	2	6	-	-	YES	NO
When an enemy model advances and ends its movement within 6" of target model in this model's battlegroup, the affected model can immediately advance up to 3", then Admonition expires. The affected model cannot be targeted by free strikes during this movement.						
TORMENT	2	10	-	12	NO	YES
When a model is damaged by Torment, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.						

TACTICAL TIPS

Maltreatment – This model can exceed its FURY in fury points as a result of Maltreatment.

Perfect Balance – If the model forfeits both its movement and action for other effects, either voluntarily or as required, it cannot use Perfect Balance to stand up for free.

Masked and sheathed in paingiver armor, Master Tormentor Morghoul is a terror on the battlefield. By drawing on the strength of beasts he transforms himself into a whirlwind of bladed death while nimbly evading injury. In a heartbeat he can strike a dozen times to nick arteries, pierce hearts, and sever tendons. Morghoul knows the intricate byways of living bodies with surpassing precision, so each organ and blood vessel presents an opportunity to inflict pain or death. He has lost count of the bodies that have fallen under his blades, methodically stripped of their innermost secrets.

After building his reputation plying his cruel trade for a dozen houses, Morghoul was enlisted by House Vokuul in the great city of Halaak. Tasked to unravel plots against their domina, he systematically tortured his way through her subordinates. By the end of Morghoul's work the Vokuul domina was forced to choose a new heir but had obtained absolute obedience within her house.

The Vokuul joined the skorne defenders when Vinter Raelthorne first beset Halaak, but Morghoul watched the battles silently. When the domina ordered him to engage, the master tormentor coldly informed her that his services had come to an end and left her to her fate. After the Conqueror crushed House Vokuul along with the rest of Halaak, Morghoul offered the Reborn his services, seeing ample opportunity to practice his craft.

When Raelthorne went into the west, Morghoul stayed to watch the capital. Stalking the servitors of the dominars, he uncovered a plot to overthrow the Conqueror. He became the Walking Death in Halaak, using his mastery of its extensive tunnels to move unseen as he captured and tortured any he felt might have useful information. Nearly a hundred fell during Morghoul's terror campaign. Any agents sent to engage him surfaced in waterways or were discovered on rooftops, drained of blood and wearing twisted expressions of unfathomable agony.

On word of the Conqueror's return Morghoul traveled to meet his chosen lord. The paingiver revealed the information he had obtained, including the whereabouts of every secret passage and poorly guarded sector of the capital. Morghoul had laid the groundwork for the rapid and bloody Second

Unification. The Conqueror gathered an army of loyalists and assaulted the gates of Halaak while Morghoul slipped into the city and captured the heads of the largest houses.

A month-long festival of agony followed the apprehension of the traitors. Silence was enforced on pain of death in the capital, and the only sound was the inarticulate screaming of the conspirators—the music of Morghoul unleashing the full imagination of his horrible arts. The citizens of the capital learned exactly what depths of pain one with the power of mortitheurgy and the lore of a paingiver was capable of inflicting.

Morghoul has been tasked with rooting out treachery among the ranks of Makeda's army and keeping a close eye on the warlords who lead it. Where he walks, silence follows.

LORD ASSASSIN MORGHOUL

SKORNE EPIC WARLOCK

We stand at the crossroads of the glorious past and an uncertain future.
My blade is ready to reveal the true path.

—Lord Assassin Morghoul

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

MERCY	
POW	P+S
6	12

FAN OF SHADOWS	
POW	P+S
2	8

FURY	5
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+6
SMALL BASE	

FEAT: ASSASSINATION RUN

In times of need, Lord Assassin Morghoul can bend his will toward the single purpose of reaching his enemy at all costs. So powerful is his determination that it infects the soldiers and warbeasts of his battlegroup, propelling them along with their master toward the very throat of their foe.

While in Morghoul's control area, friendly Faction models gain +2 DEF and Evasive. Assassination Run lasts for one round. (A model with Evasive cannot be targeted by free strikes. It can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.)

MORGHOUL

Pathfinder

Stealth

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

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

Elite Cadre [Paingivers] – Friendly Paingiver models gain Perfect Balance.

Perfect Balance – This model cannot be targeted by combined melee attacks, combined ranged attacks, or free strikes. Models do not gain back strike bonuses against this model. When knocked down, this model can stand up during its activation without forfeiting its movement or action if it is able to forfeit its movement or action to stand up.

MERCY

Magical Weapon

Weapon Master

FAN OF SHADOWS

Magic Weapon

Blind – When a model is hit by an attack with this weapon, it suffers Blind for one round. (A blind model cannot make ranged or magic attacks, suffers –4 MAT and DEF, cannot run or charge, and must forfeit either its movement or action during its next activation.)

SPELLS	COST	RNG	AOE	POW	UP	OFF
FLASHING BLADE	1	SELF	-	-	NO	NO
This model immediately make one normal attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.						
GHOST WALK	3	6	-	-	NO	NO
Target friendly model/unit gains Ghostly for one turn. (A model with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
SILENCE OF DEATH	2	6	-	-	YES	NO
Target friendly model/unit's melee weapons gain Grievous Wounds. (When a model is hit by a weapon with Grievous Wounds, for one round it loses Tough, cannot heal or be healed, and cannot transfer damage.)						

TACTICAL TIPS

PERFECT BALANCE – If the model forfeits both its movement and action for other effects, either voluntarily or as required, it cannot use Perfect Balance to stand up for free.

Morghoul has become the unlikely architect of a new skorne civilization. He has always acted to strengthen his people, but only those with simple aspirations place all their hopes in a single leader. In his long years of service, Morghoul has served many masters and feels no more regret for abandoning Vinter Raelthorne than he did when he left House Vokuul to serve the Conqueror during the First Unification. Morghoul now has fully embraced the cause initiated by Supreme Archdomina Makeda, but few would suspect just how essential he was in realizing that vision. He employs every skill, tool, and secret at his disposal to bring about the transformation of the Skorne Empire.

Morghoul has approached his new station systematically. First, he seized control of the paingiver caste by accepting Makeda's offer to transform their loose affiliation into a true household. Though some of the paingivers resisted this radical move, Morghoul accepted that the consolidation of his authority might require some bloodshed. He immediately began to forge the paingivers into a weapon wielded by his hand. In commemoration, Makeda gave him another weapon: the priceless Balaash blade Mercy. This symbol of his leadership embodies Morghoul's dominion over all paingivers and demonstrates the faith the supreme archdomina places in him.

To make his dominance over the caste a reality, Morghoul knew he could not limit himself to those serving the Army of the Western Reaches. When he volunteered to deliver word of Makeda's ascension to Halaak personally, Morghoul knew he must first confront the most arrogant of the paingivers: Master Tormentor Jyvaash Komorn, the legendary leader of the notorious Bloodrunners. As expected, Komorn decried Morghoul as an upstart and a heretic. In moments, Komorn and his inner guard lay eviscerated by Mercy's edge. Taking the Fan of Shadows from Komorn's very fingers, Morghoul gained possession of a fearsome artifact long associated with the murderous craft of the Bloodrunners.

Assuming absolute control of the surviving Bloodrunners, Morghoul set about the immediate subjugation of the capital. With an army of shadow and silence he delivered Makeda's demands. Once examples were made of the most impertinent, the other houses quickly saw the wisdom of accepting Makeda's rule and bowed to the banner of House Balaash.

Morghoul has earned his role as one of Makeda's most valued advisors, and his presence has not gone unnoticed by even her highest-ranking officers. What even Makeda does not understand is that neither ambition nor loyalty motivates Morghoul. Rather, he is devoted to the deeper philosophies and destiny of his people. He truly believes in the ultimate glory and triumph of the skorne culture, a civilization forged in the crucible of destruction and hardship. In this regard, even Makeda does not escape his scrutiny. The lord assassin weighs her by the same standards he once applied to Vinter Raelthorne. Should she fail to meet the challenge ahead or become an impediment to the skorne, she will fall by his hand.

DOMINAR RASHETH
SKORNE WARLOCK

Rasheth's appetites are exceeded only by his cruelty and his unnatural power.

—Lord Tyrant Hexeris

RASHETH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	4	1	1	10	14	8

FURY	8
DAMAGE	20
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
LARGE BASE	

FEAT: PLAGUE WIND

With a curse coughed from the wretched essence of his being, Rasheth unleashes a void-borne plague to ravage the battlefield. He saps strength and vitality from his enemies as he feasts upon the lives of the afflicted, savoring every unbearable agony.

While in Rasheth's control area, living enemy models suffer –2 STR and ARM. When a living model is destroyed in his control area, Rasheth heals 1 damage point. Plague Wind lasts for one round.

RASHETH

Dark Rituals – Once per activation, this model can channel a spell through a friendly warrior model in its control area. Once a spell is cast this way, the model it was channeled through suffers d3 damage points.

Impervious Flesh – When this model is hit by a ranged attack, the attacker rolls one less damage die.

Steady – This model cannot be knocked down.

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLOOD MARK	3	8	–	–	YES	YES
Target enemy model suffers -2 ARM. This model can transfer damage from an enemy attack to the affected model one time, then Blood Mark expires.						
BREATH OF CORRUPTION	3	8	3	12	NO	YES
Models hit suffer a POW 12 corrosion damage roll. The AOE is a cloud effect that remains in play for one round. Models entering or ending their activation in the AOE suffer 1 point of corrosion damage.						
CARNIVORE	2	6	–	–	YES	NO
Target friendly model / unit gains +2 to melee attack rolls against living models. When an affected model boxes a living model with a melee attack, the boxed model is removed from play and this model heals d3 damage points.						
CASTIGATE	2	SELF	CTRL	–	NO	NO
For one round, enemy models lose the Arc Node advantage while in this model's control area.						
INFLUENCE	1	10	–	–	NO	YES
Take control of target enemy non-warcaster, non-warlock warrior model. The model immediately makes one normal melee attack, then Influence expires.						
SUNDER SPIRIT	2	10	–	12	NO	YES
An enemy warbeast damaged by Sunder Spirit loses its animus for one round.						

TACTICAL TIPS

Breath of Corruption – Affected models do not also suffer blast damage.

Carnivore – Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token. Rasheth, not the target model, is healed when the target model boxes another model.

Castigate – This does not effect models that can channel spells that do not have Arc Node.

The arrival of Dominar Rasheth in the west was as unexpected as it was an ominous shift in the politics of the Skorne Empire. He is feared as much as he is loathed, and few trust his claims of fidelity to the Army of the Western Reaches. Despite his legendary indolence, the dominar is a terror on the battlefields thanks to his frightening proficiency in the black art of mortitheurgy. The merchant lord invokes raw malignancy and fetid corruption to scourge the lesser races of the west, and the air itself turns foul as he commands malevolent spirits to rend the vitality from the living.

Forsaking any respect for the warrior code of *hoksune*, Rasheth will not trouble himself to physical exertion and reclines upon his lectica as he casts his profane rituals. Whereas most skorne are lean and regularly starve to test their physical limits, Rasheth gluts himself on the most exquisite and expensive of skorne delicacies. Allies and enemies alike are appalled by the vile spectacle of the dominar, who takes obvious enjoyment in their discomfort. Nonetheless, his power cannot be dismissed. Rasheth demonstrates effortless skill in mortitheurgy. He ruthlessly fuels his dark arts with the lives of his troops, devouring their very essences to further his heinous sorcery. That such incredible mastery comes so easily to a gluttonous and profane merchant deeply offends and disgusts his jealous occult peers.

Rasheth was born into the upper echelons of House Telarr and disdained traditional skorne ascetic philosophies from his youth, though he had the sense to hide his contempt. He rose among the ruling caste of his house not through personal prowess in battle but through his uncanny aptitude in the arts of mortitheurgy, deception, and manipulation. Over the years all of Rasheth's rivals within the house met their ends in assassination, political disgrace and suicide or "accidents" such as food poisoning. Once none were left to oppose him, Rasheth became dominar of House Telarr.

Under his rule, House Telarr focused on fostering a vast merchant empire specialized in providing titans as beasts of labor and war. Rasheth worked to seize control of a significant portion of the domestic titan stock of Tor-Kademe, then set about rounding up the wild titan herds of the Ocean of Grass.

By the time of the Conqueror's arrival, Rasheth's wealth had given him ample opportunities to indulge his appetites and he had grown hugely obese. With his characteristic hunger for profit, Rasheth turned his loyalties immediately to the Conqueror's cause and ensured the safety of his house by supplying Vinter's forces with titans during the First Unification, albeit begrudgingly. In the following years, civil strife within the empire created a number of opportunities for House Telarr. Rasheth took to the battlefield personally on several occasions, eager to exploit any weakness. Rasheth took

great pleasure in destroying his enemies without regard for the martial honor they held in esteem. From his lectica he would order his cohorts forward, spending their lives with appalling disregard. In each of these conflicts, Rasheth made a point of taking the fight to the houses of his enemies. His forces tore down the besieged edifices as the dominar was carried into their midst to personally wield his hideous assault powers.

In the aftermath of Supreme Archdomina Makeda's triumph over the Conqueror, Rasheth once more demonstrated his adaptable loyalties. He brought a substantial portion of his house army west knowing Makeda's rise to power offers unique opportunities to seize unprecedented wealth. He strives to become invaluable to the supreme archdomina by leveraging his vast titan herds and consolidating his power. His ambition is as boundless as his gluttony, but so long as he brings victory to the Skorne Empire, all lesser skorne must endure his whims.

TYRANT XERXIS
SKORNE WARLOCK

We have no gods, only battle. In war is the spirit forged.

—Tyrant Xerxis

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

PILLAR OF HALAAK	
POW	P+S
6	14

FURY	5
DAMAGE	19
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
MEDIUM BASE	

FEAT: TOTAL ANNIHILATION

A mortitheurge utterly dedicated to the arts of war, Xerxis can call upon his raw power to harden the flesh of his warriors and bend their minds to a single, bloody purpose. Unleashed, they fall upon the enemy like a storm of threshing iron.

While in Xerxis' control area, friendly Faction models gain an additional die on their melee damage rolls. While in Xerxis' control area and B2B with another friendly Faction model, friendly Faction models gain +2 ARM. Total Annihilation lasts for one round.

XERXIS

Battle Plan – During this model's activation, it can use one of the following plans. A friendly Faction model/unit can be affected by only one plan each turn.

- **Overcome** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder for one turn.
- **Press Forward** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 SPD when making a full advance this turn.

Martial Discipline – Friendly living Faction warrior models with small or medium bases can ignore friendly Faction warrior models in this model's command range when determining LOS and can advance through friendly Faction warrior models in this model's command range if they have enough movement to move completely past them.

Overtake – When this model destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 1".

PILLAR OF HALAAK

Magical Weapon

Reach

Combo Smite (★Attack) – Make a melee attack. On a hit, instead of making a normal damage roll the target model is slammed d6" directly away from this model and suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to this model's STR.

SPELLS	COST	RNG	AOE	POW	UP	OFF
DEFENDER'S WARD	2	6	-	-	YES	NO
Target friendly Faction model/unit gains +2 DEF and ARM.						
FURY	2	6	-	-	YES	NO
Target friendly model/unit gains +3 to melee damage rolls but suffers –1 DEF.						
INHOSPITABLE GROUND	3	SELF	CTRL	-	NO	NO
While in this model's control area, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.						

TACTICAL TIPS

COMBO SMITE – The slammed model is moved only half the distance rolled if its base is larger than the slamming model's.

All great warlords require generals to enact their will on remote battlefields. Supreme Archdomina Makeda relies on the skorne's greatest warrior and cruelest champion, the tyrant Xerxis. This consummate commander arose from the Cataphract tradition and is unrivaled among the Army of the Western Reaches in his mastery of the art of war. No sight better demonstrates the futility of opposing the skorne than the crushed and shattered ruins left in the wake of Xerxis and his perfectly disciplined army.

Xerxis is a cruel taskmaster. He drills his soldiers day and night beyond exhaustion, forcing them to master intricate formations and maneuvers until they move as a single body. The tyrant himself is a student of all warfare, and the skorne's recent wars have brought him a wealth of new knowledge. He possesses a near-supernatural sense of timing and of how and where to apply force to greatest effect. His forces move like an exquisite machine set in motion with only a single gesture or word. Xerxis' voice raised in command is impossible to disobey.

When he leads the charge, Xerxis is unyielding and imperishable. His twin clubs, the devastating Pillars of Halaak, embody the strength of that great city and inspire the soldiers gathered to follow him. Most Cataphracts could not lift one of these massive clubs, let alone the pair Xerxis wields without apparent effort. In his grasp the weapons can shatter stone, rupture iron, and disintegrate bones. His straightforward fighting style focuses on killing with the utmost expediency, using overwhelming swings impossible to parry or deflect.

Xerxis is tyrant of House Kophar, one of the strongest houses subordinate to the Balaash. This proud and militant house of Halaak was among the most unyielding and respected of those that fought against Archdominar Vaactash, Makeda's grandfather, during his wars to subdue the region. The Kophar warriors' skill so impressed Vaactash that he killed as few of them as necessary to defeat their house in order to preserve its soldiers to fight for him after his victory. House Kophar boasts more warriors who have qualified to be Cataphracts than any other house in Halaak. Kophar extollers expect Xerxis to surpass his ancestors and restore their name to its former glory in the service of the Army of the Western Reaches.

The tyrant of Kophar proved his loyalty to Archdomina Makeda during the betrayal of the Conqueror in 603 AR. He fought alongside her in the retreat back to her ancestral fortress and endured the extended siege there until the Conqueror returned to restore order in the Second Unification. The Betrayers gave him every opportunity to join them and thereby end his house's obligations to Balaash, but Xerxis refused. He feels no shame in being a vassal to the supreme archdomina, whom he views with complete respect and whose commands he executes without hesitation. He is the consummate soldier, the perfect general, and an embodiment of skorne strength. Xerxis will undoubtedly meet his end in battle and then join his exalted ancestors, for he is worthy to stand in the highest company.

SUPREME APTIMUS ZAAL & KOVAAS

SKORNE WARLOCK & SOLO

What meaning has the word "blasphemy" in the face of illimitable victory?

—Supreme Aptimus Zaal

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

SPIRIT EYE			
RNG	ROF	AOE	POW
8	1	–	6

STAFF OF AARAKIS	
POW	P+S
4	9

FURY	7
DAMAGE	15
FIELD ALLOWANCE	C
WARBEAST POINTS	+5
SMALL BASE	

FEAT: RAGE OF ANCIENTS

Ancestral spirits of the skorne become enraged watching their descendants be decimated, and Supreme Aptimus Zaal can invoke their intervention. His oculus blazes with blinding white light as shrieking spirits fly across the battlefield to lend unnatural strength and power to the survivors.

Zaal gains a number of ancestral rage tokens equal to the number of friendly Faction warrior models that have been destroyed and not returned to play since the start of the game. While in Zaal's control area, friendly Faction models can spend ancestral rage tokens on Zaal to boost melee attack or melee damage rolls. At the end of the turn, remove unspent ancestral rage tokens from Zaal.

ZAAL

Gunfighter

Direct Spirits – When a friendly living Faction warrior model is destroyed in this model's control area and generates a soul, you choose which eligible model gains the soul, regardless of the proximity of other models. Enemy models never gain soul tokens for friendly living Faction warrior models destroyed in this model's control area.

Ghost Sight – This model does not require LOS in order to target friendly models with spells. This model ignores LOS when making ranged and magic attacks. This model ignores concealment and cover when resolving ranged attacks.

Soul Converter – Once per turn during its activation, this model can spend 1 fury point to give each Ancestral Guardian currently in its control area one soul token.

Union [Ancestral Guardians] – This model can transfer damage to friendly Ancestral Guardians.

SPIRIT EYE

Magical Weapon

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

STAFF OF AARAKIS

Magical Weapon

Reach

SPELLS	COST	RNG	AOE	POW	UP	OFF
AWAKENED SPIRIT	2	6	–	–	YES	NO
Target warbeast in this model's battlegroup can use its animus once during its activation without being forced. A warbeast that uses its animus as a result of Awakened Spirit cannot also be forced to use its animus that activation.						
HEX BLAST	3	10	3	13	NO	YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.						
INVIOLABLE RESOLVE	2	6	–	–	YES	NO
Target friendly Faction model/unit gains +2 ARM and Fearless ✠.						
LAST STAND	2	6	–	–	YES	NO
Target friendly model/unit gains an additional die on its melee attack and melee damage rolls. If an affected model makes a melee attack, it is destroyed at the end of the turn.						
SUNDER SPIRIT	2	10	–	12	NO	YES
An enemy warbeast damaged by Sunder Spirit loses its animus for one round.						

TACTICAL TIPS

GHOST SIGHT – Keep in mind that Ghost Sight does not ignore Stealth.

HEX BLAST – Because they expire immediately, upkeep spells and animi that had an effect when the model/unit was hit or damaged will have no effect.

INVIOLABLE RESOLVE – Fleeing models that gain Fearless immediately rally.

However awe-inspiring tyrants might be on the battlefield, it is the mystics whom the skorne truly fear. The bulk of these are master mortitheurges, but above them stand the extollers, whose mysterious areas of examination transcend even mortality. Those who survive the ritual replacement of an eye with a crystal oculus become able to perceive the spirit as a tangible substance. It is the extollers who identify those among their people who are worthy of joining the exalted. Extollers create sacral stones, preserve skorne past death as new exalted, and communicate with the honored ancestors.

Supreme Aptimus Zaal leads this caste. Respected as a mystic for his deep insight into the thoughts of ancestral spirits, he is akin to a high priest for the Army of the Western Reaches and a direct conduit for the greatest heroes among the dead. Even among his peers, Zaal holds a singular and vaunted station. He stands apart from the ruling castes, yet in some ways he commands esteem beyond even the greatest house lords. Despite this stature, Zaal does not content himself to idly savor the standing afforded him by his station. He is driven by a higher calling.

A skorne of vision and self-appointed destiny, Zaal has communed with the widest possible range of ancients. His unprecedented position as supreme aptimus of the unified Skorne Empire has allowed him access to the sacral stones of dozens of ancient lineages, including those who have warred with one another for millennia. The scope of his lore is unequaled, but such occult mysteries come with a price: touching the twisted and unfathomable minds of truly ancient exalted carries the risk of madness.

Within the living eye of the supreme aptimus burns an ambition seemingly at odds with his spiritual role. Skorne

scatter at his approach, and those who remain offer hasty genuflections and sputtered excuses. Such dread is telling for a people of stoic resolve. Zaal accepts this as his due and finds the discomfort he inspires satisfying. He sees others' fear as a form of fealty, an assurance they will obey his commands and resist the impulse to interfere in that which they cannot understand.

The dread Zaal inspires comes from the dark power he shares with master mortitheurges like Lord Tyrant Hexeris, one of the few mortals he considers almost an equal. Rumors of disturbing events surround Zaal, and some of his caste suspect he may be

TACTICAL TIPS

THRESHER – The melee attacks are all simultaneous.

guilty of heresy. The soldiers who follow him have sworn binding oaths and would never betray him, yet among their ranks are formidable warriors who appear strangely hollow and empty. These gaunt-faced soldiers say little, eat mechanically, and stare blankly into the distance with dead eyes. They fight with precision and endurance but no passion. Their eyes silently confirm that Zaal is engaged in some sort of blasphemy.

That skorne recognize such a concept might amaze the humans who have witnessed their cruelty and disregard for life, but that is because outsiders cannot understand the deep reverence with which the skorne hold their preserved ancestors. Zaal tampers with forces that could undermine everything the skorne hold sacred in his manipulations of the exalted spirits released from shattered sacral stones. These *kovaas* spill into the world filled with a malevolent insanity, and Zaal walks a dark path in provoking and seeking to control them.

Kovaas are a rare consequence of ancestral guardians risking themselves in war; the extreme durability of sacral stones means most defeated guardians fall to the ground without incident. Extollers gather the crystallized stones after battle to rebuild the ancestral guardians. On those rare occasions when the controlling stone of an ancestral guardian shatters, a kovaas rises to slaughter living things and consume as fuel the very spirits it previously fought to save from the Void.

No coincidence can explain the frequency with which these spirits manifest near Zaal, though no one has unearthed any proof of his intentionally mishandling sacral stones. By his unique lore and mastery of spirit, Zaal alone can control kovaas. He is also somehow capable of the impossible—banishing them to nothingness as they give forth one last howl of frustrated torment—though only the supreme aptimus knows their ultimate fate.

Zaal's strange power over these spirits, whatever its nature, could stain the extoller caste if discovered. Several times in skorne history kovaas spirits have caused tremendous destruction. Every skorne knows these legends. The most famous is the lesson of Lord Tyrant Norvaak, the supreme aptimus of House Bashek, who unleashed three kovaas in Halaak more than two thousand years ago. The three spirits nearly annihilated the capital, killing thousands. Zaal pays such tales no mind, considering Norvaak to have been a fool° beneath contempt. Any who would openly compare the supreme aptimus to that witless ancient would suffer a lingering and excruciating death.

Zaal could never have conducted his current experiments in secrecy in Halaak. In the vast west, however, he can operate without scrutiny or interference. The Conqueror saw the kovaas as just another weapon in his arsenal, and Supreme Archdomina Makeda has proven to be similarly pragmatic—or at least prefers not to consider the ethics of his studies too closely.

Now that he commands his own utterly loyal cohort, Zaal hopes to expand his lore and put into practice theories he has thus far held in check. He has the support and cooperation of a number of mortitheurges, including Lord Tyrant Hexeris. The supreme archdomina, focused on plans of conquest, is only peripherally aware of their actions and would likely take an interest only should the mystics prove slow to obey. This is precisely how Zaal intends matters to remain.

All recognize the supreme aptimus as a significant force in combat. He eagerly embraces the opportunity to join battle. His oculus allows him to pierce any deception and view the essence of both allies and enemies as ephemeral strands of smoke-like light shining through all lesser matter. With but a moment's thought he can capture the gossamer tendrils of souls from a distance and shred them to tatters. Any who question Zaal or intend betrayal simply die, their intentions plainly visible to his all-seeing oculus.

KOVAAS

Abomination

Incorporeal

Undead

Dessicator (★Action) – Center a 4" AOE cloud effect on this model. Living models entering or ending their activation in the AOE suffer 1 point of damage. The AOE remains in play for one round.

KOVAAS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	0	8	3	13	14	10

WASTING TOUCH	
POW	P+S
14	14

DAMAGE 5

MEDIUM BASE

Destruction Spawned – This model does not start the game in play. When a friendly Ancestral Guardian is destroyed while in Zaal's control area, replace the Ancestral Guardian with a Kovaas unless there is already a friendly Kovaas in play. If the Ancestral Guardian had soul tokens on it at the time it was destroyed, place up to three of those soul tokens on the Kovaas replacing it. Effects on the destroyed Ancestral Guardian expire. The Kovaas cannot activate the turn it is put in play.

Soul Taker – This model gains one soul token when a living enemy model is destroyed within 2" of it. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls at one token per attack or boost.

WASTING TOUCH

Magical Weapon

Reach

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

BASILISK DRAKE
SKORNE LIGHT WARBEAST

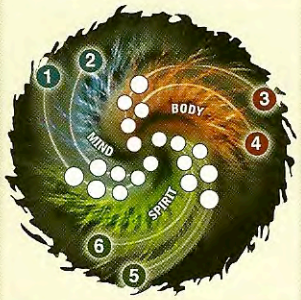
It looked upon me, and my skin felt like I'd leapt into a blazing fire. I longed for death until I managed the strength to turn away.

—Kaya the Wildborne

DRAKE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	5	5	13	16	6

WITHERING GAZE			
RNG	ROF	AOE	POW
SP 8	1	—	14

BITE	
POW	P+S
4	12



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

WITHERING GAZE
Magical Weapon

Few creatures can withstand a basilisk drake's withering gaze, one of the most dreadful attacks of any creature inhabiting the badlands surrounding the Skorne Empire. When its eyes focus with deadly intent on a foe, a drake unleashes a wave of rippling power that causes the air to shimmer as if turned into a flow of heavy liquid. This wholly unnatural wave of entropic energy inflicts indescribable pain on living creatures—skin sloughs from bone and muscle tissue falls apart as if roasted. This energy can grind stone to dust and melt and shear iron, which twists and splits with screeches of protest. Fundamentally, a basilisk severs the connections that bind solid matter.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
LURKER	1	6	–	–	NO	NO

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

The basilisk's terrible gaze has rightly made it a notorious predator in eastern Immoren, but it is also capable of inflicting gruesome wounds with its powerful, fanged maw. Its claws, however, are used exclusively for burrowing, as it prefers to lair underground during the evening and emerge to sun itself in the heat of the day. They are quite adorable during these torpid moments but still deadly if roused.

Taming basilisks has always been a costly proposition that results in the gruesome deaths of many beast handlers, but there was never any doubt the skorne would find a way to turn them into weapons in their ongoing house wars. Captured young and properly trained, drakes are receptive to commands and can be handled with reasonable predictability. Though basilisks are trained to unleash their gaze only on command, paingivers attach hooks to the sides of their mouths to control them when necessary. Handlers have discovered that basilisk females fight with even greater ferocity in the presence of a drake, so the two are often fielded together on the battlefield to increase their effectiveness.

BASILISK KREA
SKORNE LIGHT WARBEAST

Because they are blinded, their powers are focused inward and intensified.
—Lord Tyrant Hexeris

ANIMUS	COST	RNG	AOE	POW	UP	OFF
PARALYTIC AURA	2	SELF	–	–	NO	NO

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

TACTICAL TIPS

PARALYSIS – This attack causes no damage.

For centuries the skorne did not bring female basilisks to battle; they used them only for breeding drakes. Unleashing the full potential of basilisk kreas was a triumph of skorne beast handlers, for these creatures are capable of mystical feats beyond those of their male counterparts. Skorne chirurgeons cruelly sew shut each krea's eyes to focus her power, heightening the ability of her other senses to detect her surroundings. A blinded krea goaded to rage builds to a critical threshold of energy that begins to radiate from her body. This strange aura is distinctly different from the disruptive blast that once poured from her eyes, sapping the strength of enemies and slowing their movements as if they were trapped in a thick fluid. This same aura is also defensive in nature, as the slowing effect halts threatening projectiles.

Female krea are foul-tempered and violent creatures prone to lashing out against their handlers. The unusual energies emanating from their reptilian bodies are strongly amplified for several years after they give birth. Handlers suspect this great power is used in the wild to protect their young from the predators that prowl the badlands. Whatever the origin of their powers, basilisk kreas have become favored skorne warbeasts capable of completely turning the tide of battle.

KREA

Eyeless Sight

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

SPIRITUAL PARALYSIS

Paralysis – The base DEF of a living model hit by this attack becomes 7, and the model hit cannot run or charge for one round.

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

SPIRITUAL PARALYSIS			
RNG	ROF	AOE	POW
8	1	—	—

BITE	
POW	P+S
4	12

FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

CYCLOPS BRUTE

SKORNE LIGHT WARBEAST

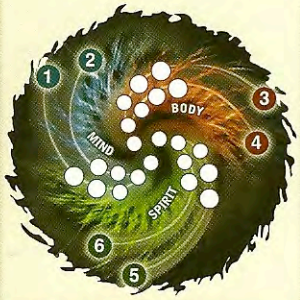
Trying to kill one of those blasted things is an exercise in futility. They're tough as shoe leather, anticipate your every move, and armored every inch.

—Grissel Bloodsong

BRUTE						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	5	3	13	17	6

SHIELD	
POW	P+S
1	9

HALBERD	
POW	P+S
4	12



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

BRUTE

Intuition – When an enemy model targets this model with an attack and the attack roll results in a hit, you can immediately force this model to cause the enemy model to reroll the attack roll.

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

SHIELD

+2 Shield

HALBERD

Reach

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

ANIMUS	COST	RNG	AOE	POW	UP	OFF
SAFEGUARD	2	6	–	–	NO	NO

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

TACTICAL TIPS

Shield Guard – If this model cannot become the target of the attack for some reason, it cannot use this ability.

Armed with a heavy pole arm and taught to fight with shields interposed, brutes can protect themselves from all but the most fearsome blows and then retaliate in kind. Their unique vision allows them to focus more on evading blows than delivering them; in fact, a brute can see an incoming attack well before it falls and shift its shield and stance to deflect it entirely. This uncanny precognition gives cyclops brutes tremendous longevity, and they suffer considerably fewer losses than their more aggressive savage counterparts.

Among the beasts brought to war from eastern Immoren, the skorne rely upon the cyclopes in the greatest number and diversity. These beasts march alongside skorne soldiers in large numbers to support the advancing lines. Cyclops brutes hold the flanks or stand vigil over their tyrant masters. Their crude but undeniable cunning makes them particularly responsive to training, and they become singularly tenacious and difficult to overcome once outfitted with wide shields and encased in skorne-forged armor.

Though all cyclopes receive similar conditioning—an upbringing of pain and discipline—paingiver beast handlers select certain specimens for distinct roles based on temperament. The extremely aggressive examples join the ranks of the savages and are used as heavy shock troops in battle. Those cyclopes more reactive to threats become brutes and are taught to mimic the disciplined march of the highly trained skorne soldiers they serve alongside.

CYCLOPS SAVAGE
SKORNE LIGHT WARBEAST

It ignored my feint, stepped aside from my best cut, then nearly clove me in two before the impaler ran it through.
—Horthol, Long Rider Hero

ANIMUS	COST	RNG	AOE	POW	UP	OFF
PRESCIENCE	1	6	-	-	NO	NO

Target friendly Faction model gains Future Sight. Prescience lasts for one turn.

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

FALCHION
Reach

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

FALCHION	
POW	P+S
5	13

FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

The cyclopes are a brutish, carnivorous species from eastern Immoren that live to hunt and kill. Centuries ago they attracted the notice of the skorne, who were surprised these relatively primitive and dim creatures could achieve such sophisticated feats of battle prowess. The skorne eventually traced this skill to their singular ability to sense the future and have enslaved them ever since.

Captured as youths, cyclops savages are trained and conditioned to obey orders without hesitation. Unlike some beasts, they do not require much encouragement to kill; they are bloodthirsty and welcome any excuse to fight. They are so prone to violence that skorne paingivers sedate them with narcotics between battles. Experienced beast handlers move cautiously among cyclops savages, for the creatures can kill with a single blow. In the wild, cyclopes improvise crude clubs from bones or gnarled wood, but the skorne outfit their savages with wicked blades of fine craftsmanship.

Skorne paingivers and chirurgeons have extensively experimented on cyclopes for centuries, refining strategic sections of their brains to amplify the cyclopes' most formidable instincts and reinforce their love of battle and cruelty. The creatures' limited ability to see into the future is the key to their amazing intuition in battle. Their complex and sensitive single eye demonstrates unusual perceptiveness and allows them to see exactly how to evade blows or penetrate a foe's defenses.

CYCLOPS SHAMAN
SKORNE LIGHT WARBEAST

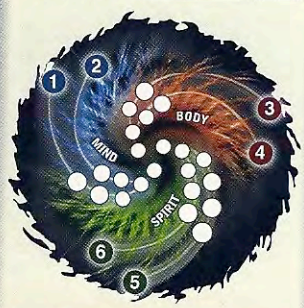
When that creature looked at me with its single terrible eye, my heart seized with the certainty of imminent doom.

—Stone Scribe Chronicler Kartol

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

EVIL EYE			
RNG	ROF	AOE	POW
10	1	—	12

BATTLE SPEAR	
POW	P+S
4	11



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	5
MEDIUM BASE	

SHAMAN

Craft Talisman (★Action) – RNG 3. Target friendly Faction warlock. If the warlock is in range, when he casts a spell and is its point of origin, the spell gains +2 RNG. Spells with RNG SELF, SP, or CTRL are not affected. Craft Talisman lasts for one turn.

Primal Magic – This model can use the animus of any friendly Faction warbeast in its command range as if the animus were its own.

EVIL EYE

Magical Weapon

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

BATTLE SPEAR

Magical Weapon

Reach

ANIMUS	COST	RNG	AOE	POW	UP	OFF
SPIRIT BLADE	2	6	–	–	NO	NO

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

Their intelligence combined with a resistance to the lash has made cyclops shamans tricky to control. Handlers know shamans are the beasts most prone to treachery; they vindictively strike out at their masters in those moments they believe escape is possible. Tyrants and dominars must keep a tight rein on them in battle to ensure their evil eyes always look toward the enemy.

Among the savage cyclopes are those of keener minds who use their unique perception and primitive rituals to evoke crude but effective primal magic. Skorne houses strong enough to capture and tame such shamans value their ability to curse their enemies, to harness the inner power of beasts, and to unravel mystical enchantments. The baleful eye of a cyclops shaman can boil the blood and rot the organs of mortals unable to evade its power, leaving them quivering in pain before death finally takes them.

Half-tamed shamans fetch a considerable price in the skorne beast-trade market. They are worth two or even three times the more numerous savages and brutes. As is the case with certain other warbeasts possessing unique skills, the skorne have been unable to cultivate shamans in captivity. They must instead seize them from tribes in the wild, where the shamans learn their sorcerous tradition.

RAZOR WORM
SKORNE LIGHT WARBEAST

Their ferocity is matched only by the terror they inspire as they erupt from the earth to feed on our enemies.
—Lord Tyrant Hexeris

ANIMUS	COST	RNG	AOE	POW	UP	OFF
BOMB SHELTER	1	6	–	–	NO	NO

Target friendly model gains Girded. Bomb Shelter lasts for one round. (A model with Girded does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)

TACTICAL TIPS

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

Experienced in applying their skills to subjugate even the most vicious creatures, the paingiver beast handlers nevertheless faced a unique challenge in the mastery of the intractable razor worm. Though these subterranean creatures might not inspire the awe that powerful titans or charging rhinodons do, they are a valuable addition to the armies of the Skorne Empire.

RAZOR WORM

Advance Deployment

Eyeless Sight

Pathfinder

Dig In (★Action) – This model gains cover, does not suffer blast damage, and does not block LOS. The model remains dug in until it moves, is placed, or is engaged. The model cannot dig into solid rock or man-made constructions. This model can begin the game dug in.

Drag Below – During this model's activation, immediately after resolving an attack in which it boxed a living enemy model, this model can use Drag Below. The boxed model is removed from play and this model can immediately make a full advance and then perform a Dig In special action, then its activation ends.

Serpentine – This model cannot make slam or trample power attacks and cannot be knocked down.

RAZOR WORM						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	6	0	13	16	6

BITE	
POW	P+S
4	12

FURY	3
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	4
MEDIUM BASE	

Razor worms must be captured in the wild, an effort that typically costs the lives of the slaves used as bait. Master beast handlers then spend months toughening the flesh of the worms and conditioning them to fear and obey their masters—an unthinkably difficult task given the worms' small brains and drive to hide beneath the earth. To train a worm is to break it to its handler's will against all its instincts. A beast handler who fails will likely pay for his ineptitude in the beast's gullet.

The giant worms burrow with surprising speed just beneath the ground, their passing marked by a crest of earth above them. Their rubbery skin is surprisingly resilient, a defense mechanism enhanced while they are partially concealed beneath the earth. When the worms are ready to ambush their prey, they erupt from the ground like a nightmare come to life, mandibles splayed to reveal dozens of razor-sharp, hooked teeth. Victims snared in the maw of a razor worm are dragged beneath the earth and devoured, the only trace of their demise a brief haze of blood and dust.

RHINODON
SKORNE HEAVY WARBEAST

I'd feel safer staring down a Caspian steam engine than a charging rhinodon. Probably be more left of me to scrape off the ground, too.

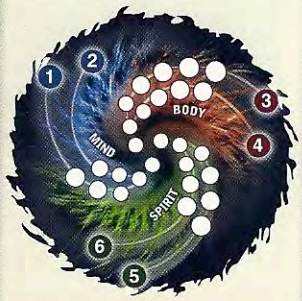
—Alten Ashley

RHINODON						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	10	5	3	11	18	6

CLAW	POW	P+S
L	3	13

CLAW	POW	P+S
R	3	13

TAIL	POW	P+S
—	4	14



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	7
LARGE BASE	

RHINODON

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

TAIL

Reach

Rear Attack – When declaring and resolving attacks with this weapon, this model's front arc extends to 360°.

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

CLAW

Open Fist

ANIMUS	COST	RNG	AOE	POW	UP	OFF
AMUCK	1	6	–	–	NO	NO

When target friendly warbeast makes a special attack, its attack rolls are boosted. Amuck lasts for one turn.

TACTICAL TIPS

AMUCK – This includes power attacks. Amuck does not boost the attack rolls of chain attacks that duplicate the effects of special attacks.

REAR ATTACK – This does not enable this model to target models in its back arc with charges.

THRESHER – The melee attacks are all simultaneous.

First seen roaming the unpredictable vistas of the eastern Trembling Waste, rhinodons are among the more formidable creatures that the skorne subdue from the fringes of their empire. The great beast has the appearance of some creature from the forgotten past, a survivor of the devastation that rocked eastern Immoren thousands of years ago. A single great sweep of its crushing tail sends its attackers flying, at worst breaking their bodies on impact and at best leaving them to limp feebly away for their lives.

Skorne house armies have traditionally favored the more intelligent titans over rhinodons, particularly in crowded areas like Halaak, because rhinodons do not respond well to the harnesses and hooked barbs paingivers find useful on other beasts. Instead, they can be managed only by lash and verbal command, which makes taming them a slow and expensive endeavor. Even well-trained rhinodons often destroy a large number of incidental targets when unleashed, and their nasty habit of indiscriminately shattering buildings and walls can become rather costly. These traits lessen their appeal for inter-house fighting, but the Army of the Western Reaches has no reservations about using the beasts in war. With a far greater number of battles that target enemy fortifications or take place in open areas, the army sees these "drawbacks" as assets to skorne conquest.

TITAN CANNONEER
SKORNE HEAVY WARBEAST

They will shatter the fortifications of our enemies to their foundations by cannon, tusk, or the very tread of their feet.
—Lord Tyrant Hexeris

ANIMUS	COST	RNG	AOE	POW	UP	OFF
DIMINISH	2	SELF	*	-	NO	NO

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

The skorne have used titans to lug cannons to war for almost two hundred years. The creatures demonstrate phenomenal dexterity in the complex, three-armed juggling act required to operate these weapons. Though they are trained and conditioned, the task strains their limited intelligence, and titan cannoneers usually require a warlock's supervision to perform their maneuvers repeatedly and consistently. If driven to frenzy, the titans will revert to their instincts—wildly slamming opponents and rending them with their tusks.

Skorne warrior codes, the cost of manufacture, and extensive training time combine to make titan cannoneers rare assets deployed by only the wealthiest houses. In the wars between the skorne, the cannons blasted down the walls and gateways of fortified strongholds, allowing soldiers to charge through the breach and decimate defenders. Only in the last few decades have house fortresses been built with sufficiently thick and sloped walls to endure this type of siege weapon. Under the Conqueror's military consolidation and development, all houses were forced to relinquish their titan cannoneers to Makeda's Army of the Western Reaches.

CANNONEER

Bullheaded – When this model frenzies, if it would charge a model, it targets that model with a slam power attack instead. If it cannot, it frenzies normally.

TUSKS

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

CANNONEER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	5	4	12	18	7

SIEGE GUN			
RNG	ROF	AOE	POW
12	1	3	15

TUSKS	
POW	P+S
3	15

WAR MACE	
POW	P+S
4	16

FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

TITAN GLADIATOR

SKORNE HEAVY WARBEAST

The earth shakes as they come, and I doubt any creature alive can withstand the full impact of their weight.

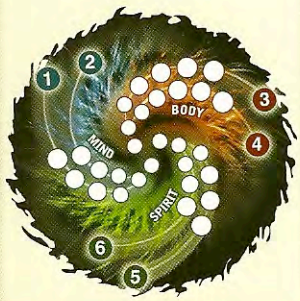
—Chief Madrak Ironhide

GLADIATOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	3	12	19	7

TUSKS	
POW	P+S
3	15

WAR GAUNTLET	
POW	P+S
4	16

WAR GAUNTLET	
POW	P+S
4	16



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	8
LARGE BASE	

GLADIATOR

Bullheaded – When this model frenzies, if it would charge a model, it targets that model with a slam power attack instead. If it cannot, it frenzies normally.

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

Grand Slam – This model can make slam power attacks without spending focus or being forced. Models slammed by this model are moved an additional 2".

TUSKS

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

WAR GAUNTLET

Open Fist

ANIMUS	COST	RNG	AOE	POW	UP	OFF
RUSH	2	6	–	–	NO	NO

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

TACTICAL TIPS

Rush – Modifiers to movement apply only to a model's normal movement

Follow Up – This model stops moving if it contacts another model. This model does not advance if the model slammed is destroyed by the attack.

Titans are solid walls of muscle and flesh. These bipedal pachyderms have served the skorne for thousands of years as their favored beasts of war, for they have the stamina to endure brutal punishment and the strength to rip apart most creatures. Titan nervous systems are well understood, and beast handlers embed barbed hooks in sensitive locations to goad them into rampaging madness before battle. By the time it is unleashed, a titan is ready to slaughter anything in its way.

A titan gladiator's armored body is itself a weapon; it uses its tremendous weight to smash enemies to the ground and pulverize them under the staggering impact. When an enemy is pierced and pinned by both of its bladed war-gauntlets, the gladiator can seize it with its extra pair of arms in order to hinder its weapons or hurl it across the battlefield to land in a pile of shattered bones or broken steel.

Titans congregate in herds, where they are occasionally beset by pack hunters grown desperate from hunger. The pitiable hunters rarely come out ahead in these engagements, however, and are usually torn to shreds by tusks or flattened underfoot. Titans are normally docile unless threatened, but the skorne have made every effort to encourage violent tendencies by inflicting an assortment of cruelly painful torments.

TITAN SENTRY

SKORNE HEAVY WARBEAST

Immovability is itself a weapon.
—Tyrant Xerxis

ANIMUS	COST	RNG	AOE	POW	UP	OFF
LOCKER	1	SELF	–	–	NO	NO

Enemy warbeast and warjack models in this model's melee range can only advance directly toward it. Locker lasts for one round.

Whereas other titans smash their opponents to pieces, sentries are the unmovable objects upon which enemies break like frail pottery against a stone floor. Armed with shields and halberds, these massive titans can withstand punishing damage before retaliating in a flurry of crushing blows.

Expert beast handlers carefully choose sentries from among the titan herds, selecting only those beasts with the greatest mass and keenest minds. Titans are not innate warriors or tool users, but skorne beast handlers have developed their own persuasive means to forge the creatures into living engines of war. Titan sentries are painstakingly trained to use the shield and halberd. Though few titans ever develop the refined skills of professional skorne soldiers, when a sentry lands a blow it is invariably telling.

SENTRY

Brace for Impact – When this model is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this model is not knocked down. This model is not knocked down when it suffers collateral damage.

HALBERD

Reach

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

SHIELD

+2 Shield

TUSKS

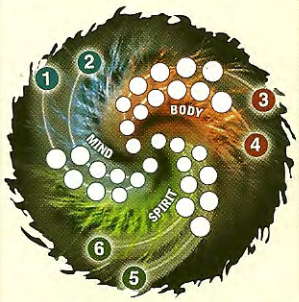
Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

SENTRY						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	5	3	11	19	7

L	SHIELD	
	POW	P+S
	1	13

R	HALBERD	
	POW	P+S
	4	16

H	TUSKS	
	POW	P+S
	3	15



FURY	4
THRESHOLD	9
FIELD ALLOWANCE	U
POINT COST	9
LARGE BASE	

The intensive conditioning a titan sentry undergoes also encourages it to fixate on the greatest perceived threat and eradicate it before moving on to the next. When the sentry doggedly sets its mind on a target, all lesser distractions fade from its attention as it sets about the destruction of the unlucky foe.

BRONZEBACK TITAN
SKORNE HEAVY WARBEAST

Unpredictable and quick to anger, a bronzeback titan attacks with the force of an avalanche.

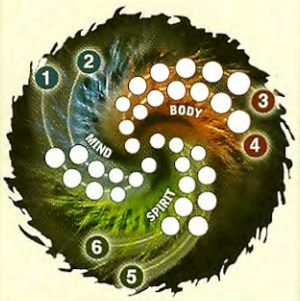
—Viktor Pendrake

BRONZEBACK						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	13	7	3	12	19	6

TUSKS	
POW	P+S
3	16

WAR GAUNTLET	
POW	P+S
4	17

WAR GAUNTLET	
POW	P+S
4	17



FURY	5
THRESHOLD	8
FIELD ALLOWANCE	U
POINT COST	10
LARGE BASE	

BRONZEBACK

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

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

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

TUSKS

Hard Head – This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

WAR GAUNTLET

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.

ANIMUS	COST	RNG	AOE	POW	UP	OFF
TRAIN WRECK	1	6	–	–	NO	NO

Target friendly warbeast's melee weapons gain Beat Back. Train Wreck lasts for one turn. (Immediately after a normal attack with a weapon with Beat Back is resolved during this model's combat action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1".)

TACTICAL TIPS

TRAIN WRECK – The attacking model can advance even if the enemy model is destroyed by the attack.

Though reduced in number by skorne enslavement, great herds of wild titans still dominate the vast eastern savannas. Most are passive and peaceful creatures unless threatened, but the strongest and eldest males of a herd sometimes undergo the remarkable transformation to bronzeback that brings out their fiercest primal instincts.

As each of these males feast, muscles begin to bulge under its thickening hide. Its forearms lengthen and expand, and an extra pair of tusks sprouts below the sweep of its original ones. The skin on its back thickens and dries in a pale bronze strip, and a crest of thick fur grows along the spine to crown a new king among titans.

Fierce and territorial, bronzebacks engage in brutal displays of dominance over their peers, driving away all other mature males with tusk and fist. Each of these great beasts seeks to create a herd of females that will follow him and bear his offspring. The sight of two bronzebacks clashing can prompt a wild stampede that flattens everything in its path as lesser creatures attempt to preserve their own existence.

The singular majesty and ferocity of a bronzeback can arise only among wild, unfettered titans. Captured bronzebacks—beasts not raised under the whip and taught since youth to heed those who wear the beast handler mask—are never fully tamed. The skorne must watch them closely at all times, both in and out of battle.

Paingiver beast handlers regularly face danger when taming and breaking deadly creatures that would make lesser skorne tremble. Yet even scarred veterans among this caste speak of the bronzeback titan with respect and awe. Such powerful beasts cannot arise in captivity; they must be captured in the wild by beast handlers willing to endure great peril. Their subjugation requires tremendous skill, and any paingivers who cannot rise to the challenge bleed out their lives shattered and broken among the grasses. A single bronzeback commands a tremendous price, for every year at least ten handlers die for every beast captured. In the battles between skorne houses, a single bronzeback can nearly guarantee victory by goading allied titans to renewed ferocity, inciting ancient instincts too powerful to deny.

MOLIK KARN

SKORNE CYCLOPS CHARACTER HEAVY WARBEAST

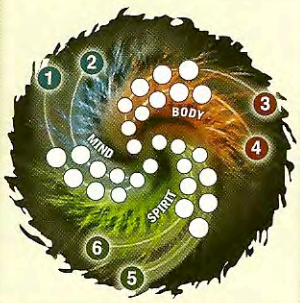
Karn is an instrument of conquest. In another time he would have carved an empire. Now he serves mine.

—Supreme Archdomina Makeda

MOLIK KARN						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	7	3	13	18	8

FALCHION	
POW	P+S
5	13

FALCHION	
POW	P+S
5	13



FURY	4
THRESHOLD	10
FIELD ALLOWANCE	C
POINT COST	11
LARGE BASE	

MOLIK KARN

Affinity [Makeda] – While in Makeda's control area, Molik Karn gains +1 FURY.

Chieftain [Cyclops] – While in this model's command range, friendly Cyclops models can use its current CMD and THR in place of their own current values.

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

Intuition – When an enemy model targets this model with an attack and the attack roll results in a hit, you can immediately force this model to cause the enemy model to reroll the attack roll.

Side Step – When this model hits with an initial attack or a special attack, it can advance 2" after the attack is resolved. This model cannot be targeted by free strikes during this movement.

FALCHION

Reach

Weapon Master

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

ANIMUS	COST	RNG	AOE	POW	UP	OFF
FATE WALKER	2	SELF	-	-	NO	NO

After all friendly models end their activations this turn, this model can make a full advance. Fate Walker lasts for one turn.

TACTICAL TIPS

AFFINITY [MAKEDA] – If Molik Karn's FURY is reduced because he is no longer in Makeda's control area, remove fury points in excess of his FURY.

COMBO STRIKE – This ability cannot be used while either of this model's arm systems is locked.

The skorne have achieved a great triumph by enslaving Molik Karn. Though he has borne the paingivers' lash and learned to obey, his will has never been broken. His service to Supreme Archdomina Makeda demonstrates some deeper loyalty to her, and he brings the full force of his deadly strength and barbaric nature to fight at her side.

He is truly a cyclops lord—a giant of his species, cunning despite his brutishness. His single eye sees keenly into the future and allows him to evade the brunt of potential threats. With a falchion in each hand and heavy armor covering him from head to toe, he has proved his near-invincibility in countless battles. He never tires of the sport of war, waking each day eager to wet his blades in blood.

At one time the skorne could count on dim-witted cyclops bands to hunt their prey in disorganized groups that would retreat from skorne forces and steer clear of major settlements. Given their usefulness when conditioned for war, they were allowed to roam as wild breeding stock, but this attitude changed with the arrival of Molik Karn. His savage war cry first brought him to the attention of the skorne, a blood-curdling challenge that shook the stones of the Shroudwall Mountains. This was followed by scores of maddened cyclopes charging down to obliterate the skorne villages in their path. They hauled off dozens of captives in these raids and subjected them to cruel blood sports before consuming their flesh. At the heart of this trouble was Molik Karn, towering over his brethren.

Even faced with the magnitude of this threat, the skorne knew they must capture the beast rather than slay him. House Kophar, led by Tyrant Xerxis, dispatched a small army that included some of the finest beast handlers to capture this savage lord. House Kophar saw the task as a point of pride, and despite heavy casualties they eventually succeeded in hauling Karn back to their camp, where paingivers subjected him to every technique at their disposal in an attempt to break him. All failed. Only exhaustion would overcome Karn after long nights of torment, and after the briefest rest he would rise again as ferocious as before.

At last the master tormentors admitted they had failed; they had done all they could and still the cyclops was not tame. They quailed when Archdomina Makeda commanded them to bring the creature before her. Molik Karn was led to the Abyssal Fortress in the days when the Army of the Western Reaches prepared for their first major crossing. Makeda stepped alone into the fighting arena where Karn awaited and waved the attending paingivers away. The cyclops sneered at her and leapt forward to attack, but she latched onto his mind with a will that only the leader of House Balaash could command. Stopping the beast in his tracks, Makeda forced Molik prostrate before her. She sensed his fighting spirit and nodded once to the paingivers, accepting this gift.

Since that day Molik Karn has served Makeda faithfully, filled with fear and respect. Though enslaved, he quickly dominated all other cyclopes in Makeda's army. The delight he has found in the western warfare suits his brutal appetite, and his cruelty has been amplified by the humiliation of the paingiver lash. The beast handlers are rightly wary around him, keeping their whips ready to enforce obedience, but Karn rarely needs such encouragement. His nature makes him ideally suited to serve his skorne masters.

PAINGIVER BLOODRUNNERS
SKORNE UNIT

The darkness is merciful, for it obscures truths.

—Lord Assassin Morghoul

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

ASSASSIN'S BLADE	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 5 GRUNTS	5
SMALL BASE	

LEADER & GRUNTS

Advance Deployment

Pathfinder

Stealth

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Shadow Play – If a model in this unit damages one or more enemy models with a melee attack during its combat action, at the end of its combat action you can place one model in the unit in formation anywhere within 1" of another model in this unit.

TACTICAL TIPS

SHADOW PLAY – A model that fails its charge still cannot make attacks if Shadow Play later moves it into melee with an enemy model. If a charging model ends its movement in melee with its charge target and then is moved away from its charge target, it can still make an attack, but its attack is not a charge attack. Remember, you cannot place models out of formation.

Walking the narrow line between assassin and warrior, Bloodrunners have turned killing into an art form. They practice rites and rituals that are drawn from paingiver traditions but are now part of a distinct convention within their own order. The final release of death empowers them to flicker through shadows like phantoms. Working together, a team of Bloodrunners can expertly slice through enemy ranks, exploiting even the smallest gaps to deliver killing strikes.

The Bloodrunner tradition has existed for centuries; in fact, they are counted as the closest of the paingivers to the warrior caste. They do not follow the *hoksune* code, however, and see no shame in striking at unaware enemies from the shadows. Following the essentials of Morkaash's teachings, Bloodrunners study anatomy to learn how to deliver precise blows and to exploit the power of death to manipulate shadow.

Bloodrunners were traditionally employed in small groups to perform surgical strikes in house wars. They were particularly valued when one house desired to conquer another without destroying their enemy's internal assets. Though some disdained this approach, the more cunning archdominars preferred to absorb an enemy house with its warriors intact. An open clash of arms would leave both houses weaker, but the work of the Bloodrunners allowed the victorious house to emerge from its conflict stronger than ever.

Since seizing control of the paingiver caste, Morghoul has begun using the Bloodrunners as his personal vassals, messengers, and executioners. He deploys them to kill those he deems threats to the Skorne Empire, excising those targets like cancerous tissue.

CATAPHRACT ARCUARII
SKORNE UNIT

There is nothing living that cannot be felled.
—Motto of the Cataphract Arcuarii

TACTICAL TIPS

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

Cataphract arcuarii are imposing warriors encased in extremely thick and finely lacquered armor. Fighting effectively in such heavy armor requires a lifetime of training as well as exceptional strength and endurance. Arcuarii wield great hooked harpoons called arcus that can be brought to bear in close quarters or fired across the battlefield to impale enemies and drag them close. Arcuarii are trained to act in concert to bring down the mightiest prey and are often deployed alongside beast handlers to help bring in fresh supplies of wild titans to be broken and trained for war.

Not all skorne can aspire to become a Cataphract, for the position requires exceptional height, bulk, strength, and unflagging endurance. Similarly, not every house boasts Cataphracts among their numbers; only a few possess the esteem and wealth required to field even a few of these heavily armored combatants. Those deemed fit by the chirurgeons and mortitheurges of their house are the greatest warriors of their generation. Cataphract philosophy is founded on proud self-reliance within a supremely capable fighting unit.

The arcus takes its name from the great harpoon wielded by Vuxoris, the progenitor of hoksune. The modern variant of this weapon is essentially a small but powerful crossbow that discharges a chained blade able to bring distant enemies to the immediate attention of Cataphracts, who brutally and efficiently end their time on Caen.

LEADER & GRUNTS

Combined Ranged Attack

Fearless

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.

ARCUS

Reach

Weapon Master

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

HARPOON			
RNG	ROF	AOE	POW
8	1	–	12

ARCUS	
POW	P+S
5	12

DAMAGE	8
FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	6
LEADER & 5 GRUNTS	9
MEDIUM BASE	

CATAPHRACT CETRATI

SKORNE UNIT

With shields raised they are as impenetrable as the walls of a mighty fortress. We could not move them.

—Golund Stonefist, trollkin shaman

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

WAR SPEAR	
POW	P+S
4	11

DAMAGE	8
FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	8
LEADER & 5 GRUNTS	11
MEDIUM BASE	

LEADER & GRUNTS

Combined Melee Attack

Fearless

Shield Wall (Order) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

WAR SPEAR

Reach

Weapon Master

Among the skorne, combat is more than a means to an end—it has intrinsic meaning. The grueling discipline and training required to become a cetrati is welcomed, seen not as an obstacle to be overcome but as a transformation to be relished. Cetrati spend many years intensively training to master the difficult formation fighting of their caste. They are expected to fight as a seamless machine, each only part of a larger, more capable whole. Cetrati are aware that they descend from an esteemed tradition stretching back for millennia and that many of the most exalted skorne ancestors were once members of their proud fraternity.

The sheer weight of arms and equipment borne by the cetrati is difficult to fathom, for they are nearly engulfed by massive, overlapping armor plating that seems too heavy to allow them to move. When one considers the bulky curved shields and long halberds the cetrati also bear, it is no wonder that only the strongest skorne can withstand the rigors of this caste.

Wielding wicked pole-arms and locking shields as they enter battle, the Cataphract Cetrati embody perfect skorne discipline and fearless tenacity. A wall of massively armored cetrati charging across the battlefield can inflict terrible wounds and crush through lines of unprepared infantry. They steadfastly occupy strategic ground and then lock into formation, cutting down any enemy unfortunate enough to engage them.

TYRANT VORKESH

SKORNE CHARACTER UNIT ATTACHMENT

Honor in battle is not the result of strength, skill, or even victory. Honor comes only through will.
—Tyrant Vorkesh

TACTICAL TIPS

GRANTED: SPELL WARD – Neither friendly nor enemy spells can target the models.

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. Remember this model can issue the Shield Wall order to its unit.

Skorne Cataphracts embrace the most stoic and ascetic aspects of the *hoksune* code. Among these disciplined soldiers, Tyrant Vorkesh is a living paragon. His every waking thought is driven by the teachings of hoksune, his every movement guided by the application of that tradition.

Even as a child, Vorkesh knew the Cataphract path was his destiny. He undertook the *kar praxas*, "the day of full height," at the youngest age of any potential Cataphract among his generation. Vorkesh ventured far into the Northern Marches with little more than his armor and spear. When he returned to his house, he dragged behind him crudely made sleds bearing the five heads of a desert hydra.

For his valor and unbending adherence to the hoksune code, Vorkesh was granted the ancient halberd known as the Arm of Rahaal by Primus Mokraas, the foremost lore master of the Cataphract tradition. A relic of the War of the Exalted, this weapon carries the sacral stones of numerous champions of its great battles.

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

VORKESH						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	7	8	5	12	16	9

ARM OF RAHAAL	
POW	P+S
6	13

DAMAGE	8
FIELD ALLOWANCE	C
POINT COST	3
MEDIUM BASE	

VORKESH

Combined Melee Attack

Fearless

Officer

Cleave – When this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. This model can gain only one additional attack from Cleave each activation.

Granted: Spell Ward – While this model is in play, models in its unit gain Spell Ward. (A model with Spell Ward cannot be targeted by spells.)

Tactics: Precision Strike – Models in this unit gain Precision Strike. (When a model with Precision Strike damages a warjack or warbeast with a melee attack, choose which column or branch suffers the damage.)

ARM OF RAHAAL

Magical Weapon

Reach

Weapon Master

Blessed – When making an attack with this weapon, ignore spell effects that add to a model's ARM or DEF.

Vorkesh's superb combat prowess makes him an obvious asset to the escalating battles of the west. He has accomplished everything in his life by adhering to hoksune, without the mortitheurgical tricks many tyrants favor in battle. Though he tolerates such arts as a necessary part of the empire, he is suspicious of those who rely too heavily upon them. Indeed, the ancestors who favor him brook no sorcerous interference with the tyrant. Supreme Archdomina Makeda does not entirely trust the powerful mystics who surround her, and Vorkesh is a valued guardian against them.

IMMORTALS
SKORNE UNIT

With the unceasing vigil of the exalted, we can suffer no lasting defeat. Our supremacy is inevitable.
—Supreme Aptimus Zaal

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

GREAT SWORD	
POW	P+S
6	13

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

LEADER & GRUNTS

Construct

Resonance [Ancestral Guardian] – When it begins its activation in the command range of a friendly Ancestral Guardian model, this model gains +2" movement this activation.

Vengeance – During your Maintenance Phase, if one or more models in this unit were destroyed or removed from play by enemy attacks during your opponent's last turn, each model in the unit can advance 3" and make one normal melee attack.

GREAT SWORD

Magic Weapon

Reach

TACTICAL TIPS

RESONANCE – Modifiers to movement apply only to a model's normal movement.

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 the honored and privileged among the skorne, glorious death in battle does not end their service—those whose spirits are rescued from the Void by the ancestral guardians become revered companions. After their sacral stones are extracted from an ancestral guardian by extollers after battle, these stones and the spirits they contain begin another phase of martial service with new forms. They receive bodies carved from stone and hardened clay, take up weapons heavier than any mortal could wield, and go forth to fight again as immortals. Immortals may die a hundred deaths and more, only to rise after each in a new body to stand alongside the living and wage war eternal.

Many skorne soldiers have fallen in the advance on the west, more than anticipated in the early battles of the conquest. Though unexpected enemies have risen to oppose their domination, the skorne have fearlessly given their lives to gain every inch of barren soil. The great ancestors honored the Army of the Western Reaches with many ancestral guardians to accompany the soldiers—a sign of the importance of their cause—and these grim sentinels have collected many warrior souls. The cost and time spent fabricating new bodies for the sacral stones they have accumulated is trivial compared with the impact of immortals in battle, especially when fighting alongside the ancestral guardians who chose them as honored companions. The living, reminded of the chance to avoid utter destruction should they fall, find courage in the silently marching ranks of immortals. Skorne soldiers without hope of true exaltation aspire to join the immortals and thereby cheat death itself.

On the path to mastery, paingivers must learn not only skorne anatomy but also that of the warbeasts they use. Beast handlers are a specially trained class of paingivers able to evoke tremendous effort from the beasts under their charge and enrage them to rampage forward with impossible strength and speed. They are also dangerous foes in their own right: their expert hands wield barbed whips able to strike key arteries or tendons in even the most heavily armored living foe.

Beast handlers are tasked with the extremely dangerous job of conditioning warbeasts, which they do with lashes, pain-hooks, needles, blades, and soporific drugs. A paingiver must know the exact temperament and limits of the beasts with which he works, both to achieve the best results and to maximize the investment put toward the creatures. Beast handlers can fool warbeasts into believing they are whole despite the most grievous injuries. Some beasts don't survive being pushed so far beyond their limits, but such risk is acceptable if it achieves victory.

Beast handlers follow a code established by the example of the first paingiver, Morkaash. In fact, modern paingivers are as obsessed with the improvement and perfection of their art as any western monk. They do not belong to a single house; rather, they consider their calling to be beyond the petty wars of houses and dominars. Even among the diverse Western Army, the aloof beast handlers do not fraternize with soldiers of other castes. Wearing the intimidating and distinctive mask of their brotherhood, all paingivers communicate to others is their faceless resolve.

LEADER & GRUNTS

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

Beast Manipulation – A warbeast can be affected by only one Beast Manipulation special action each turn.

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	5	4	13	11	8

BARBED WHIP	
POW	P+S
3	8

FIELD ALLOWANCE	2
LEADER & 3 GRUNTS	2
LEADER & 5 GRUNTS	3
SMALL BASE	

- **Condition (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, place any number of fury points on or remove any number of fury points from it.
- **Enrage (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it gains +2 STR and must charge or make a slam or trample power attack without being forced during its next activation. Enrage lasts for one turn.
- **Medicate (★Action)** – RNG 3. Target friendly Faction warbeast. If the warbeast is in range, it heals d3 damage points. A warbeast can be affected by Medicate only once per turn.

BARBED WHIP

Reach

Inflict Pain – When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

PRAETORIAN FEROX
SKORNE CAVALRY UNIT

Your advance will be irresistible if you strike the hardest blow at your enemy's weak points. Once the enemy is incapable of pursuit, withdraw and strike again.

—From the annuls of Voskuur

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

CAVALRY SPEAR	
POW	P+S
5	12

MOUNT
POW
12

DAMAGE	5
FIELD ALLOWANCE	1
LEADER & 2 GRUNTS	7
LEADER & 4 GRUNTS	11
LARGE BASE	

LEADER & GRUNTS

Pathfinder

Combat Rider – During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

Jump – After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

Steady – This model cannot be knocked down.

CAVALRY SPEAR

Reach

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

Relying on the tremendous speed and agility of their mounts to deliver singular killing power, the Praetorian Ferox serve as a formidable forward strike force. The ferox mounts leap forward with fierce grace toward any exposed enemy flank, or close fearlessly against the front line. While capable of using raw strength to scythe straight through infantry, these desert predators can also leap clear of intervening forces braced to receive their attack. Once through the line, Praetorian Ferox whirl about to cut the enemy down from the rear. Both rider and steed are equally deadly—one fighting with a wicked cavalry spear and the other possessing great fangs capable of rending the thickest hide.

The ferox have long preyed upon the *belek*, *korbesh*, and *kopaar* herds maintained by outlying groups of nomadic skorne, who learned to respect the cunning and physical prowess of these beasts. Though paingivers first tamed ferox long ago, the beast handlers have considered it vital to preserve the savagery of the breed. The courageous and specially trained Praetorians who ride and command these animals bear many scars from savage outbursts of temper from their mounts. The relationship between ferox and rider is not one of affection, nor is it similar to the bond shared between western riders and tamed horses. Rather, it is a wary respect between two skilled killers.

PRAETORIAN KARAX

SKORNE UNIT

We hurled ourselves against them with all we had, but it was like striking an impenetrable wall of flesh and iron.
—Rolf Lonan, Wolf of Orboros

Proudly standing among the Praetorians who form the backbone of the Army of the Western Reaches are the karax. These shield-bearers, noted for their imposing phalanxes, drill extensively to master all manner of impenetrable defensive formations. At a single command from their *dakar*, a karax unit can create the renowned *xenka* formation to protect them from explosive blasts. Shrapnel and fire wash harmlessly over the shields and leave the bearers intact. At another command they drop instantly to their knees with shields forward and heads down to allow the Venators behind them to unleash a deadly attack; then they immediately rise to return to formation. Swordsmen marching behind a karax line can advance resolutely into the face of even of the most earth-shuddering artillery barrage.

House Kalvat fielded the first Praetorian Karax cohort during the ancient War of the Exalted, when that house opposed the claims of Dominar Helzar. Vital to Helzar's strategy was an imposing array of incendiary projectiles hurled deep into enemy ranks. In a key battle of this war, a great assembled karax force advanced against this battery. With shields raised they endured blasts that would have annihilated any other force. The karax won the day, and their martial tradition has carried on.

Some skorne believe advancement to the highest ranks is more difficult for these soldiers than for others in the army, as their grueling training greatly diminishes their individual initiative. Even so, none dispute the remarkable ability of the Praetorian karax to advance unharmed in an unbroken line into the most incinerating chaos.

LEADER & GRUNTS

Combined Melee Attack

Girded – This model does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.

Ranked Attacks – Friendly Faction models can ignore this model when determining LOS.

Shield Wall (Order) – For one round, each affected model gains a +4 ARM bonus while B2B with another affected model in its unit. This bonus does not apply to damage originating in the model's back arc. Models in this unit can begin the game affected by Shield Wall.

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

PIKE	
POW	P+S
4	10

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

PIKE

Reach

PRAETORIAN SWORDSMEN
SKORNE UNIT

One blade for honor, one for death. These are the only absolutes in life.

—The Hoksune Code

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

SWORD	
POW	P+S
3	9

FIELD ALLOWANCE	3
LEADER & 5 GRUNTS	4
LEADER & 9 GRUNTS	6
SMALL BASE	

LEADER & GRUNTS

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

SWORD

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.

Recognized by their distinctive, two-weapon fighting style, Praetorians represent one of the most ancient traditions of skorne warfare. In this harsh society that requires all able-bodied adults learn to fight, Praetorians form the backbone of all house armies as well as the Army of the Western Reaches.

Praetorian swordsmen undergo endless drills and training while constantly observing the ancient *hoksune* warrior code. Only after victory in ceremonial combat is a warrior allowed to take his place among the ranks of the Praetorians. Failure in this trial means death or relegation to a lesser caste.

Even after earning placement as a true Praetorian, a soldier's only hope for glory is to fight well and survive. There is no early return for the wounded, nor is there any reprieve for the weary. Tyrants ensure that Praetorians fight as long as flesh and sinew holds their bones together, and the soldiers themselves are eager to capture slaves and territory to prove themselves worthy for elevation within the ranks.

When Vinter Raelthorne moved to his Abyssal Fortress, he ordered the dominars to send him their best swordsmen. To those who passed muster, Archdomina Makeda offered welcome into the fortress and inclusion in the great conquest to come. All others were ejected to return to their houses in shame. Thus, even the least of Makeda's Praetorians are the greatest of their houses and are rightfully proud of their abilities and standing. Accustomed to linking their honor with their houses, these soldiers have transferred that pride to their cohorts, and the various cohorts compete enthusiastically for both spoils and glory.

PRAETORIAN SWORDSMAN OFFICER & STANDARD

SKORNE UNIT ATTACHMENT

You will move as one without hesitation, without fear. You will strike as one, without fail.
—Primus Geltaar of House Malalk

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 new unit commander.

An unprecedented number of Praetorians—more than have ever given fealty to a single leader in all of skorne history—have rushed to the banner of the Army of the Western Reaches. Every day hundreds of the best swordsmen from their houses gather into cohorts at the Abyssal Fortress and march in a continuous line across the wasteland to join their brethren in the bloodshed of the west. They live the *hoksune* code, and by its philosophy they know their trials will never end. They constantly push themselves to new heights of skill, stamina, and endurance.

Those who stand out from their fellows, survive numerous battles, and prove an ability to command as well as to obey become *dakar*. Rising above that rank requires even more: proven loyalty, the respect of being born to a powerful house, and tremendous intelligence and aptitude for command. Only these few, the warrior-elite of the skorne, can earn promotion to *primus*.

These Praetorian high officers are rightfully arrogant. They hold themselves in exclusive company and command many subordinates on the field of battle. By example does a primus lead his men to victory, knowing no losses that secure triumph are too great. He directs his men in advanced tactics and leads them in devastating attacks that take full advantage of each individual Praetorian's skill. Tyrants rely heavily upon these chosen lieutenants to execute orders and keep order among the ranks. The discipline displayed by Praetorians advancing in flawless formation, each soldier marching in perfect harmony, is a sight both terrible and awesome.

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

OFFICER

Officer

Granted: Side Step – While this model is in play, models in this unit gain Side Step. (When a model with Side Step hits with an initial attack or a special attack, after the attack is resolved it can advance 2". It cannot be targeted by free strikes during this movement.)

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

SWORD	
POW	P+S
3	9

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

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

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

Perfect Strike – Once per game during this unit's activation, this model can use Perfect Strike. During this activation, when making melee attacks, models in this unit can deal 1 damage point instead of making a damage roll.

Tactics: Ranked Attacks – Models in this unit gain Ranked Attacks. (Friendly Faction models can ignore models with Ranked Attacks when determining LOS.)

STANDARD BEARER

Standard Bearer

SWORD

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.

NIHILATORS
SKORNE UNIT

The price of immortality is agony.

—*Lord Tyrant Hexeris*

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

GREAT SWORD	
POW	P+S
5	12

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

LEADER & GRUNTS

Fearless

Tough

Berserk – When this model destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.

GREAT SWORD

Reach

All skorne warriors seek a glorious death in battle followed by exaltation so that they might join the ranks of their venerated ancestors. Some become obsessed with this goal, seeking out the most violent deaths against the most impossible odds in order to gain the attention of the extollers. Those most committed to this bloody end join the ranks of the nihilators. These soldiers are among the most fanatical and savage of the skorne and hope only for a death in battle illustrious enough to earn the honor of spiritual interment in sacral stones.

The roots of the nihilator cult stretch back to the earliest days of skorne society. Its progenitor, Xaavaax the Flayed, was the foremost disciple of the great ancestor Morkaash, the revered philosopher who gave rise to the paingiver caste. After Morkaash's death, Xaavaax and a small group of dedicated adherents went deep into the Shroudfall Mountains, there to test the limits of self-inflicted pain. Several of his followers died over the weeks that followed, but those who survived returned with a frightening new zeal and the cult steadily grew among those dwelling in the harsh perimeter of skorne civilization.

This cult enacts rituals that both are a radical reinterpretation of Morkaash's teachings about enlightenment through suffering and incorporate the codes of honor in battle as passed down by Voskune. While paingivers learn anatomy for the excruciation of their enemies or the subjugation of beasts, nihilators seek to transcend their physical limits by excruciating their own bodies.

Nihilators begin their all-consuming path by an initiation procedure requiring the ritual scarring of their flesh. They use these self-inflicted agonies to achieve a waking meditative state that allows them to ignore even the most crippling injuries in battle. They are akin to the berserkers of the west, able to enter a blood frenzy that makes them exceptionally terrifying.

Nihilators grow so blinded by their desire for glorious death that they soon lose the ability to distinguish friend from foe: many of them die on the blades of their comrades as they savagely hurl themselves against their enemies.

TYRANT COMMANDER & STANDARD
SKORNE UNIT

A great leader comprises the center of his army no matter where he stands. He is the fulcrum of their gathered force.
—From the hoksune code

TACTICAL TIPS

Battle Plan – This model can target its own unit with Battle Plan.

Reveille – Models affected by Reveille and units including models affected by Reveille have been affected by a Battle Plan and cannot receive the benefits of another Battle Plan this turn.

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

Among the Army of the Western Reaches, the ranking dominars rely heavily upon subordinate tyrants to dictate the flow of battle. Tyrants are the warlords whose efforts will ultimately bring the skorne victory. The skorne armies owe their perfect synchronicity and fluid adaptation to shifting circumstances to individual tyrants and their orders. Equal part tactician and warrior, a tyrant stands alongside his men

to lend strength and battle prowess to their efforts. The mere presence of such a commander conveys renewed precision to an army and allows each of its elements to march together as a seamless whole.

A standard bearer presenting the symbols of both the tyrant's house and cohort accompanies the tyrant commander at all times. The banner bears the legacy of all the honors a tyrant's forces have earned in battle. This standard and the tyrant's own stoic disposition in the face of insurmountable odds remind skorne soldiers of their duty and the expectations of their ancestors. A tyrant must be ready to hold any position to the last warrior if the dominars require such a sacrifice.

TYRANT

Officer

Commander

Fearless

Battle Plan – During this model's activation, it can use one of the following plans. A friendly Faction model/unit can be affected by only one plan each turn.

- **Overcome** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder for one turn.
- **Press Forward** – RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 SPD when making a full advance this turn.
- **Reveille** – Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Reveille.

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

HALBERD	
POW	P+S
5	12

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

SWORD	
POW	P+S
3	9

TYRANT'S DAMAGE	8
BEARER'S DAMAGE	5
FIELD ALLOWANCE	2
TYRANT & BEARER	3
TYRANT MEDIUM BASE	
BEARER SMALL BASE	

STANDARD BEARER

Inspiration [Skorne] – Friendly Skorne models/units in this model's command range never flee and immediately rally.

HALBERD

Reach

Weapon Master

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

VENATOR CATAPULT CREW

SKORNE WEAPON CREW UNIT

Topping the rise to look down upon the Greybranch Gap, we saw nothing but corpses amid blackened craters from one side to the other.

—Sheriff Brue Westrone of Ternon Crag

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

CATAPULT			
RNG	ROF	AOE	POW
18	1	4	15

SWORD	
POW	P+S
3	8

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

SWORD	
POW	P+S
3	8

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

CATAPULT

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

Inaccurate – This model suffers –4 to attack rolls with this weapon.

Light Artillery – This weapon cannot be used to make attacks or special actions during activations this model moves. This model cannot gain the aiming bonus when attacking with this weapon and cannot charge. If this model attacks with this weapon during its activation, it cannot attack with any other weapons that activation.

Minimum Range [8] – Attacks made with this weapon cannot target any model within 8" of it.

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

The skorne have used powerful catapults in their wars for countless centuries. Though the use of cannons and other firearms has become widespread, most house armies still consider catapults vital to any extended campaign. Such weapons can be constructed and assembled far afield and away from the centers of skorne industry, even in the peril of battle. The crew cranks the firing arm using tightly twisted ropes that provide enormous torque and then launches the projectile great distances.

The preferred projectile is a heavy ball packed with explosives and steel shards. Its impact creates an earth-shaking explosion that sprays deadly fragments across the blast radius. A catapult offers certain advantages over direct-fire cannons, such as its ability to lob projectiles high into the air to descend past intervening obstacles and explode in the midst of the enemy.

Although warlords usually task Venators with supervising the construction and deployment of these weapons, their actual operation falls to the lower castes, leaving the front-line soldiers free to bring their own means of destruction to bear.

VENATOR FLAYER CANNON CREW

SKORNE WEAPON CREW UNIT

No better method exists to draw first blood than a thousand needles.
—Lord Assassin Morghoul

TACTICAL TIPS

STRAFE – These attacks are simultaneous. Attacks against targets beyond this weapon's range will automatically miss.

Those who suffer the direct fire of a flayer cannon are pierced by hundreds of viciously sharp needles that obliterate their defining anatomical features and make the resulting corpses difficult to identify. Larger beasts suffer still more terrible injuries as the full array of needles simultaneously punctures organs, causing the wounded to leak lifeblood from a thousand tiny wounds.

The flayer cannon is a relatively recent addition to the arsenal of the Army of the Western Reaches. Gas-powered reiver guns have been in the skorne arsenal for more than a century, but it was only after the Conqueror expanded the venator forces that skorne military leaders began to fully appreciate the weapon's capabilities. The flayer cannon is a simple but effective extrapolation of the hand-held reiver. Though the cones that hold the weapon's projectiles are heavy, a flayer cannon is mounted on a stable tripod for enhanced accuracy. With a light and easy-to-assemble frame, a flayer cannon can be manned by a small team of highly trained Venators—providing deadly fire support for the Skorne Empire's ever-advancing armies.

FLAYER CANNON

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.

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 the Grunt, this model gains +2 to attack rolls with this weapon.

Strafe [d3] (★Attack) – Make d3 ranged attacks targeting a primary target and any number of secondary targets within 2" of the first target. Ignore intervening models when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target. Strafe counts as one attack for ROF.

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

FLAYER CANNON	RNG	ROF	AOE	POW
	14	1	–	12

SWORD	POW	P+S
	3	8

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

SWORD	POW	P+S
	3	8

FIELD ALLOWANCE	2
LEADER & 1 GRUNT	2
LEADER LARGE BASE	
GRUNT SMALL BASE	

VENATOR REIVERS
SKORNE UNIT

Praetorian honor is a fine thing. Our guns shall let them live long enough to earn it.

—Reiver Dakar Selek Garnax

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

REIVER			
RNG	ROF	AOE	POW
12	1	—	10

SWORD	
POW	P+S
3	8

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

LEADER & GRUNTS
Combined Ranged Attack

REIVER
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.

Skorne military tactics once focused nearly entirely on closing quickly with the enemy and butchering them in melee. The earliest skorne ranged weapons were large and clumsy, usually designed to bring down the walls of rival houses and slay oversized beasts. These applications have changed over the last century as skorne weapons were refined and tyrants began to learn the power of a combined-arms approach. Vinter Raelthorne was well versed in these lessons and encouraged the recruitment and training of large numbers of Venators to operate the reivers of his invading army.

The lowest-ranking Venators are called *armigers*. They are led by a *dakar* and organized into *taberna*, small groups named after those who share the same tent. In addition to learning how to operate their reivers, Venators train extensively in the art of swordplay.

Mastering the heavy, gas-driven reivers requires a great deal of skill and finesse. While Venators are placed in the warrior caste hierarchy below Praetorians due to the stipulations of *hoksune*, these disciplined combatants have begun to earn more respect on the actual field of battle. Announcing their presence with a hail of iron needles, Venators are the scourge of both man and beast.

Reivers unleash scathing bursts that disintegrate flesh, rend metal, and leave their targets strung across the field begging for release from their agony. With screaming barrages of razor-sharp projectiles, Venators rip apart even the most imposing targets. The reivers create a sound unlike any western firearm—an eerie and loud metallic buzzing caused by the weapon's unique internal mechanisms.

Reivers use cylinders of explosive gas to propel needles out of a spinning cone and are somewhat less complicated to reload than western firearms, so long as additional previously prepared cones are on hand. Readying these needle-filled cones is intricate work that cannot be handled in the midst of battle. Venators carry several gas canisters and cones, each containing hundreds of needles.

VENATOR REIVER OFFICER & STANDARD

SKORNE UNIT ATTACHMENT

Hoksune is not denied us. Take aim with the same precision with which our brothers wield their blades.

—Venator Primus Teltus

TACTICAL TIPS

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

Ranked among the lowest of the warrior castes, the Venators were a marginal part of the Skorne Empire's military forces until recent years. Since their arrival in western Immoren, the skorne have encountered the human nations of the Iron Kingdoms and been forced to adapt their tactics rapidly. The devastating ranged weaponry used by Iron Kingdoms armies and other enemies has led skorne tyrants to rely more upon the Venators and the lethal firepower of their reivers.

As the Venators take on an increasingly important role, their most prominent masters have risen through the ranks. Though none have yet become tyrants, they are becoming more respected by the leaders of the Army of the Western Reaches. Rank-and-file Praetorians and Cataphracts still disdain the Venators and their approach to war, but some tyrants and dominars now recognize that many Venators are fiercely devoted to their own interpretation of *hoksune* and are honorable and disciplined soldiers. The most exemplary officers are promoted to the rank of primus, having demonstrated the same fanatical discipline and courage expected of any skorne battlefield commander. Some of them have even begun to hope that one of their caste might someday receive the supreme honor of exaltation.

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

OFFICER

Combined Ranged Attack

Officer

Extended Fire – Once per game while in formation, this model can use Extended Fire during its unit's activation. This activation, models in this unit gain +4 RNG to their ranged attacks.

Granted: Reform – While this model is in play, after all models in its unit have completed their actions, each can advance up to 3".

STANDARD BEARER

Standard Bearer

REIVER

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.

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

REIVER			
RNG	ROF	AOE	POW
12	1	–	10

SWORD	
POW	P+S
3	8

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

SWORD	
POW	P+S
3	8

OFFICER'S DAMAGE	5
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

AGONIZER
SKORNE SOLO

Its agony leaves our enemies vulnerable. They hear its piteous cries and tremble to think what suffering we have in store for those who stand against us.

—Lord Tyrant Hexeris

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

DAMAGE	8
FIELD ALLOWANCE	1
POINT COST	2
SMALL BASE	

AGONIZER

Fearless

Agonies – Once during its activation, this model can spend 1 fury point to use one of the following effects. Enemy models suffer these effects while within 4" of this model + 1" per fury point on it. These effects last for one round.

- **Gnawing Pain –** Affected enemy warbeasts suffer –2 to their damage rolls.
- **Maddening –** Affected enemy warbeasts suffer –2 THR.
- **Spiritual Affliction** – Affected enemy warbeasts lose their animi. Affected enemy warjacks lose the Arc Node advantage and cannot be allocated focus.

Fury Bank – While this model is in a friendly warlock's control area during the warlock's activation, the warlock can move fury points from itself to this model. This model can have up to 5 fury points at a time. While this model is in a friendly Faction warlock's control area, the warlock can leach fury from this model as if it were a warbeast.

TACTICAL TIPS

AGONIES – An Agonizer cannot use more than one agony per activation.

The existence of the pitiful creatures came about as a result of experimentation that was originally toward different ends. Looking to maximize the investment the empire made in the titans, paingivers and mortitheurges developed a chymical mixture meant to increase the fertility of captive cows dramatically. The elixir seemed successful at first, but the multiple young it led to were unhealthy and weak. They were initially deemed too sickly for combat and thus a failure—until an exploratory series of surgeries and torments exposed horrific new promise in tapping into and projecting their agony onto others. Now a number of titan cows are set aside from each captured herd to breed young destined to become agonizers. Fortunately for them, few of these pathetic creatures survive even a single battle, and death comes as sweet relief after the constant torment they endure.

A living embodiment of pain, an agonizer manifests its misery as an aura that afflicts those around it with its suffering. Few realize upon seeing its emaciated form that an agonizer is actually an infant titan. Handlers select some calves at birth and subject them to horrible procedures designed to transform their suffering into a tangible force. Each of these starving creatures has skin stretched taut across its bones, riddled with hooked implements and impaled with barbed rods.

Few better examples exist of the enormous cultural divide between west and east than these pitiful creatures. Even hardened criminals and blood-soaked war veterans have difficulty looking upon an agonizer and contemplating the unfathomable cruelty behind its genesis. To the skorne, however, agonizers are simply another weapon gained from their titan breeding projects.

ANCESTRAL GUARDIAN
SKORNE SOLO

Your exalted ancestors stand by you and fight at your side. By their vigilance, those who fall will be preserved.
—*Aptimus Extoller Bakaresk*

TACTICAL TIPS

Spirit Driven – Modifiers to movement apply only to a model's normal movement.

The essence of accomplished skorne ancestors can be preserved and immortalized in special stones, some of which are fused into ancestral guardians. Guardians have traditionally watched over their houses but have begun to be used on the battlefield, where they offer potential immortality to any skorne fighting alongside them. They are empowered to embrace fallen skorne warriors and use these gathered essences to move with blinding speed and wrathful strength. Guided by the spirit of an ancient hero and fueled by the spiritual energy of the freshly slain, ancestral guardians can unleash a flurry of skilled attacks few can withstand.

GUARDIAN

Construct

Defensive Strike – Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.

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

Spirit Driven – At the beginning of this model's activation, it can spend one soul token to gain +2" movement this activation.

Steady – This model cannot be knocked down.

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

HALBERD	
POW	P+S
5	13

DAMAGE	10
FIELD ALLOWANCE	3
POINT COST	3
MEDIUM BASE	

HALBERD

Magical Weapon

Reach

Each guardian is a unique creation animated by the singular spirit of a fallen ancestor. Though they are expensive to create, Vinter Raelthorne chose to deploy them with the invading army—a decision that engendered increased resolve and loyalty among the skorne. The guardians' presence is a sign of ancestral high favor that blesses any expedition they accompany.

In addition to the central sacral stone affixed to a guardian's head, numerous obsidian stones decorate its torso and limbs, attracting and crystallizing the essence of any skorne who dies within their proximity. Spirits collected in this fashion gain honor in death and become revered companions of the exalted. This caste is below full exaltation, but it gives soldiers the rare chance to preserve their essence from the void.

Sacral stones are tough and difficult to destroy. When the guardians carrying them inevitably fall in battle, their crystallized stones are recovered and returned to the skorne homeland to honor the houses of the slain.

PAINGIVER BLOODRUNNER MASTER TORMENTOR

SKORNE SOLO

Learn to draw strength from your vanquished foe in that moment of death, and forever after the fear of extinction will have no claim on you.

—Morkaash

MASTER TORMENTOR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	5	7	4	14	13	9

BARBED WHIP	
POW	P+S
3	8

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

MASTER TORMENTOR

Advance Deployment

Pathfinder

Stealth

Anatomical Precision – When this model's melee damage roll fails to exceed the ARM of the living model hit, that model suffers 1 damage point.

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

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

BARBED WHIP

Reach

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

THRESHER – The melee attacks are all simultaneous.

The razor lash is a master tormentor's signature weapon and requires formidable skill to employ. It can kill swiftly, but its serrated bone blades can instead unleash an excruciating wave of pain if the tormentor wishes. Drawing upon specialized mortitheurgy, a master tormentor can ride this wash of agony to grant herself unsurpassed mobility. Senior Bloodrunners savor the jolt of energy provided by these painful deaths like a fine wine.

A Bloodrunner master tormentor stalks the battlefield as a killer without rival. Even the smallest motion or step she takes creates the potential for imminent death. The shadows find her wherever she strides, and those who attempt to track her in the darkness find they cannot trust their eyes: one moment the master tormentor stands in the distance, her serrated lash lazily describing a gentle arc, and the next she erupts in the midst of her enemies, cutting through joints to send limbs flying and bloody streams twisting like living serpents. The approach of a Bloodrunner master tormentor means not only that the end is near but also that those final seconds will be filled with agony.

Though few in number, the Bloodrunners are among the most feared of the paingiver caste. Those who rise above their peers to the rank of master are the most skilled assassins in the Skorne Empire. They utilize tools crafted to fill the specialized combat needs of such precise killers.

EXTOLLER SOULWARD
SKORNE SOLO

You will learn to see as I do. Look past the flesh and observe the spirit.
—Narelka of House Kophar

TACTICAL TIPS

Gate Keeper – The Extoller Soulward cannot buy additional attacks using Gatekeeper, since his only weapon has ROF 1. Use Spirit Guide to give excess souls to Ancestral Guardians who can use souls for extra attacks.

The skorne pay homage to no divinity. Instead, they praise their ancestors, preserved eternally by exaltation in sacral stones. Extollers attend to this sacred tradition by selecting the greatest heroes of the battlefield for preservation and guiding their spirits to ancestral guardians so that they might escape the Void. Accordingly, even the privileged warrior castes treat soulwards with deference and respect.

SOULWARD

Gunfighter

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

SPIRIT EYE			
RNG	ROF	AOE	POW
8	1	—	6

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

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

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

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

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

SPIRIT EYE

Magical Weapon

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

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

The rites by which an initiate cleanses his or her soul for this sacred office carry deadly risk. To learn the secrets of the extoller caste, a skorne must pluck out an eye and replace it with a crystal oculus that reacts to spiritual energy. Many initiates die from the shock and agony of the process. Those who survive gain special insight and learn to communicate with the exalted. Speaking to the ancients is neither simple nor easy; their advice is cryptic, and the touch of their minds can lead to madness.

Exacting procedures must be observed when awakening the eldest and greatest ancestors. Senior extollers sometimes hear phantom voices intruding into their minds, like echoes of thoughts not their own. A soulward must have an iron will to push past these distractions and invoke the true guidance and protection of the exalted.

The unique vision of extollers allows them not only to see spiritual energy, but also to seize it and rend it. They can literally kill with a look, reaching into the essence of their enemies to tear their souls to tatters.

PAINGIVER TASK MASTER

SKORNE SOLO

It is the natural state of the world that the weak serve the strong. We exist to reinforce that order.

—Paingiver Task Master Teltesh Alaz

TASK MASTER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	4	13	13	9

MAN CATCHER	
POW	P+S
4	10

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

TASK MASTER

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.

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

Slave Driver – A Minion model/unit can be affected by only one Slave Driver special action each turn.

- **Pain Driver (★Action)** – RNG 3. Target friendly non-warlock Minion warrior model/unit. If the model is in range, it gains +2 STR for one round.
- **Temper Flesh (★Action)** – RNG 3. Target friendly Minion warrior model/unit. If the model/unit is in range, it gains Fearless and Tough for one round.

MAN CATCHER

Reach

Man Catcher (★Attack) – This attack causes no damage. A warrior model hit suffers –2 DEF and for one round cannot advance while within this model's melee range.

Task masters drive their slaves into battle with wickedly barbed man catchers, which can be used both to goad the unwilling and to capture fresh resources. In the expert hands of a paingiver, a man catcher can hold a target in place while servants descend upon the unfortunate victim. But a task master's greatest weapons are the slaves she controls. They learn to fear her punishments and heed her commands, hoping for a quick death in combat that will release them from enduring the hideous tortures in which the paingivers revel. At her command, a task master's slaves surge forward, pressing themselves into the worst of battle and ignoring even the most debilitating injuries. Skorne battle slaves know they will be allowed to succumb to their wounds and enjoy the release of death only at their master's leisure.

The Skorne Empire is built upon the backs of slaves, and it falls to the task masters of the paingiver caste to manage the chattel. Most task masters are devoted to overseeing the countless slaves that toil at the heavy labor of fortifying the empire. Those slaves who seem particularly strong and violent might be given a reprieve from their labors to earn a quicker death in battle. Some task masters join skorne cohorts in battle, commanding the legions of slaves sent to die on the battlefields.

VOID SPIRIT
SKORNE SOLO

They are an unclean reminder of the Void, but in this desperate hour I will refuse no weapon, however vile.
—Supreme Archdomina Makeda

TACTICAL TIPS

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

Void spirits are the disembodied specters of departed skorne souls that, through some unnatural compulsion, have returned to the world to plague the living. Even short exposure to the horrors beyond death's veil can irreversibly damage a spirit's psyche, ripping away former memories and leaving a thirst to lash out and kill. Antithetical to life, void spirits siphon away vitality through a single painful touch, leaving nothing behind but a shriveled husk. They jealously clutch at the souls of those killed around them, seeking to subject others to the same pain they have endured.

The skorne might fear the Void, but they know it is unnatural for spirits of the dead to return. To think of tampering with the forces of the Void is an unsettling, almost blasphemous thought to most skorne, and ordinarily they would immediately destroy abominations like void spirits. In this era of strife, however, the skorne elite are willing to embrace any weapon. The supreme archdomina's decree authorizing the use of these spirits has caused some understandable strain within the ranks, particularly among the extollers, who are disturbed to see spirits bent to such unnatural and undignified purposes.

Such nightmares were once more rare occurrences, but recently their numbers have grown dramatically. Many skorne mystics whisper that Mordikaar, the Void Seer, is responsible for the growing presence of these hateful entities. He has instructed mortitheurges and extollers in the ways by which they can transform the malignant void spirits into weapons of destruction.

VOID SPIRIT

Abomination

Incorporeal

Undead

Annihilator – This model gains an additional die on melee damage rolls against living models. When a living model is destroyed within 3" of this model, it never generates a soul token.

Poltergeist – When an enemy model misses this model with an attack, immediately after the attack is resolved you can choose to push the enemy model d3" directly away from this model.

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

TALONS	
POW	P+S
6	12

DAMAGE	5
FIELD ALLOWANCE	2
POINT COST	2
SMALL BASE	

TALONS

Magical Weapon

Eruption of Ash – If a model is boxed by an attack made with this weapon, center a 3" AOE cloud effect on the boxed model and then remove that model from play. The AOE remains in play for one round. Enemy models in the AOE when it was put in play are hit and suffer a POW 12 fire damage roll. Enemy models entering or ending their activation in the AOE suffer a POW 12 fire damage roll. Eruption of Ash damage rolls cannot be boosted.

APTIMUS MARKETH

SKORNE EXTOLLER CHARACTER SOLO

Though not every soul is fit for exaltation, each bears undeniable power that can be bent to war even more readily than the flesh that cages it.

—*Aptimus Marketh*

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

GRAVITAS	
POW	P+S
6	11

DAMAGE	5
FIELD ALLOWANCE	C
POINT COST	3
SMALL BASE	

MARKETH

Fearless

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

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

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

Soul Tap – While this model is in its warlock's control area, its warlock can spend soul tokens on it to upkeep spells at one token per spell upkept.

Spell Slave (★Action) – This model must be in its warlock's control area to make the Spell Slave special action. When it does, it casts one of its warlock's spells with a COST of 3 or less. The warlock 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 warlock's FURY. This model cannot cast spells with a RNG of SELF or CTRL.

GRAVITAS

Magical Weapon

Reach

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.

Unlike other extollers, Aptimus Marketh cares more about manipulating the spirits of the dead than overseeing their exaltation. Marketh holds exaltation in the highest regard and believes the majority of skorne warriors are undeserving of even the secondary honor of being preserved by ancestral guardians. The aptimus believes the skorne have grown decadent and yearns for the days of antiquity, when his people produced champions worthy of immortality. By these high standards, he views the deaths of most skorne with pragmatic dispassion and feels no qualms at seizing their spiritual energy to serve his and his masters' aims. Those who die near the aptimus and are not undeniably deserving of immortality have their spirits torn asunder to fuel his annihilating sorcery.

Marketh has amassed a collection of powerful relics containing the sacral stones within which several of the most exalted skorne in history were crystallized. He lavishes attention on these spirits, which he recognizes as hailing from better times, including the great War of the Exalted. Among the greatest of these is Lord Tyrant Nikuvox, the ancient conqueror who stood victorious in the First War of the Hezaat River and who inhabits the obsidian skull Marketh carries. In return for the acknowledgment of their glory, these ancestors gladly bring their deadly influence to bear.

The powerful ancestral spirit that inhabits his weapon Gravitas is one of his own ancestors, and it can unravel the eldritch incantations of other mystics. Gravitas itself carries the aura of legend, for it was crafted in the time of Lord Tyrant Novaak and is said to be the weapon that struck him down as his dying curse released the *kovaas* upon the city of Halaak.

HAKAAR THE DESTROYER

SKORNE ANCESTRAL GUARDIAN CHARACTER SOLO

That Hakaar joins us now is no cause for celebration. Only the most desperate and terrible of conflicts would arouse his hunger for war.

—Supreme Aptimus Zaal

HAKAAR						
SPD	STR	MAT	RAT	DEF	ARM	CMD
4	8	9	3	10	18	10

GREAT SWORD	
POW	P+S
5	13

DAMAGE	10
FIELD ALLOWANCE	C
POINT COST	4
MEDIUM BASE	

HAKAAR

Construct

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

Righteous Vengeance – If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during your opponent's last turn, after resolving continuous effects during your Maintenance Phase, this model can make a full advance followed by one normal melee attack.

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

Steady – This model cannot be knocked down.

GREAT SWORD

Magical Weapon

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.

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

It has been almost a thousand years since the War of the Exalted, a conflict that shook the foundations of the Skorne Empire. More warriors received exaltation in the final battle of that war than in any conflict before or since. Foremost among those honored with immortality was Lord Tyrant Hakaar.

The complex politics of the war were of little interest to Hakaar, who began the campaign as a Praetorian primus within House Tyreth. Hakaar had already distinguished himself as a superb warrior in the inter-house skirmishes that characterize life among the skorne. A devoted *hoksune* adherent, Hakaar looked with displeasure upon the treacherous dealings of his house's dominar, who changed allegiances at will throughout the war.

On the third such indiscretion, when the dominar led his army to fight a bold but poorly planned action on the plains of Tor-Halaak, Hakaar could stay his hand no longer. His men, angered by their lost chance at glorious death, did not interfere as their primus cut down his dominar. Hakaar instantly bellowed orders to advance a counterattack in the face of certain defeat. In a stunning display of skill and leadership, he and a handful of his men survived to secure control of House Tyreth. The former dominar's name was expunged from their history and has not been uttered since.

Hakaar earned renown as the finest swordsman of his time. He spent his life fighting overwhelming odds on the field that would become known as the Graves of the Exalted. By the time he had breathed his last, skewered on the blades of a dozen Cataphracts, he had cut down scores of enemies and warbeasts as well as Dominar Helzar, who had started the conflict. There was no question of his exaltation.

The finest stoneworkers of the empire constructed the ancestral guardian that would house his soul, and he was placed in an alcove of great honor in the city of Halaak. There he waited motionless and silent for a millennium, ignoring the imprecations of the greatest extollers. Hakaar first stirred at the moment Makeda seized power from the Conqueror. His obsidian form moved resolutely from its alcove and slowly made its way west, acknowledging none of the awed extollers who approached. Hakaar did not stop until he reached the gates of the Abyssal Fortress, where he stood silently until the supreme archdomina came forth. As she approached, the massive statue kneeled.

Hakaar's arrival has been heralded as a significant omen, for he does not trouble himself with anything less than the most desperate of struggles. Those proud skorne who see their ancestor walk among them know that a terrible battle is imminent, but they take heart in his presence: if the greatest warrior of a thousand years condescends to battle alongside them, only the greatest of honors and the most glorious of deaths await.

TYRANT RHADEIM

SKORNE DRAGOON CHARACTER SOLO

His movements are as sudden and unpredictable as the desert storm that rises in an instant to scatter our enemies and bring ruin to their fortunes of war.

—*Supreme Archdominar Makeda*

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

LANCE OF BASHEK	
POW	P+S
5	12

MOUNT
POW
12

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

RHADIEM

Commander

Pathfinder

Combat Rider – During a combat action it did not make a charge attack, this model can make one melee attack with its Mount.

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

Evasive – This model cannot be targeted by free strikes. This model can advance up to 2" immediately after an enemy ranged attack that missed it is resolved unless it was missed while advancing.

Jump – After using its normal movement to make a full advance but before performing an action, you can place this model anywhere completely within 5" of its current location. Any effects that prevent it from charging also prevent it from using Jump.

Steady – This model cannot be knocked down.

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

LANCE OF BASHEK

Magical Weapon

Reach

Armor Piercing (★Attack) – When calculating damage from this attack, halve the base ARM stats of models hit that have medium or larger bases. This attack gains +2 to damage rolls against models with small bases.

Astride his ferocious steed, Tyrant Rhadeim leads the Praetorian Ferox of the Skorne Empire. The maneuvers he executes in battle leave enemy commanders bewildered and disordered as ferox and riders flow through their lines, littering the battlefield with corpses. By the time the enemy has regrouped to stand against him, Rhadeim has already moved to strike the line elsewhere, disintegrating poorly defended flanks and spreading confusion through the ranks.

Rhadeim rose to prominence through a combination of ruthless ambition, daring, and tactical ingenuity. He is willing to adapt to any situation with apparent disregard for standing orders or personal safety. This ferox tyrant brings an element of unpredictability to the regimented and disciplined Army of the Western Reaches—an asset that is otherwise sorely lacking. That the supreme archdomina values his unconventional approach to command is clear, though some suggest that her willingness to send him on risky missions could be a punishment rather than an honor. Nonetheless, his long string of victories has only added to his legend.

Rhadeim was raised as the heir to House Bashek, a rightfully proud and ancient lineage that has long been associated with mastering the difficult ferox. According to their ancestral legends, the Bashek were among the first skorne on the Plains of Sortaan to subjugate the great cats into half-wild and reluctant steeds. The Bashek rely relatively little on paingiver beast handlers to tame their ferox, considering it vital that the beasts retain their natural ferocity—so long as they obey their riders. House Bashek eventually came under the dominion of Archdominar Vaactesh of House Balaash. Supreme Archdomina Makeda's legendary grandfather. Balaash has since become one of the more influential vassal houses owing direct fealty to Makeda's line.

Rhadeim took to the ferox from a very young age, proving his blood ran true. Even as a child, he fearlessly walked among them as if daring the cats to take a swipe at him. The cat handlers used to say that young Rhadeim had the stare of a basilisk. He could stop a ferox with a single look and pin it there as he reached out to touch its fangs. He began to train as a Praetorian ferox rider as soon as he was old enough to sit in the saddle.

In time he earned the Lance of Bashek, a relic containing a shard of the sacral stone of his house's founder. That he received this weapon is a tremendous honor: according to ancient tradition, extollers must confirm that the ancestral spirit within the lance approves of its next bearer. This weapon is reputedly capable of mortally wounding any foe when wielded by a skorne bearing its spirit's blessing.

Rhadeim's forces serve as both reconnaissance and rapid-strike units. When not directly serving the Army of the Western Reaches on the battlefield, Rhadeim leads his men on scouting and raiding missions far afield. More than once his plundering has brought invaluable stores of food and equipment back to Makeda's army.

The ferox tyrant fights with uncanny prescience, anticipating where enemy lines are about to falter and where lapses in command will leave an opening. As soon as he perceives a weakness, he drives his steed forward into the breach to strike for the kill. His subordinates describe him in awe as half-ferox—his eyes as cold and his predatory instincts as finely honed as those of the beast he rides. Few peers can hold his stare for long, as if the combined might of centuries of cavalry tyrants is concentrated in his gaze.

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