




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

SLIVER	
	POW 7
	P+S 12
 	






DAMAG



SPELLS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

CRIPPLING GRASP	3	8	-	-	YES	YES
Target model/unit suffers -2 to SPD, STR, DEF, and ARM and cannot run or make special attacks.						
DARK SEDUCTION	4	6	-	-	YES	YES
Target living non-character unit must make a command check. If it fails, you take control of the unit. Dark Seduction's upkeep cost equals the number of models in the unit when the spell is upkeep.						
GHOST WALK	3	6	-	-	NO	NO
During its activation this turn, target friendly model/unit gains Ghostly. (A model with Ghostly ignores movement penalties from terrain and obstacles and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
PARASITE	3	8	-	-	YES	YES
Target model/unit suffers -3 ARM and this model gains +1 ARM.						
SCOURGE	4	8	3	13	NO	YES
All models hit by Scourge are knocked down.						
VENOM	2	SP	-	10	NO	YES
Venom causes corrosion damage. Models hit suffer the Corrosion continuous effect.						

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

ECLIPSE	
	POW 7
	P+S 12
 	



DAMAS



SPELLS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

CURSE OF SHADOWS	3	8	-	-	YES	YES
Target model/unit suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.						
GHOST WALK	3	6	-	-	NO	NO
During its activation this turn, target friendly model/unit gains Ghostly. (A model with Ghostly ignores movement penalties from terrain and obstacles and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
HELLMOUTH	4	8	*	12	NO	YES
If this attack misses, nothing happens. Before making the damage roll, push models within 3" of the model hit 3" directly toward it. You determine the order the models are pushed. Then center a 3" AOE on the model hit. All models in the AOE are hit and suffer a POW 12 damage roll.						
MARKED FOR DEATH	2	8	-	-	YES	YES
Target enemy model/unit loses Incorporeal and Stealth and cannot gain those abilities while affected by Marked for Death. Friendly faction models can target an affected model regardless of LOS.						
PURSUIT	2	8	-	-	YES	YES
If target enemy model/unit advanced during your opponent's last turn, during your Maintenance Phase one model in this model's battlegroup in its control area can make a full advance.						
VENOM	2	SP	-	10	NO	YES
Venom causes corrosion damage. Models hit suffer the Corrosion continuous effect.						

DENEGHRA

PARRY – This model cannot be targeted by free strikes.

SLIVER

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

FEAT: THE WITHERING
$$XXY$$

Enemy models currently in Deneghra's control area suffer -2 to their SPD, STR, MAT, RAT, DEF, ARM, CMD, and FOC for one round. Affected models cannot run or make special attacks. The Withering lasts for one round.

DENEGHRA

PARRY – This model cannot be targeted by free strikes.

WRAITH WALKER – During your Control Phase, this model can become Incorporeal for one round unless it was Incorporeal during the last round. It loses Incorporeal when it makes a melee or ranged attack.

ECLIPSE

DARK BANISHMENT – When this model damages an enemy model with this weapon during its activation, after the attack is resolved you can place the enemy model completely within d6" of its current location, plus 1" for each focus point on this model.

FEAT: WEB OF SHADOW

 XXX

Enemy models currently in Deneghra's control area, suffer Shadow Bind. (A model affected by Shadow Bind suffers -3 DEF, and for one round when it advances it cannot move except to change facing.)

PIRATE QUEEN SKARRE CRYX SATYXIS WARCASTER

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

BLOODWYRM			
POW	P+S		
3	9		

GREAT RACK			
POW	P+S		
4	10		

TAKKARYX			
POW	P+S		
7	13		



WJ +6

FA C

PIRATE QUEEN SKARRE

SPELLS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

BACKLASH 3 8 - - YES YES
When target enemy warjack is damaged, its controlling warcaster suffers 1 damage point.

BLOOD RAIN 3 8 3 12 NO YES
Blood Rain causes corrosion damage. Models hit suffer the Corrosion continuous effect.

DARK GUIDANCE 5 SELF CTRL - NO NO
While in this model's control area, friendly Faction models gain an additional die on their melee attack rolls this turn.

HELLFIRE 3 10 - 14 NO YES
A model/unit hit by Hellfire must pass a command check or flee.

RITUAL SACRIFICE 2 6 - - NO NO
Remove target friendly warrior model from play and roll a d6. Skarre gains that many additional focus points during your next Control Phase. Ritual Sacrifice can be cast only once per turn.

SKARRE, QUEEN OF THE BROKEN COAST CRYX EPIC SATYXIS WARCASTER

SKARRE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
7	6	7	5	16	15	8	

HAND CANNON			
RNG	ROF	AOE	POW
12	1	-	12

GREAT RACK			
POW	P+S		
4	10		

GUN BLADE			
POW	P+S		
3	9		

TAKKARYX			
POW	P+S		
7	13		



WJ +6

FA C

SKARRE, QUEEN OF THE BROKEN COAST

SPELLS	COST	RNG	AOE	POW	UP	OFF
--------	------	-----	-----	-----	----	-----

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 this spell expires. The affected model cannot be targeted by free strikes during this movement.

BACKLASH 3 8 - - YES YES
When target enemy warjack is damaged, its controlling warcaster suffers 1 damage point.

BLACK SPOT 2 8 - - YES YES
Target enemy warrior model/unit suffers -2 DEF. When a friendly Faction model destroys one or more affected models with a melee or ranged attack during its activation, immediately after the attack is resolved it can make one additional melee or ranged attack regardless of ROF. Attacks gained from Black Spot cannot generate additional attacks from Black Spot.

BLOOD RAIN 3 8 3 12 NO YES
Blood Rain causes corrosion damage. Models hit suffer the Corrosion continuous effect.

DEATH WARD 2 6 - - YES NO
Target friendly Faction model/unit gains +2 ARM. If an affected warjack is damaged, you select which column suffers the damage.

PERDITION 2 10 - 10 NO YES
When an enemy model is damaged by this spell, immediately after the attack is resolved one warjack in this model's battlegroup can make a full advance toward the nearest enemy model.

PIRATE QUEEN SKARRE

BLOODWYRM

LIFE DRINKER – When it destroys a living enemy model with this weapon, this model heals d3 damage points.

SACRIFICIAL STRIKE (★ACTION) – Select a model in this model's LOS and remove one friendly Faction trooper model within 1" of this model from play. If the selected model is not in this model's control area, nothing happens. If the selected model is in this model's control area, the selected model suffers a damage roll with POW equal to the base ARM of the removed model.

GREAT RACK

KNOCKDOWN – When a model is hit by this attack, it is knocked down.

TAKKARYX

LIFE TRADER – When an attack with this weapon hits, this model can suffer 1 damage point to roll an additional damage die on the damage roll against the model hit.

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PIRATE QUEEN SKARRE

FEAT: BLOOD MAGIC

XXX

Skarre suffers up to 5 damage points. While in her control area, friendly Faction models gain +1 STR and ARM for each damage point she suffers as a result of Blood Magic. Blood Magic lasts for one round.

SKARRE, QUEEN OF THE BROKEN COAST

SKARRE

BLOOD TRADE – This model can suffer 1 damage point instead of spending focus to upkeep a spell.

INSPIRATION (Satyxis) – Friendly models/units of the listed type in this model's command range never flee and immediately rally.

SEAS OF FATE – Models in this model's battlegroup in its control area can boost attack and damage rolls after making the rolls.

GREAT RACK

RAM – When an enemy model is hit by this weapon, it is knocked down and can be pushed 1" directly away from this model. If it is pushed, this model can immediately advance directly toward the pushed model up to the distance the model was moved.

TAKKARYX

LIFE TRADER – When an attack with this weapon hits, this model can suffer 1 damage point to roll an additional damage die on the damage roll against the model hit.

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SKARRE, QUEEN OF THE BROKEN COAST

FEAT: FATE WEAVER

XXX

Skarre suffers up to 5 damage points. For each damage point she suffers, one model currently in her control area can be affected by this feat. An affected friendly model cannot be targeted by enemy attacks for one round. An affected enemy model cannot make attacks for one round.

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LICH LORD TERMINUS CRYX WARCASTER

TERMINUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	9	7	5	14	18	9	

DRAGON FIRE				
RNG	ROF	AOE	POW	
SP	1	-	14	

DOOMSAYER			
POW	P+S		
7	16		

SCYTHING CLAW			
POW	P+S		
5	14		



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LICH LORD TERMINUS

SPELLS	COST	RNG	AOE	POW	UP	OFF
ANNIHILATION	4	10	3	10	NO	YES
All models hit suffer a POW 10 damage roll. Models boxed by this spell are removed from play. This model gains a soul token for each living non-soulless enemy model removed from play by this spell.						
HELLFIRE	3	10	-	14	NO	YES
A model/unit hit by Hellfire must pass a command check or flee.						
MALEDICTION	2	SELF	*	-	YES	NO
While within 2" of this model, enemy models suffer -2 DEF and ARM.						
RAVAGER	2	6	-	-	NO	NO
When target friendly Faction warjack makes a normal attack with a melee weapon, compare the total rolled for the attack to the DEF of each model in its LOS and the weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit. Ravager lasts for one round.						
SHADOW OF DEATH	3	SELF	CTRL	-	NO	NO
While in this model's control area, friendly undead models gain Tough. Shadow of Death lasts for one round.						

GORESHADE THE BASTARD CRYX WARCASTER

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

BLOODCLEAVER			
POW	P+S		
7	14		



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GORESHADE THE BASTARD

SPELLS	COST	RNG	AOE	POW	UP	OFF
BLEED	2	8	-	10	NO	YES
When Bleed destroys a living enemy model, this model heals d3 damage points.						
HEX BLAST	3	10	3	13	NO	YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast expire.						
MAGE BLIGHT	5	SELF	CTRL	-	NO	NO
While in this model's control area, for one round living enemy models cannot cast spells or use feats.						
SHADOWMANCER	3	SELF	CTRL	-	NO	NO
Models in this model's battlegroup currently in its control area gain Dark Shroud and Stealth. (While in the melee range of a model with Dark Shroud, enemy models suffer -2 ARM.)						
SOUL GATE	4	6	-	-	NO	NO
Remove a friendly trooper model in this model's control area from play and replace it with target friendly Faction warjack. The warjack cannot advance later this turn.						

LICH LORD TERMINUS

TERMINUS

CULL SOUL – This model gains one soul token for each living enemy model it destroys with a melee attack. During your next Control Phase, replace each soul token with 1 focus point.

FLIGHT – This model ignores movement penalties from terrain and obstacles and can advance through obstructions and other models if it has enough movement to move completely past them.

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

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LICH LORD TERMINUS

FEAT: DRAGON'S CALL

XXX

Terminus gains one soul token for each living enemy model destroyed while in his control area. Terminus gains +1 ARM for each soul token on him. Dragon's Call lasts for one round.

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GORESHADE THE BASTARD

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GORESHADE THE BASTARD

FEAT: DARK SUMMONS


XXX

Goresshade summons a unit of Bane Thralls. Place one unit leader and five grunts completely within 3" of Goresshade.

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DEATHWALKER CRYX CHARACTER SOLO

DEATHWALKER							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	3	4	3	13	12	6	

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C

THE WITCH COVEN OF GARLGHOST CRYX WARCASERS

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

RITUAL BLADES			
	POW	P+S	
	3	7	



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WITCH A'S DAMAGE							

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WITCH B'S DAMAGE							

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WITCH C'S DAMAGE							

WJ
+4




FA
C

THE WITCH COVEN OF GARLGHOST

SPELLS	COST	RNG	AOE	POW	UP	OFF
CURSE OF SHADOWS	3	8	-	-	YES	YES
Target model/unit suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.						
GHOST WALK	3	6	-	-	NO	NO
During its activation this turn, target friendly model/unit gains Ghostly. (A model with Ghostly ignores movement penalties from terrain and obstacles and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
INFERNAL MACHINE	2	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 MAT, +2 SPD, and Terror.						
OCCULTATION	2	6	-	-	YES	NO
Target friendly model/unit gains Stealth.						
STYGIAN ABYSS	3	10	-	12	NO	YES
On a critical hit, the model hit suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers -3 DEF, and for one round when it advances it cannot move except to change facing.)						
WATCHER	3	6	-	-	YES	NO
When an enemy model ends its normal movement within 6" of this model, target warjack in this model's battlegroup can immediately make a full advance and one normal melee or ranged attack targeting the enemy model. The attack and damage rolls against that model are boosted. After the attack is resolved, Watcher expires.						

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C

EGREGORE CRYX CHARACTER SOLO

EGREGORE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	1	-	-	13	17	10	  

FA
C

DEATHWALKER

DEATHWALKER

BREATH TAKER – Living enemy models suffer -2 STR and DEF while within 5" of this model.

COMPANION [Goresshade] – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.

DEATHWALK – If this model is not in play when Goresshade boxes a living enemy model with Bloodcleaver, remove the boxed model from play and replace it with this model. This model is destroyed if it ends its activation more than 3" away from Goresshade.

DARK RESTORATION – If Goresshade is disabled while within 3" of this model, this model is destroyed and Goresshade regains one wound.

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THE WITCH COVEN OF GARLGHOST

THE WITCH COVEN OF GARLGHOST

ARCANE NEXUS – The Coven's control area is measured from the Egregore. When a Witch casts a spell, the Egregore is the spell's point of origin. The Witch must have LOS to her target, but the Egregore does not. All modifiers are based on the LOS of the Witch. Witches can still channel spells normally. The Coven can have up to one attached model. This model is attached to the Coven, not an individual Witch. The Coven can have only one of each of their upkeep spells in play at a time. The Coven can use their feat only once.

COVEN – The Witch Coven of Garlghost shares a single focus pool, and Witches do not receive focus individually. The Coven's base FOC stat is three times the number of Witches in play. During your Control Phase, unallocated focus points are given to the Egregore. Any Witch in the Coven's control area can spend focus points from the Egregore. The Egregore cannot be affected by focus-reducing or -removing effects. Each focus point on the Egregore gives each Witch in the Coven's control area a cumulative +1 ARM bonus. Effects that ignore focus points overboosting the target's Power Field also ignore this bonus.

PERFECT CONJUNCTION – A Perfect Conjunction is established anytime the Egregore is completely within the triangular area between all three Witches and each Witch has LOS to each other Witch without intervening models, including the Egregore. During a Perfect Conjunction, the COST of spells cast by a Witch is reduced by 1.

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THE WITCH COVEN OF GARLGHOST

FEAT: NIGHTFALL

XXX

While in the Coven's control area, the LOS of enemy models is reduced to 5" and they suffer -2 MAT and RAT. Nightfall lasts for one round.

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EGREGORE

EGREGORE

CIRCULAR VISION – This model has no back arc, and its front arc extends 360°.

COMPANION [The Witch Coven of Garlghost] – This model is included in any army that also includes the listed model. This model is part of the listed model's battlegroup. If the listed model is destroyed or removed from play, remove this model from play.

SYMPATHETIC LINK – When the Egregore suffers damage, you must assign the damage points it suffers to one or more Witches, dividing it at your discretion. A Witch cannot be assigned more damage points than she has wounds remaining.

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GORESHADE THE CURSED CRYX EPIC WARCASTER

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

VOASS			
POW	P+S		
8	15		



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DAMAGE
WJ +6 FA C

GORESHADE THE CURSED

SPELLS	COST	RNG	AOE	POW	UP	OFF
CURSE OF SHADOWS	3	8	-	-	YES	YES
Target model/unit suffers -2 ARM and cannot make free strikes. A model can advance through an affected model if it has enough movement to move completely past its base.						
HEX BLAST	3	10	3	13	NO	YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast expire.						
OCCULTATION	2	6	-	-	YES	NO
Target friendly model/unit gains Stealth.						
PHANTOM HUNTER	2	6	-	-	YES	NO
Target model in this model's battlegroup can declare charges, slam power attacks, and ranged and magic attacks without LOS. The affected model ignores cloud effects, cover, concealment, and screening.						
PSYCHIC VAMPIRE	3	SELF	CTRL	-	YES	NO
When an enemy model casts a spell or uses an animus in this model's control area, the enemy model suffers 1 damage point and this model heals 1 damage point.						
SUDDEN DEATH	2	6	-	-	YES	NO
When an enemy model advances and ends its movement within 6" of target friendly Faction non-warcaster warrior model and the affected model in not engaged, the affected model can immediately charge the enemy model, then Sudden Death expires. A trooper model that charges as a result of Sudden Death ignores unit formation while resolving the charge. If the trooper model is out of formation after the charge attack is resolved, it is destroyed before Sudden Death expires.						

MASTER DECROTECH MORTENEBRA CRYX NECROTECH WARCASTER

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

SCAVENGERS			
POW	P+S		
5	12		



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DAMAGE
WJ +4 FA C

MASTER DECROTECH MORTENEBRA

SPELLS	COST	RNG	AOE	POW	UP	OFF
DOOM SPIRAL	2	8	-	12	NO	YES
When Doom Spiral damages a warjack, the warjack's controlling warcaster suffers d3 damage points.						
JUMP START	1	SELF	CTRL	-	NO	NO
Models in this model's battlegroup currently in its control area can immediately turn to face any direction. Affected models that are stationary or knocked down are no longer stationary and stand up.						
OVERRUN	2	6	-	-	NO	NO
When target model in this model's battlegroup destroys one or more enemy models with an attack, immediately after the attack is resolved one model in this model's battlegroup in its control area can make a full advance, then Overrun expires. Overrun can be cast only once per turn and lasts for one turn.						
SPECTRAL STEEL	3	6	-	-	YES	NO
Target warjack in this model's battlegroup gains +2 ARM and Ghostly. (A model with Ghostly ignores movement penalties from terrain and obstacles and can advance through obstructions if it has enough movement to move completely past them. An affected model cannot be targeted by free strikes.)						
TERMINAL VELOCITY	4	SELF	CTRL	-	NO	NO
Warjacks in this model's battlegroup currently in its control area can charge or make power attacks without spending focus and gain boosted melee attack rolls against living models. When an affected model targets a living model with a charge or slam power attack, it gains +2" movement. Terminal Velocity lasts for one turn.						
VOID GATE	4	10	4	13	YES	YES
The AOE remains in play as long as its upkeep is paid. While in the AOE, enemy models cannot channel spells, be allocated focus, or be forced.						

GORESHADE THE CURSED

GORESHADE

ELITE CADRE (BANE THRALLS) – When a friendly Bane Thrall model in this model's control area destroys a living enemy warrior model, you can add one grunt to the Bane Thrall's unit. The grunt must be placed completely in this model's control area and in formation. Bane Thralls placed in play by this ability cannot activate the turn they are put in play.

VOASS

CRITICAL FREEZE – On a critical hit, the model hit becomes stationary for one round. Models with Immunity: Cold do not become stationary.

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GORESHADE THE CURSED

FEAT: REANIMATOR

XXX

Remove one or more friendly faction warrior models currently in Goresshade's control area from play. For each model removed, return one destroyed non-character friendly Faction warrior model to play, placing it completely in Goresshade's control area. Trooper models must be returned to their original units and must be placed in formation. Returned models cannot attack the turn they return to play.

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MASTER DECROTECH MORTENEBRA

MORTENEBRA

CULL SOUL – This model gains one soul token for each living enemy model it destroys with a melee attack. During your next Control Phase, replace each soul token with 1 focus point.

INTERFACE – While B2B with this model, a warjack in its battlegroup can spend focus points on this model.

REPAIR [10] (★ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.

STEADY – This model cannot be knocked down.

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MASTER DECROTECH MORTENEBRA

FEAT: RECALIBRATION

XXX

While in Mortenebra's control area, friendly Faction models can reroll attack and damage rolls this turn. Each roll can be rerolled only once as a result of Recalibration.

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<div><div>NECROTECH</div><div>CRYX SOLO</div></div> <div><table><tr><th colspan="8">NECROTECH</th></tr><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr><tr><td>5</td><td>6</td><td>6</td><td>3</td><td>12</td><td>13</td><td>7</td><td></td></tr></table><div><table><tr><th colspan="3">WISE CLAW</th></tr><tr><th></th><th>POW</th><th>P+S</th></tr><tr><td></td><td>4</td><td>10</td></tr></table><div></div></div><div><div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div><div><div>PC Necrotech & 1 Scrap Thrall</div><div>1</div><div>FA 3</div></div></div>	NECROTECH								SPD	STR	MAT	RAT	DEF	ARM	CMD		5	6	6	3	12	13	7		WISE CLAW				POW	P+S		4	10
NECROTECH																																	
SPD	STR	MAT	RAT	DEF	ARM	CMD																											
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<div><div>SCRAP THRALL</div><div>CRYX SOLO</div></div> <div><table><tr><th colspan="8">SCRAP THRALL</th></tr><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr><tr><td>5</td><td>4</td><td>5</td><td>3</td><td>11</td><td>12</td><td>1</td><td></td></tr></table><div><table><tr><th colspan="3">MECHANO-CLAW</th></tr><tr><th></th><th>POW</th><th>P+S</th></tr><tr><td></td><td>4</td><td>8</td></tr></table></div></div>	SCRAP THRALL								SPD	STR	MAT	RAT	DEF	ARM	CMD		5	4	5	3	11	12	1		MECHANO-CLAW				POW	P+S		4	8
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<div><div>MACHINE WRAITH</div><div>CRYX SOLO</div></div> <div><table><tr><th colspan="8">MACHINE WRAITH</th></tr><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th><th></th></tr><tr><td>7</td><td>4</td><td>6</td><td>0</td><td>14</td><td>12</td><td>7</td><td> </td></tr></table><div><table><tr><th colspan="3">MECHANO-CLAWS</th></tr><tr><th></th><th>POW</th><th>P+S</th></tr><tr><td></td><td>4</td><td>8</td></tr></table></div><div><div>PC 1</div><div>FA 3</div></div></div>	MACHINE WRAITH								SPD	STR	MAT	RAT	DEF	ARM	CMD		7	4	6	0	14	12	7		MECHANO-CLAWS				POW	P+S		4	8
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PISTOL WRAITH																																							
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	RNG	ROF	AOE	POW																																			
	10	1	—	12																																			

<div>NECROTECH</div> <div>NECROTECH</div> <div>CREATE SCRAP THRALL [8] (★ACTION) – To use this special action, this model must be in base contact with a wreck marker. With a successful skill check, d3 Scrap Thralls are created from a light wreck marker or d6 from a heavy wreck marker. Remove the wreck marker from play and place the Scrap Thralls within 3" of this model. The Scrap Thralls cannot activate this turn.</div> <div>STEADY – This model cannot be knocked down.</div> <div>REPAIR [8] (★ACTION) – This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove d6 damage points from the warjack's damage grid.</div> <div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div></div>
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<div>SCRAP THRALL</div> <div>SCRAP THRALL</div> <div>DEATH BURST (★ATTACK) – This model makes a melee attack. If that attack hits, instead of dealing damage normally, center a 4" AOE on the model hit and remove this model from play. The model hit suffers a POW 16 damage roll. If the attack misses, center the AOE on this model and remove this model from play. Models in the AOE other than the model directly hit are hit and suffer a POW 8 blast damage roll.</div> <div>THRALL BOMB – When this model is disabled, center a 4" AOE on it and then remove it from play. Models in the AOE are hit and suffer a POW 8 blast damage roll.</div> <div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div></div>

<div>MACHINE WRAITH</div> <div>MACHINE WRAITH</div> <div>MACHINE MELD (★ACTION) – If this model is not within 1" of an inert non-character warjack or enemy non-character warjack when it makes this special action, nothing happens. If this model is within 1" of an inert non-character warjack or enemy non-character warjack when it makes this special action, you take control of the warjack. If the warjack does not have a functional Cortex system, nothing happens. When this model takes control of a warjack, remove this model from the table. Effects on it expire when it is removed. You cannot activate the warjack this turn. If the warjack was part of a battlegroup, while it is in its former controller's control area the former controller can attempt to regain control of it by spending 1 focus point per attempt. If it does so, the Machine Wraith and the former controller each roll a d6 and add their CMD. If the former controller's total is higher, it regains control of the warjack and this model exits the warjack. If the former controller's total is not higher, you maintain control of the warjack. If the warjack suffers 1 or more damage points, this model must make a command check. If the check fails, it exits the warjack. You can choose to have this model exit the warjack during your Maintenance Phase. If this model exits the warjack for any reason, control of the warjack returns its former controller. If the warjack was inert, it becomes autonomous. When this model exits a warjack, place it within 3" of the warjack. This model is destroyed if a warjack it melded with is wrecked before it exits the warjack.</div> <div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div></div>

<div>PISTOL WRAITH</div> <div>PISTOL WRAITH</div> <div>BODY COUNT – This model gains one soul token each time it destroys a living enemy model. It can have a maximum of three soul tokens at any time. During its activation it can spend a soul token to boost an attack or damage roll.</div> <div>CHAIN ATTACK: DEATH CHILL – If this model hits the same model with both its initial ranged attacks, after resolving the attacks it can immediately make an additional ranged attack against that model regardless of ROF. If the attack hits, it does not inflict damage but the model hit must forfeit either its movement or action on its next activation.</div> <div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, warjack, warcaster, & warbeast are TM of Privateer Press, Inc.</div></div>
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BANE LORD TARTARUS CRYX CHARACTER SOLO

TARTARUS							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	7	4	12	17	9	
<div> <div></div> <div></div> <div></div> <div></div> </div>							

RIVENER		
POW	P+S	
5	12	

PC 3

FA C

CAPTAIN RENGRAVE CRYX REVENANT CHARACTER SOLO

RENGRAVE							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
6	7	7	6	14	14	9	
<div> <div></div> <div></div> <div></div> <div></div> </div>							

MISERY				
RNG	ROF	ADE	POW	
12	1	—	12	

FATHOM		
POW	P+S	
6	13	

PC 2

FA C

DARRAGH WRATHE CRYX LIGHT CAVALRY DRAGOON CHARACTER SOLO

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

NECRO-SCYTHE		
POW	P+S	
6	13	

MOUNT	
POW	
12	

MOUNTED DAMAGE

DISMOUNTED DAMAGE

PC 4

FA C

GENERAL GERLAK SLAUGHTERBORN CRYX BLIGHTED TROLLKIN CHARACTER SOLO

SLAUGHTERBORN							
SPD	STR	MAT	RAT	DEF	ARM	CMD	
5	8	8	4	12	17	9	
<div> <div></div> <div></div> <div></div> <div></div> </div>							

GREAT AXE		
POW	P+S	
5	13	

PC 3

FA C

BANE LORD TARTARUS

TARTARUS

CURSE – Once per activation, this model can curse an enemy model/unit in its LOS. If the model/unit selected is not in this model's command range, nothing happens. If the model/unit is in this model's command range, friendly Bane models charging it gain +2" movement and +2 to attack rolls against it. Curse lasts for one turn.

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

DEATH TOLL [small-based Bane] – When this model destroys a living enemy model with an attack, after the attack is resolved you can add one grunt to a friendly unit of the listed type in this model's command range. The grunt must be placed in formation.

WEAPON MASTER [Rivener] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.

RIVENER

THRESHER (★ATTACK) – When making a Thresher attack, this model makes one normal melee attack with this weapon. Compare the total rolled to the DEF of each model in this model's LOS and this weapon's melee range. If the attack roll equals or exceeds a model's DEF, that model is directly hit.

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CAPTAIN RENGRAVE

RENGRAVE

CABIN BOY – When this model is disabled, you can destroy a friendly Revenant model in its command range. If you do, this model is no longer disabled and regains one wound.

DEATH TOLL [Revenant Crew] – When this model destroys a living enemy model with an attack, after the attack is resolved you can add one grunt to a friendly unit of the listed type in this model's command range. The grunt must be placed in formation.

POINT BLANK – During its activation, this model can make melee attacks with its ranged weapon, with a 1/2" melee range. Do not add this model's STR to damage rolls made with ranged weapons. Do not roll an additional die on charge attacks it makes with a ranged weapon.

MISERY

GHOST SHOT – This model ignores intervening models when making ranged attacks with this weapon.

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DARRAGH WRATHE

DARRAGH WRATHE

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

MAGIC ABILITY [7]

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

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GENERAL GERLAK SLAUGHTERBORN

SLAUGHTERBORN

BLOOD THIRST – When this model charges a living model, it gains +2" movement. This model gains boosted attack and damage rolls against damaged living models.

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

LEADERSHIP: OVERTAKE – While in this model's command range, friendly Bloodgorger trooper models gain Overtake. When a model with Overtake destroys an enemy warrior model with a normal melee attack, after the attack is resolved it can immediately advance up to 1".

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<div><div>BAD THRALLS CRYX UNIT</div><div><div><div>LEADER & GRUNTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>5</td><td>7</td><td>6</td><td>4</td><td>12</td><td>15</td><td>8</td></tr></table><div><div><div></div></div><div><div></div></div></div></div><div><div>WAR AXE</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>4</td><td>11</td></tr></table></div></div><div><div>PC</div><div>Leader and 5 Grunts</div><div>5</div><div>FA</div><div>2</div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	5	7	6	4	12	15	8	POW	P+S	4	11	<div><div>BILE THRALLS CRYX UNIT</div><div><div><div>LEADER & GRUNTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>5</td><td>4</td><td>2</td><td>3</td><td>10</td><td>13</td><td>7</td></tr></table><div><div><div></div></div><div><div></div></div></div></div><div><div>BILE CANNON</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>SP</td><td>1</td><td>—</td><td>12</td></tr></table><div><div><div></div></div><div><div></div></div></div></div></div><div><div>PC</div><div>Leader and 5 Grunts</div><div>5</div><div>FA</div><div>3</div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	5	4	2	3	10	13	7	RNG	ROF	AOE	POW	SP	1	—	12	<div><div>MECHANITHRALLS CRYX UNIT</div><div><div><div>LEADER & GRUNTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>7</td><td>5</td><td>4</td><td>12</td><td>12</td><td>6</td></tr></table><div><div><div></div></div><div><div></div></div></div></div><div><div>STEAMFIST</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>4</td><td>11</td></tr></table></div></div><div><div>PC</div><div>Leader and 5 Grunts</div><div>3</div><div>FA</div><div>3</div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	7	5	4	12	12	6	POW	P+S	4	11	<div><div>NECROSURGEON & STITCH THRALLS CRYX MECHANITHRALLS UNIT ATTACHMENT</div><div><div><div>NECROSURGEON</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>6</td><td>5</td><td>4</td><td>14</td><td>12</td><td>8</td></tr></table><div><div><div></div></div><div><div></div></div></div></div><div><div>GUT SPLITTER</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>5</td><td>11</td></tr></table></div></div><div><div>PC</div><div>Necrosurgeon & 3 Stitch Thralls</div><div>+1</div><div>FA</div><div>1</div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div></div><div>NECROSURGEON'S DAMAGE</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	6	5	4	14	12	8	POW	P+S	5	11
SPD	STR	MAT	RAT	DEF	ARM	CMD																																																																									
5	7	6	4	12	15	8																																																																									
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SPD	STR	MAT	RAT	DEF	ARM	CMD																																																																									
5	4	2	3	10	13	7																																																																									
RNG	ROF	AOE	POW																																																																												
SP	1	—	12																																																																												
SPD	STR	MAT	RAT	DEF	ARM	CMD																																																																									
6	7	5	4	12	12	6																																																																									
POW	P+S																																																																														
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SPD	STR	MAT	RAT	DEF	ARM	CMD																																																																									
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5	11																																																																														
<div><div>BAD THRALLS</div><div><div><div>LEADER & GRUNTS</div><div>DARK SHROUD – While in this model's melee range, enemy models suffer –2 ARM.</div><div>WEAPON MASTER [War Axe] – When attacking with the listed weapon, this model rolls an additional die on its damage rolls.</div></div></div></div>	<div><div>BILE THRALLS</div><div><div><div>BILE CANNON</div><div>PURGE (★ATTACK) – Each model within 6" of this model and in its front arc is automatically hit unless this model's LOS to it is completely blocked by terrain. Models hit suffer a POW 12 corrosion damage roll and the Corrosion continuous effect. After this attack is resolved, remove this model from play. Purge is a ranged attack.</div></div></div></div>	<div><div>MECHANITHRALLS</div><div><div><div>STEAMFISTS</div><div>COMBO STRIKE (★ATTACK) – Make a melee attack. Instead of making a normal damage roll, the damage roll is equal to this model's current STR plus twice the POW of this weapon.</div></div></div></div>	<div><div>NECROSURGEON & STITCH THRALLS</div><div><div><div>NECROSURGEON</div><div>BODY SNATCHER – This model gains one corpse token each time a Mechanithrall or living warrior model is destroyed within 5" of it or a Stitch Thrall in its unit.</div><div>REANIMATE (★ACTION) – Remove all corpse tokens from this model and add one grunt model to this unit for each corpse token removed. These grunts must be placed within 3" of this model.</div><div>SACRIFICIAL PAWN – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly non-incorporeal Stitch Thrall within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.</div><div>SURGERY (★ACTION) – Select a friendly faction warrior model B2B with this model. That model heals d6 damage points.</div></div></div></div>																																																																												
<div><div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, <i>warjack</i>, <i>warcaster</i>, & <i>warbeast</i> are TM of Privateer Press, Inc.</div></div></div>	<div><div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, <i>warjack</i>, <i>warcaster</i>, & <i>warbeast</i> are TM of Privateer Press, Inc.</div></div></div>	<div><div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, <i>warjack</i>, <i>warcaster</i>, & <i>warbeast</i> are TM of Privateer Press, Inc.</div></div></div>	<div><div><div>Illus. by XXXYYY © Privateer Press, Inc. All Rights Reserved.</div><div>All faction names, logos, <i>warjack</i>, <i>warcaster</i>, & <i>warbeast</i> are TM of Privateer Press, Inc.</div></div></div>																																																																												

<div><div>BRUTE THRALL</div><div>CRYX MECHANITHRALLS WEAPON ATTACHMENT</div></div> <div><div><div>BRUTE THRALL</div><div><div>SPDSTRMATRATDEFARMCMD</div><div>696412146</div></div></div><div><div>HEAVY STEAMFISTS</div><div><div>POWP+S</div><div>514</div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div> <div><div>PC1 Brute Thrall</div><div>Up to 2 additional Brute Thralls 1 ea</div><div>FA3</div></div>	<div><div>SATYXIS RAIDERS</div><div>CRYX UNIT</div></div> <div><div><div>LEADER & GRUNTS</div><div><div>SPDSTRMATRATDEFARMCMD</div><div>756414128</div></div></div><div><div>HORNS</div><div><div>POWP+S</div><div>38</div></div></div><div><div>LACERATOR</div><div><div>POWP+S</div><div>49</div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div> <div><div>PCLeader and 5 Grunts</div><div>Leader and 9 Grunts</div><div>FA2</div></div>	<div><div>SATYXIS RAIDER SEA WITCH</div><div>CRYX UNIT ATTACHMENT</div></div> <div><div><div>RAIDER</div><div><div>SPDSTRMATRATDEFARMCMD</div><div>757514129</div></div></div><div><div>HAND CANNON</div><div><div>RNGROFAOEPOW</div><div>121—12</div></div></div><div><div>HORNS</div><div><div>POWP+S</div><div>38</div></div></div><div><div>PIERCER</div><div><div>POWP+S</div><div>49</div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div> <div><div>PC2</div><div>FA1</div></div>	<div><div>REVENANT CREW OF THE ATRAMENTOUS</div><div>CRYX UNIT</div></div> <div><div><div>LEADER & GRUNTS</div><div><div>SPDSTRMATRATDEFARMCMD</div><div>665413127</div></div></div><div><div>PISTOL</div><div><div>RNGROFAOEPOW</div><div>81—10</div></div></div><div><div>CUTLASS</div><div><div>POWP+S</div><div>39</div></div></div></div> <div><div><div></div><div></div><div></div><div></div><div></div><div></div></div><div>DAMAGE</div></div> <div><div>PCLeader and 5 Grunts</div><div>Leader and 9 Grunts</div><div>FA2</div></div>
<div><div>BRUTE THRALL</div></div> <div><div><div>HEAVY STEAMFISTS</div><div>COMBO STRIKE (★ATTACK) – Make a melee attack. Instead of making a normal damage roll, the damage roll is equal to this model's current STR plus twice the POW of this weapon.</div></div></div>	<div><div>SATYXIS RAIDERS</div></div> <div><div><div>LACERATOR</div><div>CHAIN WEAPON – This attack ignores shields and Shield Wall.</div><div>CRITICAL KNOCKDOWN – On a critical hit, the model hit is knocked down.</div><div>FEEDBACK – If this weapon damages a warjack, the warjack's controlling warcaster suffers 1 damage point.</div></div></div>	<div><div>SATYXIS RAIDER SEA WITCH</div></div> <div><div><div>RAIDER</div><div>POWER SWELL – Once per game during its unit's activation, this model can use Power Swell. During this activation, models in this unit gain an additional die on melee damage rolls.</div><div>GRANTED: STEALTH – While this model is in play, models in its unit gain Stealth.</div><div>TACTICS: PATHFINDER – Models in this unit gain Pathfinder.</div><div>TACTICS: ADVANCE DEPLOYMENT – Models in this unit gain Advance Deployment.</div><div>PIERCER</div><div>FEEDBACK – If this weapon damages a warjack, the warjack's controlling warcaster suffers 1 damage point.</div></div></div>	<div><div>REVENANT CREW OF THE ATRAMENTOUS</div></div> <div><div><div>LEADER & GRUNTS</div><div>DEATHBOUND – Grunts in this unit that are destroyed while in formation return to play during your Maintenance Phase. Place the returned grunts within 3" of the Unit Commander. If the Unit Commander leaves play, remove from play all destroyed grunts not yet returned to play before selecting a new Unit Commander.</div><div>DEATHSTROKE – When resolving its melee attack, this model can double its base STR. If a model uses Deathstroke, destroy it immediately after the attack is resolved.</div></div></div>

<div><div>BLOODGORGERS</div><div>CRYX BLIGHTED TROLLKIN UNIT</div></div> <div><div><div>LEADER & GRUNTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>5</td><td>7</td><td>6</td><td>4</td><td>12</td><td>15</td><td>8</td></tr></table><div><div></div><div></div></div></div><div><div>LARGE HAND WEAPON</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>4</td><td>11</td></tr></table></div><div><div>SMALL HAND WEAPON</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>2</td><td>9</td></tr></table></div></div> <div><div>PC</div><div>Leader and 5 Grunts</div><div>5</div><div>Leader and 9 Grunts</div><div>8</div><div>FA</div><div>2</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	5	7	6	4	12	15	8	POW	P+S	4	11	POW	P+S	2	9	<div><div>REVENANT CANNON CREW</div><div>CRYX UNIT</div></div> <div><div><div>LEADER & GRUNTS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>4</td><td>6</td><td>5</td><td>4</td><td>13</td><td>12</td><td>7</td></tr></table><div><div></div><div></div></div></div><div><div>GHOST CANNON</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>14</td><td>1</td><td>3</td><td>14</td></tr></table><div><div></div><div></div></div></div><div><div>PISTOL</div><table><tr><th>RNG</th><th>ROF</th><th>AOE</th><th>POW</th></tr><tr><td>8</td><td>1</td><td>—</td><td>10</td></tr></table><div><div></div><div></div></div></div><div><div>CUTLASS</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>3</td><td>9</td></tr></table></div></div> <div><div>PC</div><div>Leader and 2 Grunts</div><div>3</div><div>FA</div><div>2</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	4	6	5	4	13	12	7	RNG	ROF	AOE	POW	14	1	3	14	RNG	ROF	AOE	POW	8	1	—	10	POW	P+S	3	9	<div><div>THE WITHERSHADOW COMBINE</div><div>CRYX CHARACTER UNIT</div></div> <div><div><div>MAELOVUS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>7</td><td>7</td><td>4</td><td>14</td><td>16</td><td>9</td></tr></table><div><div></div><div></div><div></div><div></div></div></div><div><div>LICH CLAWS</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>6</td><td>13</td></tr></table></div></div> <div><div>MAELOVUS' DAMAGE</div><div><div></div><div></div><div></div><div></div></div></div> <div><div>PC</div><div>Maelovus, Admonia, & Tremulus</div><div>5</div><div>FA</div><div>C</div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	7	7	4	14	16	9	POW	P+S	6	13	<div><div>THE WITHERSHADOW COMBINE</div><div>CRYX CHARACTER UNIT</div></div> <div><div><div>ADMONIA & TREMULUS</div><table><tr><th>SPD</th><th>STR</th><th>MAT</th><th>RAT</th><th>DEF</th><th>ARM</th><th>CMD</th></tr><tr><td>6</td><td>7</td><td>6</td><td>4</td><td>14</td><td>16</td><td>9</td></tr></table><div><div></div><div></div><div></div><div></div></div></div><div><div>LICH CLAWS</div><table><tr><th>POW</th><th>P+S</th></tr><tr><td>6</td><td>13</td></tr></table></div></div> <div><div>ADMONIA'S DAMAGE</div><div><div></div><div></div><div></div><div></div></div></div> <div><div>TREMULUS' DAMAGE</div><div><div></div><div></div><div></div><div></div></div></div>	SPD	STR	MAT	RAT	DEF	ARM	CMD	6	7	6	4	14	16	9	POW	P+S	6	13
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<div><div>BLOODGORGERS</div></div> <div><div><div>LEADER & GRUNTS</div><div>BLOOD THIRST – When this model charges a living model, it gains +2” movement. This model gains boosted attack and damage rolls against damaged living models.</div><div>GANG – When making a melee attack targeting an enemy model in melee range of another model in this unit, this model gains +2 to melee attack and melee damage rolls.</div></div></div>	<div><div>REVENANT CANNON CREW</div></div> <div><div><div>LEADER & GRUNTS</div><div>NON-STANDARDIZED WEAPONS – The leader is armed with a Ghost Cannon, Pistol, and Cutlass. The grunts are armed with a Pistol and Cutlass.</div><div>GHOST CANNON</div><div>DAMNATION – When an attack made by this weapon boxes a living enemy warrior model, remove that model from play. Add one grunt to this unit for each model that was removed from play. Place the grunt in formation. This unit cannot have more grunts than it began with as a result of Damnation.</div><div>GHOST SHOT – This model ignores intervening models when making ranged attacks with this weapon.</div><div>LIGHT ARTILLERY – This weapon cannot be used to make ranged attacks during activations this model moves. This model cannot gain an 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.</div><div>RANGE FINDER – While B2B with one or more grunts in this unit, the leader gains +2 to attack rolls with this weapon.</div></div></div>	<div><div>THE WITHERSHADOW COMBINE</div></div> <div><div><div>MAELOVUS</div><div>DARK INDUSTRIES – While this model is in play, when a model in this unit wrecks an enemy warjack with an attack during its activation while the warjack is in melee range of all three models in this unit, instead of replacing the warjack with a wreck marker you can replace it with a friendly autonomous Cryx warjack. The enemy warjack is removed from play. If it was a light warjack, you can replace it with a non-character bonejack. If it was a heavy warjack, you can replace it with a non-character helljack.</div><div>GRANTED: STEALTH – While this model is in play, models in its unit gain Stealth.</div><div>MAGIC ABILITY [7]</div><div>DARK FIRE (★ATTACK) – Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.</div><div>SOUL TAKER – This model gains one soul token when a living enemy model is destroyed within 5” of it. This model can have up to three soul tokens at any time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls, one per boost or additional attack.</div></div></div>	<div><div>THE WITHERSHADOW COMBINE</div></div> <div><div><div>ADMONIA</div><div>BLACK ARTS – A friendly Faction warcaster with this model in its control area can upkeep one spell without spending focus.</div><div>MAGIC ABILITY [7]</div><div>DARK FIRE (★ATTACK) – Dark Fire is a RNG 10, POW 12 magic attack. When a living enemy model is destroyed by Dark Fire, this model gains its soul token regardless of the proximity of other models.</div><div>UNBINDING (★ACTION) – Enemy upkeep spells on models/units within 5” of this model expire. The models controlling the expired upkeep spells each suffer d3 damage points for each of their spells that expired.</div><div>SOUL TAKER – This model gains one soul token when a living enemy model is destroyed within 5” of it. This model can have up to three soul tokens at any time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack or damage rolls, one per boost or additional attack.</div><div>TREMULUS</div><div>MAGIC ABILITY [7]</div><div>DARK FIRE (★ATTACK) – See above.</div><div>PUPPET MASTER (★ACTION OR ATTACK) – Puppet Master is a RNG 10” spell. When this spell targets an enemy model/unit, it is a magic attack. You can have one affected model reroll one or more dice of your choice rolled for a command check, attack, or damage roll, then Puppet Master expires. Puppet Master lasts for one round.</div><div>SOUL TAKER – See above.</div></div></div>																																																																																												
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CEPHALYX MIND SLAYER & DRUDGES

CRYX CEPHALYX ALLY UNIT

MIND SLAYER						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	6	6	4	14	13	9
<div> <div></div> <div></div> <div></div> </div>						

PROSTHETIC BLADES	
POW	P+S
5	11

MIND SLAYER'S DAMAGE

DRUDGE GRUNT						
SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	5	2	11	15	3
<div> <div></div> <div></div> <div></div> </div>						

DRUDGE WEAPONS	
POW	P+S
5	13

PC	Slaver and 5 Drudge Grunts	5	FA
	Slaver and 9 Drudge Grunts	8	2

CEPHALYX OVERLORDS

CRYX CEPHALYX ALLY UNIT

LEADER & GRUNTS						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	6	14	13	9
<div> <div></div> <div></div> <div></div> </div>						

PSYCHIC ASSAULT			
RNG	ROF	ADE	POW
SP	1	—	12

PROSTHETIC BLADES	
POW	P+S
5	11

MODEL A'S DAMAGE

MODEL B'S DAMAGE

MODEL C'S DAMAGE

PC	Leader and 2 Grunts	4	FA
			1

CEPHALYX MIND SLAYER & DRUDGES

MIND SLAYER

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

GRANTED: COMBINED MELEE ATTACK – While this model is in play, models in this unit gain Combined Melee Attack.

NUMB (★ACTION) – Select an enemy model/unit. While the selected model/unit is in this model's command range this activation, models in this unit gain boosted attack rolls against the affected models.

SACRIFICIAL PAWN – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly non-incorporeal drudge grunt within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.

CEPHALYX OVERLORDS

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.

BLACK OPERATIONS – When a model in this unit destroys a living enemy warrior model with a melee attack, add one Drudge Grunt to a friendly Cephalyx Mind Slayer & Drudge Mind Slave unit within 8" of the Cephalyx Overlord. The Grunt must be placed in formation.

SACRIFICIAL PAWN – When this model is directly hit by an enemy ranged attack, you can choose to have one friendly non-incorporeal drudge grunt within 3" of it directly hit instead. That model is automatically hit and suffers all damage and effects.

PSYCHIC ASSAULT

SENSE MIND – This model does not require LOS for this attack. This attack ignores intervening terrain.

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