Quick start rules
INTRODUCTION

Take control of a powerful warlock and wreak havoc on your foes with a horde of feral warbeasts fueled by unbridled rage. In HORDES, only the strongest, fastest, and most cunning will survive—the rest are a feast served up for your warbeasts.

Hordes is a fast-paced and aggressive 30 mm fantasy tabletop miniatures combat game set in the wilds of the Iron Kingdoms. Players jump into the action controlling powerful warrior-sorcerers or battle-shamans known as warlocks. While warlocks are formidable combatants in their own right, their true strength is drawn from their parasitic synergy with packs of savagery warbeasts—large and monstrous creatures of flesh, blood, muscle, and bone—that allow the warlocks to contend on equal footing with the greatest modern armies of the Iron Kingdoms. Players collect, assemble, and paint fantastically detailed models representing the varied beasts, minions, and warriors in their horde. This book provides rules for using those models in brutal and visceral combat. This is monstrous miniatures combat, and your tabletop will never be the same!

Hordes focuses on the wilder forces of the Iron Kingdoms. These Quick Start rules use cards from four Hordes factions and are designed to get you up and running with the contents of your battlegroup box set. They are streamlined to make it easier to learn the game’s fundamentals, so they omit some special rules and options. Hordes: Primal Mk II provides greatly expanded rules covering additional models including troops and characters as well as extensive background for the world of the Iron Kingdoms.

Hordes Quick Start Rules

Models & Materials

Warlocks

A Warlock is a tremendously powerful sorcerer, shaman, or druid with the ability to control a group of warbeasts telepathically. A warlock is a deadly opponent highly skilled in both physical combat and arcane spellcasting. A warlock can control a warbeast with greater accuracy, perform exceptional feats of strength, and launch deadly special attacks, all of which generate FURY. During a confrontation the warlock can leach this fury from his warbeasts and use it to boost his combat abilities, heal himself or his beasts, transfer his own injuries onto warbeasts, or cast formidable spells. A warlock can also tap the dormant innate power (called the “animus”) of the warbeasts to bring them from battle.

Warlocks are both the tie that binds the horde and its weakest link. If a warlock fails, his warbeasts lose interest in the fight and head home. Destroy your opponent’s warlock to win the game!

Warbeasts

Warbeasts are mighty creatures born or trained to fight and drawn from the wilds of the continent of Immoren: deep in the forests, mountains, frozen tundra, or desert wastes. They are smarter than animals but more primitive and savage than the cultured races leading the horde. Once warbeasts are brought to fight, the fury of their attacks strengthens their warlocks, and together they create an almost unstoppable synergy.

Warbeasts would be termed the most terrible of monsters by civilized nations, for each is capable of ripping a dozen armed men limb from limb. Many have had their considerable natural abilities enhanced by being outfitted with heavy armor and the best-made weapons their warlocks can find. Most have endured considerable training to capitalize on their abilities and fight ably alongside both warriors and warlocks. Though warbeasts are capable of acting on their own, a warlock’s dominating will overrides their individuality in all but the most dire of circumstances.

Stat Cards

Every model comes with a stat card that provides a quick reference of its profile and abilities. The primary card’s front shows the model’s stats, abilities, and damage track or damage spiral, while ability explanations appear on the back. Warlocks have a second card that describes their spells and feat. We recommend you place each card in a plastic card sleeve or a sheet protector, found in most game and hobby stores, so you can mark damage on the plastic sleeve with a dry-erase marker to avoid damaging the card itself.

Other Materials You Will Need

In addition to card protectors, you will need a handful of six-sided dice, a flexible ruler or tape measure, and some tokens (coins or glass beads are fine) to represent focus points and spell effects.

Fundamentals

Model Stats

To the right of the warlock or warbeast picture, the first stat line represents that model’s combat capabilities.

SPD, Speed – A model’s movement rate. A model moves up to its SPD in inches when making a full advance.

STR, Strength – A model’s physical strength.

MAT, Melee Attack – A model’s skill with melee weapons.

RAT, Ranged Attack – A model’s accuracy with ranged weapons.

DEF, Defense – A model’s ability to avoid being hit by an attack.

ARM, Armor – A model’s ability to resist being damaged.

FURY, Fury – FURY determines a warlock’s control area and beginning fury points. A warbeast’s FURY is a measure of how much the warbeast can be forced.

THR, Threshold – The measure of difficulty of controlling a warbeast. Warbeasts with lower THR are more likely to frenzy. (Only warbeasts have a THR stat.)

Weapon Stats

Below the model stat line, weapon stat lines show the strength and special attributes of each weapon that model carries.

Type: The green gun symbol denotes a ranged attack weapon, and the brown sword symbol denotes a melee attack weapon.

RNG, Range: The maximum distance, in inches, a ranged weapon can be used against a target.

ROF, Rate of Fire: The maximum number of times a ranged weapon can be used in a turn.

AOE, Area of Effect: The diameter, in inches, of the area of effect of a ranged weapon’s attack.

POW, Power: The base amount of damage a melee or ranged weapon inflicts.

P+S, Power plus Strength: For quick reference, the sum of a model’s melee weapon’s POW and its STR.

Advantages & Weapon Qualities

Immediately below a model’s stat line or weapon’s stat line are a number of icons that represent common game rules.

Reach – This weapon has a 2+ melee range.

Stealth – Ranged and magic attacks declared against this model when the point of origin of the attack is greater than 5” away automatically miss. This model does not block line of sight when determining line of sight from a model greater than 5” away.

Tough – When the last damage box of this model’s damage track is marked, roll a d6. On a 4 or 6, this model heals 1 damage point and is knocked down.

These same icons are used to represent common rules within spells and abilities. The remaining icons (, , , , , , , , , and ) are not used in these Quick Start rules.

In addition to icons, models’ cards also contain the full text for their less common Hordes abilities.

Each warlock also has a feat, a powerful ability unique to him. A feat can be used once per game at any time during the warlock’s activation.

Starting the Game

After setting up the battlefield, both players roll a d6. The high roller chooses who goes first. The first player deploys his battlegroup up to 10” in from a table edge, and then his opponent does the same. These battlegroups should be deployed on opposite sides of the battlefield with at least 20” separating the opposing forces. Hordes battles are fought in a series of game rounds. Each game round, both players take a turn. The player who deployed his army first takes his turn first every game round. After the second player takes his turn, a new game round begins. A game effect with a duration of one round expires at the beginning of the current player’s next turn.

The player turn is divided into three phases:

Maintenance Phase: Remove any effects that expire on your turn. If any of your models have more fury points than their FURY stat, remove any excess fury points.

Control Phase: During the Control Phase, perform the following steps in order:

1. Your warlock can spend fury points to upkeep spells as described below under Upkeep Spells.

2. Your warlocks can spend fury points to upkeep spells as described below under Upkeep Spells.

3. Make a threshold check for each of your warbeasts and your warlocks to gain fury points. During your Control Phase, your warlock replenishes his fury points by leaching fury from the warbeasts in his battlegroup, which simultaneously gives him more fury to spend and his warbeasts greater capacity to be forced. Warlocks can spend fury points only during their activations.

Activation Phase: Activate your models in any order. Each model can move and then make a combat action.

Fury

Warlocks begin the game with a number of fury points equal to their FURY stat, and warbeasts begin the game with 0 fury points. During the Activation Phase, warlocks can spend fury points and warbeasts can be forced to gain fury points. During your Control Phase, your warlock replenishes his fury points by leaching fury from the warbeasts in his battlegroup, which simultaneously gives him more fury to spend and his warbeasts greater capacity to be forced. Warlocks can spend fury points only during their activations.

A warlock can force his warbeasts or lease from those warbeasts only if they are in his control area. This control area covers 360˚, to a distance equal to twice the warlock’s FURY in inches.
A warbeast must be in its warlock’s control area (but does not require line of sight) to be forced. When a warbeast is forced, declare the desired effect and place 1 fury point on it. This fury point does not come from the warlock; the warbeast itself generates it. A warbeast can be forced several times during its activation, but it can never have a fury point total higher than its current FURY. A warbeast cannot be forced if the fury point gained would cause it to exceed its current FURY. Fury points remain on warbeasts until removed by leaching, reaving, or a special rule.

LEACHING

Warlocks can use the fury points generated by their warbeasts, but they do not receive them automatically. A warlock can leach fury points from warbeasts in his battlegroup that are in his control area during his controller’s Control Phase. Fury points leached from a warbeast are removed from it and placed on the warlock.

A warlock can also leach fury points from his own life force during his controller’s Control Phase. For each fury point a model leaches in this way, he suffers 1 damage point. This damage cannot be transferred.

A warlock can leach any number of fury points but cannot exceed his FURY in fury points as a result of leaching. Leaching is performed at the start of the Control Phase before threshold checks are made or fury is spent to upkeep spells.

REAVING

Warlocks are able to capture the life essence of their warbeasts as they are destroyed. When a warbeast in a warlock’s battlegroup is destroyed while in his control area, the warlock can reave the fury points on the warbeast. Before removing the destroyed model from the table, remove its fury points and place them on the warlock. A warlock cannot reave fury points from a warbeast in his battlegroup that was destroyed by a friendly attack or as a result of transferring damage to the warbeast.

When reaving, a warlock must take all the warbeast’s fury, but the warlock cannot exceed his FURY in fury points as a result of reaving. Excess fury points gained from reaving are lost.

SPENDING FURY POINTS

A warlock can spend fury during his activation or a warbeast can be forced during its activation for the following effects:

Additional Attack: A warlock can spend fury or a warbeast can be forced to make an additional melee or ranged attack as part of its combat action, at 1 fury point per additional attack.

Boost Attack & Damage Rolls: A warlock can spend fury or a warbeast can be forced to add an extra die to any one of its attack or damage rolls, called boosting, at 1 fury point per roll. Boosting must be declared before rolling any dice for the roll. Each attack or damage roll can be boosted only once, but a model can boost multiple rolls during its turn.

Shake Knockdown: During the Control Phase after resolving threshold checks and frenzies, a knocked down warlock can spend 1 fury point or a knocked down warbeast can be forced to stand up.

Warbeasts can also be forced during their activation for the following effects:

Run or Charge: A warbeast can be forced to run or charge this activation.

Power Attack: A warbeast can be forced to make a power attack.

Use Animus: Once per activation, at any time, a warbeast can be forced to use its animus as described under Animus below. Instead of gaining only 1 fury point when it is forced to use its animus, the warbeast gains a number of fury points equal to the COST of the animus. A warbeast cannot use its animus during an activation it runs.

Rile: During its activation, a warbeast can be forced for the sole purpose of gaining fury points. When a warbeast is riled, it can gain any number of fury points but cannot exceed its current FURY. A warbeast can be riled even if it runs. (Riling does not have any immediate benefit, but it gives a warlock access to additional fury next turn.)

Warlocks can also spend fury points during their activation for the following effects:

Cast Spells: A warlock can spend fury points to cast spells. Each spell’s cost is specified in its description.

Healing: At any time during its activation, a warlock can spend fury points to heal damage he or a warbeast in his battlegroup that is in his control area has suffered. For each fury point spent this way, the model heals 1 damage point.

Discard Fury: During its activation, a warlock can remove any number of fury points from himself. He can discard fury even if it runs. (Discarding fury does not have any immediate benefit, but it allows a warlock to leach additional fury next turn.)

Warlocks can also spend fury points when they would suffer damage for the following effect:

Transferring Damage: When a warlock would suffer damage, he can immediately spend a fury point to transfer the damage to a warbeast in his battlegroup that is in his control area. The warbeast suffers the damage received, but the damage is transferred to the warlock. Determine where to mark the damage normally. Transferred damage is not limited by the warbeast’s unmarked damage circles, and any damage exceeding the warbeast’s unmarked damage circles is applied to the warlock and cannot be transferred again. A warlock cannot transfer damage to a warbeast that has a number of fury points equal to its FURY stat. A warlock is still considered to have suffered damage even if the damage transferred.

THRESHOLD & FRENZY

Tapping into the primal energies of vicious warbeasts is not without risks. The fury generated by pushing a warbeast can potentially send it into a blind rage, causing it to frenzy. During your Control Phase, after your warlocks have leached fury from their warbeasts and spent fury to upkeep their spells, each of your warbeasts with 1 or more fury points remaining on it must make a successful threshold check or frenzy. To make a threshold check, roll 2d6 and add 1 to the roll for each fury point on the warbeast. If the roll exceeds the warbeast’s current Threshold (THR) stat, it fails and frenzyes.

A frenzied warbeast immediately activates and charges the nearest model in line of sight. A frenzied warbeast never makes special attacks. It chooses the initial melee attacks option and makes one attack with its highest POW melee weapon. The attack has boosted attack and damage rolls. The warbeast cannot make any additional attacks.

At the end of the warbeast’s frenzy activation, you can remove any number of fury points from it. Because a frenzied warbeast activates in the Control Phase, it cannot activate during the Activation Phase that turn.
model from changing, such as a penalty to its SPD, also prevent the model from making a slam power attack. A model must have both its normal movement and its action available in order to use its normal movement to make a slam power attack.

During its activation, a model can attempt to slam any model that is in its line of sight at the beginning of its normal movement. A knocked down model cannot be slammed.

Declare the slam attempt and its target, then turn the slamming model to directly face the slam target. The slamming model advances its full SPD plus 3" directly toward its target. The slamming model cannot voluntarily stop its movement unless its target is in its melee range, but for every additional inch of distance gained beyond its normal movement any point within 0.5" of its target. It must stop if it contacts another model. The slamming model cannot change its facing during or after this movement.

A slamming model that ends its slam movement within 0.5" of its target has made a successful slam. If it advanced at least 3" it makes a melee attack roll against its target. A model that power attack slams a model with a larger base suffers -2 on its attack roll. If the attack hits, the target is slammed directly away from the attacker.

If a slamming model makes a successful slam but moved less than 3", it has not moved fast enough to get its full weight and power into the blow. The model makes an attack roll against its target. If the target is hit, it suffers a damage roll with a POW equal to the attacker’s current STR, but is not slammed.

A model that does not end its slam movement within 0.5" of the target has failed its slam power attack, and its activation ends.

Being Slammed: A slammed model is moved 6d6” directly away from its attacker and is then knocked down. If the slamming model has a smaller base than the slam target, the target model is slammed half the distance rolled. It then suffers slam damage as described below. A slammed model moves through models with smaller bases than its own but stops if it contacts a model with an equal or larger-sized base.

Slam Damage: Apply slam damage after the movement and knockdown effects. The model hit suffers a damage roll with a POW equal to the attacker’s current STR. Add an additional die to the damage roll if the slammed model contacts a model with an equal or larger-sized base. Slam damage can be boosted.

Collateral Damage: If a slammed model contacts a model with an equal-sized base or moves through a model with a smaller-sized base, the contacted model is knocked down and suffers collateral damage. A model taking collateral damage suffers a damage roll with a POW equal to the attacker’s current STR. Collateral damage cannot be boosted. A contacted model with a larger-sized base than the slammed model does not suffer collateral damage and is not knocked down.

RANGED COMBAT
A model in melee combat (either engaged by an enemy or engaging an enemy) cannot make ranged attacks. A model can declare a ranged attack against any target in its line of sight. Determining the attacker’s range involves measuring range. If the target is beyond maximum range, the attack automatically misses.

Aiming Bonus: A model can choose to forfeit its movement to gain a +2 aiming bonus to its ranged attack roll during its combat action that turn.

Target-in-Melee Penalty: A model that targets a model engaged by an enemy or engaging an enemy suffers a penalty of -4 to its ranged attack rolls and magic attack rolls.

Spray Attacks: An attack with a RNG listed as “SP 6”, “SP 8”, or “SP 10” is a spray attack. Make a ranged attack roll against every model (friendly and enemy) in a straight path 1” wide and the indicated distance long (6”, 8”, or 10”) from the attacker’s front arc. Spray attacks ignore the Stealthy advantage, and an attacker never suffers a target-in-melee penalty when making a spray attack.

ATTACK SPECIAL EFFECTS
Automatic Effects: Apply weapon abilities that affect a “model hit” any time the attack roll successfully hits the target. All models under the AOE are hit by an AOE attack.

Critical Effects: Apply weapon abilities that trigger on a “critical hit” when the attack roll successfully hits the target and any two dice in the attack roll show the same number. All models under the AOE suffer the effects of a critical hit by an AOE attack.

Knockdown: Some attacks and special rules cause a model to be knocked down. While knocked down a model cannot move, make actions, make attacks, cast spells, use animus, or use feats and does not generate a rage point. A knocked down model does not engage other models and cannot be engaged by them. A melee attack roll against a knocked down model automatically hits. A knocked down model has a base DEF of 5 against ranged and magic attacks. A knocked down model does not block line of sight and cannot be slammed.

A knocked down model can stand up at the start of its next activation. If a model is knocked down during its controller’s turn, however, it cannot stand up until that player’s next turn even if it has not activated its turn. To stand up, a model must forfeit either its movement or its action for that activation. A model that forfeits its movement to stand can make an action, but it cannot make attacks involving movement, such as slams. A model that forfeits its action to stand can use its normal movement to make a full advance but not to run or charge. When a model stands, it ceases to be knocked down.

BATTLE DAMAGE

DAMAGE ROLLS
A ranged or magic damage roll is 2d6 + POW. Melee attacks add the attacker’s STR as well. Boosted damage rolls gain an additional die. Mark one damage box for every point that the damage roll exceeds the target’s ARM.

WARLOCK DAMAGE
Mark damage left to right: Remove the model from play when you mark its last damage box. Warbeasts go wild if their controlling warlock is removed from play, so destroy your opponent’s warlock to win the game!

WARBEAST DAMAGE
Warbeasts have life spirals consisting of six branches of damage circles labeled with the numbers 1 through 6. Different life spirals might be slightly different in shape and number of damage circles, but they function the same way. When a model with a life spiral suffers damage, roll a d6 to determine which branch takes the damage. Starting with the outermost unmarked circle in that branch and working inwards, mark one damage circle per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise that contains an unmarked damage circle. Continue filling branches as required until every damage point taken has been recorded.

DAMAGING ASPECTS
Life spiral are divided into three aspects that can be crippled as a model suffers damage. As a warbeast’s aspects are crippled its performance on the battlefield suffers. While all the damage circles corresponding to an aspect are marked, that aspect is crippled. If 1 or more damage points are removed from a crippled aspect, the aspect is no longer crippled. The effects of crippled systems are as follows:

- Crippled Body: The warbeast rolls one fewer die on damage rolls.
- Crippled Mind: The warbeast rolls one fewer die on attack rolls. Additionally, the model cannot make chain attacks or special attacks, including power attacks.
- Crippled Spirit: The warbeast cannot be forced.

DESTROYING A WARBEAST
When all a warbeast’s damage circles are marked, remove that warbeast from play.

SPELLS & ANIMUS
A warlock’s spells and his warbeasts’ animus can be used to enhance his army or hinder his enemy’s. Spells or animus that target a model other than the model the spell or animus require line of sight to their targets. Unlike ranged attacks, being in melee does not prevent a model from using a spell or animus.

SPELL STATS
Warlock cards contain the full text of their spells as well as the following information, which is to the right of each spell name:

- COST, Fury Cost: The number of fury points a warlock must spend to cast the spell.
- RNG, Range: The maximum distance, in inches, the spell can be used against a target. If the RNG is “SELF,” the spell can be cast only on the warlock.
- AOE, Area of Effect: The diameter, in inches, of the spell’s area of effect. If the AOE is “CTRL,” the spell affects every model in the warlock’s control area.
- POW, Power: The base amount of damage the spell inflicts.
- UP, Upkeep: Whether the spell can be maintained. See below for details.
- OFF, Offensive: Whether the spell is offensive. See below for details.

Upkeep Spells: Some spells can be maintained for more than one round. During your Control Phase, your warlock can spend fury to keep his upkeep spells in play, at I fury point per spell. An upkeep spell that is not upkeep expires during your Control Phase.

A warlock can have only one of each of his upkeep spells in play at a time, although he can maintain a number of different upkeep spells simultaneously. A model can have only one friendly and one enemy upkeep spell cast on it at a time. If another upkeep spell is cast on a model that already has one from the same source—friendly or enemy—the earlier upkeep spell expires and is replaced by the new one.

Offensive Spells: Offensive spells require the warlock to make a magic attack roll, 2d6 + FURY, when casting them. Magic attacks require line of sight like ranged attacks, suffer the target-in-melee penalty, and can be boosted. Declare the attack before measuring range. If the target is beyond maximum range, the attack automatically misses.

In addition to the spells on a warlock’s card, a warlock can cast the animus of any warbeast in his battlegroup that is in his control area, just as if the animus were a spell on his card.

ANIMUS
An animus is a dormant primal power innate within a warbeast. When a warbeast uses its animus, it gains a number of fury points equal to the COST of the animus. A warbeast cannot exceed its FURY in fury points as a result of using its animus. A warbeast can be forced to use its animus up to once per activation but cannot interrupt its movement or attack to use its animus. It can use its animus before moving, after moving, before an attack, or after an attack but not while moving or attacking. A warbeast cannot use its animus during an activation it ran.

A model can have only one friendly animus in play on it at a time. If another friendly animus is cast on a model, the older friendly animus expires and is replaced by the new one when the affected model is hit by the animus. This applies to animus used by warbeasts as well as those cast as spells.

UNUSED TERMS
Some of the cards in your battlegroup box set use rules that are not covered here. Ignore these terms if they see you.

Overtake: This ability on Master Tormentor Morghoul is not used in Quick Start games.

Soulless: This ability on the Carnivean and Shredder is not used in Quick Start games.

Terrain Effects: Concealment, obstacle, obstruction, rough terrain, terrain

Troop Terms: unit, Warrior

WARMACHINE Terms: focus

©2001-2010 Privateer Press Inc. All Rights Reserved. All trademarks herein including Privateer Press, Iron Kingdoms, Innomen, WARMACHINE®, HORDES, Monstrous Miniatures Combat, Trollblood, Circle Orboros, Legion of Everlight, Skorne, warjack, warcaster, warbeast, and all associated logos are property of Privateer Press, Inc.
**Rush** — This attack lasts for one turn. (An attack with a Snipe weapon gains +4 RNG.)

**Awards**

**Threshers**

- TROLL IMPALER

- TROLL AXER

- TROLLBLOOD TROLLKIN WARLOCK

- TROLLBLOOD LIGHT WARBEAST

**Spells**

- FEAT: CRUSHER

---

**Ironhide**

**FEAT: CRUSHER**

While in Ironhide's control area, friendly Faction models gain Overtake. Additionally, when a friendly Faction model destroys one or more enemy models with a melee attack while the enemy model is in Ironhide's control area, the friendly model can make an additional melee attack. (When a model with Overtake destroys one or more enemy warrior models with a normal melee attack, after the attack is resolved this model can immediately advance up to 3")
**ANIMUS**

**BAYING OF CHAOS** 1 SELF CTRL NO YES

Target friendly model/unit gains Stealth for one turn.

**CONTROLLED WARPING** 1 SELF 20 NO NO

Remove up to 1 fury point from each enemy Faction warbeast currently in this model's control area. Controlled Warping can only be cast once per turn.

**SOOTHING SONG** 1 SELF CTRL NO NO

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

**SPIRIT DOOR** 3 CTRL NO NO

Select a model in this model's battlegroup in its control area. If this model is selected, immediately place it within 2˝ of another model in its battlegroup at the time the spell was cast. If another model in this model's battlegroup is selected, immediately place that model within 1˚ of this model. A model cannot advance or attack after being placed by Spirit Door this turn.

**SPIRIT FANG** 2 10 – 12 NO YES

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

**FEAT: WILD MASTERY**

Place up to 1 fury points on each friendly Faction warbeast in Kaya's battlegroup that is in her control area. She can immediately leach fury points from warbeasts in her battlegroup in her control area.

---

**ARGUS**

**CIRCLE LIGHT WARBEAST**

**ARGUS**

**CIRCLE HEAVY WARBEAST**

---

**FEAT: WILD MASTERY**

Place up to 1 fury points on each friendly Faction warbeast in Kaya's battlegroup that is in her control area. She can immediately leach fury points from warbeasts in her battlegroup in her control area.
**Master Tormentor Morghoul**

**Savagery**

- **Rush**
  - Cost: 1
  - Range: 6
  - Area: 1
  - Power: +S
  - Up/Off: No
  - Target: Friendly model gains +2 movement and Pathfinder. Rush lasts for one turn.

- **Hard Head**
  - Model can add its weapon’s Power to its head-butts and slam power attack damage rolls.

- **Bullheaded**
  - When this model lands a slam power attack, it can automatically advance up to 1.

- **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.

**Phalanx**

- **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.

- **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.

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

- **Impel**
  - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

**Feat: Pain & Suffering**

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

---

**Titan Gladiator**

**Gladiator**

- **Rush**
  - Cost: 0
  - Range: –
  - Area: –
  - Power: –
  - Up/Off: –
  - Target: Friendly model gains +2 movement and Pathfinder. Rush lasts for one turn.

- **Bullheaded**
  - When this model lands a slam power attack, it can automatically advance up to 1.

- **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.

- **Hard Head**
  - This model can add its weapon’s Power to its head-butts and slam power attack damage rolls.

**Phalanx**

- **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.

- **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.

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

- **Impel**
  - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

- **Feats**
  - Pain & Suffering
    - While in Morghoul’s control area, enemy models cannot spend focus, be forced, or have damage transferred to them. Pain & Suffering lasts for one turn.

---

**Cyclops Saurae**

**Savage**

- **Fury**
  - Cost: 1
  - Range: 8
  - Area: –
  - Power: –
  - Up/Off: –

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

- **Overtake**
  - When this model destorys one or more enemy models with melee attacks this activation it can make a full advance.

- **Sprint**
  - When this model advances and ends its movement within 6 of a 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.

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

**Feat: Pain & Suffering**

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**

**Savagery**

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

- **Sprint**
  - When this model lands a slam power attack, it can automatically advance up to 1.

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

- **Impel**
  - When it hits a warbeast with this weapon, this model can place 1 fury point on or remove 1 fury point from the warbeast.

- **Feat: Pain & Suffering**
  - 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.
Spiny Growth – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full defense as its normal movement this activation.

**FEAT: FIELD OF SLAUGHTER**

While in Lylith’s central area, friendly Faction models roll an additional die on attack rolls this turn.

**LYLITH BUSHWHACK** – During its activation, this model can make its combat action before its normal movement. If it does, it must make a full defense as its normal movement this activation.

**HELSENGER**

**BLOOD LURE** – Warbeasts in this model’s battlegroup can charge enemy models hit by this weapon this turn without being engaged.

**WITCH MARK** – If this attack hits an enemy model during this model’s activation, this model can target and automatically hit that model with spells, ignoring RNG and LOS, until the end of this model’s activation.

**ANIMUS**

**SPRINT**

**BLOOD CREATION** – This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

**SINSLESS** – This model does not generate a soul token when it is destroyed.