

Hoarluk Doomshaper, Rage of Dhunia

Trollblood Trollkin Epic Warlock

Doomshaper's Damage: 

DOOMSHAPER

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

FA: C

Warbeast Points: +6

Base Size: Medium

Damage: 16

Feat: Scroll of Grimmr

Doomshaper and friendly Faction warbeasts in his battlegroup beginning their activations in his control area can charge or make slam or trample power attacks without being forced. When an affected model charges or makes a slam or trample power attack, it gains +3" movement. Scroll of Grimmr lasts for one turn.

DOOMSHAPER

Tough

Attuned Spirit [Dire Troll] - Once per activation, this model can cast the animus of a Dire Troll warbeast in its battlegroup as a spell without spending fury.

Goad - When a warbeast in this model's battlegroup destroys an enemy model in this model's control area with a melee attack, immediately after the attack is resolved this model can force the warbeast to advance up to 2".

Hyper Regeneration - This model automatically heals d3 damage points at the start of each of its activations.

WEAPONS [DOOMSHAPER]

Gnarroot [1x] (None) POW: 5 P+S: 11

Magical Weapon

Reach

Dominator - When this model damages an enemy warbeast with this weapon during its activation, immediately after the attack is resolved you take control of the warbeast. You can make one full advance with the warbeast and can then make one normal attack, then Dominator expires. While the warbeast is affected by Dominator, it cannot be forced and you cannot use its animus.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Agitation	3	Self	Ctrl	-	No	No
Primal Shock	2	Ctrl	-	*	No	Yes
Refuge	2	6	-	-	Yes	No
Sunder Spirit	2	10	-	12	No	Yes
Wild Aggression	3	6	-	-	Yes	No

Place 1 fury point on each enemy warbeast currently in this model's control area.

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

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

Sunder Spirit An enemy warbeast damaged by Sunder Spirit loses its animus for one round. This model can cast that warbeast's animus as a spell this turn.

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

end of line

Grim Angus

Trollblood Trollkin Warlock

Grim Angus' Damage:

GRIM ANGUS

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

FA: C

Warbeast Points: +6

Base Size: Medium

Damage: 17

Feat: Spread the Net

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

GRIM ANGUS

Pathfinder

Tough

Arcane Precision - If this model forfeits its movement during its activation to gain the aiming bonus, it ignores Stealth that activation.

Hunter - This model ignores forests, concealment, and cover when determining LOS or making a ranged attack.

WEAPONS [GRIM ANGUS]

Headhunter [1x] (None) RNG: 13 ROF: 1 AOE: - POW: 13

Magical Weapon

Bait the Line - Warbeasts in this model's battlegroup gain +2" of movement when charging a model damaged by this weapon this turn.

Snare Gun [1x] (None) RNG: 8 ROF: 1 AOE: - POW: -

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Entangle - When a warjack or warbeast is hit by this weapon it is knocked down.

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

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Cross-Country	2	6	-	-	Yes	No
Lock the Target	2	10	-	10	No	Yes
Marked for Death	2	8	-	-	Yes	Yes
Return Fire	1	6	-	-	No	No

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

Lock the Target 2 10 - 10 No Yes

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

Marked for Death 2 8 - - Yes Yes

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

Return Fire 1 6 - - No No

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

end of line

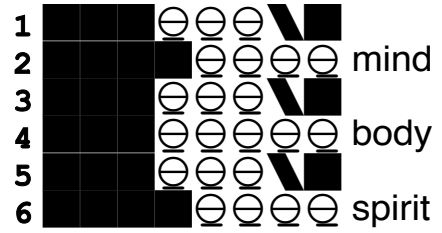
Pyre Troll

Trollblood Light Warbeast

PYRE TROLL

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

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



Animus

Flaming Fists

Target friendly Faction model gains +2 to melee damage rolls and Immunity: Fire ICON, and its melee weapons gain Critical Fire ICON. Flaming Fists lasts for one turn.

Cost	RNG	AOE	POW	UP	OFF
2	6	-	-	No	No

PYRE TROLL

Immunity: Fire

It Burns! - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Fire continuous effect ICON unless this model was destroyed or removed from play by the attack.

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

WEAPONS [PYRE TROLL]

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

Continuous Effect: Fire

Damage Type: Fire

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

Open Fist

end of line

Slag Troll

Trollblood Light Warbeast

SLAG TROLL

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

FA: U

Point Cost: 6

Base Size: Medium

Damage: 22 (Mind 7, Body 8, Spirit 7)

1				☉	☉	☉	☹		
2				☹	☉	☉	☉	☉	mind
3				☉	☉	☉	☹		
4				☉	☉	☉	☉	☉	body
5				☉	☉	☉	☹		
6				☹	☉	☉	☉	☉	spirit

Animus

Acidic Touch

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

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

SLAG TROLL

Immunity: Corrosion

Cast Iron Stomach - When this model destroys a construct or warjack with a melee attack, this model heals d6 damage points.

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

Vitriol - If this model is hit by a melee attack, immediately after the attack is resolved the attacking model suffers the Corrosion continuous effect unless this model was destroyed or removed from play by the attack.

WEAPONS [SLAG TROLL]

Spew Acid [1x] (Head) RNG: 8 ROF: 2 AOE: - POW: 12

Continuous Effect: Corrosion

Damage Type: Corrosion

Erosion - This model rolls an additional die on this weapon's damage rolls against non-living models.

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

Open Fist

end of line

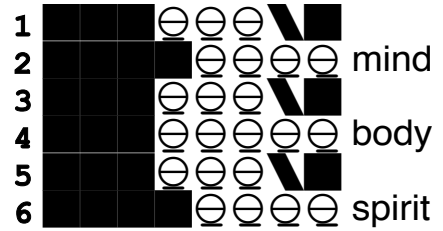
Winter Troll

Trollblood Light Warbeast

WINTER TROLL

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

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



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

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

WINTER TROLL

Immunity: Cold

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

Rime - If this model is hit by a melee attack, the attacking model becomes stationary for one round at the end of the attacking model's activation unless the attacking model has Immunity: Cold ICON or this model was destroyed or removed from play by the attack.

WEAPONS [WINTER TROLL]

Ice Breath [1x] (Head) RNG: SP 8 ROF: 1 AOE: - POW: 12

Damage Type: Cold

Critical Freeze - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold ICON.

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

Open Fist

end of line

Mulg the Ancient

Trollblood Dire Troll Character Heavy Warbeast

MULG

SPD **STR** **MAT** **RAT** **DEF** **ARM** **CMD** **FUR** **THR**
4 12 7 3 11 19 6 5 10

FA: C

Point Cost: 11

Base Size: Large

Damage: 31 (Mind 8, Body 12, Spirit 11)

1	■	■	○	○	○	■	■	
2	■	■	○	○	○	○	○	mind
3	■	○	○	○	○	○	■	■
4	■	○	○	○	○	○	○	body
5	■	○	○	○	○	○	■	■
6	■	○	○	○	○	○	○	spirit

Animus

Runebreaker

Cost
2

RNG
Self

AOE
-

POW
-

UP
No

OFF
No

Enemy warbeasts lose their animi while within 5" of the model using Runebreaker. Runebreaker lasts for one round.

MULG

Affinity [Doomshaper] - At the end of Mulg's combat action while in Doomshaper's control area, if the last model Mulg hit with a melee attack during its combat action is still in Mulg's melee range, Mulg can immediately make one normal melee attack targeting that model.

Are You Going to Eat That? - Once per turn, when a living model is boxed within 4" of this model, this model can make a full advance directly toward the boxed model. If this model advances into B2B contact with the boxed model, the boxed model is removed from play and this model heals d3 damage points.

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

WEAPONS [MULG]

Big Meaty Fist [1x] (Right) POW: 4 P+S: 16

Open Fist

Rune Club [1x] (Left) POW: 6 P+S: 18

Reach

Magical Weapon

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

end of line

Long Riders

Trollblood Trollkin Cavalry Unit

LEADER & GRUNTS

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

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

FA: 1

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large

Damage: 5

LEADER & GRUNTS

Fearless

Tough

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

Bull Rush (Order) - Affected models must run, charge, or make a slam power attack. A slammed model suffers a damage roll with POW equal to the current POW of this model's Mount ICON. The POW of collateral damage from a slam is equal to the current POW of the Mount ICON. After a model in this unit resolves a slam attack, that model can make one normal melee attack.

WEAPONS [LEADER & GRUNTS]

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

Reach

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

Mount [1x] (None) POW: 14

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

end of line

Stone Scribe Chronicler

Trollblood Trollkin Solo

Chronicler's Damage: ■■■■■

CHRONICLER

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

FA: 1

Point Cost: 2

Base Size: Medium

Damage: 5

CHRONICLER

Tough

Storytelling - This model can tell one of the following stories anytime during its activation. When this model tells a story, choose a friendly Faction unit. The story affects this model and will affect the unit if it is currently in this model's command range. Stories last for one round. A unit can be affected by only one story each round.

•**Charge of the Trolls** - An affected model gains +2 to attack and damage rolls against enemy models in the melee range of a friendly Faction warbeast.

•**Hero's Tragedy** - An enemy model that destroys one or more affected models with a melee attack during its activation is knocked down at the end of its activation.

•**Tale of Mist** - Affected models gain concealment and Feign Death. (A model with Feign Death cannot be targeted by ranged or magic attacks while knocked down.)

WEAPONS [CHRONICLER]

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

end of line

Troll Whelps

Trollblood Solo

WHELPS

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

FA: 3

Point Cost: 5 Whelps: 2

Base Size: Small

WHELPS

Alternate Food Source - If this model is within 1" of a friendly Faction warbeast during the warbeast's activation, the warbeast can remove this model from play to heal d3 damage points.

Annoyance - Living enemy models within 1" of this model suffer -1 to attack rolls.

Big Brother - While within 10" of a Faction warbeast, this model never flees and automatically rallies.

Comfort Food - If this model is within 1" of a friendly Faction warbeast at the beginning of your Control Phase, before leaching you can remove this model from play to remove any number of fury points from the warbeast.

Spawn Whelps - This model does not have to be put into play at the start of the game. When a friendly Faction warbeast is damaged by an enemy attack, immediately after the attack is resolved you can put one Troll Whelp that did not begin the game in play into play. You can place this model anywhere completely within 3" of the warbeast.

WEAPONS [WHELPS]

end of line

Krueger the Stormwrath

Circle Warlock

Krueger's Damage:

KRUEGER

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

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

Feat: Storm Ravager

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

KRUEGER

Immunity: Electricity
 Pathfinder

WEAPONS [KRUEGER]

Lightning [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 13

Magical Weapon

Damage Type: Electricity

Electro Leap - When a model is hit with this weapon, you can have lightning arc to the nearest model within 4" of the model hit, ignoring the attacking model. The model the lightning arcs to suffers an unboostable POW 10 electrical damage roll ICON.

Lightning Spear [1x] (None) POW: 7 P+S: 12

Magical Weapon

Reach

Sustained Attack - During this model's activation, when it makes an attack with this weapon against the last model hit by the weapon this activation, the attack automatically hits.

SPELLS

	Cost	RNG	AOE	POW	UP	OFF
Chain Lightning	3	10	-	10	No	Yes
Deflection	2	Self	Ctrl	-	No	No
Lightning Tendrils	3	6	-	-	Yes	No
Skyborne	2	Self	-	-	No	No
Tornado	4	10	-	13	No	Yes

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

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

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

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

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

end of line

Shifting Stones

Circle Unit

LEADER & GRUNTS

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

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

FA: 2

Point Cost: Leader & 2 Grunts: 2

Base Size: Small

Damage: 5

LEADER & GRUNTS

Advance Deployment

Construct

Immobile - This model has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

Serenity - At the beginning of your Control Phase, before leaching, you can remove 1 fury point from a friendly Faction warbeast within 1" of this model.

Shifting Powers - Choose one of the following effects at the start of this unit's activation:

•**Healing Field** - Models in this unit that are in formation and friendly Faction models within 1" of one or more of them heal d3 damage points. Roll separately for each model.

•**Shifting** - Place each model in this unit that is in formation anywhere within 8" of its current location.


•**Teleportation** - Place one friendly Faction model whose base is within the triangular area between all three Shifting Stones anywhere completely within 8" of its current location. The placed model cannot advance after being placed this turn. To choose this Shifting power, all three models in this unit must be in formation.

WEAPONS [LEADER & GRUNTS]

end of line

Lord Tyrant Hexeris

Skorne Warlock

Hexeris' Damage: 

HEXERIS

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

FA: C

Warbeast Points: +5

Base Size: Small

Damage: 17

Feat: Dark Dominion

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

HEXERIS

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

WEAPONS [HEXERIS]

Gulgata [1x] (None) POW: 6 P+S: 14

Magical Weapon

Reach

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

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

SPELLS

Death Knell

Cost	RNG	AOE	POW	UP	OFF
4	8	4	10	No	Yes

Before dealing damage, count the number of models in the AOE. Add the result to each Death Knell damage roll.

Death March

2	6	-	-	Yes	No
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Target friendly warrior model/unit. When an affected model is disabled by an enemy attack, it can immediately make a full advance followed by one normal attack with boosted attack and damage rolls. If it does, Death March expires and the model is destroyed. The disabled model cannot be targeted by free strikes during this movement.

Soul Slave

2	6	-	-	Yes	No
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This model can force, leach, or reave from target warbeast in this model's battlegroup even if it is outside this model's control area. The affected warbeast automatically passes threshold checks.

Spirit Leach

3	10	-	13	No	Yes
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When Spirit Leach damages a warbeast, you can remove 1 fury point from it and place it on this model.

Suffering

2	8	-	-	Yes	Yes
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Target enemy warbeast must pass a threshold check or frenzy during its controller's Control Phase.

end of line

Tyrant Commander & Standard Bearer

Skorne Unit

Tyrant's Damage: 
Bearer's Damage: 

TYRANT

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

STANDARD BEARER

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

FA: 2

Point Cost: Tyrant & Bearer 3

Base Size: Tyrant Medium
Bearer Small

Damage: Officer's Damage: 8
Bearer's Damage 5

TYRANT

Officer

Commander

Fearless

Battle Plan - Once per turn during its activation, this model can use one of the following plans. When it does, choose a friendly Faction non-warlock warrior model/unit. If that unit is in this model's command range, it is affected by the plan for one turn. If the unit is outside this model's command range, nothing happens.

- Executioners** - Models in this unit gain Take Down. (Models disabled by a melee attack made by a model with Take Down cannot make a Tough roll. Models boxed by a melee attack made by this model are removed from play.)

- Overcome** - Affected models gain Pathfinder ICON.

- Press Forward** - Affected models gain +2" movement.

WEAPONS [TYRANT]

Halberd [1x] (None) POW: 5 P+S: 12

Reach

Weapon Master

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

STANDARD BEARER

Battle Standard - Friendly Faction models/units within 10" of this model never flee. Fleeing friendly Faction models/units that end their movement within 10" of this model immediately rally.

WEAPONS [STANDARD BEARER]

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

end of line

Absylonia, Terror of Everblight

Legion Blighted Nyss Warlock

Absylonia's Damage: 

ABSYLONIA

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

FA: C

Warbeast Points: +5

Base Size: Small Base

Damage: 16

Feat: Panacea

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

ABSYLONIA

Abomination

Attuned Spirit [Lesser] - Once per activation, this model can cast the animus of a Lesser warbeast in its battlegroup as a spell without spending fury.

Resourceful - This model can upkeep spells on models in its battlegroup without spending focus.

Spontaneous Mutation - This model can spend fury points during its activation to spontaneously mutate. For each fury point spent it gains one of the following abilities for one turn.

•**Barbed Hooks** - This model's melee weapons gain Reach ICON.

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

•**Warp Strength** - This model gains +2 STR. If this model frenzies it must choose this warp effect at the start of its activation.

WEAPONS [ABSYLONIA]

Blight Claw [2x] (None) POW: 6P+S: 13

Magical Weapon

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

Spirit Eater - This model can reave the fury points from enemy warbeasts it destroys with this weapon if this model is closer to the warbeast when it is destroyed than other warlocks that could reave its fury.

SPELLS

Blight Field

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

Carnivore

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

Forced Evolution

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

Playing God

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

Notes

Absylonia, Terror of Everblight - Remove reference to charging in Warp Strength.

end of line

Carnivean

Legion Heavy Warbeast

CARNIVEAN

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

FA: U

Point Cost: 11

Base Size: Large

Damage: 28 (Mind 7, Body 11, Spirit 10)

1	■	■	○	○	○	■	■	
2	■	■	■	○	○	○	○	mind
3	■	○	○	○	○	○	■	■
4	■	○	○	○	○	○	○	body
5	■	○	○	○	○	○	■	■
6	■	○	○	○	○	○	○	spirit

Animus

Spiny Growth

Target model gains +2 ARM. A warbeast or warjack hitting the affected model with a melee attack suffers d3 damage points after the attack is resolved. Spiny Growth lasts for one round.

Cost
2

RNG
6

AOE
-

POW
-

UP
No

OFF
No

CARNIVEAN

Eyeless Sight

Pathfinder

Assault - As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this model's activation. When resolving an Assault ranged attack, the attacking model does not suffer the target in melee penalty. If the target is not in melee range after moving, this model can make the Assault ranged attack before its activation ends.

Blood Creation - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

Soulless - This model does not generate a soul token when it is destroyed.

WEAPONS [CARNIVEAN]

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

Damage Type: Fire

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

Talon [2x] (Left and Right) POW: 4P+S: 16

end of line

Gudrun the Wanderer

Mercenary Minion Ogrun Character Solo

Gudrun's Damage:

GUDRUN

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	9	7	4	13	15	9

FA: C

Point Cost: 3

Base Size: Medium

Damage: 8

Mercenary - This model will work for Cryx, Cygnar, and Khador.

Minion - This model will work for Circle, Legion, Skorne, and Trollbloods.

GUDRUN

Advance Deployment

Fearless

Pathfinder

Binge Drinking - Once per game during its activation, this model can use Binge Drinking. This model is knocked down.

Feign Death - This model cannot be targeted by ranged or magic attacks while knocked down.

Hangover - The first time this model is disabled by an enemy attack, it heals all damage and is knocked down. At the end of your next Maintenance Phase, this model stands up and gains Berserk for the rest of the game. (When a model with Berserk destroys one or more models with a melee attack during its combat action, immediately after the attack is resolved it must make one additional melee attack against another model in its melee range.)

WEAPONS [GUDRUN]

Battle Glaive [1x] (None)

POW: 6P+S: 15

Reach

end of line

Viktor Pendrake

Cygnar Ally Minion Character Solo

Pendrake's Damage: ■■■■■

PENDRAKE

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

FA: C

Point Cost: 2

Base Size: Small

Damage: 5

Minion - This model will work for Circle and Trollbloods.

Animosity [Saxon Orrik] - This model cannot be included in an army that includes one or more models of the listed type.

PENDRAKE

Fearless

Pathfinder

Tough

Beast Lore (★Action) - RNG 3". Target friendly warrior model/unit. If target is in range, it gains boosted attack rolls against warbeasts for one turn.

Dismember - When this model hits a warbeast with a melee attack, roll an additional damage die.

Duck - This model gains +4 DEF against melee and ranged attack rolls made by warbeasts. Warbeasts cannot target this model with free strikes.

WEAPONS [PENDRAKE]

Chain Bola [1x] (None) RNG: 8 ROF: 1 AOE: - POW: -

Cumbersome - If this model attacks with this weapon during its activation, it cannot attack with another ranged weapon that activation. If this model attacked with another ranged weapon this activation, it cannot attack with this weapon.

Knockdown - When a model is hit by an attack with this weapon, it is knocked down.

Lucky Bow [1x] (None) RNG: 10 ROF: 1 AOE: - POW: 10

Luck - This model can reroll missed attack rolls with this weapon. Each attack roll can be rerolled only once as a result of Luck.

Orgoth Sword [1x] (None) POW: 5 P+S: 11

Magical Weapon

end of line