


# Rainbo, the Annihilator

Uniherd Cavalry Warlock

Rainbo's Damage: 

## Rainbo

| SPD | STR | MAT | RAT | DEF | ARM | CMD | FUR |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 8   | 8   | 7   | 5   | 14  | 17  | 9   | 6   |

FA: C

Warbeast Points: +6

Base Size: Large Base

Damage: 17

### Feat: Sparklepocalypse

While within Rainbo's control area, friendly models gain +3 DEF and enemy models suffer -3 DEF. Sparklepocalypse lasts for one round.

## Rainbo

### Pathfinder

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

**Quick Work** - When this model destroys one or more enemy models with a melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.

### WEAPONS [Rainbo]

**Beam of Light [1x] (None)** RNG: 9 ROF: 1 AOE: - POW: 13

#### Magical Weapon

**Blaster** - When this model makes an attack with this weapon, before the attack roll it can spend 1 focus point to give the attack a 3" AOE.

**Malevolax [1x] (None)**

POW: 5P+S: 13

#### Magical Weapon

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

**Hooves [1x] (None)** POW: 10

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

### SPELLS

#### Incite

| Cost | RNG  | AOE | POW | UP | OFF |
|------|------|-----|-----|----|-----|
| 3    | Self | -   | -   | No | No  |

Models in this model's battlegroup gain +2 to attack and damage rolls against enemy models while the enemy models are in this model's command range. Incite lasts for one turn.

#### Leash

|   |   |   |   |     |    |
|---|---|---|---|-----|----|
| 2 | 6 | - | - | Yes | No |
|---|---|---|---|-----|----|

Immediately after this model ends its normal movement, target warbeast in its battlegroup can advance up to 3" toward it.

#### 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 that is 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.

#### Sunder Spirit

|   |    |   |    |    |     |
|---|----|---|----|----|-----|
| 2 | 10 | - | 12 | No | Yes |
|---|----|---|----|----|-----|

An enemy warbeast damaged by Sunder Spirit loses its animus for one round.

### Tactical Tip

Quick Work — This model cannot make the additional attack if it is still in melee.

end of line

# Aspect of Sugar

## Uniherd Light Warbeast

| Sugar | SPD | STR | MAT | RAT | DEF | ARM | CMD | FUR | THR |
|-------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
|       | 5   | 8   | 5   | 5   | 12  | 17  | 8   | 3   | 9   |

FA: U  
 Point Cost: 4  
 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 XICONX, and its melee weapons gain Critical Corrosion XICONX. Acidic Touch lasts for one round.

### Sugar

#### Construct

**Attack Type** - Each time this model makes a normal melee attack, choose one of the following abilities:

•**Burster** - When this attack boxes a living model, center a 3" AOE on that model, then remove the model from play.

Models in the AOE are hit and suffer an unboostable POW 10 corrosion damage roll XICONX.

•**Critical Brutal Damage** - On a critical hit, gain an additional die on this weapon's damage roll against the model directly hit.

•**Iron Rot** - When a warjack is hit by this attack, it suffers d3 points of corrosion damage XICONX to its Hull damage boxes.

•**Snacking** - When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

#### WEAPONS [Sugar]

**Rotting Touch [2x] (Left and Right)** POW: 5 P+S: 13

Critical Corrosion

Open Fist

**Chain Attack: Brutality** - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make one head-butt power attack against that model.

#### Tactical Tip

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

Iron Rot — Apply this damage before the damage roll. Determine the column normally. A warjack that doesn't have any unmarked damage boxes cannot suffer this damage.

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

Chain Attack: Brutality — (Warjack only TIP) A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

end of line

# Aspect of Spice

## Uniherd Light Warbeast

### Spice

**SPD** **STR** **MAT** **RAT** **DEF** **ARM** **CMD** **FUR** **THR**  
 5 8 5 5 12 17 8 3 9

**FA:** U

**Point Cost:** 5

**Base Size:** Medium

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

|   |  |  |  |   |   |   |   |   |   |        |
|---|--|--|--|---|---|---|---|---|---|--------|
| 1 |  |  |  | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ |   |        |
| 2 |  |  |  | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | mind   |
| 3 |  |  |  | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ |        |
| 4 |  |  |  | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | body   |
| 5 |  |  |  | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ |        |
| 6 |  |  |  | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | ⊖ | spirit |

### Animus

**Far Strike**

Target friendly model's ranged weapons gain Snipe. (An attack with a Snipe weapon gains +4 RNG.)

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

### Spice

#### Construct

**Snacking** - When this model boxes a living model with a melee attack, this model can heal d3 damage points. If this model heals, the boxed model is removed from play.

### WEAPONS [Spice]

**Spicy Doom [2x] (None)** RNG: 8 ROF: 1 AOE: - POW: 11

**Critical Fire**

**Damage Type:** Fire

**Magical Weapon**

**Chain Attack: Pin Down** - If this model hits the same enemy warrior model with both initial attacks with this weapon, after resolving the attacks it can immediately make one additional ranged attack against that model ignoring ROF. If the additional attack hits, it does not inflict damage. Instead, the controller of the model hit can advance it up to 2", and it is then knocked down.

**Burning Touch [2x] (Left and Right)**

**POW: 4P+S: 12**

**Critical Fire**

**Open Fist**

### Tactical Tip

**Snacking** — Because the boxed model is removed from play before being destroyed, it does not generate a soul or corpse token.  
**Chain Attack: Pin Down** — (Warjack only TIP) A model with a crippled weapon system cannot use it to make chain attacks or special attacks, including power attacks.

*end of line*

# Essence of Everything Nice

## Uniherd Heavy Warbeast

### Everything Nice

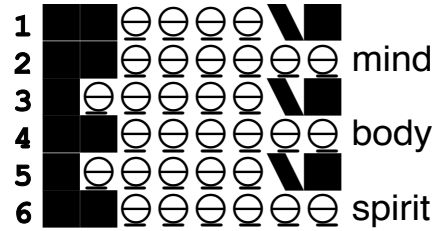
| SPD | STR | MAT | RAT | DEF | ARM | CMD | FUR | THR |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 5   | 11  | 6   | 6   | 12  | 19  | 8   | 4   | 10  |

FA: U

Point Cost: 10

Base Size: Large

Damage: 32 (Mind 10, Body 11, Spirit 11)



### Animus

#### Tracker

Cost  
1

RNG  
6

AOE  
-

POW  
-

UP  
No

OFF  
No

Target friendly model gains Circular Vision and Pathfinder XICONX. Tracker lasts for one turn.

## Everything Nice

### Construct

**Bountiful Restoration** - During your Control Phase, remove d3 damage points from this model. During your Control Phase, remove 1 damage point from friendly models within 3" of this model.

### WEAPONS [Everything Nice]

#### Explosion of Joy [1x] (None)

RNG: 10

ROF: 2 AOE: 3 POW: 13

#### Magical Weapon

**Scatterblast** - After determining the point of impact for this attack, roll deviation for an additional 3" AOE from that point. Models in that AOE are hit and suffer a POW 7 blast damage roll.

#### Hand of Death [1x] (Left)

POW: 3

P+S: 14

#### Open Fist

**Critical Consume** - On a critical hit, if the attack hit a small-based non-warlock/warcaster model the model hit is removed from play.

#### Kitty Bat [1x] (Right) POW: 7 P+S: 18

#### Reach

### Tactical Tip

Scatterblast — The additional shots deviate the full d6" regardless of range. A model in more than one AOE suffers a damage roll for each of them.

end of line

# Heralds of Annihilation

## Uniherd Cavalry Unit

### LEADER & GRUNTS

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 8   | 8   | 7   | 5   | 13  | 17  | 9   |

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

FA: 2

Point Cost: Leader & 2 Grunts: 7

Leader & 4 Grunts: 11

Base Size: Large Base

Damage: 5 each

### LEADER & GRUNTS

#### Pathfinder

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

**Quick Work** - When this model destroys one or more enemy models with a melee attack during its combat action, immediately after that attack is resolved this model can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's ROF.

### WEAPONS [LEADER & GRUNTS]

**Ray of Light [1x] (None)** RNG: 7 ROF: 1 AOE: - POW: 11

Magical Weapon

**Horn [1x] (None)** POW: 5P+S: 13

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

**Hooves [1x] (None)** POW: 10

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

### Tactical Tip

Quick Work — This model cannot make the additional attack if it is still in melee.

*end of line*

# Sparkle Sprites

Uniherd Unit

## LEADER & GRUNTS

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 5   | 4   | 4   | 4   | 12  | 12  | 9   |

FA: 3

Point Cost: Leader & 5 Grunts: 5

Leader & 9 Grunts: 8

Base Size: Small Base

## LEADER & GRUNTS

### Combined Ranged Attack

**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.

**Invisible** - This model cannot be targeted by ranged attacks or spells.

**Prayers** - The leader of this unit can recite one of the following prayers each turn anytime during its unit's activation. Each model in this unit gains the benefits listed.

- Dirge of Mists** - Affected models gain +1 DEF and Terror XICONX for one round.
- Fervor** - Affected models gain +2 to attack and damage rolls this activation.
- Swift Foot** - Affected models gain +2" movement this activation.

## WEAPONS [LEADER & GRUNTS]

**Pixie Dust [1x] (None)**      RNG: 8 ROF: 1 AOE: - POW: 12

Magical Weapon

**Straight Razor [1x] (None)**      POW: 1      P+S: 5

## Tactical Tip

Swift Foot — Modifiers to movement apply only to a model's normal movement.

*end of line*

# Cuddle Plush

Uniherd Solo

Cuddle Plush's Damage:

## Cuddle Plush

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 4   | 6   | 7   | 6   | 11  | 14  | 8   |

FA: 2

Point Cost: 3

Base Size: Medium Base

Damage: 8

## Cuddle Plush

### Construct

**Beast Master** - This model can force friendly Faction warbeasts in its command range as if it were their controlling warlock.

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

**Negation (★Action)** - Remove 1 focus or fury point from enemy models currently in this model's command range.

**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.

### WEAPONS [Cuddle Plush]

**Jaws of Destruction [1x] (None)** POW: 9P+S: 15

**Critical Catastrophic Damage** - On a critical hit on a warjack or warbeast, fill in the unmarked damage boxes or circles on the last column or branch damaged.

### Tactical Tip

Serenity — Shifting Stones can remove fury from different models or all from the same model.

end of line