

War Dancer

→ Zeti ←



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War Dancer

→ Zeti ←

◇ Infantry ◇

Rank 1

Base 30

Size 2

DZ C

CARESSING BLADES

Melee

2

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DEADLY FLOURISH

Special

This action can only be used if this model did not begin their activation engaged.

Move this model up to 3" in a straight line. This model may move through, but not end on, enemy models during this move. After this movement this model may perform a [1] melee attack on each enemy it passed through.

SPECIAL ABILITIES

None

Dancing Master

→ Zeti ←



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Dancing Master

→ Zeti ←

◇ Leader ◇

Rank 1

Base 30

Size 2

DZ C

BLADE FLURRY

Melee

3

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COME HITHER

Will

3

9

Move the target 3" toward this model per success.

DEADLY FLOURISH

Special

This action can only be used if this model did not begin their activation engaged. Move this model up to 3" in a straight line. This model may move through, but not end on, enemy models during this move. After this movement this model may perform a [1] melee attack on each enemy it passed through.

SPECIAL ABILITIES

None

COMMAND ABILITIES

Inspire: This model's melee attacks gain Precision(1) this activation.

Precision(1): When this model performs an attack, after re-rolls are made, it may adjust the result of (1) dice up or down by 1.

Training: This model may move through enemies when disengaging.

Hestra Nostrollo

→ Zeti ←



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Hestra Nostrollo

→ Zeti ←

◇ Leader • Character ◇

Rank 2

Base 30

Size 2

DZ C

DEADLY CARESS

Melee

4

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Follow-Through(2): Replace (2) on the defender's chart with ⚡.

COMPEL

Will

2

6

On a success, choose 1 of the target's attacks. Make that attack against that model, or a model within 2".

SPECIAL ABILITIES

Crush the Feeble Minded: Enemies that fail a Will Check while engaged with this model suffer 1 hit.

Transfixing Stare: Enemies that begin their activation engaged with this model must make a Will Check(1). On a failure, they cannot make attacks on this model this turn.

Looming Dread: Aura 4", Enemies that begin their activation in the area suffer [-1] to a minimum of [1].

COMMAND ABILITIES

Inspire: When this model completes its maneuver it may force 1 enemy within 4" up to 2".

Training: All friendly models gain Looming Dread.

Ravenscar Mercenary

→ Ravenscar ←



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Ravenscar Mercenary

→ Ravenscar ←

◇ Infantry ◇

Rank 1

Base 30

Size 2

DZ C

FLESH PARING BLADE

Melee 1 00

CAST ASIDE

Special

Target 1 size 3 smaller enemy in contact. Place that enemy anywhere within 3". This model may then move up to 2".

SPECIAL ABILITIES

Combat Reflexes: Once during its activation, when this model becomes engaged, you may place it anywhere in contact with a model it is engaging.

Ravenscar Sergeant

→ Ravenscar ←



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Ravenscar Sergeant

→ Ravenscar ←

◇ Leader ◇

Rank 1

Base 30

Size 2

DZ C

FLESH PARING BLADES

Melee 2 00

HEAVY CROSSBOW

Ranged 1 8

CAST ASIDE

Special

Target 1 size 3 smaller enemy in contact. Place that enemy anywhere within 3". This model may then move up to 2".

SPECIAL ABILITIES

Combat Reflexes: Once during its activation, when this model becomes engaged, you may place it anywhere in contact with a model it is engaging.


COMMAND ABILITIES

Inspire: When this model performs the Cast Aside action, 1 enemy it engages with that action suffers a [1] melee attack.

Training: If this model begins its activation in contact with a terrain element, it gains [+2] this turn.

Lord Hob

→ Ravenscar ←



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Lord Hob

→ Ravenscar ←

◇ Leader ◇ Character ◇

Rank 2

Base 30

Size 2

DZ C

ORPHANMAKER

Melee 3 00

Sundering(2): Replace (2) on the defender's chart with ⚡.

Precision(1): When this model attacks, after re-rolls are made, it may adjust the results of (1) dice up or down by 1.

SPECIAL ABILITIES

[Reaction] Counter Attack (2): Once per attack, when a result is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks, replacing the attack's rate with (2). These attacks must target active models.

COMMAND ABILITIES

Inspire: Against enemy models that have not activated this round, this model's melee attacks gain **Critical Blow(1)**.

***Critical Blow(1):** Replace (1) result on the defender's chart with ⚡.

Training: When this model engages an enemy, it may make a Will Check(1). On a success all enemies in contact lose **Evasion(x)**, **Defensive Expertise(x)**, and **Defensive Mastery(x)** this turn.

Shield Breaker



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Shield Breaker

Rank 1

Base 50

Size 3

DZ B

Specialist

HUGE AXE

Melee

2

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Sundering(1): Replace (1) on the defender's chart with.

Follow-Through(1): Replace (1) on the defender's chart with.

SPECIAL ABILITIES

Intimidating Presence: Enemies engaged with this model must make a Will Check(1) when performing attack actions. On a failure, their attacks suffer [-1], to a minimum of [0], this activation.

Howl From Beyond: When this model begins its activation make a Will Attack(1) against each enemy within 1". For each success that enemy suffers 1 damage.

Scourge Hound



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Scourge Hound

Rank 1

Base 40

Size 3

DZ B

Specialist

VICIOUS BLADES

Melee

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Unrelenting (1): Replace (1) on the defender's chart with.

BOUNDING FLOURISH

Special

This action can only be used if this model did not begin their activation engaged.

Move this model up to 6" in a straight line. This model may move through, but not end on, enemy models during this move. After this movement this model may perform 1 of its melee attacks on each enemy it passed through.

SPECIAL ABILITIES

Follow Me: Once per turn, when this model performs an action, it may make a Will Check(2) before resolving that action. For each success it may move 1 model within 4" up to 4".

Blood Engine



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Blood Engine

Rank 2

Base 80

Size 5

DZ B

Specialist

DEVOUR WHOLE

Melee

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Unstoppable(1): Replace (1) Non- result on the defender's chart with.

EAT WITHOUT HUNGER

Melee

2

00

If this model kills an enemy with this attack, it may move up to 4" and make 1 Eat Without Hunger attack. This may be repeated up to 2 times per activation.

SPECIAL ABILITIES

Eat What You Kill: When this model kills an enemy with a melee attack, it may remove 1 damage.

Baleful Shadows: Aura 3". Enemies completely in the area cannot move out of the area during free movement.

Duke Anton don Genoria



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Rank 2

Base 50

Size 3

DZ B

Specialist • Character

REND AND TEAR

Melee

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Critical Blow(2): Replace (2) result on the defender's chart with .

GRUESOME FEAST

Melee

2

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If this attack kills an enemy, this model may remove 1 damage.

Unstoppable(2): Replace (2) Non-Non- results on the defender's chart with .

SPECIAL ABILITIES

Bloodlust: For each damage on this model it gains [+1].

Degenerating: At the end of this model's activation, it must make a Will Check(1). On a failure, it suffers 1 damage.

Skirmisher: During free movement, this model may pass through friendly models as long as that movement does not end over a model's base.

Stalker: This model ignores disengage costs and may engage models during this move.

The Dragonslayer



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Rank 2

Base 30

Size 2

DZ *

Specialist • Character

DRAGONSLAYER SWORDS

Melee

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Unrelenting (2): Replace (2) on the defender's chart with .

FELSKAR HARNESS

Melee

2

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If this attack generates 1 or more hits on an size 4 or smaller enemy, you may place that enemy in contact and perform 1 Dragonslayer Swords attack.

SPECIAL ABILITIES

Ambush: If this model begins its activation unengaged, it gains [+2] this turn.

Hit and Run: If this model kills an enemy, it may perform a free Sprint after that attack is resolved.

Infiltrate: This model only deploys after all other models have been deployed. You may deploy this model anywhere in No Man's Land or a friendly deployment zone.

Gregorio don Sissora



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Rank 2

Base 40

Size 3

DZ B

Specialist • Character

GREATSWORD STRIKE

Melee

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Unstoppable(1): Replace (1) Non-, Non- result on the defender's chart with .

Unrelenting (1): Replace (1) on the defender's chart with .

WING CLEAVER

Melee

2

2

This attack targets all enemy models in range.

SPECIAL ABILITIES

Flying: During free movement, this model may move through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.

Transfixing Stare: Enemies that begin their activation engaged with this model must make a Will Check(1). On a failure, they cannot make attacks on this model this turn.

Domani Mesmer

→ Zeti ←



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Domani Mesmer

→ Zeti ←

◇ Infantry ◇

Rank 2

Base 30

Size 2

DZ C

WHISPERS OF MADNESS

Will

1 4

On a success, deal 1 damage to the target. If this kills the target, make 1 additional Whispers of Madnes attack against another enemy within 2" of the target (this may only trigger 1 additional time).

ALLURING SEDUCTION

Will

1 8

On a success, force the target up to 4" toward this model.

SPECIAL ABILITIES

Weaken Resolve: Aura 2", Enemies in the area suffer [-1] to a minimal of [1].

Thrall Master: When this model is deployed, also deploy up to 1 Domani Thrall within 2".

Night Mistress

→ Zeti ←



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Night Mistress

→ Zeti ←

◇ Leader ◇

Rank 1

Base 30

Size 2

DZ C

HORRIFIC VISIONS

Will

2 6

On a success, deal 1 damage to the target. If this kills the target, make 1 additional Horrific Visions attack against another enemy within 2" of the target (this may only trigger 1 additional time).

COME HITHER

Will

3 9

For each success, force the target up to 3" toward this model.

SPECIAL ABILITIES

Weaken Resolve: Aura 2", Enemies in the area suffer [-1] to a minimal of [1].

Thrall Master: When this model is deployed, also deploy up to 1 Domani Thrall within 2".

COMMAND ABILITIES

Inspire: If this model begins its activation unengaged, it gains [+1] this activation.

Training: Friendly models gain Weaken Resolve.

Domani Thrall

→ Zeti ←



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Domani Thrall

→ Zeti ←

◇ Infantry ◇

Rank 1

Base 30

Size 2

DZ C

BLUDGEON

Melee

2 00

SPECIAL ABILITIES

Bodyguard: When another model with the same trait is within 2" and is Hit, this model may suffer that Hit instead. Bodyguard may not trigger from Hits moved via Bodyguard.

Insignificant: This model never counts toward army morale totals or losses.

Mindless: This model may never benefit from Inspire or Training abilities, nor may it count toward/Interact with Objectives or Motivations.

Push Beyond Limits: At the end of this model's activation, you may choose to have it immediatly activate again. If this is done, kill this model at the end of that activation.

Thrall: This model may not be selected when creating your army list.

Gotha Knight

→ Skorza ←



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Gotha Knight

→ Skorza ←

◇ Infantry ◇

Rank 2

Base 40

Size 3

DZ C

DEATHCLEAVER

Melee 2 00

This model may forfeit its maneuver when making this attack. If it does, this attack gains **Critical Blow(2)** and **Unstoppable(1)**.

***Critical Blow(2)**: Replace (2) ⚡ result on the defender's chart with ⚡.

***Unstoppable(1)**: Replace (1) Non-⚡ Non-⚡ results on the defender's chart with ⚡.

ARCING DEATH

Melee 1 1

Perform this attack against all enemies in range.

SPECIAL ABILITIES

Defensive Stance: While this model is engaged with only 1 enemy, it gains **Defensive Expertise(1)**.

***Defensive Expertise(1)**: When this model is the defender of an attack, before results are generated, it may force the attacker to re-roll up to (1) dice.

Gotha Lord

→ Skorza ←



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Gotha Lord

→ Skorza ←

◇ Leader ◇

Rank 1

Base 40

Size 3

DZ C

SCYTHING DEATH

Melee 2 1

Perform this attack against all enemies in range.

Critical Blow(2): Replace (2) ⚡ result on the defender's chart with ⚡.

SPECIAL ABILITIES

Defensive Stance: While this model is engaged with only 1 enemy, it gains **Defensive Expertise(1)**.

***Defensive Expertise(1)**: When this model is the defender of an attack, before results are generated, it may force the attacker to re-roll up to (1) dice.

COMMAND ABILITIES


Inspire: If this model generates an ⚡ result and kills an enemy, it may remove 1 damage (if triggered during a combined attack, only 1 model may remove damage).

Training: When targeting damaged enemies, this model's melee attacks gain **Offensive Expertise(1)**.

***Offensive Expertise(1)**: When this model performs an attack, before results are generated, it may re-roll up to (1) dice.

Gorbal the Rampager

→ Skorza ←



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Gorbal the Rampager

→ Skorza ←

◇ Leader • Character ◇

Rank 2

Base 80

Size 5

DZ C

TEAR ASUNDER

Melee 3 00

Unstoppable(1): Replace (1) Non-⚡ Non-⚡ result on the defender's chart with ⚡.

SPECIAL ABILITIES

Life Siphon: When this model is selected to be part of a combined activation, any other activating model may suffer 1 damage. Remove 1 damage from this model for each damage suffered.

Skirmisher: During free movement, this model may pass through friendly models as long as that movement does not end over a model's base.

Stalker: This model ignores disengage costs and may engage models after disengaging.

COMMAND ABILITIES

Inspire: If this model has 1 or more damage, its attacks gain **Unstoppable(+1)** this activation.

Training: When this model is attacked and a * result is generated, it may make a Will Check(1). On a success, 1 attacker suffers 1 damage.

Whitemane Duelist



Rank 1
Base 40
Size 3
DZ C

◇ Specialist ◇

DUELIST'S BLADE

Melee 2 00
This attack gains [+1] when targeting enemy Leaders or Characters.

SPECIAL ABILITIES

Duelist: When this model is engaged with only 1 enemy, and no other friendly model is engaging the same enemy, it gains **Offensive Mastery(1)**. This ability is ignored if an Assist Action is used on this model.

***Offensive Mastery(1):** This model may add up to (1) dice to any attacks it is participating in. Before results are generated, this model removes the same number of dice added to those attacks.

[Reaction] Sidestep: Once per attack, when a is generated against this model, and this model is not killed, this model may perform a free Sprint action, ignoring disengage costs.

Skirmisher: During free movement, this model may pass through friendly models as long as that movement does not end over a model's base.

Stalker: This model ignores disengage penalties and may engage models after disengaging.

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7 5 1 3

Moonclaw Executioner



Rank 1
Base 50
Size 3
DZ B

◇ Specialist ◇

EXECUTIONER'S CALLING

Melee 2 2
Critical Blow(1): Replace (1) on the defender's chart with.

This attack gains **Critical Blow(+2)** when targeting a damaged enemy.

DEATHGRASP

Toggle
Aura 6", Damaged enemies that begin their activation in the area suffer [-3], and [-1] to all attacks, both to a minimum of 0.

SPECIAL ABILITIES

Gruesome Display: If this model generates an result and kills an enemy, it may heal 1 damage and immediately toggle Deathgrasp on for free.

10 9 8 7 6 5 4 3 2 1

6 6 1 3

Pack Master Kozakar



Rank 1
Base 80
Size 4
DZ *

◇ Specialist ◇ Character ◇

TEAR ASUNDER

Melee 3 00
Unrelenting(3): Replace (3) on the defender's chart with.

PATHFINDER

Special
Make a Will Check(3). For each success 1 friendly model within 9" may immediately perform a free Sprint action directly toward Kozakar.

SPECIAL ABILITIES

Infiltrate: This model only deploys after all other models have been deployed. You may deploy this model anywhere in No Man's Land or a friendly deployment zone.

Skirmisher: During free movement, this model may pass through friendly models as long as that movement does not end over a model's base.

Stalker: This model ignores disengage costs and may engage models after disengaging.

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7 6 1 3

Ravener Alpha



Rank 2
Base 80
Size 5
DZ C

◇ Specialist ◇

RAVAGE

Melee 4 00

SNATCH PREY

Special
May only be performed after this model completes its Maneuver.
Target 1 enemy this model moved over with Size 3 or less and perform a [2] melee attack against that enemy. If that attack generates 1 or more Hits, place that enemy anywhere in contact with this model.

SPECIAL ABILITIES

Berserker Rage: For each damage on this model, its attacks gain [+1], to a max of [+3].

Fast: This model may sprint 6" instead of the normal 4".

Flying: During free movement, this model may move through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.

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10 5 1 5