

Bumbles, Architect of Injustice

Merpanda Warlock

BUMBLES 1

| SPD | STR | MAT | RAT | DEF | ARM | CMD | FUR |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 5 | 9 | 7 | 5 | 13 | 18 | 8 | 6 |

FA: C

Warbeast Points: +32

Base Size: Large

Damage: 18

Feat: Pandamonium

Enemy models ending their activation in Bumble's control range suffer 1 point of damage.

BUMBLES 1

Amphibious

Tough

Lord of Tides - At the end of this model's activation center a 5" AOE on it. The AOE is shallow water that remain in play for one round.

Unyielding - While engaging an enemy model, this model gains +2 ARM.

WEAPONS [BUMBLES 1]

Thrown Orgoth Trident [1x] (None) gun icon RNG: 8 ROF: 1 AOE: - POW: 15

Damage Type: Magical

Drag - When this weapon damages an enemy model with an equal or smaller base, immediately after the attack is resolved the damaged model can be pushed directly toward this model until it contacts a model, an obstacle, or an obstruction. After the damaged model is moved, this model can make one basic melee attack against the damaged model. After resolving this melee attack, this model can make additional melee attacks during its Combat Action.

Momentum - A small- or medium-based model directly hit by this attack is slammed d3" directly away from this model. The POW of collateral damage is equal to the POW of this weapon. In addition to suffering a normal damage roll, large-based models hit by this attack become knocked down.

Thrown - Apply any modifiers to this model's STR to the POW of this weapon.

Orgoth Trident [1x] (None) sword icon RNG: 2 POW: 6 P+S: 15

Damage Type: Magical

Smite (★ Attack) - The model hit is slammed d6" directly away from this model. If the model hit has a larger base than the attacking model it is moved only half the distance rolled. The POW of collateral damage is equal to the STR of this model.

SPELLS

| | Cost | RNG | AOE | POW | DUR | OFF |
|--------------|------|-----|-----|-----|------|-----|
| Abuse | 2 | 6 | - | - | Turn | No |

Target friendly Faction warbeast gains +2 SPD and STR for one turn but suffers d3 damage points.

| | Cost | RNG | AOE | POW | DUR | OFF |
|------------------------------|------|------|-----|-----|------|-----|
| Engine of Destruction | 2 | Self | - | - | Turn | No |

The spellcaster gains +2 SPD, +4 STR, and +4 MAT for one turn.

| | Cost | RNG | AOE | POW | DUR | OFF |
|-------------------------|------|-----|-----|-----|-----|-----|
| Forked Lightning | 3 | 8 | - | 12 | - | Yes |

A model hit by Forked Lightning suffers a POW 12 electrical damage roll XICONX, and lightning arcs from that model to d3 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 XICONX. Lightning arc damage rolls are not considered to have been caused by an attack. Forked Lightning damage rolls are simultaneous.

| | Cost | RNG | AOE | POW | DUR | OFF |
|----------------------------|------|------|------|-----|-----|-----|
| Inhospitable Ground | 3 | Self | Ctrl | - | RND | No |

While in the spellcaster's control range, enemy models treat open terrain as rough terrain. Inhospitable Ground lasts for one round.

| | Cost | RNG | AOE | POW | DUR | OFF |
|------------------|------|------|------|-----|-----|-----|
| Injustice | 3 | Self | CTRL | - | UP | No |

While in the spellcaster's control range, enemy models cannot give or receive orders.

Tactical Tip

Forked Lightning — Remember, lightning will not arc to a model with Immunity: Electricity. Damage from Forked Lightning is magical damage as well as electrical damage.

end of line

Manateaur

Merpanda Heavy Warbeast

MANATEEAUR

| SPD | STR | MAT | RAT | DEF | ARM | CMD | FUR | THR |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 4 | 12 | 7 | 3 | 10 | 19 | 3 | 4 | 9 |

FA: U

Point Cost: 16

Base Size: Large

Damage: 30 (Mind 8, Body 14, Spirit 8)

Animus

Elasticity

Target friendly Faction model's melee weapons become RNG 2. Elasticity lasts for one turn.

MANATEEAUR

Amphibious

Assault

WEAPONS [MANATEEAUR]

Water Squirt [1x] (None) gun icon RNG: 8 ROF: 3 AOE: - POW: -

Blind - When a model is hit by an attack with this weapon, it suffers Blind for one round. (A model suffering Blind cannot make ranged or magic attacks, suffers -4 MAT and DEF, and cannot run, charge, or make slam or trample power attacks. It must forfeit either its Normal Movement or Combat Action during its next activation. Blind can be shaken.)

Razor Sharp Flipper [2x] (None) sword icon RNG: 1 POW: 5 P+S: 17

Puncture - A model hit by this attack automatically suffers 1 damage point.

Gore [1x] (None) sword icon RNG: 1 POW: 4 P+S: 16

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

Blubber Cub

Merpanda Light Warbeast

BLUBBER CUB

| SPD | STR | MAT | RAT | DEF | ARM | CMD | FUR | THR |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 5 | 8 | 5 | 3 | 15 | 5 | 3 | 3 | 8 |

FA: U

Point Cost: 7

Base Size: Medium

Damage: 21 (Mind 7, Body 7, Spirit 7)

Animus

Submerge

The spellcaster cannot be targeted by ranged or magic attacks and does not block LOS. Submerge lasts for one round.

BLUBBER CUB

Amphibious

Adorable - If this model is destroyed by an enemy attack, during your next turn friendly Faction models gain +1 to attack and damage rolls.

WEAPONS [BLUBBER CUB]

Blubber Bark [1x] (None) gun icon RNG: SP 8 ROF: 1 AOE: - POW: 8

Decapitation - Damage exceeding the ARM of the model hit is doubled. A model disabled by this attack cannot make a Tough roll.

Blubber Boop [1x] (None) sword icon RNG: 0.5 POW: 2 P+S: 10

Paralysis - A living model hit by this weapon has its base DEF reduced to 5 and cannot run, charge, or make slam or trample power attacks. Paralysis lasts for one round.

end of line

Sharktopunch

Merpanda Heavy Warbeast

SHARKTOPUNCH

| SPD | STR | MAT | RAT | DEF | ARM | CMD | FUR | THR |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 6 | 10 | 6 | 3 | 11 | 17 | 4 | 3 | 6 |

FA: U

Point Cost: 12

Base Size: Large

Damage: 26 (Mind 8, Body 10, Spirit 7)

Animus

Bear Hands

When the spellcaster hits an enemy model with a basic melee attack, it can choose to knock down the enemy model or push it 3" directly away. Bear Hands lasts for one turn.

SHARKTOPUNCH

Amphibious

Bloodthirst - When it charges a living model, this model gains +2" movement.

Man-Eater - This model can charge living warrior models without being forced.

Prey - After deployment but before the first player's turn, choose an enemy model/unit to be this model/unit's prey. This model gains +2 to attack and damage rolls against its prey. When the prey is destroyed or removed from play, choose another model/unit to be the prey.

WEAPONS [SHARKTOPUNCH]

Dread Slap [2x] (None) sword icon RNG: 1 POW: 4 P+S: 14

Open Fist

Chomp [1x] (None) sword icon RNG: 1 POW: 6 P+S: 16

Consume - If this attack hits a small-based non-warcaster, non-warlock model, the model hit is removed from play.

end of line

Bamberserkers

Merpanda Unit

LEADER & GRUNTS

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 5 | 7 | 6 | 3 | 12 | 16 | 7 |

FA: U

Point Cost: Leader & 5 Grunts: 8
Leader & 9 Grunts: 13

Base Size: Medium Base

LEADER & GRUNTS

Amphibious
Tough

Berserk - When this model 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.

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

WEAPONS [LEADER & GRUNTS]

Wicked Spear [1x] (None) sword icon RNG: 2 POW: 3 P+S: 10

Puncture - A model hit by this attack automatically suffers 1 damage point.

end of line

Bamboozlers

Merpanda Unit

LEADER & GRUNTS

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 5 | 7 | 5 | 5 | 12 | 16 | 7 |

Point Cost: Leader & 5 Grunts: 9
Leader & 9 Grunts: 15

Base Size: Medium Base

LEADER & GRUNTS

Amphibious
Assault
Tough

Ambush - You can choose not to deploy this unit at the start of the game. If it is not deployed normally, you can put it into play at the end of any of your Control Phases after your first turn. When you do, choose any table edge except the back of your opponent's deployment zone. Place this units completely within 3' of the chosen table edge.

Stumbling Drunk - This model cannot become knocked down. If it is hit by an enemy attack at any time except while it is advancing, after the attack is resolved this model is pushed d3' in a direction determined by the deviation template, then you can choose its facing.

WEAPONS [LEADER & GRUNTS]

Net [1x] (None) gun icon RNG: 8 ROF: 1 AOE: - POW: -

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

Skinning Knife [1x] (None) sword icon RNG: 0.5 POW: 2 P+S: 9

Weapon Master

Tactical Tip

Stumbling Drunk — Remember, even if a thrown model cannot be knocked down it must still forfeit its Normal Movement or Combat Action if it activates later in a turn it was thrown.

end of line

Furwitch Siren

Merpanda Solo

Furwitch Siren

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 5 | 7 | 5 | 5 | 13 | 14 | 7 |

FA: 2

Point Cost: 4
Base Size: Medium
Damage: 5

Furwitch Siren

Amphibious
Tough

Magic Ability [7]

Befuddle (★ Attack) - Befuddle is a RNG 10 magic attack. On a hit, you can immediately advance target enemy non-warcaster, non-warlock model up to 3'. Affected models cannot be targeted by free strikes during this movement. A model can move only once per turn as a result of Befuddle.

Shepherd's Call (★ Action) - Remove up to 1 fury point from each friendly living Faction warbeast currently within 3' of this model.

Water Gun (★ Attack) - Water Gun is a RNG 8, POW 15 magic attack. Models hit by this attack suffer -2 SPD for one turn.

WEAPONS [Furwitch Siren]

Orgoth Fishing Pole [1x] (None) sword icon RNG: 2 POW: 5 P+S: 12

Damage Type: Magical

Chain Strike - This weapon becomes RNG 4 during this model's activation.

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

Pull - If this model hits an enemy model with an equal or smaller base with a basic attack with this weapon, immediately after the attack is resolved the hit model can be pushed directly toward this model until it contacts a model, an obstacle, or an obstruction.

Tactical Tip

Magic Ability — Performing a Magic Ability special action or special attack counts as casting a spell.

end of line

Damage: ■■■■

Booplesnoot, Disciple of the Abyss

Merpanda Solo

BOOPLESNOOT 1

| SPD | STR | MAT | RAT | DEF | ARM | CMD |
|-----|-----|-----|-----|-----|-----|-----|
| 7 | 8 | 8 | 6 | 14 | 18 | 7 |

FA: C

Point Cost: 6
Base Size: Medium Base
Damage: 8

BOOPLESNOOT 1

Amphibious
Parry
Stealth

Tough

Acrobatics - This model can advance through other models if it has enough movement to move completely past their bases. This model ignores intervening models when declaring its charge target.

Apparition - During your Control Phase, place this model anywhere completely within 2' of its current location.

Gang Fighter - When making a melee attack targeting an enemy model in the melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.

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 basic ranged attack.

Sprint - At the end of an activation in which it destroyed or removed from play one or more enemy models with melee attacks, this model can immediately make a full advance, then its activation ends.

WEAPONS [BOOPLESNOOT 1]

Roar of the Tide [1x] (None) gun icon RNG: SP 10 ROF: 1 AOE: - POW: 13

Burster - When this attack boxes a living or undead model, center a 5' AOE on the boxed model, then remove the model from play. Models in the AOE are hit and suffer an unboostable POW 10 corrosion damage roll XICONX. This damage is not considered to have been caused by an attack.

Trick Shot - If this attack directly hits, choose another model within 4' of the model hit. The chosen model suffers an unboostable POW 10 magical damage XICONX roll. The point of origin for this damage is the model hit. Trick Shot damage rolls are not considered to have been caused by an attack.

Quivering Paw [2x] (None) sword icon RNG: 1 POW: 3 P+S: 11

Weapon Master

Ram - When an enemy model is hit by this weapon during this model's Combat Action, it becomes knocked down and can be pushed 1' directly away from this model. If the model hit is pushed, this model can immediately advance 1' directly toward it.

Tactical Tip

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

end of line

Damage: ■■■■■■