

### ASHEN GUN MAGE CAPTAIN ADEPT

CAPTAIN

**ARCANE PRECISION** - If this model forfeits its movement during its activation to gain the aiming bonus, it ignores Stealth that activation.  
**ATTACK TYPE** - Each time this model makes a normal ranged attack, choose one of the following abilities:  
 • **BURIAL DAMAGE** - Gain an additional die on this weapon's damage rolls.  
 • **PHANTOM SEER** - This model ignores LOS when making ranged attacks. This model ignores concealment and cover when resolving attacks.  
 • **SNIFE** - This attack gains +4 RNG.  
**OPPORTUNIST (GUN & RUN)** - In an Opportunist army, this model gains Gun & Run. (At the end of its activation, if a model with Gun & Run destroyed one or more enemy models with ranged attacks that activation, it can make a full advance.)  
**PURIST (SNAP FIRE)** - In a Purist army, this model gains Snap Fire. (When a model with Snap Fire destroys one or more enemy models with a ranged attack during its combat action, immediately after that attack is resolved the model with Snap Fire can make one normal ranged attack. Attacks gained from Snap Fire do not count against a weapon's ROF and cannot generate additional attacks from Snap Fire.)

Illustration of Ashen Gun Mage Captain Adept.

FA	2
PC	2

Damage track: 10 yellow dice.

SPD	6
STR	4
MAT	5
RAT	8
DEF	15
ARM	11
CMD	9

MAGELOCK PISTOL	ROF	1	10
	AOE	1	10
	POW	3	7

Weapons: SWORD, P+S

Skills: CAPTAIN, MAGELOCK PISTOL

### ASHEN PALADIN OF THE ORDER OF THE WALL

PALADIN

**OPPORTUNIST (DEFENSIVE STRIKE)** - In an Opportunist army, this model gains Defensive Strike. (Once per turn, when an enemy model advances into and ends its movement in the melee range of a model with Defensive Strike, the model with Defensive Strike can immediately make one normal melee attack against the enemy model.)  
**PURIST (CLEAVE)** - In a Purist army, this model gains Cleave. (When a model with Cleave destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved the model can make one additional melee attack. A model can gain only one additional attack from Cleave per activation.)  
**STONE-AND-MORTAR STANCE** - During its activation, this model can forfeit its movement or action to gain +5 ARM. The affected model cannot be knocked down. Stone-and-Mortar Stance lasts for one round.

Illustration of Ashen Paladin of the Order of the Wall.

FA	2
PC	2

Damage track: 10 yellow dice.

SPD	6
STR	7
MAT	8
RAT	4
DEF	13
ARM	16
CMD	9

FIREBRAND	ROF	7	14
	AOE	1	14
	POW	7	14

Weapons: FIREBRAND, P+S

Skills: PALADIN

### ASHEN MAN-O-WAR HOUNIH

KOVNIK

**DRIVE BOOSTED ATTACK** - This model can attempt to drive each warjack under its control in its command range. To drive a warjack, this model must make a command check at any time during its activation. If it passes, the attack rolls for the warjack's initial attacks are boosted during that activation. If it fails, the warjack does not benefit from Jack Marshal this turn.  
**FIELD OFFICER (MAN-O-WAR SHOCKTROOPER OR MAN-O-WAR DEMOLITION CORPS)** - If this model is included in an army, you can include one additional Man-O-War Shocktrooper or Man-O-War Demolition Corps unit over that unit's FA.  
**OPPORTUNIST (COUNTER SLAM)** - In an Opportunist army, this model gains Counter Slam. (When an enemy model advances and ends its movement within 6" of a model with Counter Slam and in its LOS, the model with Counter Slam can immediately make a slam power attack against that model. If your model makes a counter slam, it cannot make another until after your next turn. A model cannot make a counter slam while engaged.)  
**POWER ATTACK SLAM** - This model can make slam power attacks.  
**PURIST (UNSTOPPABLE)** - In a Purist army, this model gains Unstoppable. (The first time a model with Unstoppable is disabled by an enemy attack, it heals all damage.)

Illustration of Ashen Man-O-War Hounih.

FA	2
PC	3

Damage track: 10 yellow dice.

SPD	4
STR	9
MAT	8
RAT	6
DEF	11
ARM	18
CMD	9

CANNON SHOT	ROF	8	1	14
	AOE	1	14	
	POW	6	15	

Weapons: AXE CANNON, P+S

Skills: KOVNIK

### ASHEN BLOAT THRALL

BLOAT THRALL

**DEATH BLOTT** - When this model is disabled, center a 5" AOE on it, then remove this model from play. Models in the AOE suffer a POW 14 blast damage roll.  
**OPPORTUNIST (ASSAULT)** - In an Opportunist army, this model gains Assault. (As part of a charge, after moving but before making its charge attack, a model with Assault can make one ranged attack targeting the model charged unless they were in melee with each other at the start of the Assaulting 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, the attacking model must still make the Assault ranged attack before its activation ends.)  
**PURIST (STABILIZE)** - In a Purist army, this model gains Stabilize. (If a model with Stabilize forfeits its movement during its activation to gain the aiming bonus, its ranged attacks gain boosted blast damage rolls that activation.)  
**STEADY** - This model cannot be knocked down.  
**DISPOILER**  
**ARCING FIRE** - When attacking with this weapon, this model can ignore intervening models except those within 1" of the target.

Illustration of Ashen Bloat Thrall.

FA	2
PC	2

Damage track: 10 yellow dice.

SPD	4
STR	5
MAT	4
RAT	4
DEF	10
ARM	14
CMD	5

DESPOILER	ROF	12	1	5	14
	AOE	1	5		
	POW	3	10		

Weapons: BLDUDGEON, P+S

Skills: BLOAT THRALL

Illustration of Ashen Gun Mage Captain Adept.

FA	2
PC	2

Damage track: 10 yellow dice.

SPD	6
STR	4
MAT	5
RAT	8
DEF	15
ARM	11
CMD	9

MAGELOCK PISTOL	ROF	1	10
	AOE	1	10
	POW	3	7

Weapons: SWORD, P+S

Skills: CAPTAIN, MAGELOCK PISTOL

Illustration of Ashen Paladin of the Order of the Wall.

FA	2
PC	2

Damage track: 10 yellow dice.

SPD	6
STR	7
MAT	8
RAT	4
DEF	13
ARM	16
CMD	9

FIREBRAND	ROF	7	14
	AOE	1	14
	POW	7	14

Weapons: FIREBRAND, P+S

Skills: PALADIN

Illustration of Ashen Man-O-War Hounih.

FA	2
PC	3

Damage track: 10 yellow dice.

SPD	4
STR	9
MAT	8
RAT	6
DEF	11
ARM	18
CMD	9

CANNON SHOT	ROF	8	1	14
	AOE	1	14	
	POW	6	15	

Weapons: AXE CANNON, P+S

Skills: KOVNIK

Illustration of Ashen Bloat Thrall.

FA	2
PC	2

Damage track: 10 yellow dice.

SPD	4
STR	5
MAT	4
RAT	4
DEF	10
ARM	14
CMD	5

DESPOILER	ROF	12	1	5	14
	AOE	1	5		
	POW	3	10		

Weapons: BLDUDGEON, P+S

Skills: BLOAT THRALL

## ASHEN GHOST SNIPER

GH0ST SNIPER

**CAMOUFLAGE** - This model gains an additional +2 DEF when benefiting from concealment or cover.

**OPPORTUNIST (HUNTER)** - In an Opportunist army, this model gains Hunter. (A model with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

**PURIST (HEADSHOT)** - In a Purist army, this model gains Headshot. (When a model with Headshot directly hits a non-warcaster/non-warlock warrior model with a Deadly Shot special attack, the model hit suffers 5 damage points instead of 3.)

**SWIFT HUNTER** - When this model destroys an enemy model with a normal ranged attack, immediately after the attack is resolved it can advance up to 2".

**ARCANE CANNON**

**DEADLY SHOT (\*ATTACK)** - Instead of rolling damage, a model hit suffers 3 damage points. When damaging a warlock or warbeast, choose which column or branch suffers the damage.

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FA 2  
PC 2  
DAMAGE

## ASHEN ALGORITHMIC DISPERSION OPTIFEX

OPTIFEX

**IRON SENTINEL** - While B2B with a friendly Faction warlock, this model gains +2 DEF and ARM and cannot be knocked down.

**OPPORTUNIST (PARRY)** - In an Opportunist army, this model gains Parry. (A model with Parry cannot be targeted by free strikes.)

**PURIST (GIRDLED)** - In a Purist army, this model gains Girdled. (A model with Girdled does not suffer blast damage. Friendly models B2B with a model with Girdled do not suffer blast damage.)

**SUBARMONIC TUNING** - While this model is not in melee, is within 6" of a friendly Faction warlock, and is in a friendly Faction warcaster's control area, the warcaster can channel spells through this model.

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FA 4  
PC 1  
DAMAGE

## ASHEN THRALL WARRIOR

THRALL WARRIOR

**CREATED** - This model does not begin the game in play.

**OPPORTUNIST (ANCIENT SPIRIT)** - In an Opportunist army, this model gains Ancient Spirit. (Models with Ancient Spirit lose Stealth.)

**PURIST (ARCANE DISJUNCTION)** - In a Purist army, this model gains Arcane Disjunction. (While in the command range of a model with Arcane Disjunction, enemy models pay double the focus or fury point cost to cast or upkeep spells.)

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FA 2  
PC 3  
DAMAGE

## ASHEN FELL CALLER HERO

FELL CALLER

**FELL CALLS** - This model can make one of the following calls at any time during its activation. A friendly Faction model/unit can be affected by only one call each turn.

• **OVERCOME** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder.

• **REVELLE** - Knocked down friendly Faction models in this model's command range immediately stand up. Models that were knocked down this turn are not affected by Revelle.

• **WAR CRY** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 to melee attack rolls this turn.

**OPPORTUNIST (QUICK WORK)** - In an Opportunist army, this model gains Quick Work. (When a model with Quick Work destroys one or more enemy models with a melee attack during its combat action, immediately after the attack is resolved it can make one normal ranged attack. Attacks gained from Quick Work do not count against a weapon's KOI.)

**PURIST (SIDE STEP)** - In a Purist army, this model gains Side Step. (When a model with Side Step hits an enemy model with an initial melee attack or a melee special attack that is not a power attack, it can advance up to 2" after the attack is resolved. It cannot be targeted by free strikes during this movement.)

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FA 2  
PC 3  
DAMAGE

ASHEN GHOST SNIPER  
RETRIBUTION SOLO

GH0ST SNIPER

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

ARCANE CANNON

RNG	ROF	AOE	POW
14	1	-	10

SWORD

POW	P+S
3	7

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FA 2  
PC 2  
DAMAGE

ASHEN ALGORITHMIC DISPERSION OPTIFEX  
CONVERGENCE SOLO

OPTIFEX

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	5	5	4	13	12	8

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FA 4  
PC 1  
DAMAGE

ASHEN THRALL WARRIOR  
MERCENARY SOLO

THRALL WARRIOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	6	3	11	14	7

GREAT SWORD

POW	P+S
4	10

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FA 2  
PC 3  
DAMAGE

ASHEN FELL CALLER HERO  
TROLLBLOOD TROLLKIN SOLO

FELL CALLER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	6	12	15	9

SONIC BLAST

RNG	ROF	AOE	POW
SP 8	1	-	12

SWORD

POW	P+S
3	10

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FA 2  
PC 3  
DAMAGE

## ASHEN THICK COAT

WAR WOLF

**GANG FIGHTER** - When making a melee attack targeting an enemy model in melee range of another friendly Faction warrior model, this model gains +2 to melee attack and melee damage rolls.  
**HUNTER** - This model ignores forcsis, concealment, and cover when determining LOS or making a ranged attack.  
**OPPORTUNIST (ADVANCE DEPLOYMENT)** - In an Opportunist army, this model gains Advance Deployment.

**PURIST THICK COAT** - In a Purist army, this model gains Thick Coat. (When a model with Thick Coat is hit by a melee or ranged attack, the attacker rolls one less damage die.)

**SIC KEM (REEVE OF ORBOROS)** - Once per turn if this model is not in melee, when a friendly Reeve of Orboros hits an enemy model with an attack, immediately after the attack is resolved this model can change the model hit. This model's charge attack roll is boosted.

FA 3  
PC 1  
DAMAGE

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## ASHEN ANCESTRAL GUARDIAN

GUARDIAN

**DEFENSIVE STRIKE** - Once per turn, when an enemy model advances into and ends its movement in this model's melee range, this model can immediately make one normal melee attack against it.  
**OPPORTUNIST (RENDERING)** - In an Opportunist army, this model gains Rendering. (When a model with Rendering gains a soul token or is given a soul token, it can immediately spend that token to remove 6d damage points.)  
**PURIST (WELL OF SOULS)** - In a Purist army, this model gains Well of Souls. (A model with Well of Souls begins the game with one soul token.)

**SOUL GUARDIAN** - This model gains one soul token for each friendly living Faction warrior model destroyed in its command range by a continuous effect, an enemy attack, or collateral damage of an enemy attack. This model can have up to three soul tokens at a time. During its activation, this model can spend soul tokens to gain additional attacks or to boost attack/damage rolls at one token per attack or boost.

**SPIRIT DRIVEN** - At the beginning of this model's activation, it can spend one soul token to gain +2 movement this activation. It can **STEADY** - This model cannot be knocked down.

FA 3  
PC 3  
DAMAGE

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## ASHEN SPELL MARTYR

SPELL MARTYR

**OPPORTUNIST (ENDLESS RESERVES)** - In an Opportunist army, this model gains Endless Reserves. (When a model with Endless Reserves is destroyed or removed from play, you can put a model with Endless Reserves into play completely within 3' of your table edge.)  
**PURIST (STALTH)** - In a Purist army, this model gains Stealth.

**SOULLESS** - This model does not generate a soul token when it is destroyed.  
**SPIRITUAL CONTROL AGGRAVATION** - While this model is not in melee and is in a friendly Faction warlock's control area, the warlock can channel a spell through it. Remove this model from play after the spell is cast.

FA 3  
PC 1  
DAMAGE

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## ASHEN GOBBET TINKER

MERCENARY

**MINION** - This model will work for Circle, Legion, Skorne, and Trollbloods.  
**GOBBET TINKER** - This model can attempt to repair friendly non-Mechanically Aware Faction warjacks and battle engines.  
**OPPORTUNIST (SCOURGE)** - In an Opportunist army, this model gains Scourge. (A model with Scourge will work for Bloodwater Congregation or Thornfall Alliance and gains Jack Marshal.)  
**POINT BLANK** - During its activation, this model can make melee attacks with its ranged weapon, with a 0.5' melee range. Do not add this model's STR to damage rolls made with ranged weapons. Charge attacks made with ranged weapons are not boosted.

**PURIST (SWAMP)** - In a Purist army, this model gains Swamp. (A model with Swamp will work for Bloodwater Congregation or Thornfall Alliance and gains boosted attack and damage rolls.)  
**REPAIR (B) (\*ACTION)** - This model can attempt repairs on any damaged friendly Faction warjack. To attempt repairs, this model must be B2B with the damaged warjack and make a skill check. If successful, remove 6d damage points from the warjack's damage grid.

FA 2  
PC 1  
DAMAGE

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### ASHEN THICK COAT

CIRCLE SOLO

WAR WOLF	
SPD	7
STR	7
MAT	6
RAT	0
DEF	13
ARM	12
CMD	7

STATS	
POW	4
P+S	11
BITE	



### ASHEN ANCESTRAL GUARDIAN

SKORNE SOLO

GUARDIAN	
SPD	4
STR	8
MAT	8
RAT	3
DEF	10
ARM	18
CMD	10

STATS	
POW	5
P+S	13
HALBERD	



### ASHEN SPELL MARTYR

LEGION SOLO

SPELL MARTYR	
SPD	6
STR	5
MAT	4
RAT	1
DEF	13
ARM	12
CMD	6

STATS	
POW	3
P+S	8
CLAWS	



### ASHEN GOBBET TINKER

MERCENARY MINION SOLO

GOBBET TINKER	
SPD	6
STR	4
MAT	4
RAT	4
DEF	14
ARM	12
CMD	7

STATS	
POW	8
P+S	1 - 10
PISTOL	

