

SUPREME ARCHDOMINA MAKEDA
SKORNE WARLOCK

2016 v2

MAKEDA 2

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	7	7	4	15	16	10

SWORD OF BALAASH

RNG	POW	P+S
1	5	12

FURY 6

DAMAGE

WB +24 FA C

SUPREME ARCHDOMINA MAKEDA

2016 v2

SPELLS

	COST	RNG	AOE	POW	DUR	OFF
DASH	2	SELF	CTRL	-	TURN	NO
The spellcaster and friendly Faction warrior models activating in its control range gain +1 SPD. While in the spellcaster's control range, friendly Faction warrior models gain Parry ☹. Dash lasts for one turn.						
DEFLECTION	3	SELF	CTRL	-	RND	NO
While in the spellcaster's control range, friendly Faction models gain +2 DEF against ranged and magic attacks. Deflection lasts for one round.						
PROSTRATION	2	8	-	12	-	YES
Target model hit becomes knocked down.						
STORM RAGER	3	6	-	-	UP	NO
Target friendly Faction warrior model gains +2 STR, MAT, and ARM and cannot be targeted by combined ranged attacks or combined melee attacks.						

DAMAGE

WB +24 FA C

TYRANT XERXIS
SKORNE WARLOCK

2016 v2

XERXIS 1

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	8	8	4	13	18	10

PILLAR OF HALAAK

RNG	POW	P+S
2	6	14

FURY 5

DAMAGE

WB +28 FA C

TYRANT XERXIS

2016 v2

SPELLS

	COST	RNG	AOE	POW	DUR	OFF
DEFENDER'S WARD	3	6	-	-	UP	NO
Target friendly Faction model/unit gains +2 DEF and ARM. Models are not affected while out of formation.						
RIFT	3	8	4	13	RND	YES
The AOE is rough terrain and remains in play for one round.						
TACTICAL SUPREMACY	2	6	-	-	UP	NO
Target friendly Faction model/unit gains Reposition [3']. (At the end of an activation in which it did not run or fail a charge, a model with Reposition [3'] can advance up to 3', then its activation ends.)						

DAMAGE

WB +28 FA C

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MAKEDA 2

ELITE CABRE (PRAETORIAN SWDSMEN) - Friendly Praetorian Swordsman models gain Vengeance. (During your Maintenance Phase, if one or more models in a unit with Vengeance were damaged by enemy attacks during the last round, each model in the unit can advance 3' and make one basic melee attack.)

STAY DEATH - When a friendly Faction non-character warrior model in this model's command range is disabled, this model can spend 1 fury point to remove 1 damage point from the disabled model.

SWORD OF BALAASH - Make a melee attack. Instead of making a normal damage roll, the POW of this weapon is equal to this model's STR plus twice the POW of this weapon.

COMBO STRIKE (*ATTACK) - Make a melee attack. Instead of making a normal damage roll, the POW of this weapon is equal to this model's STR plus twice the POW of this weapon.

FEAT: INSTRUMENTS OF WAR

Manifesting her undeniable command over life and death, Makeda sets control of her army, both body and soul, by enemy attacks during the last round, each model in the unit can advance 3' and make one basic melee attack.

Soldiers and warboss alike become instruments of her will, moving under her absolute control with flawless precision and unrelenting exactness.

While in Makeda's control range, friendly Faction models gain boosted melee attack rolls and cannot be knocked down. Instruments of War lasts for one round.

MAKEDA 2

FEAT: INSTRUMENTS OF WAR

Manifesting her undeniable command over life and death, Makeda sets control of her army, both body and soul, by enemy attacks during the last round, each model in the unit can advance 3' and make one basic melee attack.

Soldiers and warboss alike become instruments of her will, moving under her absolute control with flawless precision and unrelenting exactness.

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XERXIS 1

BATTLE PLAN - This model can use one of the following plans at any time during its activation. A friendly Faction model/unit can be affected by only one plan each turn.

- MARCH -** RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Pathfinder ☹ for one turn.
- PUSH TO THE LIMIT -** RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains +2 SPD when making a full advance. Push to the Limit lasts for one turn.
- STIR THE BLOOD -** RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, each affected model gains +2 to its first melee attack damage roll this turn.
- OVERTAKE -** When this model destroys one or more enemy models with a basic melee attack during its Combat action, after the attack is resolved it can immediately advance up to 1'.
- TACTICIAN (FACTION WARRIOR) -** While in this model's command range, friendly Faction warrior models can ignore other friendly Faction warrior models when determining LOS. Friendly Faction warrior models can advance through other friendly Faction warrior models in this model's command range if they have enough movement to move completely past them.
- COMBO SMITE (*ATTACK) -** The model hit is slammed 6' 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. When resolving damage for this attack, the model hit suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

FEAT: TOTAL ANNIHILATION

A monthlong utterly dedicated to the arts of war, Xerxis can call upon his raw power to harden the flesh of his warriors and bend their minds to a single, bloody purpose. Unleashed, they fall upon the enemy like a storm of threshing iron.

While in Xerxis' control range, friendly Faction models gain an additional die on their melee damage rolls. While in Xerxis' control range and B2B with another friendly Faction model, friendly Faction models gain +2 ARM. Total Annihilation lasts for one round.

TYRANT XERXIS

FEAT: TOTAL ANNIHILATION

A monthlong utterly dedicated to the arts of war, Xerxis can call upon his raw power to harden the flesh of his warriors and bend their minds to a single, bloody purpose. Unleashed, they fall upon the enemy like a storm of threshing iron.

While in Xerxis' control range, friendly Faction models gain an additional die on their melee damage rolls. While in Xerxis' control range and B2B with another friendly Faction model, friendly Faction models gain +2 ARM. Total Annihilation lasts for one round.

MAKEDA & THE EXALTED COURT
SKORNE WARLOCK UNIT

2016 v2

MAKEDA 3

SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
6	7	8	4	15	16	10

TALON OF MURZOUL

RNG.	POW.	P+S
2	8	15

FURY
6

DAMAGE

WB +24 FA C

MAKEDA & THE EXALTED COURT

2016 v2

SPELLS

SPELLS	COST	RNG	AOE	POW	DUR	OFF
ELIMINATOR	3	8	3	13	-	YES
Immediately after this attack is resolved, the spellcaster can advance up to 2" for each enemy model destroyed by the attack.						
GROUND ZERO	3	SELF	5	13	-	NO
Center a 5" AOE on the spellcaster. Each other model in the AOE is hit and suffers a POW 13 damage roll. Immediately after this damage is resolved each enemy model damaged by Ground Zero is pushed d6" directly away from the spellcaster in the order you choose.						
HAND OF DEATH	2	6	-	-	UP	NO
Target friendly Faction model gains Overtake and its weapons gain Grievous Wounds. (A model hit by a weapon with Grievous Wounds loses Tough Ⓢ and cannot have damage removed from it for one round.) (When a model with Overtake destroys one or more enemy models with a basic melee attack during its Combat Action, after the attack is resolved it can immediately advance up to 1".)						
VORTEX OF DESTRUCTION	2	SELF	-	-	UP	NO
Damage rolls against enemy models in the spellcaster's melee range are automatically boosted.						

MAKEDA & THE EXALTED COURT
SKORNE WARLOCK UNIT

2016 v2

EXALTED GUARDIAN

SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
6	7	8	3	12	18	10

SWORD

RNG.	POW.	P+S
1	5	12

DAMAGE

MODEL A'S DAMAGE

MODEL B'S DAMAGE

MAKEDA 3

BATTLE-DRIVEN - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder Ⓢ for one round.

WARLOCK UNIT - This unit is made up of Makeda and two Exalted Guardians.

TALON OF MURZOUL

BLOOD BOON - Once per activation, immediately after resolving an attack in which it destroyed an enemy model with this weapon, this model can cast a spell with COST 3 or less without spending fury.

When a model in Makeda's battlegroup destroys one or more enemy models in her control range with an attack, either Makeda can gain 1 fury point or 1 fury point can be removed from a model in her battlegroup that is in her control range. Dance of Death lasts for one turn.

MAKEDA & THE EXALTED COURT

FEAT: DANCE OF DEATH

Few can compare with Makeda's peerless and deadly grace in combat. At the crescent of battle she fills her blade and the weapons of her warbeasts with morthrurgical energies. With every foe she slays, her mystical might grows, heighting her strikes while granting her absolute command of the warbeasts that fight beside her.

MAKEDA & THE EXALTED COURT

EXALTED GUARDIAN

BATTLE-DRIVEN - When one or more models in this unit are damaged by an enemy attack, after the attack is resolved models in this unit gain +2 STR and ARM and Pathfinder Ⓢ for one round.

SHIELD GUARD - Once per round, when a friendly model is directly hit by a non-spray ranged attack during your opponent's turn while within 3" of this model, you can choose to have this model directly hit instead. This model is automatically hit and suffers all damage and knocked down, or stationary.

SOUL VESSEL - This model generates soul tokens as if it were a living model.

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SUPREME APTIMUS ZAAL
SKORNE EXTOLLER WARLOCK

2016 v2

ZAAL I

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

SPIRIT EYE

RNG	ROF	AOE	POW
8	1	-	6

STAFF OF AARAKIS

RNG	POW	P+S
2	4	9

FURY
7

DAMAGE

WB +26 FA C

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SUPREME APTIMUS ZAAL

2016 v2

SPELLS

	COST	RNG	AOE	POW	DUR	OFF
AWAKENED SPIRIT	2	6	-	-	UP	NO
Target warbeast in the spellcaster's battlegroup can cast its animus once during its activation without being forced. A warbeast that casts its animus as a result of Awakened Spirit cannot also be forced to cast its animus that activation.						
DEATH PACT	2	6	-	-	UP	NO
Target friendly Faction model/unit gains +2 ARM and Undead ☹️. Models are not affected while out of formation.						
HEX BLAST	3	10	3	13	-	YES
Enemy upkeep spells and animi on the model/unit directly hit by Hex Blast immediately expire.						
LAST STAND	2	6	-	-	UP	NO
Target friendly Faction model/unit gains an additional die on its melee attack and melee damage rolls. If an affected model makes a melee attack, it is destroyed at the end of the turn.						
SUNDER SPIRIT	2	10	-	12	*	YES
An enemy warbeast damaged by Sunder Spirit loses its animus for one round.						

DAMAGE

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KOVAAS
SKORNE SOLO

2016 v2

KOVAAS

SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
6	0	8	3	13	14	0

WASTING TOUCH

RNG	POW	P+S
2	14	14

DAMAGE

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SUPREME APTIMUS ZAAL

ZAAL I

DIRECT SPIRITS - When a friendly living Faction warrior model is destroyed in this model's control range and generates a soul token, you choose which model with the Soul Taker ability gains the destroyed model's soul, regardless of the proximity of other models. Enemy models are not eligible to gain soul tokens from models destroyed in this model's control range.

GHOST SIGHT - This model does not require LOS in order to target friendly models with spells. This model ignores concealment and cover ranged and magic attacks. This model ignores LOS when making ranged and magic attacks. This model ignores concealment and cover when resolving ranged attacks.

SOUL CONVERTER - Once per turn at any time during its activation, this model can spend 1 fury point to give each Exalted solo with Soul Taker Gatekeeper currently in its control range one soul token.

SPIRIT EYE

ANNIHILATING GAZE - When a living or undead model is hit by this attack, add its current STR to the damage roll.

SUPREME APTIMUS ZAAL

FEAT: RAGE OF ANCIENTS

Ancestral spirits of the storm become enraged watching their descendants slaughtered, and Supreme Aptimus Zaal can invoke their intervention. His ocular blades with binding lend unnatural strength and power to the survivors.

Zaal gains a number of ancestral rage tokens equal to the number of friendly Faction warrior models that have been destroyed and not returned to play since the start of the game. While in Zaal's control range, friendly Faction models can spend ancestral rage tokens on Zaal to boost one melee attack or melee damage roll for each token spent. At the end of the turn, remove unused ancestral rage tokens from Zaal.

KOVAAS

DESCARTOR (*ACTION) - Center a 4" AOE cloud effect on this model. Other living or undead models entering or ending their activations in the AOE suffer 1 point of magical damage ☹️. The AOE remains in play for one round.

DESTRUCTION-SPAWNED - This model does not begin the game in play. When a friendly Exalted solo with Soul Taker Gatekeeper is destroyed in Supreme Aptimus Zaal's control range, replace the Exalted solo with a Kovas unless there is already a friendly Kovas in play. If the Exalted solo had soul tokens on it when it was destroyed, place up to three of those soul tokens on the Kovas replacing it. Effects on the destroyed Exalted solo expire. The Kovas cannot activate the turn it is put in play.

SOUL TAKER: SOUL CAGE - This model can gain souls. When a living enemy model is destroyed within 2" of this model, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:

- SOUL-POWERED** - During its Combat Action, this model can spend soul tokens to make additional melee attacks. It can make one additional attack for each token spent.
- STRENGTH OF DEATH** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

WASTING TOUCH

THRESHOLD (*ATTACK) - This model makes one melee attack with this weapon against each model in its LOS that is in this weapon's melee range. Threshet attacks are simultaneous.

ZAAAL, THE ANCESTRAL ADVOCATE
SKORNE EXALTED WARLOCK

2016 v2

ZAAAL 2						
SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
4	8	6	3	10	18	8

OBSIDIAN STAFF

RNG.	POW.	P+S
2	6	14

FURY
7

DAMAGE

WB +29 FA C

ZAAAL, THE ANCESTRAL ADVOCATE

2016 v2

SPELLS	COST	RNG	AOE	POW	DUR	OFF
ANNIHILATION	4	10	3	10	-	YES

Models hit suffer a POW 10 damage roll. Models destroyed by Annihilation are removed from play and do not generate corpse tokens. When a living enemy model is destroyed by Annihilation, the spellcaster gains the destroyed model's soul token regardless of the proximity of other models.

AURA OF POWER 2 SELF CTRL - UP NO
While in the spellcaster's control range, friendly Faction non-warlock warrior models can spend 1 fury point on the spellcaster to boost a melee attack or melee damage roll during their activations.

MAGE SIGHT 2 CTRL 5 - UP NO
Place a 5" AOE completely within the spellcaster's control range. While a model is within the AOE, models in the spellcaster's battlegroup ignore forests and cloud effects when drawing LOS to it and ignore Stealth (E) when attacking it.

SUNDER SPIRIT 2 10 - 12 * YES
An enemy warbeast damaged by Sunder Spirit loses its animus for one round.

VISION 2 6 - - UP NO
When target friendly Faction model is directly hit by an attack, you can choose to have it suffer no damage roll from the attack, then Vision expires.

DESERT HYDRA
SKORNE GARGANTUAN WARBEAST

2016 v2

DESERT HYDRA						
SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
5	14	6	5	9	19	6

ACID SPRAY

RNG	ROF	AOE	POW
SP 6	1	-	12

BITE

RNG.	POW.	P+S
2	4	18

FURY
4

THRESHOLD
8

PC 38 FA 2

DESERT HYDRA
SKORNE GARGANTUAN WARBEAST

2016 v2

1 MIND 2 BODY 3 BODY 4 SPIRIT 5 SPIRIT 6 MIND

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ZAAAL, THE ANCESTRAL ADVOCATE

ZAAAL 2

DIRECT SPIRITS - When a friendly living Faction warrior model is destroyed in this model's control range and generates a soul token, you choose which model with the Soul Taker ability gains the destroyed model's soul, regardless of the proximity of other models. Enemy models are not eligible to gain soul tokens from models destroyed in this model's control range.

RIGHTFOUS VENGEANCE - If one or more friendly Faction warrior models were destroyed or removed from play by enemy attacks while within 5" of this model during the last round, during your Maintenance Phase this model can advance up to 3" and make one basic melee attack.

SOUL TAKER: RECLAIM - This model can gain souls. When a friendly living Faction model is destroyed by a continuous effect, an enemy attack, or collateral damage from an enemy attack while in this model's control range, this model gains the destroyed model's soul token. After this model leeches during your next Control Phase, replace each soul token with 1 fury point.

SOUL VESSEL - This model generates soul tokens as if it were a living model.

STEADY - This model cannot become knocked down.

OBSIDIAN STAFF

SILENCER - A model hit by this weapon cannot cast spells for one round.

ZAAAL, THE ANCESTRAL ADVOCATE

FEAT: STRENGTH ETERNAL

Under Zaal's command, exalted warriors reform their fractured bodies and for a time become all but invulnerable.

Remove d6 + 3 damage points from each friendly Faction construct model currently in Zaal's control range. While in Zaal's control range, friendly Faction construct models gain +5 ARM. Strength Eternal lasts for one round.

DESERT HYDRA

ANIMUS

COST	RNG	AOE	POW	DUR	OFF
2	SELF	*	-	RND	NO

Enemy models cannot make ranged attacks while in the spellcaster's command range. Sand Storm lasts for one round.

DESERT HYDRA

CIRCULAR VISION - Models never gain a back strike bonus against this model.

MULTIPLE HEADS (5) - This model can make five initial attacks each attack. This model loses one initial attack for each of its aspects that are currently crippled. This model cannot be forced to make additional Acid Spray attacks.

REGENERATION (d3 + 3) - This model can be forced to remove d3 + 3 damage points once per activation. This model cannot use Regeneration during an activation it turns.

SNACKING - When this model boxes a living model with a melee attack, it can choose to remove the boxed model from play. When it does, this model can remove d3 damage points.

ACID SPRAY

CONCENTRATED BLAST (*ATTACK) - This weapon becomes RNG SP 10 and POW 16 for this attack.

BITE

CRITICAL GRIEVOUS WOUNDS - On a critical hit, a model hit by this weapon loses Tough (E) and cannot have damage removed from it for one round.

DESERT HYDRA

GARGANTUAN POWER ATTACKS

Any gargantuan can make head-butt, slam, and trample power attacks. A gargantuan with at least one melee weapon with a location of L or R can make sweep attacks. A gargantuan with at least one weapon with the Open Fist (E) weapon quality can make power strike and throw power attacks.

HEAD-BUTT AND SLAM REVERTED - Head-butt and slam power attacks made by a gargantuan have a 2" melee range. Smaller-based models hit by a slam power attack made by a gargantuan are moved an additional 2".

POWER STRIKE - A gargantuan must have at least one weapon with the Open Fist (E) weapon quality to make a power strike power attack. The power strike attack has a 2" melee range equal to that of the gargantuan's target. Its target must be in the Open Fist's field of fire and have a smaller base than the gargantuan.

hits, the target is slammed d6 + 2" directly away from the gargantuan. If the attack against the target is a power strike, the gargantuan suffers a power attack damage roll.

SWEEP - A gargantuan chooses a melee weapon with a location of L or R to make a sweep power attack. It makes one melee attack with the weapon against each model in the weapon's field of fire that is within the weapon's melee range, ignoring intervening models when determining LOS. This power attack does not require a target, but each separate attack does. These attacks are simultaneous. Models hit suffer a power attack damage roll.

BASILISK KREA
SKORNE LIGHT WARBEAST

2016 v2

KREA						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	8	4	4	12	14	5

SPIRITUAL PARALYSIS			
RNG	ROF	AOE	POW
8	1	-	-

BITE			
RNG	POW	P+S	
0.5	4	12	

FURY 3

THRESHOLD 8

1 MIND 2 BODY 3 SPIRIT 4 5 6

PC 7 FA U

REPTILE HOUND
SKORNE LESSER WARBEAST

2016 v2

REPTILE HOUND						
SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	5	1	13	13	3

BITE			
RNG	POW	P+S	
0.5	2	8	

FURY 2

THRESHOLD 8

1 MIND 2 BODY 3 SPIRIT 4 5 6

PC 2 Reptile Hounds 7 FA U

LEGENDS OF HALAAR
SKORNE PRAETORIAN UNIT

2016 v2

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

SWORD			
RNG	POW	P+S	
1	3	9	

FURY 2

THRESHOLD 8

1 MIND 2 BODY 3 SPIRIT 4 5 6

PC Valgesh, Cidaar & J'Deth 8 FA C

LEGENDS OF HALAAR
SKORNE PRAETORIAN UNIT

2016 v2

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

NAGINATA			
RNG	POW	P+S	
2	5	11	

J'DETH I						
SPD	STR	MAT	RAT	DEF	ARM	CMD
6	6	7	4	13	15	6

MACE			
RNG	POW	P+S	
0.5	4	10	

FURY 2

THRESHOLD 8

1 MIND 2 BODY 3 SPIRIT 4 5 6

PC Valgesh, Cidaar & J'Deth 8 FA C

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BASILISK KREA

ANIMUS COST RNG AOE POW DUR OFF

2 SELF - - RND NO

White within 3' of the splashing, friendly Faction models gain Force Barrier. Force Aura lasts for one round. (A model with Force Barrier gains +2 DEF against ranged attack rolls and does not suffer blast damage.)

KREA - When this model makes a melee attack against an enemy model in the melee range of a friendly Basilisk Drake model, this model gains +2 to attack rolls and gains an additional damage die.

SPIRITUAL 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.

REPTILE HOUND

ANIMUS COST RNG AOE POW DUR OFF

1 6 - - TURN NO

Target friendly Faction warbeasts gains Snaking. Heightened Metabolism lasts for one turn. (When a model with Snaking boxes a living model with a melee attack, it can choose to remove the boxed model from play. When it does, the model with Snaking can remove additional damage die.)

REPTILE HOUND - When this model makes a melee attack against an enemy model in the melee range of another friendly Reptile Hound model, this model gains +2 to attack rolls and gains an additional damage die.

LEGENDS OF HALAAR

VALGESH I

DEFENSIVE LINE - While this model is B2B with one or more models in its unit, it gains +2 DEF against melee attacks and cannot become knocked down.

FLANK (ANOTHER MODEL IN THIS UNIT) - When this model makes a melee attack against an enemy model in the melee range of another model in this unit, this model gains +2 to attack rolls and gains an additional damage die.

RELENTLESS CHARGE - While advancing as part of a charge, this model gains Pathfinder.

SIDE STEP - When this model hits an enemy model with an initial melee attack or a melee special attack, it can advance up to 2' after the attack is resolved.

SWORD - Make a melee attack. Instead of making a normal damage roll, the POW of the damage roll is equal to this model's STR plus twice the POW of this weapon.

COMBO STRIKE (ATTACK) - Make a melee attack. Instead of making the attack is resolved.

SIDE STEP - When this model hits an enemy model with an initial melee attack or a melee special attack, it can advance up to 2' after the attack is resolved.

RELENTLESS CHARGE - While advancing as part of a charge, this model gains Pathfinder.

DEFENSIVE LINE - See above.

FLANK (ANOTHER MODEL IN THIS UNIT) - See above.

RELENTLESS CHARGE - See above.

SIDE STEP - See above.

MACE

COMBO SMITE (ATTACK) - The model hit is slammed 6' 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. When resolving damage for this attack, the model hit suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

LEGENDS OF HALAAR

CIDAAR I

DEFENSIVE LINE - While this model is B2B with one or more models in its unit, it gains +2 DEF against melee attacks and cannot become knocked down.

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 basic melee attack against it.

FLANK (ANOTHER MODEL IN THIS UNIT) - When this model makes a melee attack against an enemy model in the melee range of another model in this unit, this model gains +2 to attack rolls and gains an additional damage die.

RELENTLESS CHARGE - While advancing as part of a charge, this model gains Pathfinder.

SIDE STEP - When this model hits an enemy model with an initial melee attack or a melee special attack, it can advance up to 2' after the attack is resolved.

J'DETH I

DEFENSIVE LINE - See above.

FLANK (ANOTHER MODEL IN THIS UNIT) - See above.

RELENTLESS CHARGE - See above.

SIDE STEP - See above.

MACE

COMBO SMITE (ATTACK) - The model hit is slammed 6' 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. When resolving damage for this attack, the model hit suffers a damage roll with POW equal to the STR of this model plus twice the POW of this weapon. The POW of collateral damage is equal to the STR of this model.

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ПРАЕТОРИАН КАРАК OFFICER & STANDARD
SKORNE COMMAND ATTACHMENT

2016 v2

OFFICER						
SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
6	6	6	4	12	15	8

PIKE			
RNG.	POW.	P+S	
2	4	10	

STANDARD BEARER						
SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
6	6	5	4	12	15	8

OFFICER'S DAMAGE

EXTOLLER SOULWARD
SKORNE SOLO

2016 v2

SOULWARD						
SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
6	5	5	5	14	12	8

SPIRIT EYE				
RNG.	ROF.	AOE.	POW.	
8	1	-	6	

MODEL A'S DAMAGE

MODEL B'S DAMAGE

VOID SPIRIT
SKORNE SOLO

2016 v2

VOID SPIRIT						
SPD.	STR.	MAT.	RAT.	DEF.	ARM.	CMD.
6	6	6	3	14	12	0

REND			
RNG.	POW.	P+S	
0.5	6	12	

MODEL A'S DAMAGE

MODEL B'S DAMAGE

PC Officer & Standard 4 FA U

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PC 3 FA 2

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PC 4 FA 2

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ПРАЕТОРИАН КАРАК OFFICER & STANDARD

OFFICER - This model and friendly models B2B with it do not suffer blast damage.

IRON ZEAL - This model can use Iron Zeal once per game at any time during its unit's activation. Models in this unit gain +3 ARM and cannot become stationary or knocked down. Models are not affected while out of formation. Iron Zeal lasts for one round.

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

TACTICS: PRACTICED MANEUVERS - Models in this unit gain Practiced Maneuvers. (Each model in this unit can ignore other models in this unit when determining LOS and can advance through them if it has enough movement to move completely past them.)

STANDARD BEARER - See above.

GRIPED - See above.

SET DEFENSE - See above.

STANDARD BEARER - While this model is within 5' of its unit commander, the unit commander gains +2 CMD.

TAKE UP - If this model is destroyed, you can choose a Grunt in this unit within 1' of it to be destroyed instead. Effects on this model expire, and it gains the effects on the chosen Grunt. Remove the Grunt from the table instead of this model. This model has the same number of unmarked damage boxes as the chosen Grunt.

SOULWARD

GHOST SHIELD - This model gains +1 ARM for each soul token currently on it.

MAGIC ABILITY

- GUIDANCE (*ACTION)** - RNG CMD. Target friendly Faction model. If the model is in range, it gains Dyeless Sight and its weapons gain Damage Type: Magical for one turn.
- SPIRIT GUIDE (*ACTION)** - RNG CMD. Target friendly Faction model with Soul Taker. Carekeeper. If the model is in range, move any number of soul tokens to it from this model.
- SOUL TAKER: CAREKEEPER** - This model can gain souls. When a friendly living Faction model is destroyed while in this model's command range, this model gains the destroyed model's soul token. This model can have up to three soul tokens at any time. This model can spend soul tokens for the following:
 - **STRENGTH OF DEATH** - During its Combat Action, this model can spend soul tokens to boost one attack or damage roll for each token spent.

SPIRIT EYE

ANNIHILATING GAZE - When a living or undead model is hit by this attack, add its current STR to the damage roll.

GHOST SHOT - This model ignores LOS, concealment, and cover when making attacks with this weapon.

VOID SPIRIT

ANNIHILATOR - This model gains an additional die on melee attack and melee damage rolls against living models. When a living model is destroyed within 3' of this model, it never generates a soul token.

POLTERGEIST - When an enemy model misses this model with an attack immediately after the attack is resolved you can choose to push the enemy model d3' directly away from this model.

VOID WALK - Once per activation, immediately after resolving an attack during its Combat Action, you can place this model anywhere completely within 8' of its current location.

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