

### CHARRED IRONCLAD



**IRONCLAD**  
**OPPORTUNIST (HYPER AGGRESSIVE)** - In an Opportunist army, this model gains Hyper Aggressive. (When a model with Hyper Aggressive suffers damage from an enemy attack anytime except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking model.)  
**PURIST (UNYIELDING)** - In a Purist army, this model gains Unyielding. (While engaging an enemy model, a model with Unyielding gains +2 ARM.)  
**QUAKE HAMMER**  
**CRITICAL KNOCKDOWN** - On a critical hit, the model hit is knocked down.  
**TREMOR (ATTACK)** - Tremor affects every model within 2' of this model and does not require a target. Make one melee attack roll. If the roll equals or exceeds the DEF of an affected model, it is knocked down. This attack roll cannot be rerolled. This model can make a Tremor special attack if it charges.

FA U  
PC 7

STATUS SYSTEM  
L R M C C  
L M C R R  
L M C C C

DAMAGE  
1 2 3 4 5 6

IRONCLAD

SPD	STR	MAT	RAT	DEF	ARM	CMD
5	11	7	6	12	18	3

QUAKE HAMMER

POW	P+S
7	14

OPEN FIST

POW	P+S
3	14



### CHARRED CRUSADER



**CRUSADER**  
**OPPORTUNIST (WHITE HE'S DOWN)** - In an Opportunist army, this model gains White He's Down. (When a model with White He's Down knocks down a model with a head-hit, it can immediately make a normal melee attack against the knocked down model.)  
**PURIST (HEAVY BOLLER)** - In a Purist army, this model gains Heavy Boller. (A model with Heavy Boller can run without spending focus.)

FA U  
PC 9

STATUS SYSTEM  
L R M C C  
L M C R R  
L M C C C

DAMAGE  
1 2 3 4 5 6

CRUSADER

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	11	6	5	10	19	—

INFERNO MACE

POW	P+S
7	18

OPEN FIST

POW	P+S
3	14



### CHARRED JUGGERNAUT



**JUGGERNAUT**  
**OPPORTUNIST (CRUSHER)** - In an Opportunist army, this model gains Crusher. (A model with Crusher gains an additional die on trample attack rolls and can make trample power attacks without spending focus.)  
**PURIST (SHIELD GUARD)** - In a Purist army, this model gains Shield Guard. (Once per round, when a Friendly model is directly hit by a ranged attack during your opponent's turn while within 2' of a model with Shield Guard, you can choose to have the model with Shield Guard directly hit instead. The model is automatically hit and suffers all damage and effects. The model cannot use Shield Guard if it is incorporeal, knocked down, or stationary.)  
**ICE AXE**  
**CRITICAL FREEZE** - On a critical hit, the model hit becomes stationary for one round unless it has Immunity: Cold.

FA U  
PC 7

STATUS SYSTEM  
L R M C C  
L M C R R  
L M C C C

DAMAGE  
1 2 3 4 5 6

JUGGERNAUT

SPD	STR	MAT	RAT	DEF	ARM	CMD
4	12	6	4	10	20	—

ICE AXE

POW	P+S
7	19

OPEN FIST

POW	P+S
3	15



### CHARRED SLAYER



**SLAYER**  
**OPPORTUNIST (TUSK TRIP)** - In an Opportunist army, this model gains Tusk Trip. (When a model with Tusk Trip hits with a Tusk attack, the target model is knocked down.)  
**PURIST (GRAB)** - In a Purist army, this model gains Grab. (A model with Grab does not suffer blast damage. Friendly models B2B with it do not suffer blast damage.)  
**DEATH CLAW**  
**COMBO STRIKE (ATTACK)** - 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.

FA U  
PC 9

STATUS SYSTEM  
L R M C C  
L M C R R  
L M C C C

DAMAGE  
1 2 3 4 5 6

SLAYER

SPD	STR	MAT	RAT	DEF	ARM	CMD
6	10	7	5	13	17	—

TUSKS

POW	P+S
2	16

DEATH CLAW

POW	P+S
6	16

DEATH CLAW

POW	P+S
6	16





### CHARRED DIRT TROLL MAULIER

ANIMUS	COST	RNG	AOE	POW	UP	OFF
RAGE	2	6	-	-	NO	NO

Target friendly Faction model gains +3 STR. Rage lasts for one round.

**MAULIER**

**OPPORTUNIST (REGENERATIVE)** - In an Opportunist army, this model gains Regenerative. (When a model with Regenerative heals d3 damage points, do not roll. It automatically heals 3 damage points.)

**PURIST HYPER REGENERATION** - In a Purist army, this model gains Hyper Regeneration. (A model with Hyper Regeneration automatically heals d3 damage points at the start of each of its activations.)

**REGENERATION [D3]** - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

**SMACKING** - 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.

**BIG MEATY FIST**

**CHAIN ATTACK: GRAB & SMASH** - If this model hits the same model with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headkick/weapon lock, push, or throw power attack against that target.

Illustration of the Charred Dirt Troll Maulier model with its stats and abilities.

### CHARRED FERAL WARPOOLF

ANIMUS	COST	RNG	AOE	POW	UP	OFF
BAYING OF CHAOS	2	SELF	-	-	NO	NO

Baying of Fury point from each enemy warbeast in this model's command range. A warbeast can be affected by Baying of Chaos only once per turn.

**WARPOOLF**

**CONTROLLED WARNING** - At the beginning of this model's activation, choose one of the following warp effects. Warp effects last for one round. If this model freezes it must choose Warp Strength at the start of its activation.

**PROTECTIVE PLATES** - This model gains +2 ARM.

**WARP SPEED** - This model gains +2 SPD.

**WARP STRENGTH** - This model gains +2 STR.

**OPPORTUNIST (HOWLER)** - In an Opportunist army, this model gains Howler. (When a model with Howler is forced to use Baying of Chaos, reduce the COST to 0.)

**PURIST (PATHFINDER)** - In a Purist army, this model gains Pathfinder.

**REGENERATION [D3]** - This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.

Illustration of the Charred Feral Warpoolf model with its stats and abilities.

### CHARRED TITAN GLADIATOR

ANIMUS	COST	RNG	AOE	POW	UP	OFF
RUSH	2	6	-	-	NO	NO

Target friendly warbeast gains +2 movement and Pathfinder.

**GLADIATOR**

**BULLHEAD** - When this model freezes, if it would charge a model it targets that model with a slam power attack instead. If it cannot, it freezes normally.

**FOLLOW UP** - When this model slams an enemy model, immediately after the slam is resolved this model can advance directly toward the slammed model up to the distance the slammed model was moved.

**GRAND SLAM** - This model can make slam power attacks without spending focus or being forced. Models slammed by this model are moved an additional 2".

**OPPORTUNIST (LUCKY SLAM)** - In an Opportunist army, this model gains Lucky Slam. (Models with Lucky Slam can roll missed Slam attack rolls. Each attack roll can be rerolled only once as a result of Lucky Slam.)

**PURIST (SUPERIOR TRAINING)** - In a Purist army, this model gains Superior Training. (When a model with Superior Training makes a threshold check, choose whether it passes or fails the check instead of rolling.)

**TUSKS**

**HARD HEAD** - This model can add this weapon's POW to its head-butt and slam power attack damage rolls.

Illustration of the Charred Titan Gladiator model with its stats and abilities.

### CHARRED CARNIVAN

ANIMUS	COST	RNG	AOE	POW	UP	OFF
SPINY GROWTH	2	6	-	-	NO	NO

Target friendly Faction model gains +2 ARM. If a warjack or warbeast hits the affected model with a melee attack, the attacking model suffers d3 damage points immediately after the attack has been resolved unless the affected model was destroyed or removed from play by the attack. Spiny Growth lasts for one round.

**CARNIVAN**

**ASSAULT** - As part of a charge, after moving but before making its charge attack, this model can make one ranged attack targeting the model charged unless they were in melee with each other at the start of this 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 model must still make the Assault ranged attack before its activation ends.

**BLOOD CREATION** - This model never attacks friendly Faction warlocks and cannot choose them as its frenzy target.

**OPPORTUNIST (EMBER)** - In an Opportunist army, this model gains Ember. (The ranged weapons of models with Ember gain Continuous Effect. (Fire ☹️))

**PURIST (LUMINOUSITY)** - In a Purist army, this model gains Luminosity. (The ranged weapons of models with Luminosity lose Damage Type. (Fire ☹️) and gain Magical Weapon ☹️.)

**SOULLESS** - This model does not generate a soul token when it is destroyed.

Illustration of the Charred Carnivan model with its stats and abilities.

MAULIER

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	5	12	6	3	12	18

ARM	POW	P+S
4	4	16

ARM	POW	P+S
4	4	16

ARM	POW	P+S
4	4	16

WARPOOLF

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	11	7	3	14	16

ARM	POW	P+S
5	5	14

ARM	POW	P+S
4	4	15

ARM	POW	P+S
4	4	15

GLADIATOR

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	4	12	6	3	12	19

ARM	POW	P+S
4	4	16

ARM	POW	P+S
4	4	16

ARM	POW	P+S
4	4	16

CARNIVAN

SPD	STR	MAT	RAT	DEF	ARM	CMD
7	6	12	6	4	11	18

ARM	POW	P+S
4	4	16

ARM	POW	P+S
4	4	16

ARM	POW	P+S
4	4	16

