



Outcast

Ranger 2 points

AP SPD EVA ARM RSL HP

3 3 4 14 10 1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Bone Claws	4	0	3	
Bone Barrage	6	6	4	Powerful(2), Jammable(17), Reload(1)

SPECIAL ABILITIES

Ranger Solitary

HGT 2 30MM WL 2

OUTCAST

If a roll of X or higher is rolled during an Attack Test made with this weapon profile, the Attack Test is considered a Botched Attack. Additionally, place a **Jammed counter** on the model that attacked with this weapon profile.

Jammed counter: While a model has a **Jammed counter**, it cannot make attacks with weapon profiles with the **Jammable(X)** weapon ability.



Scourge

Warrior 2 points

AP SPD EVA ARM RSL HP

3 3 4 12 10 1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Spear	6	0	4	Powerful(2)

SPECIAL ABILITIES

Ranger Solitary All Terrain

HGT 2 30MM WL 2

SCOURGE



Pariah

Peon 1 point

AP SPD EVA ARM RSL HP

2 4 6 12 6 1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Hand Weapon	4	0	4	Blighted, Terrifying

SPECIAL ABILITIES

Mob

HGT 2 30MM WL 6

PARIAH

Mob : This model may not be selected to be a warband's Leader.

: A player may select up to 6 models to form a party if those models all have the **Mob** special ability.

Blighted : When a model fails an Armor Test caused by a hit from this weapon profile, it does not lose an HP. Instead, it gains a **Blight token**. On a Perfect Attack, this weapon profile causes a model to lose an HP rather than gain a **Blight token**.

Terrifying : A model hit by an attack from this weapon profile must perform a Resolution (RSL) test:
-TN of RSL
-Failure: Gain a **Wavering counter**.

Wavering counter: This model may not make Special Actions other than **Rally**.



Ravenous

Warrior 4 points

AP SPD EVA ARM RSL HP

3 3 4 16 8 2

WEAPON	AA	RN	ST	WEAPON ABILITIES
Teeth and Claws	7	0	4	Blighted, Powerful(2)

SPECIAL ABILITIES

Blightpowered(+1 SPD)

HGT 2 30MM WL 2

RAVENOUS

Blightpowered(X) : This model gains +X for each **Blight token** on it.

Blighted : When a model fails an armor test caused by a hit from this weapon profile, it does not lose an HP. Instead, it gains a **Blight token**. On a Perfect Attack, this weapon profile causes a model to lose an HP rather than gain a **Blight token**.

Blightsinger

Mage 5 points

AP SPD EVA ARM RSL HP

3 4 4 14 14 3

WEAPON	AA	RN	ST	WEAPON ABILITIES
Claws	5	0	6	Powerful(2)
Blight Overture	5	0	8	Powerful(2), Blighted

SPECIAL ABILITIES

Font of Blight
Magika Caster(※)

HGT 2 30MM WL 1

Blightsinger

If this model is included in a warband, it must be selected to be the Leader. At the beginning of the End Phase, models within 1" of this model gain a **Blight token**. This model does not gain **Blight tokens** as a result of **Font of Blight**.

Magika Caster(X) : This model may cast Magika. When this model is deployed, it may select two Magika spells with the X Magika keyword. ※ Blightdirges

Blighted : When a model fails an Armor Test caused by a hit from this weapon profile, it does not lose an HP. Instead, it gains a **Blight token**. On a Perfect Attack, this weapon profile causes a model to lose an HP rather than gain a **Blight token**.

Blightborn

Monster 8 points

AP SPD EVA ARM RSL HP

3 3 6 16 10 5

WEAPON	AA	RN	ST	WEAPON ABILITIES
Blighted Embrace	3	0	7	Powerful(3), Blighted, Terrifying
Serpentine Crush	5	※	8	Reach

SPECIAL ABILITIES

Blightghast
Blight Censors
Solitary
All Terrain

HGT 4 80MM WL 1

Blightborn

This model is not killed when it has 3 **Blight tokens**. Once per round, at the beginning of the Start Phase, this model may remove a **Blight token** from itself. If it does so, this model immediately heals 1 HP.

Blightghast : Once per round, after this model hits an enemy model with an attack, after fully resolving the attack, this model may gain a **Blight token**.

Blight Censors : When a model fails an Armor Test caused by a hit from this weapon profile, it does not lose an HP. Instead, it gains a **Blight token**. On a Perfect Attack, this weapon profile causes a model to lose an HP rather than gain a **Blight token**.

Blighted : A model hit by an attack from this weapon profile must perform a Resolution (RSL) test:
-TN of RSL
-Failure: Gain a **Wavering counter**.

Terrifying :

Aoberration

Champion 5 points

AP SPD EVA ARM RSL HP

3 3 6 14 8 4

WEAPON	AA	RN	ST	WEAPON ABILITIES
Large Bludgeon	5	※	7	Reach

SPECIAL ABILITIES

Powerful Charge

HGT 3 50MM WL 2

Aoberration

ILL Omen

Blightdirge

Magika Test : TN: RSL

Success : Apply the **Deepest Darkness** Battlefield Rule until the end of the round, in addition to any other Battlefield Rules.

Failure : This model gains 1 **Blight token**.

INCITE Blight

Blightdirge

While in a party with this model, friendly models gain the following:

Blightpowered(+1 ST for weapons with RN 0 or the **Reach** weapon ability).

RUIN BOLT

OLIGHTDIRGE

WEAPON	AA	RN	ST	WEAPON ABILITIES
Ruin Bolt	8	8	8	Blighted, Reload (1)

RUIN RESONANCE

OLIGHTDIRGE

This model gains the **Protected** special ability.

This model is considered to have the **Mob** special ability when forming a Party.

RUIN FORTUNE

At the beginning of the Start Phase, select the Leader of one of your warbands. Until the next End Phase, the Leader and friendly models within 8" of them, are always considered to be benefiting from **Light Cover** when targeted by a ranged attack or curse magika attack this turn, unless they would instead benefit from **Heavy Cover**.



RUIN FORTUNE

At the beginning of the Start phase, select a model in one of your warbands. All enemy models with 3" of that model must pass a Resolution (RSL) test:

- TN of RSL
- Success: Nothing.
- Failure: Gain a **Wavering counter**.



RUIN FORTUNE

Select the Leader of one of your warbands at the start of its activation. Select another model in that model's warband without the **Solitary** special ability within 8".

That model heals 1 HP and gains 1 **Blight token**.



FLOOD

When an enemy model is engaged by 3 or more models in one of your warbands, score 1 VP.

PANDÆMONIUM

At the beginning of the End Phase, if three or more enemy models have **Wavering counters**, score 1 VP.

PESTILENCE

When an enemy model is Killed due to the number of **Blight tokens** it has, score 1 VP.

WICKED RITUAL

If the Leader of one of your warbands starts its activation in contact with an Objective, it may perform a **Wicked Ritual** special action for 1 AP.

Wicked Ritual: Make a Resolution (RSL) test:

- TN of RSL - 6 + (number of models with one or more **Blight Tokens** within 3" of the Objective)
- Success: Score 1 VP and remove all **Blight tokens** from the Leader.
- Failure: Nothing.

