



ST. GWEN
M3 B4 S4 W5 Mo10
 Sacred Combat Knife · TCW R1 P2 D2
 Sacred Bolt Pistol · TRW R12 P2 D1
 Grenade · TRW R8 P0 D1
 Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.
 Consecrated Prayer
 Action: Roll 1D6 for each miniature of your choice at R5 of St.Gwen (her included): On a 2-, it Heals 1 point to that miniature.
 "Even in darkness His light receive my prayers."
 O.C. by @sunflowergg · Fan art by Orniris Terensi · Warniris 2ED



THORNE "THE DESERTER"
M3 B5 S4 W7 Mo8
 Lion's Fang · TCW R1 P1 D2
 Ol' Betsy · TRW R10 P2 D1
 Lion's Roar · TRW R6 P4 D2
 Note: This Weapon can be used only once.
 Gold Curse
 At the beginning of the turn, roll 1D6: On a 2-, the sound of a huge bag full of gold resonates on the Combat Zone, dealing 1 Damage to any miniature of your choice.
 Bulky
 Thorne can only displace half of its Movement during an Attack.
 "I'm not here to judge. I'm here only to get the job done. Whether you've made mistakes in the past or not is of little consequence to me."
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ISHAHN AGHORI
M3 B4 S2 W6 Mo8
 The Strigoi Talon · TCW R1 P2 D2
 Effect: Roll 1D6: On a 2-, deals 1 Damage.
 The Moroi Fang · TCW R1 P1 D1
 Effect: The miniature loses one of its remaining Actions this turn.
 Beg for that feeling called... Mercy
 Each time a miniature is Damaged by Ishahn, that miniature can beg for mercy. Ishahn can decide to forgive that point of Damage and the target can put it on a different friendly miniature that is at R3 of Ishahn.
 Charge from the Sky
 When Ishahn Attacks with a Combat Weapon, his Movement becomes 12.
 "Mercy? I've heard this word so many times but funnily enough, I can't remember its meaning."
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TSONGOR
M3 B5 S3 W6 Mo9
 The Fist of Oblivion · TCW R1 P3 D1
 Effect: Roll 1D6: On a 2-, deals 1 Damage.
 The Axe of Relief · TCW R2 P2 D1
 Effect: A miniature of your choice at R3 of Tsongor receive an Attack with this Weapon without Effects.
 Dead Aura
 At the beginning of the turn roll 1D6 for each miniature of your choice at R4 of Tsongor: On a 1, its Body is penalized by 1 point until the end of the turn.
 Bulky
 Tsongor can only displace half of its Movement during an Attack.
 "Of course I could spare your life. But why would I?"
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ATARINE HESTIA
M3 B4 S5 W6 Mo10
 The Divining Blade · TCW R2 P3 D1
 Effect: Roll 1D6: On a 3-, deals 1 Damage.
 Grenade · TRW R8 P0 D1
 Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.
 Knowledge Blocks Power
 Any enemy Channel that is going to be performed at R10 or less from Atarine will be penalized by 2 points on Spirit until the end of that Channel.
 "Nothing escapes us - for we are his dagger in the night."
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APOSTLE OF ENTRAILS
M3 B5 S2 W7 Mo7
 Godbreaker · TCW R3 P2 D2
 Effect: Roll 1D6: On a 1, deals 1 Damage. Continue rolling 1D6 until you stop rolling 1's (for each extra result of 1 it deals 1 Damage).
 Twin Bolt Rifle · TRW R13 P1 D2
 Super Heavy Armour
 For each Damage point received, roll 1D6: On a 2-, the Damage point is ignored.
 Bulky
 The Apostle can only displace half of its Movement during an Attack.
 "I'm good to those who deserve it and I keep my hatred for my enemies as required by my Holy Primarch!"
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LOUPIOUS BLACKHAND
M3 B4 S3 W7 Mo11
 Condemnation · TCW R2 P3 D2
 Grenade · TRW R8 P0 D1
 Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.
 Fury Incarnate
 Each time that Loupious receives 1 point of Damage, roll 1D6: On a 2-, Loupious can perform an Attack to the miniature who Damaged him (this can only happen once per turn).
 "This inner fury is useless without control."
 O.C. by @blacklion40k · Fan art by Orniris Terensi · Warniris 2ED



VASHURA
M3 B4 S2 W6 Mo8
 Vengeance and Revenge · TCW R3 P2 D2
 Effect: Two miniatures of your choice at R3 of Vashura receive an Attack with this Weapon without Effects.
 Grenade · TRW R8 P0 D1
 Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.
 Dark is the Night
 At the beginning of the turn, roll 1D6: On a 4 or 5, Vashura improves by 1 its Mind until the end of the turn. On a 6, improves by 1 its Mind and Body until the end of the turn.
 Charge from the Sky
 When Vashura Attacks with a Combat Weapon, his Movement becomes 12.
 "These blades tasted nearly so much blood of the sinners like those of the Primarch himself."
 O.C. by @geroon.kh · Fan art by Orniris Terensi · Warniris 2ED



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GAVRIEL ARCANGELOS

M3 B4 S3 W6 Mo8

Chant of Blood · TCW R2 P2 D3

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Wings of Steel

When Gavriel Attacks with a Combat Weapon, his Movement becomes 12. In addition, roll 1D6: On a 3-, deals 1 Damage when Gavriel makes base-contact.

"When facing the enemy, our is the strength, our is the virtue."

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ESSAM MARUK

M3 B3 S4 W6 Mo12

Warp Burn · TP R8 P2 D2

Effect: Roll 1D6: On a 2-, deals 1 Damage.

Melting Fire · TP R15 P1 D1

Effect: Suffer a penalization of 1 point to its Body until the end of the turn.

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Paying the Price

At the beginning of the turn, Essam Maruk can improve its Spirit by 1 point and suffer 1 point of Damage, or improve its Spirit by 2 points and suffer 2 points of Damage.

"I'm the psionic inferno of the fifteenth Legion. All our enemies shall burn in MY WAY!"

O.C. by @grecor.kh · Fan art by Ormiris Terensi · Warniris 2ED



LOGAN HOARA

M3 B4 S3 W6 Mo10

End of Times · TCW R1 P3 D2

Effect: Roll 1D6: On a 3-, deals 1 Damage.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Enhanced Organs

Each time Logan is going to be Damaged, roll 1D6: On a 1, the Damage is ignored.

"Hope comes after despair, like clarity after darkness."

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SATONARIUS

M3 B5 S3 W7 Mo9

Uada · TCW R3 P2 D2

Effect: A miniature of your choice at R3 of Satonarius receive an Attack with this Weapon without Effects.

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Corrupted Thistle

The Corrupted Thistle postpones all Damage points received until the end of the turn.

"The day you think of me, it will already be too late. Your soul belongs to me."

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SIF THE BRAVE

M3 B4 S4 W7 Mo8

Grace · TCW R2 P3 D2

Effect: Roll 1D6: On a 1, deals 1 Damage.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Wrath of the Emperor

If Sif is going to die, roll 1D6: On a 5-, all the miniatures at R2 or less of Sif suffer 1 Damage. If the result is 6, they suffer 2 Damage.

"Thrust your blade in their heart. Works all the time!"

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YHORN RO'G

M3 B4 S3 W6 Mo8

Ignis Iudicii Axe · TCW R2 P2 D2

Effect: Roll 1D6: On a 1, deals 1 Damage.

Fyrals Gun · TRW R8 P2 D1

Void Armour

The Body of Yhorn Ro'g cannot not affected by Penetration.

Inner Berserker

Once per Game Mode and at the beginning of the turn, Yhorn Ro'g can modify these Attributes to M4 B5 S4 Mo10 and his Combat Weapons improves their Penetration and Damage by 1 until the end of the turn.

"As long as the fire burns, soul of the ancestors will guide us to victory!"

O.C. by @mr.potato_08 · Fan art by Ormiris Terensi · Warniris 2ED



GARDUS THRANE

M3 B4 S3 W7 Mo10

Power Fist · TCW R1 P2 D2

Effect: Roll 1D6: On a 2-, deals 1 Damage.

Blessed Crozius · TCW R1 P1 D3

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Word of Strength

Action: Choose a miniature at R4 or less of Gardus and improve by 1 its Mind until the end of the turn (Gardus can be chosen for this Action).

"Glory is for fools, victory is all that matters."

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BELFEGORE

M3 B4 S4 W6 Mo11

Eklipse Shredda · TCW R1 P3 D2

Effect: Roll 1D6: On a 1, deals 1 Damage. Continue rolling 1D6 until you stop rolling 1's (for each extra result of 1 it deals 1 Damage).

Pointy Nucle · TCW R1 P0 D4

Ha! Teared!

If Belfegore uses the Effect of the Eklipse Shredda and obtains 2 times in a row a roll of 1, roll 1D6: On a 3-, the target dies.

Talking Skull

At the beginning of the turn, you can roll 1D6: On a 3-, Belfegore improves by 1 its Mind. On a 4, 5 or 6, Belfegore loses one of its Actions until the end of the turn as he will be busy making the voices to shut.

"Nuffin betta den tearin a lad to pieces, ya get messy but it makes an example to any git watchin'"

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PORPHYDIUS

M3 B5 S1 W9 Mo6

Sick Howl · TCW R2 P1 D2
Effect: A miniature of your choice at R2 of Porphydus receive an Attack with this Weapon without Effects.

Co'Vidax · TRW R8 P2 D1

Rotten Grenade · TRW R8 P0 D2
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 4-, it receive an Attack with this Weapon without Effects.

Icon of the Frail Dearth

The Icon creates an aura of weakness and tiredness for the enemies around Porphydus. Each enemy miniature at R2 of Porphydus suffer a penalization of 1 point to their Body.

"Can't you see the luxuriant fruits of this stupendous famine? Soon everyone will embrace our Father Nurgle's Entropy."

O.C. by John Fox · Fan art by Ormiris Terenci · Warniris 2ED



NATALIA ELWYN

M3 B5 S4 W7 Mo8

Virtuous Sword · TCW R1 P3 D1
Effect: If the target has less Spirit than Natalia, roll 1D6: On a 2-, deals 1 Damage.

Crematory · TRW R6 P1 D2

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Virtuous Prayer

Action (Only once per turn): Roll 1D6 for a miniature of your choice at R5 of Natalia: On a 3-, improves by 1 its Mind until the end of the turn. If you choose Natalia, the roll succeeds automatically.

"Only those who have seen our acts comprehend the light of our virtue."

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ALEXANDER THE GREAT

M3 B4 S4 W6 Mo10

Reddick's Lance · TCW R3 P3 D2

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Follow my Lead

Each time a friendly miniature at R2 or less from Alexander (or Alexander himself) is going to receive an Attack, you can roll 1D6: On a 1, the miniature improves its Mind by 1 until the end of the Attack.

"Nothing is impossible to those who will try."

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ETRYGR THE GRIM

M3 B4 S3 W7 Mo9

Helfang and Helclaw · TCW R1 P3 D2

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

The Saga of the Wolf

Action: Etrygr howls, improving the Damage of the Combat Weapons by 1 point of all the friendly miniatures at R3 or less from him (Etrygr included) until the end of the turn.

"If we are to hunt our last, let it sung in the sagas of wolves to come."

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ASCALON THE INHERITOR

M3 B4 S4 W6 Mo10

Amara · TCW R2 P2 D2

Effect: If the target has less remaining Wounds than Ascalon, roll 1D6: On a 3-, deals 1 Damage.

Dystopia · TRW R8 P2 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Veteran of the Crusade

Each time that Ascalon Attacks, roll 1D6: On a 1, Ascalon's Weapons deal 1 extra point of Damage.

"Never give up on everything that is worth it."

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IAGO HUBRECHT

M3 B4 S4 W6 Mo9

Gratia Ferrea · TCW R2 P2 D2

Action: If the target has less Spirit than Iago, deals 1 Damage.

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Emperor's Judgement

Action: Damages 1 point to a miniature at R6 or less of Iago.

"Every martyred life is fuel for the fire of the Emperor's Judgement, and I am the burning iron to sear it upon you."

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SASA NUN

M4 B3 S2 W5 Mo9

Nacchi · TCW R1 P2 D1

Effect: Roll 1D6: On a 5-, deals 1 Damage.

Skilled Assassin

Each time that Sasa Attacks with a Combat Weapon with R1, she can perform an extra Attack (only once per Action of Attack).

Delicate and Deadly

The beauty and charm of Sasa eclipses the senses of her enemies. Each time that receives an Attack/Channel roll 1D6: On a 3-, it will be performed with a penalization of 1 to Mind and Spirit until the end of the Attack/Channel.

"I love the madress. The madress which lives inside all of us."

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OSIRAKHT

M4 B5 S1 W6 Mo8

The Cadence of Order · TCW R3 P2 D2

There will be Peace

Action (only once per turn): The sky turns dark and winds of death are born. Roll 1D6: On a 2-, all enemy miniatures suffer 1 Damage with no chance to avoid it. Friendly miniatures must roll 1D6 and obtain 5- to avoid the Damage.

Steel Flesh

Each time that Osirakht receives 1 Damage roll 1D6: On a 6, the Damage is ignored.

"There will be peace. Cold starlight will shine like islands within a silent black ocean. So shall it ever be."

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OGUN JABARI

M3 B5 S4 W6 Mo8

Wrathbringer · TCW R1 P1 D1
Effect: Roll 3D6: For each 2-, deals 1 **Damage**.

Assault Cannon · TRW R15 P1 D1
Effect: Roll 3D6: For each 1, deals 1 **Damage**.

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Master of the Forge
For each point of **Damage** that Ogun receives from any source, roll 1D6: On a 1, that **Damage** is ignored.

"I will grease the rusting gears of this dying Imperium with heretics' blood!"

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TAURUS MACIAN

M3 B4 S3 W6 Mo10

Hastam · TCW R3 P2 D2

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Master-Crafted in War
Taurus can re-roll a failed hit each turn. In addition, if he is **Attacking** with a **Combat Weapon**, roll 1D6: On a 2-, it will deal 1 extra point of **Damage**.

"You will die, this is not a promise it is simply a fact!"

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CHRYSTALLINE

M4 B3 S5 W5 Mo9

Fury's Edge · TCW R1 P3 D1
Effect: Roll 2D6: For each 2-, deals 1 **Damage**.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Hear my Orders!
Action (only once per turn): Choose up to 3 miniatures and roll 1D6 for each one: On a 2-, that miniature improves its **Mind** by 1 until the end of the turn (Chrystalline cannot be chosen for this).

"My subordinates recommend I stay in my command throne, but I struggle to hear their requests over the roar of my chainsword!"

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MAGNUS MAGNUSON

M3 B5 S4 W7 Mo8

Foe's Bane · TCW R1 P1 D2

Rymdvarg's Fangs · TRW R6 P2 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Wolf Pack
At the beginning of a turn, the wolf Rymdvarg can split from Magnus, becoming a separated miniature on a 32mm round base with these **Attributes**: M3 B3 S2 W3 Mo14 and with this **Combat Weapon**: **Fangs** · TCW R1 P4 D1. Rymdvarg cannot use any item. Magnus cannot use the **Rymdvarg's Fangs** unless Rymdvarg makes base-contact with Magnus and decides to become a single miniature again.

"We are the Emperor's Executioners. His will be done!"

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KWAKU ANANSI

M3 B4 S3 W6 Mo12

Ravager's Fang · TCW R1 P2 D2
Effect: Roll 2D6: For each 3-, deals 1 **Damage**.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Hunting from the Shadows
If Kwaku **Attacks** from a place where he was not visible at first by his target, his **Weapons** deal 1 extra point of **Damage**.

"The symphony of your screams shall compose a splendid hymn for the God-Emperor!"

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STADLER DANCE

M4 B3 S5 W4 Mo8

Heavy Book · TCW R1 P0 D2

Arcane Laser Pistol · TRW R15 P1 D1

Servitor · TRW R8 P0 D0

Effect: Roll 6D6: For each 1, deals 1 **Damage**.

Knowledge from the Past
When a friendly miniature at R10 or less from Stadler is going to receive an **Attack/Channel**, roll 1D6: On a 1, the miniature improves its **Mind** and **Spirit** by 1 until the end of the **Attack/Channel**.

"Quiet down all of you! I have a story to tell and I'm going to damn well tell it!"

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APOCRYPHA

M3 B4 S4 W5 Mo9

The Souleater Censer · TCW R3 P1 D1
Effect: Roll 1D6: On a 2-, transfers 1 **Wound** to Apocrypha.

Life Drainer · TP R8 P3 D1
Effect: Roll 1D6: If the result is the same as the **Spirit** of the target, transfers 1 **Wound** to Apocrypha.

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Life Exchange
Action (only once per turn): Two miniatures of your choice must roll 1D6: The higher result avoids to transfer 1 **Wound** to Apocrypha.

"We are the driving hand of revelation, my brothers. Ride out, and bring ruin to the Corpse-Emperor's falsehoods."

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MALFAL

M3 B4 S2 W6 Mo10

Torment · TCW R1 P3 D2

Effect: If the target has more **Spirit** than Malfal, roll 1D6: On a 3-, deals 1 **Damage**.

Toxin · TRW R15 P2 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Psychotic Behaviour
At the beginning of a turn, Malfal can become totally deranged, changing these **Attributes** to M4 B2 S2 Mo13 and dealing 1 more of **Damage** with **Combat Weapons** until the end of the **Game Mode**.

"The other members think I'm crazy, but no, the voice in my head doesn't agree."

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KAHRISSA EILSANI

M4 B3 S2 W5 Mo12

Gaoth'rásúir · TCW R1 P3 D1

Effect: Roll a dice for each point of the target's Spirit: For each 2-, deals 1 Damage.

Be my Slave...

At the beginning of the turn, you can choose a visible miniature at R5 or less from Kahrissa and make a Faced Test of Mind: If succeeds, when the player choose that miniature to perform its Actions, the first Action will be performed by your way.

Serpentine Mask

If a miniature at R10 is going to perform an Attack/Channel to Kahrissa, roll 1D6: On a 2-, the Action will be penalized by 1 point on their Mind and Spirit until the end of the Attack/Channel.

"You misunderstand. Of course I don't have to do this, I get to. Nothing is more uniquely exquisite."

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VILYX MERISEOS

M4 B3 S2 W5 Mo12

Dia'lann · TCW R1 P3 D1

Effect: Roll a dice for each point of the target's Spirit: For each 1, deals 1 Damage.

Crystal Pistol · TRW R10 P1 D1

Effect: Roll a dice for each point of the target's Spirit: For each 1, deals 1 Damage.

Skilled Assassin

Each time that Vilyx Attacks with a Combat Weapon with R1, she can perform an extra Attack (only once per Action of Attack).

Dancer of the Arena

If Vilyx performs/receives an Attack to/from a miniature with the same Mind Attribute, her Mind Attribute always counts as one more in comparison.

"We are the masters of performance, let the servants of the Laughing God weep at our perfect art."

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SISTER BERONIA

M3 B5 S4 W7 Mo8

Reconsecration · TCW R5 P1 D0

Effect: Roll 3D6: For each 2-, deals 1 Damage.

Final Edict · TRW R13 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Concealer Whip

If a friendly miniature at R5 or less from Sister Beronia fails a hit roll, Sister Beronia must roll 1D6: On a 3-, the miniature can reroll the failed hit. On a 4, 5 or 6, it suffers 1 Damage.

Cherubim Hailer

All friendly miniatures at R5 or less from Sister Beronia improves their Spirit by 1 point.

"Fear not... one way or another, I will make you worthy of His love. This I promise."

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JEDAC LESEVA

M3 B4 S4 W6 Mo9

Oneiophobia · TCW R3 P1 D1

Effect: If the target has less Spirit than Jedac, roll 1D6: On a 3-, deals 1 Damage.

Fear Flash · TP R12 P0 D0

Effect: Roll 1D6: On a 3-, the target loses one of its remaining Actions (this Effect can only happen once per turn on the same target).

Your Will is Mine

At the beginning of the turn, you can choose a visible miniature at R8 or less from Jedac and make a Faced Test of Spirit: If succeeds, when the player choose that miniature to perform its Actions, the first Action will be performed by your way.

"All mortals succumb to sleep, and when they do that peace will be all but lost over their horrid screams."

O.C. by @dave_dominus_vox · Fan art by Orniris Terensi · Warniris 2ED



HATTORI

M3 B4 S3 W6 Mo10

Tora no Kiba · TCW R2 P2 D2

Effect: Roll 1D6: On a 3-, deals 1 Damage.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Swift Death

Each time Hattori Attacks with a Combat Weapon of R2 or less and gets a result of 6 on a hit roll, no Penetration roll is needed to Damage his target. In addition, Hattori can perform another Attack with the same Combat Weapon (Swift Death will not be applied this time).

"Said to be unrivaled at the art of swordmanship, Hattori wields his blade Tora no Kiba with ruthless precision."

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YHÉL THE LION HEAD

M4 B5 S2 W7 Mo8

Omnission Axe · TCW R3 P2 D1

Effect: If the hit was successful, roll 2D6: If at least one dice is a 1, deals 2 Damage.

Shield of Grudge

For each point of Damage received, roll 1D6: On a 1, that Damage is ignored.

Lost Memories

At the beginning of the turn, choose a miniature at R10 or less from Yhél and roll 1D6: On a 3-, the miniature will have to succeed a Normal Test of Mind for each Action that it is going to perform in the current turn to be able to perform them.

"Only the memory and knowledge of my ancestors allows me to fully be who I am."

O.C. by @private_imaginarium · Fan art by Orniris Terensi · Warniris 2ED



WEYLAND'S BANE

M4 B3 S1 W6 Mo13

Scything Talons · TCW R2 P* D2

*Effect: Roll 1D3(1-2 is 1, 3-4 is 2 and 5-6 is 3): The result is the Penetration number of the current Attack.

Feeder Tentacles

Action (Only once per turn): Choose a miniature at R2 or less from Weyland's Bane and perform a Faced Test of Mind: If succeeds, roll 1D3: The result is the number of Wounds transferred from the target to Weyland's Bane.

Apex Predator

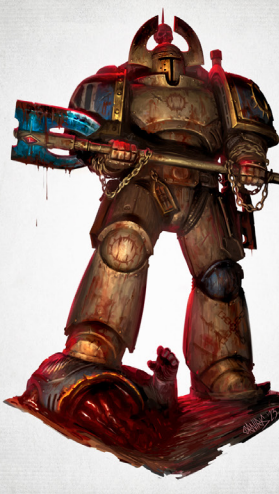
If Weyland's Bane Attacks from a place where it was not visible at first by its target, its Combat Weapons deal 1 extra point of Damage.

Tyrant

The Weyland's Bane cannot use items.

"Insignificant flesh puppet, take me to your leader. We shall feed on his brain and learn all about you."

O.C. by @hivefleetmoloch · Fan art by Orniris Terensi · Warniris 2ED



BALBERITH GORESPILLER

M3 B4 S3 W6 Mo10

Frostreaper · TCW R2 P3 D2

Effect: A miniature of your choice at R2 of Balberith receive an Attack with this Weapon without Effects.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Blood for Blood

Each Damage dealt by Balberith adds to a blood pool of 5 points. When the blood pool is full, Combat Weapons used by Balberith deal 2 extra Damage until the end of the Game Mode.

"No chains can bind our fury, no gods can tame our will! Blood for blood, victory or death!"

O.C. by @camcleslak · Fan art by Orniris Terensi · Warniris 2ED



WARNIRIS

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