

Admiral Boomhowler

Brineblood Marauders Southern Kriels Trollkin Warlock

Field Allowance: 1/C

HEALTH

♥ 18



Thorga 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	7	7	6	15	16	7	14

▼ **Annoyance, Battle Plan, •Precision Strike, •Special Orders, •Stand Your Ground, Spyglass (★ Action)**

Annoyance - Living enemy models within 1" of this model suffer -1 to attack rolls.

Battle Plan - This model can use one of the following plans at any time during its activation:

- **Precision Strike** - While within 10" of this model, friendly models ignore other friendly models when determining LOS. Friendly models can advance through other friendly models within 10" of this model if they have enough movement to move completely past them. Precision Strike lasts for one turn.
- **Special Orders** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Reposition [3"] for one turn. (At the end of a model/unit with Reposition [3"]'s activation in which it did not run or fail a charge, it can advance up to 3", then its activation ends.)
- **Stand Your Ground** - RNG 5. Target friendly Faction warrior model/unit. If the model/unit is in range, it gains Set Defense for one round. (Models suffer -2 on charge and slam power attack rolls against a model with Set Defense.)

Spyglass (★ Action) - Target an enemy model in this model's LOS. That model loses Stealth for one round.

FEAT

▼ **Rough House**

While in Boomhowler's control range, friendly Faction models gain +2 DEF and Rapid Healing. Rough House lasts for one round. (When a model with Rapid Healing is damaged by an enemy attack, immediately after the attack is resolved remove d3 damage points from it.)

WEAPONS

Hand Cannon



RAT	RNG	ROF	AOE	POW
6	12	1	-	12

Black Heart



MAT	RNG	POW
7	1	14

▼ **Grievous Wounds**

Grievous Wounds - A model hit by this weapon loses Tough and cannot have damage removed from it for one round.

SPELLS - RACK SLOTS: 3

▼ **Avenging Force** AAT COST RNG AOE POW DUR OFF
7 2 Self Ctrl - Up No

Avenging Force - If one or more friendly Faction warrior models were damaged by enemy attacks while in the spellcaster's control range during your opponent's last turn, during your Maintenance Phase one model in the spellcaster's battlegroup in its control range can advance 3" and make one basic attack.

▼ **Fortify** AAT COST RNG AOE POW DUR OFF
7 2 6 - - Up No

Fortify - Target model in the spellcaster's battlegroup gains +2 ARM. That model and any friendly models B2B with it cannot become knocked down, be pushed, or be moved by a slam.

▼ **Open Fire** AAT COST RNG AOE POW DUR OFF
7 1 Ctrl - - - No

Open Fire - Target Cohort model in this model's battlegroup that is in its control range can immediately make one basic ranged attack. A model can be targeted by Open Fire only once per turn.

▼ **Rough Seas** AAT COST RNG AOE POW DUR OFF
7 3 Self Ctrl - Rnd No

Rough Seas - When a friendly model in the spellcaster's control range is targeted with a ranged attack, the attacking model rolls an additional die on its attack roll. Discard the highest die of each roll. Rough Seas lasts for one round.

▼ **Storm Rager** AAT COST RNG AOE POW DUR OFF
7 3 6 - - Up No

Storm Rager - Target friendly Faction warrior model gains +2 MAT and ARM and +2 on melee attack damage rolls and cannot be targeted by combined ranged attacks or combined melee attacks.



Captain Firequill

Brineblood Marauders Scout Southern Kriels Trollkin Warlock

Field Allowance: 1/C

HEALTH

♥ 16



FIREQUILL 1

SPD	AAT	RAT	DEF	ARM	ARC	CTRL
5	6	7	15	15	6	12



Field Marshal [Black Penny], Reciprocate

Field Marshal [Black Penny] - The ranged weapons of Cohort models in this model's battlegroup gain Black Penny. [Attacks made with weapons with Black Penny ignore the target in melee DEF bonus.]

Reciprocate - When it is missed by an enemy ranged attack, immediately after the attack is resolved this model can make one basic ranged attack targeting the attacking model.

SPELLS - RACK SLOTS: 2

Icon	AAT	COST	RNG	AOE	POW	DUR	OFF
	6	2	6	-	-	Up	No

Bullet Dodger - Target friendly Faction model gains +2 DEF and Dodge. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved.)

Icon	AAT	COST	RNG	AOE	POW	DUR	OFF
	6	2	Self	-	-	-	No

Energizer - Each model in the spellcaster's battlegroup that is currently in its control range can immediately advance up to 2". Energizer can be cast only once per activation.

Icon	AAT	COST	RNG	AOE	POW	DUR	OFF
	6	1	Ctrl	-	-	-	No

Open Fire - Target Cohort model in this model's battlegroup that is in its control range can immediately make one basic ranged attack. A model can be targeted by Open Fire only once per turn.

Icon	AAT	COST	RNG	AOE	POW	DUR	OFF
	6	2	Self	Ctrl	-	Turn	No

Tides of War - While in the spellcaster's control range, models in its battlegroup gain Reposition [3"]. Tides of War lasts for one turn. (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.)

WEAPONS

Magelock Scattergun



RAT	RNG	ROF	AOE	POW
7	Sp 8	1	-	12

Attack Type, •Flare, •Incendiary

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- **Flare** - On a direct hit, models hit by this attack lose Stealth and suffer -2 DEF for one turn.
- **Incendiary** - This attack causes fire damage, and models hit suffer the Fire continuous effect.

Magelock Pistol



RAT	RNG	ROF	AOE	POW
7	10	1	-	10

Attack Type, •Blood Boon, •Brutal Damage, •Momentum, Black Penny, Reload [1]

Attack Type - Each time this weapon is used to make an attack, choose one of the following special rules:

- **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 without spending focus or fury points.
- **Brutal Damage** - On a direct hit, gain an additional die on this weapon's damage rolls against the target directly hit.
- **Momentum** - A small- or medium-based model directly hit by this attack is slammed d3" directly away from this model. The POW of collateral damage is equal to the POW of this weapon. In addition to suffering a normal damage roll, large-based models hit by this attack become knocked down.

Black Penny - This attack ignores the target in melee DEF bonus.

Reload [1] - This model can spend 1 focus or fury point to make one additional ranged attack with this weapon during its Combat Action.

Holdout Pistol




RAT	RNG	ROF	AOE	POW
7	10	1	-	10

FEAT

Heavy Rain

While in Captain Firequill's control range, models in his battlegroup gain +2 to their ranged attack and ranged attack damage rolls. Additionally, while in his control range, each time a warbeast in his battlegroup makes a ranged attack, the ranged weapon can gain either Flare or Incendiary. Heavy Rain lasts for one turn.

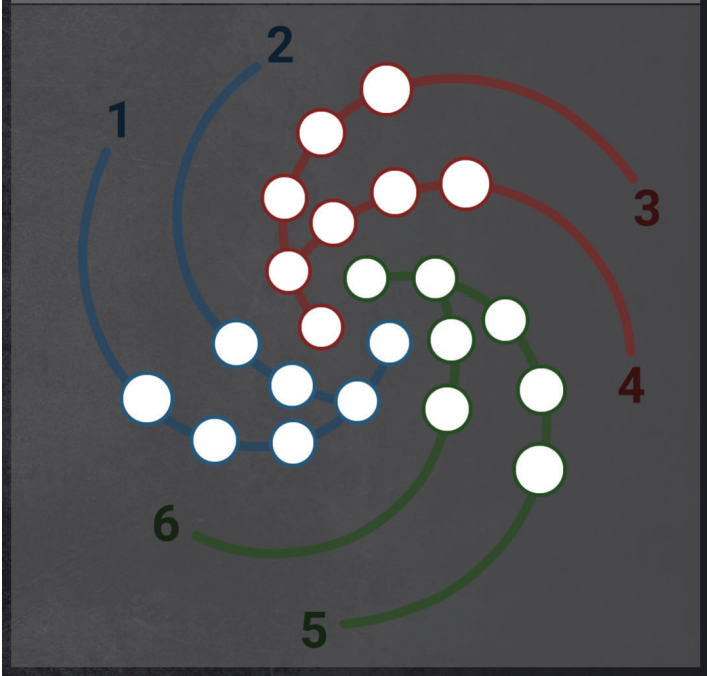


Reef Troll
Brineblood Marauders Southern Kriels Light Warbeast

Field Allowance: 1/4 Point Cost: 10

HEALTH

▼ ♥22 **M** **B** **S**



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SPD	MAT	RAT	DEF	ARM	FURY	THR
5	6	6	12	16	3	9

▼ **Regeneration [d3], Swift Hunter**

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

Swift Hunter - When this model destroys one or more enemy models with a basic ranged attack, immediately after the attack is resolved it can advance up to 2".

WEAPONS

Ship's Gun

RAT	RNG	ROF	AOE	POW
6	12	1	2	13/7

▼ **Arcing Fire**


Arcing Fire - When attacking with this weapon, this model can ignore intervening models.

Ship's Wheel **+2**

MAT	RNG	POW
6	1	12

▼ **Far Strike** COST 1 RNG Self AOE - POW - DUR Turn OFF No

Far Strike - The spellcaster's ranged weapons gain Snipe. Far Strike lasts for one turn. (An attack with a weapon with Snipe gains +3 RNG.)



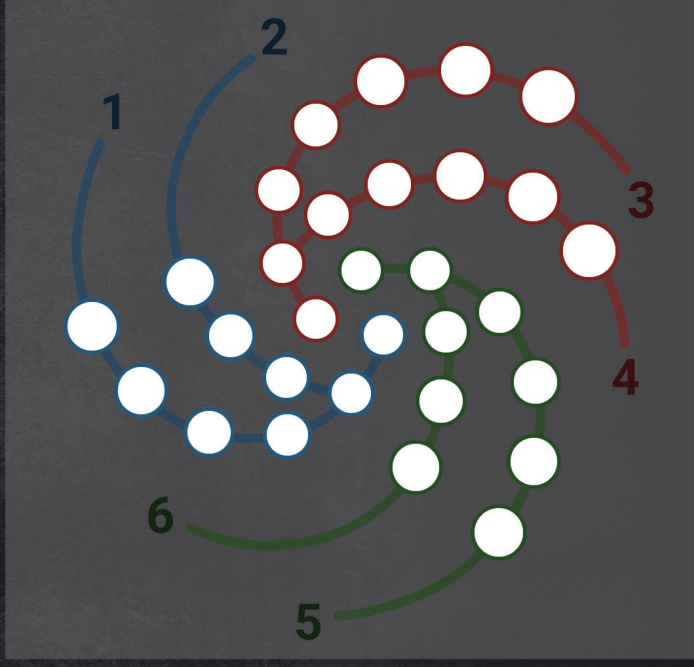
Deepborn Dire Troll

Brineblood Marauders Southern Kriels Heavy Warbeast

Field Allowance: 1/4 Point Cost: 15

HEALTH


♥30 M B S



☠ **Rage** COST 2 RNG 6 AOE - POW - DUR Turn OFF No

Rage - Target friendly Faction warbeast gains +2 to its damage rolls. Rage lasts for one turn.

DEEPBORN

50 

SPD	MAT	RAT	DEF	ARM	FURY	THR
5	7	5	12	18	4	9


Regeneration [d3], Snacking, Fight-or-Flight Instinct

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

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.

Fight-or-Flight Instinct - This model can run or charge without being forced.


WEAPONS

Crab Net 


RAT	RNG	ROF	AOE	POW
5	8	1	2	14/10

Quake

Quake - On a direct hit, models hit become knocked down.

Bite 

MAT	RNG	POW
7	1	12


Anchor 

MAT	RNG	POW
7	1	19

Beat Back, Critical Smite

Beat Back - Immediately after a basic attack with this weapon is resolved during this model's Combat Action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1" directly toward it.

Critical Smite - On a critical hit, the model hit can be slammed d6" 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. The POW of collateral damage is equal to the POW of this weapon.

Crab Crush 

MAT	RNG	POW
7	1	14

Beat Back

Beat Back - Immediately after a basic attack with this weapon is resolved during this model's Combat Action, the enemy model hit can be pushed 1" directly away from the attacking model. After the enemy model is pushed, the attacking model can advance up to 1" directly toward it.