

## Shyryss, the Flawless Dark

Khymaera Scout Shadowflame Shard Warlock

Field Allowance: 1/C

### HEALTH

♥ 15



### Shyryss 1

SPD	AAT	RAT	DEF	ARM	ARC	CTRL
7	6	7	16	14	6	12

Field Marshal [Prowl], Jump, Prowl, Reposition [3"]

**Field Marshal [Prowl]** - Cohort models in this model's battlegroup gain Prowl.

**Jump** - After it makes a full advance during its Normal Movement but before it performs its Combat Action, you can place this model anywhere completely within 5" of its current location.

**Prowl** - While this model has concealment, it gains Stealth.

**Reposition [3"]** - At the end of this model/unit's activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

### FEAT

The Dark Silence

While in Shyryss' control range, friendly models gain concealment and Dodge. Additionally, while in Shyryss' control range, friendly models cannot be targeted by charges or slam power attacks. The Dark Silence lasts for one round. (A model with Dodge can advance up to 2" immediately after an enemy attack that missed it is resolved.)

### WEAPONS

#### Venomed Blade



RAT	RNG	ROF	AOE	POW
7	8	3	-	10

Attack Type, •Poison, •Shadow Bind, •Snipe, Witch Mark

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

- **Poison** - Gain an additional die on this weapon's damage rolls against living models.
- **Shadow Bind** - A model hit by this weapon suffers Shadow Bind for one round. (A model suffering Shadow Bind suffers -3 DEF and cannot advance for one round. Shadow Bind can be shaken.)
- **Snipe** - This attack gains +3 RNG.

**Witch Mark** - If this attack hits an enemy model during this model's activation, until the end of that activation this model can target and automatically hit that enemy model with spells, ignoring RNG and LOS.

### SPELLS - RACK SLOTS: 3

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

**Banishing Ward** - Enemy upkeep spells and animi on target friendly model/unit expire. Affected models cannot be targeted by enemy spells or animi.

Curse of Shadows AAT 6 COST 3 RNG 8 AOE - POW - DUR Up OFF Yes

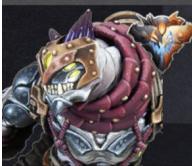
**Curse of Shadows** - Target model/unit suffers -2 ARM. A model can advance through an affected model if it has enough movement to move completely past its base.

Hand of Destruction AAT 6 COST 2 RNG 10 AOE - POW - DUR Up OFF Yes

**Hand of Destruction** - Friendly models in this model's battlegroup gain an additional die on attack and damage rolls against target model/unit. Discard the lowest die in each roll.

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

**Occultation** - Target friendly Faction model/unit gains Stealth.



**Rassyk, Spawn of Shadows**  
Khymaera Shadowflame Shard Warlock

Field Allowance: 1/C

HEALTH

♥ 18



**Rassyk 1**



SPD	AAT	MAT	DEF	ARM	ARC	CTRL
6	6	8	14	18	6	12

Battle Plan, Battle Formation, Precision Strike, Desperate Mission, Side Step

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

- Battle Formation** - While in this model's control range and B2B with one or more models in its battlegroup, friendly faction warrior models gain +2 ARM and cannot become knocked down. Battle Formation lasts for one round.
- 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.
- Desperate Mission** - RNG 5. Target friendly Faction warrior model. If the model is in range, it gains Last Word. Desperate Mission lasts for one round. (When a model with Last Word is disabled by an enemy attack, it can immediately advance up to 3" and can make one basic melee attack.)

**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.

FEAT

Wall of Fangs

While in Rassyk's control range, friendly Faction models gain Defensive Strike. Wall of Fangs lasts for one round. (Once per turn, when an enemy model advances into and ends its movement or is placed in the melee range of a model with Defensive Strike, the model with Defensive Strike can immediately make one basic melee attack against it.)

WEAPONS

**Thanatos**



MAT	RNG	POW
8	2	17

Critical Decapitation

**Critical Decapitation** - On a critical hit, double the damage exceeding the ARM of the model hit. A model disabled by this attack cannot make a Tough roll.

SPELLS - RACK SLOTS: 2

Spell	AAT	COST	RNG	AOE	POW	DUR	OFF
Curse of Shadows	6	3	8	-	-	Up	Yes

**Curse of Shadows** - Target model/unit suffers -2 ARM. A model can advance through an affected model if it has enough movement to move completely past its base.

Spell	AAT	COST	RNG	AOE	POW	DUR	OFF
Death March	6	3	6	-	-	Up	No

**Death March** - Target friendly Faction unit gains +2 MAT and 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.)

Spell	AAT	COST	RNG	AOE	POW	DUR	OFF
Flashing Blade	6	1	Self	-	-	-	No

**Flashing Blade** - The spellcaster immediately makes one basic attack with one of its melee weapons against each enemy model in its LOS that is in the weapon's melee range. These attacks are simultaneous.

Spell	AAT	COST	RNG	AOE	POW	DUR	OFF
Warpth	6	3	Self	Ctrl	-	Up	No

**Warpth** - When a friendly Faction model in the spellcaster's control range destroys one or more enemy models with a melee or ranged attack during its activation, immediately after the attack is resolved one Cohort model in the spellcaster's battlegroup that is in its control range can advance up to 3". A Cohort model can advance as a result of Warpth only once per turn.

Spell	AAT	COST	RNG	AOE	POW	DUR	OFF
Watcher	6	2	Self	-	-	Up	No

**Watcher** - Once per turn when an enemy model advances and ends its movement within 6" of the spellcaster, you can choose a Cohort model in the spellcaster's battlegroup that is in its control range. That Cohort model can immediately make a full advance toward the enemy model and then can make one basic attack targeting the enemy model.

**Hydrix**  
Khymaera Dragonspawn Shadowflame Shard Heavy Warbeast

Field Allowance: 1/4 Point Cost: 13

HEALTH

30

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**Hydrix**

SPD	MAT	RAT	DEF	ARM	FURY	THR
5	6	6	12	18	4	9

50

Regeneration [d3], Steady, Overtake

**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.

**Steady** - This model cannot become knocked down.

**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".

WEAPONS

**Toothy Maw**

MAT	RNG	POW
6	1	18

Critical Sustained Attack

**Critical Sustained Attack** - On a critical hit during this model's Combat Action, attacks made with this weapon against the model critically hit by this weapon automatically hit that activation. If this model attacks another model with this weapon this activation, attacks against the last model critically hit with this weapon no longer automatically hit.

**Blockhead**

MAT	RNG	POW
6	1	13

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.

**Gnashing Fangs**

MAT	RNG	POW
6	1	14

Man Catcher

**Man Catcher** - A warrior model hit by this attack suffers -2 DEF and cannot advance while within this model's melee range for one round.

**Ravenging Hunger**

COST	RNG	AOE	POW	DUR	OFF
1	Self	-	-	Turn	No

**Ravenging Hunger** - This model gains snacking. (When a model with snacking 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.)

**Vipex**  
 Khymaera Dragonspawn Shadowflame Shard Heavy Warbeast

Field Allowance: 1/4 Point Cost: 12

HEALTH  
 26

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**VIPEX**

50

SPD	AAT	MAT	DEF	ARM	FURY	THR
6	7	6	14	16	3	9

**Innate Power, Steady, Reposition [3"]**

**Innate Power** - Reduce the COST of spells cast by this model by 1.

**Steady** - This model cannot become knocked down.

**Reposition [3"]** - At the end of this model/unit's activation in which it did not run or fail a charge, this model can advance up to 3", then its activation ends.

WEAPONS

**Bite**

MAT	RNG	POW
6	1	13

**Cleaver x2**

MAT	RNG	POW
6	1	15

**Combo Strike (★ Attack)**

**Combo Strike (★ Attack)** - This model gains +4 to the damage roll for this attack.

**Hunter's Mark**

COST	RNG	AOE	POW	DUR	OFF
2	10	-	-	Turn	Yes

**Hunter's Mark** - Friendly models can charge or make a slam power attack against target enemy model hit by Hunter's Mark without being forced or spending focus. A friendly model charging or power attack slamming an enemy model hit by Hunter's Mark gains +2 SPD while resolving the charge or slam. Hunter's Mark lasts for one turn.