

## Horruskh, The Thousand Wraths


Orgoth Sea Raider Warcaster

Field Allowance: 1/C

HEALTH

♥ 19

									♥

**Horruskh 1** 40 

SPD	AAT	MAT	DEF	ARM	ARC	CTRL
6	6	8	14	18	7	14

▼ **Fate Blessed, Hell Marked**

**Fate Blessed** - When a friendly Faction model makes an attack or damage roll during its activation while in this model's control range, this model can spend 1 focus point to allow the model to reroll that roll. Each roll can be rerolled only once as a result of Fate-Blessed.


**Hell Marked** - Models destroyed by attacks made by this model never generate soul tokens.

FEAT

▼ **Illimitable Dominion**

While in Horruskh's control area, friendly Faction models cannot be knocked down and gain +3 ARM. When a friendly Faction warrior model makes a Tough roll of 4, 5, or 6 while in Horruskh's control range, that model can remove 1 damage point. Illimitable Dominion lasts for one round.

WEAPONS


**Abyssal Blade** 

MAT	RNG	POW
8	2	17

▼ **Blood Boon**

**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.

SPELLS - RACK SLOTS: 2

▼ **Abattoir**  AAT COST RNG AOE POW DUR OFF

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

**Abattoir** - Models in the spellcaster's battlegroup currently in its control range can immediately make one basic melee attack. Abattoir can be cast only once per turn.

▼ **Redline**  AAT COST RNG AOE POW DUR OFF


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

**Redline** - Target warjack in the spellcaster's battlegroup gains +2 SPD and can run, charge, or make slam or trample power attacks without spending focus. Additionally, the affected model gains +2 to its melee attack damage rolls and collateral damage rolls. At the end of each of its activations, the affected warjack suffers d3 damage points.

▼ **Thunder Strike**  AAT COST RNG AOE POW DUR OFF


AAT	COST	RNG	AOE	POW	DUR	OFF
6	4	8	-	14	-	Yes

**Thunder Strike** - Instead of suffering a normal damage roll, a non-incorporeal model hit by Thunder Strike is slammed d6" directly away from the spell's point of origin and suffers a POW 14 damage roll. Collateral damage from this slam is POW 14.

▼ **Vanish**  AAT COST RNG AOE POW DUR OFF


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

**Vanish** - Place the spellcaster anywhere completely within 3" of its current location. Vanish can be cast only once per activation.

▼ **Windstorm**  AAT COST RNG AOE POW DUR OFF

AAT	COST	RNG	AOE	POW	DUR	OFF
6	3	Self	Ctrl	-	Rnd	No

**Windstorm** - When a friendly model is targeted by a ranged attack while in the spellcaster's control range, the attack suffers -3 RNG. Additionally, while in the spellcaster's control range friendly models gain Blast Resistance. Windstorm lasts for one round.



## Kishtaar, The Howling Silence

Orgoth Scout Sea Raider Warcaster

Field Allowance: 1/C

### HEALTH

♥ 16



### Kishtaar 1

SPD	AAT	MAT	RAT	DEF	ARM	ARC	CTRL
6	6	6	7	15	15	6	10



#### Hell Marked, Field Marshal [Swift Hunter], Swift Hunter

**Hell Marked** - Models destroyed by attacks made by this model never generate soul tokens.

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

**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".

### SPELLS - RACK SLOTS: 2

Icon	Name	AAT	COST	RNG	AOE	POW	DUR	OFF
	Fire Group	6	2	Self	-	-	Turn	No

**Fire Group** - While models in the spellcaster's battlegroup are in its control range, their ranged weapons gain +2 RNG. Fire Group lasts for one turn.

Icon	Name	AAT	COST	RNG	AOE	POW	DUR	OFF
	Open Fire	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	Name	AAT	COST	RNG	AOE	POW	DUR	OFF
	Redline	6	2	6	-	-	Up	No

**Redline** - Target warjack in the spellcaster's battlegroup gains +2 SPD and can run, charge, or make slam or trample power attacks without spending focus. Additionally, the affected model gains +2 to its melee attack damage rolls and collateral damage rolls. At the end of each of its activations, the affected warjack suffers d3 damage points.

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

**Second Sight** - Target friendly model gains Eyeless Sight.

### WEAPONS

#### Death Whisperer



RAT	RNG	ROF	AOE	POW
7	10	1	-	13

#### Reload [1], Ricochet

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

**Ricochet** - When this model directly hits an enemy model with an attack with this weapon, immediately after the attack is resolved this model can make another ranged attack with this weapon targeting another model within 4" of the model originally hit, ignoring LOS and this weapon's RNG. Attacks gained from Ricochet cannot generate additional attacks from Ricochet.

#### Blade Strike

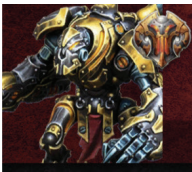


MAT	RNG	POW
6	1	13

### FEAT

#### Pandemonium

While in Kishtaar's control range, models in her battlegroup gain two additional dice on their attack rolls. When a model in Kishtaar's battlegroup makes a ranged attack damage roll against an enemy model in her control range, add two additional dice to the roll. For each affected roll, you choose two of the dice rolled to be discarded. Pandemonium lasts for one turn.









**Jackal**  
Orgoth Sea Raider Light Warjack

Field Allowance: 1/4      Point Cost: 7

HEALTH

▼ ♥26      **C H L M R**

	1	2	3	4	5	6
	L	H	H	R		
L	L	M	C	R	R	
	M	M	C	C		

**Jackal**      40      

SPD   MAT   RAT   DEF   ARM  
6      6      5      12      17

▼ **Aggressive**

Aggressive - This model can run or charge without spending a focus point.

WEAPONS

**Hunter Rifle**  **R**

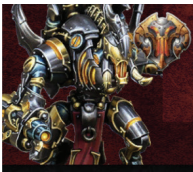
RAT	RNG	ROF	AOE	POW
5	14	1	-	13

▼ **Critical Brutal Damage**

Critical Brutal Damage - On a critical hit, gain an additional die on this weapon's damage rolls against the target directly hit.

**Clawed Fist**  **L**

MAT	RNG	POW
6	1	10



# Tyrant

Orgoth Sea Raider Heavy Warjack

Field Allowance: 1/4

Point Cost: 17

## HEALTH

32

C H L M R

	1	2	3	4	5	6
	L	H	H	R		
L	L	M	C	R	R	
	M	M	C	C		

## Tyrant



SPD	MAT	RAT	DEF	ARM
5	7	5	11	19

### Hyper-Aggressive, Overtake

**Hyper-Aggressive** - When this model suffers damage from an enemy attack, after the attack is resolved it can immediately make a full advance directly toward the attacking model.

**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

### Belcher



RAT	RNG	ROF	AOE	POW
5	12	1	3	14/10

### Cannon



RAT	RNG	ROF	AOE	POW
5	10	1	-	12

### Gore



MAT	RNG	POW
7	1	12

### Shield



MAT	RNG	POW
7	1	13