
 **Enlightened One** Req.
105


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
7	8	5	4+


Abilities: Agile, Resilient 6+

Weapons:
Inkannon (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 18"	2	7	2

Tail Spines (Burst)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	4	5	1

 **Creator** Req.
110


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
6	5	8	3+


Abilities: Hulking, Regenerate

Weapons:
Progeneration (Engulf, Explosive)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	4	6	1

Jagged Fists (Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	6	2

 **King-Khar** Req.
100


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
7	6	7	4+


Abilities: Momentum, Terror, Resilient 6+

Weapons:
None

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 -	-	-	-

Grave Jaws (Powerful, Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	3	7	3

 **Brewmaster** Req.
100


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	7	5	4+


Abilities: Agile, Resilient 6+

Weapons:
Inkjet (Burst)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 18"	2	6	1

Barbed Tentacles (Precise)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	4	6	1

 **Progeny** Req.
100


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	5	7	4+


Abilities: Regenerate

Weapons:
Eco Deterrent (Engulf)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	6	5	1

Hardened Fists


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	5	1

 **Cuttle-Throat** Req.
85


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	5	5+


Abilities: Stealth, Agile

Weapons:
Quarreller (Precise, Powerful, Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 24"	4	2+	1

Razor Beak


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	1	4	2

 **Scuttler** Req.
85


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	5	5+


Abilities: Stealth, Resilient 6+

Weapons:
Depth Charge (Powerful, Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 10"	1	2+	5

Razor Beak


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	1	4	2

 **A-Khar** Req.
95


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	6	4+


Abilities: Stealth, Momentum, Terror

Weapons:
None

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 -	-	-	-

Ravenous Jaws (Precise, Powerful, Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	4	6	2

 **Architects** Req.
70


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	5	7	4+


Abilities: Hulking, Regenerate

Weapons:
Stinging Lashes

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 10"	2	5	1

Jagged Fists (Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	6	2

 **Waveriders** Req.
65


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	8	5	5+


Abilities: Agile

Weapons:
Venom Harpoon (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 12"	1	7	3

Tail Spines (Burst)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	5	1

 **Ray-Khari** Req.
65


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	7	6	4+


Abilities: Stealth, Momentum

Weapons:
None

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 -	-	-	-

Death Barbs (Ruinous)


<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	2	7	3

 **Cha-Khari** Req.
60


<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	6	6	4+


Abilities: Momentum, Terror

Weapons:
None

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
 -	-	-	-

Gnashing Jaws (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
	3	6	2


 **Teutors** Req. 45

Health	Speed	Defense	Resist
2	7	4	5+


Abilities: Agile


Weapons:

Inkjet (Burst)

Range	Attacks	Power	Damage
 18"	2	6	1

Razor Beak

Range	Attacks	Power	Damage
	1	4	2


 **Seekers** Req. 55

Health	Speed	Defense	Resist
2	7	4	5+


Abilities: Agile


Weapons:

Seeker (Arcing, Explosive)

Range	Attacks	Power	Damage
 12"	1	6	2

Razor Beak

Range	Attacks	Power	Damage
	1	4	2


 **Khar-Khari** Req. 45

Health	Speed	Defense	Resist
2	6	6	5+


Abilities: Momentum, Terror


Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Gnashing Jaws (Ruinous)

Range	Attacks	Power	Damage
	2	6	2


 **Gardeners** Req. 50

Health	Speed	Defense	Resist
2	5	7	5+


Abilities: Regenerate


Weapons:

Stinging Lashes

Range	Attacks	Power	Damage
 10"	2	5	1

Hardened Fists

Range	Attacks	Power	Damage
	2	5	1


 **Remies** Req. 15

Health	Speed	Defense	Resist
1	7	4	6+


Abilities: Agile


Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Suction Jaws

Range	Attacks	Power	Damage
	1	4	1


 **Flagellae** Req. 10

Health	Speed	Defense	Resist
1	5	3	6+


Abilities: Vanguard, Irradiated


Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Bioluminescence

Range	Attacks	Power	Damage
	1	3	1


 **Nautilus** Req. 170

Health	Speed	Defense	Resist
10	8	9	3+


Abilities: Hulking, Agile, Terror


Weapons:

Inkannons (Ruinous)

Range	Attacks	Power	Damage
 18"	4	7	2

Grasping Tentacles

Range	Attacks	Power	Damage
	8	6	1


 **Sealestial** Req. 170

Health	Speed	Defense	Resist
12	6	8	4+


Abilities: Hulking, Terror


Weapons:

Digestive Threads (Arcing, Ruinous)

Range	Attacks	Power	Damage
 12"	8	6	1

Crushing Arms (Ruinous)

Range	Attacks	Power	Damage
	5	8	2


 **Roara-Khar** Req. 160

Health	Speed	Defense	Resist
11	7	8	3+


Abilities: Hulking, Momentum, Terror


Weapons:

None

Range	Attacks	Power	Damage
	-	-	-

Abyssal Maw (Powerful, Ruinous)

Range	Attacks	Power	Damage
	4	10	4


 **Leviathan** Req. 175

Health	Speed	Defense	Resist
10	8	7	4+


Abilities: Hulking, Agile, Terror


Weapons:

Colossal Reach (Engulf, Ruinous)

Range	Attacks	Power	Damage
 12"	2	8	3

Monstrous Tentacles (Ruinous)

Range	Attacks	Power	Damage
	8	7	1


 **Gigazoa** Req. 195

Health	Speed	Defense	Resist
15	5	10	3+


Abilities: Hulking, Resilient 6+


Weapons:

Hostile Ecosystem (Burst, Engulf)

Range	Attacks	Power	Damage
 10"	8	5	1

Hostile Ecosystem (Burst)

Range	Attacks	Power	Damage
	8	5	1

 **High Chancellor** Req. 110

Health	Speed	Defense	Resist
5	8	4	3+

Abilities: Agile


Spells & Weapons:

(4) Assault: Inflict D3+2 Severe Damage against enemy within 12".

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Razor Trident (Ruinous)

Range	Attacks	Power	Damage
	3	6	1



Mender

Req.
95

Health	Speed	Defense	Resist
5	5	7	4+

Abilities: **Regenerate**


Spells & Weapons:

(4) Restore: Friendly within 12" Regenerates D3+2 Health.

(2) Calm: Friendly within 12" immune to Terror until the end of the Round.

(1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Hardened Fists

Range	Attacks	Power	Damage
	4	5	1



Maestro

Req.
80

Health	Speed	Defense	Resist
4	7	4	4+


Abilities: **Stealth, Agile**

Spells & Weapons:

(2) Calm: Friendly within 12" immune to Terror until the end of the Round.

(1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Barbed Tentacles (Precise)

Range	Attacks	Power	Damage
	4	6	1



So-Khar

Req.
90

Health	Speed	Defense	Resist
4	6	6	3+


Abilities: **Momentum, Terror**

Spells & Weapons:

(2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.

(1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Gnashing Jaws (Ruinous)

Range	Attacks	Power	Damage
	2	6	2

Core Feats:

Crushing Charge (Action Phase - Charging Activation)

Damage is inflicted by the Successful Charger rule on roll results of 4+ (max 5 damage).

Evasive Maneuver (Action Phase - Evade Reaction)

A unit can move an additional 3" in an Evade Reaction and can choose to move towards any piece of terrain.

Suppressive Fire (Action Phase - Shooting Activation)

A targeted enemy unit cannot perform the Counter Charge Reaction in the remainder of the Action Phase.

Vigilance (Action Phase - targeted by Shooting Activation)

A unit gets +1 to the results of its Resist Rolls against attacks in a Shooting Activation.

Unique Faction Feats:

STYGIANS

Sephalo Tribe

Soul Superior: In the Action Phase when a unit performs the Soul - Channel Action, the enemy cannot Negate the spell.

Coralius Tribe

Propagation: In the Control Phase, a unit with the Regenerate ability Regenerates 4 Health instead of D3.

Kharkhar Tribe

Feeding Frenzy: In the Battle Phase, each of a unit's successful Attack Rolls results in 2 successful attacks that the enemy must make Resist Rolls for.