	Culiabto	nad Ona	<u>Req.</u>		Creator		<u>Req.</u>		Vina Vh		<u>Req.</u>
	Enlighte	nea One	105		creator		110		King-Kh	ar	100
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
7	8	5	4+	6	5	8	3+	7	6	7	4+
Abilities	s: <u>Agile, R</u> o	esilient 6+	=	Abilities	: <u>Hulking</u>	<u>, Regenera</u>	ate	Abilities: <u>Momentum, Terror,</u> <u>Resilient 6+</u>			
Weapoi	15:			Weapon	s:			Weapo	ns:		
Inkanno	n (Ruinous	s)		Progene	ration (En	gulf, Explo	sive)	None			
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
18"	2	7	2	12"	4	6	1	⊕	-	-	-
Tail Spir	nes (Burst)			Jagged F	ists (Ruin	ous)		Grave Ja	aws (Powe	rful, Ruino	us)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	4	5	1	愕	2	6	2	們	3	7	3
	Brewma	ster	<u>Req.</u> 100		Progeny	ı	<u>Req.</u> 100		Cuttle-T	hroat	<u>Req.</u> 85
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	7	5	4+	5	5	7	4+	4	7	5	5+
Abilitie	s: <u>Agile, R</u>	esilient 6+	<u>-</u>	Abilities	: <u>Regene</u>	<u>rate</u>		Abilitie	s: <u>Stealth</u>	<u>Agile</u>	
Weapo Inkjet (E				Weapon Eco Dete	s: errent (Eng	gulf)		Weapo Quarrel Ruinous	ler (Precise	e, Powerfu	l,
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
18"	2	6	1	12"	6	5	1	24"	4	2+	1
Barbed	Tentacles (Precise)		Hardene	d Fists			Razor B	eak		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	4	6	1	쀳	2	5	1	們	1	4	2

	C441		<u>Req.</u>		0 1/le=		<u>Req.</u>	V	Architec	1 _	<u>Req.</u>
4	Scuttler		85	W	A-Khar		95	W	Architec	τς	70
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	5	5+	4	7	6	4+	3	5	7	4+
Abilities	s: <u>Stealth,</u>	<u>Resilient</u>	<u>: 6+</u>	Abilities	Stealth,	Momentu	ı <u>m, Terror</u>	Abilities	: <u>Hulking</u>	<u>, Regener</u>	ate
Weapor	ıs:			Weapon	s:			Weapon	ıs:		
	harge (Pov	verful, Rui	nous)	None				Stinging			
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
10"	1	2+	5	⊕	-	-	-	10"	2	5	1
Razor Bo	eak			Ravenou Ruinous)		ecise, Pov	verful,	Jagged F	ists (Ruin	ous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	1	4	2	愕	4	6	2	愕	2	6	2
	Waverid	ers	<u>Req.</u> 65		Ray-Kha	ri	<u>Req.</u> 65		Cha-Kha	ri	<u>Req.</u> 60
Health	Waverid <u>Speed</u>	ers <u>Defense</u>		Health	Ray-Kha <u>Speed</u>	ri <u>Defense</u>	-	Health	Cha-Kha <u>Speed</u>	ri <u>Defense</u>	
Health			65		-		65				60
	Speed 8	<u>Defense</u>	65 <u>Resist</u>	Health 3	Speed 7	<u>Defense</u>	65 Resist 4+	Health 3	<u>Speed</u> 6	<u>Defense</u>	60 Resist 4+
3 Abilities	Speed 8 s: Agile	<u>Defense</u>	65 <u>Resist</u>	Health 3 Abilities:	Speed 7 Stealth,	<u>Defense</u>	65 Resist 4+	Health 3 Abilities	Speed 6 : Momen	Defense 6	60 Resist 4+
3 Abilities Weapor	Speed 8 s: Agile	Defense 5	65 <u>Resist</u>	Health 3	Speed 7 Stealth,	<u>Defense</u>	65 Resist 4+	Health 3	Speed 6 : Momen	Defense 6	60 Resist 4+
3 Abilities Weapor	Speed 8 s: Agile	Defense 5	65 <u>Resist</u>	Health 3 Abilities:	Speed 7 Stealth,	<u>Defense</u>	65 Resist 4+	Health 3 Abilities Weapon	Speed 6 : Momen	Defense 6	60 Resist 4+
3 Abilities Weapor Venom H	Speed 8 :: Agile ns: Harpoon (R	<u>Defense</u> 5 Ruinous)	65 <u>Resist</u> 5+	Health 3 Abilities: Weapon None	Speed 7 Stealth,	<u>Defense</u> 6 <u>Momentu</u>	65 <u>Resist</u> 4+ <u>um</u>	Health 3 Abilities Weapon None	<u>Speed</u> 6 : <u>Momen</u> s:	<u>Defense</u> 6 <u>tum, Terro</u>	60 <u>Resist</u> 4+ or
3 Abilities Weapor Venom H Range 12"	Speed 8 :: Agile ns: Harpoon (R Attacks	Defense 5 Ruinous) Power 7	65 Resist 5+ Damage	Health 3 Abilities: Weapon None Range -	Speed 7 Stealth,	<u>Defense</u> 6 Momentu Power -	65 <u>Resist</u> 4+ <u>um</u>	Health 3 Abilities Weapon None Range -	<u>Speed</u> 6 : <u>Momen</u> s:	<u>Defense</u> 6 tum, Terro Power	60 <u>Resist</u> 4+ or
3 Abilities Weapor Venom H Range 12"	Speed 8 s: Agile ns: Harpoon (R Attacks	Defense 5 Ruinous) Power 7	65 Resist 5+ Damage	Health 3 Abilities: Weapon None Range -	Speed 7 Stealth, s: Attacks	<u>Defense</u> 6 Momentu Power -	65 <u>Resist</u> 4+ <u>um</u>	Health 3 Abilities Weapon None Range -	Speed 6 : Moment ss: Attacks	<u>Defense</u> 6 tum, Terro Power	60 <u>Resist</u> 4+ or
3 Abilities Weapor Venom H Range 12" Tail Spin	Speed 8 S: Agile Is: Harpoon (R Attacks 1 Dees (Burst)	Defense 5 Ruinous) Power 7	65 Resist 5+ Damage	Health 3 Abilities: Weapon None Range - Death Ba	Speed 7 Stealth, s: Attacks - arbs (Ruin	Defense 6 Momentu Power -	65 Resist 4+ IIII Damage	Health 3 Abilities Weapon None Range - Gnashing	Speed 6 : Moment ss: Attacks - g Jaws (Ru	Defense 6 tum, Terro Power - ninous)	60 Resist 4+ Or Damage
Abilities Weapor Venom H Range 12" Tail Spin Range	Speed 8 S: Agile Instance Attacks 1 Ines (Burst) Attacks	Defense 5 Ruinous) Power 7	65 Resist 5+ Damage 3	Health 3 Abilities: Weapon None Range - Death Ba	Speed 7 Stealth, s: Attacks - arbs (Ruin	Defense 6 Momentu Power - ous) Power	65 Resist 4+ Im Damage	Health 3 Abilities Weapon None Range - Gnashing Range	Speed 6 : Moment ss: Attacks - g Jaws (Ru Attacks	Defense 6 tum, Terro Power - ninous) Power	Damage

*	Teutors		<u>Req.</u> 45	*	Seekers		<u>Req.</u> 55	*	Khar-Kh	ari	<u>Req.</u> 45
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
2	7	4	5+	2	7	4	5+	2	6	6	5+
Abilities	: <u>Agile</u>			Abilities	: Agile			Abilitie	s: <u>Momen</u>	tum, Terro	<u>or</u>
Weapon	ıs:			Weapon	s:			Weapo	ns:		
Inkjet (B	urst)			Seeker (A	Arcing, Exp	olosive)		None			
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
18"	2	6	1	12"	1	6	2	⊕	-	-	-
Razor Be	eak			Razor Be	ak			Gnashir	ng Jaws (Ru	uinous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	1	4	2	愕	1	4	2	臀	2	6	2
*	Gardene	rs	<u>Req.</u> 50	181	Remies		<u>Req.</u> 15	181	Flagella	e	<u>Req.</u> 10
Health	Gardene <u>Speed</u>	rs <u>Defense</u>		Health	Remies Speed	<u>Defense</u>		Health		e <u>Defense</u>	
			50			<u>Defense</u> 4	15				10
<u>Health</u> 2	<u>Speed</u>	Defense 7	50 <u>Resist</u>	<u>Health</u>	<u>Speed</u> 7		15 <u>Resist</u>	Health 1	<u>Speed</u>	<u>Defense</u> 3	10 Resist 6+
Health 2 Abilities Weapon	Speed 5 : Regene	Defense 7	50 <u>Resist</u>	Health 1 Abilities Weapon	Speed 7 : Agile		15 <u>Resist</u>	Health 1 Abilities	<u>Speed</u> 5 s: <u>Vangua</u>	<u>Defense</u> 3	10 Resist 6+
Health 2 Abilities Weapon Stinging	Speed 5 : Regene	<u>Defense</u> 7 r <u>ate</u>	50 <u>Resist</u> 5+	Health 1 Abilities: Weapon None	Speed 7 : Agile s:	4	15 <u>Resist</u> 6+	Health 1 Abilities Weapo	<u>Speed</u> 5 s: <u>Vangua</u> ns:	<u>Defense</u> 3 <u>rd, Irradia</u>	10 Resist 6+ ted
Health 2 Abilities Weapon Stinging Range	Speed 5 : Regene	Defense 7	50 <u>Resist</u>	Health 1 Abilities: Weapon None Range	Speed 7 : Agile		15 <u>Resist</u>	Health 1 Abilities Weapor None Range	<u>Speed</u> 5 s: <u>Vangua</u>	<u>Defense</u> 3	10 Resist 6+
Health 2 Abilities Weapon Stinging	Speed 5 : Regene	<u>Defense</u> 7 r <u>ate</u>	50 <u>Resist</u> 5+	Health 1 Abilities: Weapon None	Speed 7 : Agile s:	4	15 <u>Resist</u> 6+	Health 1 Abilities Weapo	<u>Speed</u> 5 s: <u>Vangua</u> ns:	<u>Defense</u> 3 <u>rd, Irradia</u>	10 Resist 6+ ted
Health 2 Abilities Weapon Stinging Range	Speed 5 : Regenel s: Lashes Attacks 2	Defense 7 rate Power	50 Resist 5+ Damage	Health 1 Abilities: Weapon None Range	Speed 7 : Agile s: Attacks	4	15 <u>Resist</u> 6+	Health 1 Abilities Weapor None Range	<u>Speed</u> 5 s: <u>Vangua</u> ns:	<u>Defense</u> 3 <u>rd, Irradia</u>	10 Resist 6+ ted
Health 2 Abilities Weapon Stinging Range 10" Hardene Range	Speed 5 : Regenel s: Lashes Attacks 2	Defense 7 rate Power	50 Resist 5+ Damage	Health 1 Abilities: Weapon None Range -	Speed 7 : Agile s: Attacks	4	15 <u>Resist</u> 6+	Health 1 Abilities Weapon None Range - Biolumi Range	Speed 5 s: Vangua ns: Attacks - nescence	<u>Defense</u> 3 <u>rd, Irradia</u>	10 Resist 6+ ted
Health 2 Abilities Weapon Stinging Range 10" Hardene	Speed 5 : Regener ss: Lashes Attacks 2 d Fists	Defense 7 rate Power 5	50 Resist 5+ Damage	Health 1 Abilities: Weapon None Range - Suction J	Speed 7 Agile S: Attacks	4 Power	15 Resist 6+ Damage	Health 1 Abilities Weapon None Range - Biolumi	Speed 5 s: Vangua ns: Attacks - nescence	<u>Defense</u> 3 <u>rd, Irradia</u> <u>Power</u> -	10 Resist 6+ ted Damage

+	Nautilus	;	<u>Req.</u> 170	•	Sealesti	al	<u>Req.</u> 170
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
10	8	9	3+	12	6	8	4+
Abilities:	<u>Hulking</u>	<u>, Agile, Te</u>	<u>rror</u>	Abilities	: <u>Hulking</u>	<u>, Terror</u>	
Weapon	5:			Weapon	s:		
Inkannor	ıs (Ruinou	ıs)		Digestive	e Threads	(Arcing, R	uinous)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
1 8"	4	7	2	12"	8	6	1
Grasping	Tentacle	5		Crushing	r Arms (Rι	ıinous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	8	6	1	愕	5	8	2
	Leviatha	ın.	<u>Req.</u>		Gigazoa		<u>Req.</u>
	Leviatha	111	175		uigazud		195

<u>Health</u>

15

<u>Speed</u>

5

<u>Defense</u>

10

<u>Resist</u>

3+

None			
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
⊕	-	-	-
Abyssal	Maw (Pow	erful, Ruir	nous)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	4	10	4
3.3. X.	High Cha	ncellor	<u>Req.</u> 110
		ncellor <u>Defense</u>	
			110
<u>Health</u>	Speed 8	<u>Defense</u>	110 Resist

(4) Assault: Inflict D3+2 Severe Damage

(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.

<u>Power</u>

6

<u>Damage</u>

1

against enemy within 12".

Razor Trident (Ruinous)

3

Range Attacks

Roara-Khar

<u>Speed</u>

7

Abilities: <u>Hulking, Momentum,</u> <u>Terror</u>

<u>Defense</u>

8

<u>Health</u>

11

Weapons:

<u>Req.</u>

160

Resist

3+

• 1	<u>Req</u> 175		
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
10	8	7	4+
Abilities:	<u>Hulking</u>	<u>, Agile, Ter</u>	<u>ror</u>

Weapons:

Colossal Reach (Engulf, Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
12"	2	8	3

Monstrous Tentacles (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	8	7	1

	_		_
Abilities:	<u>Hulking,</u>	<u>Resilient</u>	<u>: 6+</u>
Weapon	5:		
Hostile E	cosystem	(Burst, Er	ngulf)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
10"	8	5	1
Hostile E	cosystem	(Burst)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	8	5	1

Xee.	Mender		<u>Req.</u> 95		Maestro)	<u>Req.</u> 80		So-Khar		<u>Req.</u> 90
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	5	7	4+	4	7	4	4+	4	6	6	3+
Abilities:	<u>Regene</u>	<u>rate</u>		Abilities	: Stealth,	<u>Agile</u>		Abilities	: <u>Momen</u>	tum, Terro	<u>or</u>
Spells &	Weapons	5:		Spells &	Weapons	5:		Spells &	Weapons	5:	
(4) Restore D3+2 Healt		within 12" Re	generates			hin 12" immı f the Round.	une to			hin 12" imme ith -1 to its	
		hin 12" immı f the Round.	une to			y within 12" f the Round.				thin 12" gain til the end o	s +1 Power f the Round.
		y within 12" f the Round.									
Hardened	d Fists			Barbed T	entacles ((Precise)		Gnashing	g Jaws (Ru	iinous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	4	5	1	愕	4	6	1	愕	2	6	2

Core Feats:

Crushing Charge (Action Phase - Charging Activation)

Damage is inflicted by the Successful Charger rule on rol

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.