STYGIANS

FACTION RULE – TIDAL FLOW

Roll an additional D6 at the start of the first Round to determine which tide the battle starts in (Ebb or Flood). The tide will then cycle at the start of each subsequent Round for the entire duration of the battle from Ebb to Flood to High (repeating). All Stygian units are subject to the applicable rules for each tide in the Round that it is active.

Tides:

Ebb – All units gain +2 to their Defense spec and subtract -2" from their Speed spec while this tide is active (battle starts in this tide on a roll result of 1-3)

Flood – All units gain +2" to their Speed spec while this tide is active (battle starts in this tide on a roll result of 4-6)

High – All units gain +1 to the Power spec of all their weapons while this tide is active

Enlightened One

Health	Speed	Defense	Resist
7	8	5	4+

Abilities: Agile, Resilient 6+

Weapons:

Inkannon (Ruinous)

Range	Attacks	Power	Damage
⊕ 18"	2	7	2

Tail Spines (Burst)

Range	Attacks	Power	Damage
✊	4	5	1

Creator

Health	Speed	Defense	Resist
6	5	8	3+

Abilities: Hulking, Regenerate

Weapons:

Progeneration (Engulf, Explosive)

Range	Attacks	Power	Damage
⊕ 12"	4	6	1

Jagged Fists (Ruinous)

Range	Attacks	Power	Damage
✊	2	6	2

King-Khar

Health	Speed	Defense	Resist
7	6	7	4+

Abilities: Momentum, Terror, Resilient 6+

Weapons:

None

Range	Attacks	Power	Damage
⊕ -	-	-	-

Grave Jaws (Powerful, Ruinous)

Range	Attacks	Power	Damage
✊	3	7	3

Brewmaster

Health	Speed	Defense	Resist
5	7	5	4+

Abilities: Agile, Resilient 6+

Weapons:

Inkjet (Burst)

Range	Attacks	Power	Damage
⊕ 18"	2	6	1

Barbed Tentacles (Precise)

Range	Attacks	Power	Damage
✊	4	6	1

Progeny

Health	Speed	Defense	Resist
5	5	7	4+

Abilities: Regenerate

Weapons:

Eco Deterrent (Engulf)

Range	Attacks	Power	Damage
⊕ 12"	6	5	1

Hardened Fists

Range	Attacks	Power	Damage
✊	2	5	1

Cuttle-Throat

Health	Speed	Defense	Resist
4	7	5	5+

Abilities: Stealth, Agile

Weapons:

Quarreller (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
⊕ 24"	4	2+	1

Razor Beak

Range	Attacks	Power	Damage
✊	1	4	2

Scuttler

Health	Speed	Defense	Resist
4	7	5	5+

Abilities: **Stealth, Resilient 6+**

Weapons:

Depth Charge (Powerful, Ruinous)

Range	Attacks	Power	Damage
⊕ 10"	1	2+	5

Razor Beak

Range	Attacks	Power	Damage
✊	1	4	2

A-Khar

Health	Speed	Defense	Resist
4	7	6	4+

Abilities: **Stealth, Momentum, Terror**

Weapons:

None

Range	Attacks	Power	Damage
⊕ -	-	-	-

Ravenous Jaws (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
✊	4	6	2

Architects

Health	Speed	Defense	Resist
3	5	7	4+

Abilities: **Hulking, Regenerate**

Weapons:

Stinging Lashes

Range	Attacks	Power	Damage
⊕ 10"	2	5	1

Jagged Fists (Ruinous)

Range	Attacks	Power	Damage
✊	2	6	2

Waveriders

Health	Speed	Defense	Resist
3	8	5	5+

Abilities: **Agile**

Weapons:

Venom Harpoon (Ruinous)

Range	Attacks	Power	Damage
⊕ 12"	1	7	3

Tail Spines (Burst)

Range	Attacks	Power	Damage
✊	2	5	1

Ray-Khari

Health	Speed	Defense	Resist
3	7	6	4+

Abilities: **Stealth, Momentum**

Weapons:

None

Range	Attacks	Power	Damage
⊕ -	-	-	-

Death Barbs (Ruinous)

Range	Attacks	Power	Damage
✊	2	7	3

Cha-Khari

Health	Speed	Defense	Resist
3	6	6	4+

Abilities: **Momentum, Terror**

Weapons:

None

Range	Attacks	Power	Damage
⊕ -	-	-	-

Gnashing Jaws (Ruinous)

Range	Attacks	Power	Damage
✊	3	6	2

Teutors

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

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

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

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

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

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

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

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

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

Superior Soul: 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, a unit's Attack Rolls score Critical Hits on unmodified roll results of 5 and 6.