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:

<u>Ebb</u> – 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)

<u>Flood</u> – 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

	Culiabta	nad 0na	<u>Req.</u>		Cuantau		<u>Req.</u>		V:n= Vh:	- w	<u>Req.</u>
	Enlighte	nea Une	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, Ro</u>	esilient 6-	<u>:</u>	Abilities	: <u>Hulking</u>	<u>, Regenera</u>	ate	Abilities	s: <u>Momen</u> <u>Resilien</u>		<u>or, </u>
Weapoi	15:			Weapons:							
Inkannon (Ruinous)				Progene	Progeneration (Engulf, Explosive) 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 (Ruind	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>
臀	4	5	1	愕	2	6	2	臀	3	7	3
	Brewma	Brewmaster Req.		人	Progeny		<u>Req.</u>				<u>Req.</u>
			100		riogeny		100	4	Cuttle-T	hroat	85
<u>Health</u>	Speed	<u>Defense</u>	Resist	<u>Health</u>	Speed	<u>Defense</u>	100 <u>Resist</u>	<u>Health</u>	Cuttle-T <u>Speed</u>	hroat <u>Defense</u>	85 <u>Resist</u>
Health 5	Speed 7	Defense 5				<u>Defense</u> 7					
5		5	<u>Resist</u> 4+	Health 5	Speed	7	<u>Resist</u>	<u>Health</u> 4	<u>Speed</u>	Defense 5	<u>Resist</u>
5	7 5: <u>Agile, Ro</u> 15:	5	<u>Resist</u> 4+	Health 5 Abilities Weapon	Speed 5 Regene	7 r ate	<u>Resist</u>	Health 4 Abilities	Speed 7 s: Stealth, 1s: ler (Precise	<u>Defense</u> 5 <u>Agile</u>	<u>Resist</u> 5+
5 Abilities Weapoi Inkjet (E	7 5: <u>Agile, Ro</u> 15:	5	<u>Resist</u> 4+	Health 5 Abilities Weapon	Speed 5 : Regene	7 r ate	<u>Resist</u>	Health 4 Abilities Weapon Quarrel	Speed 7 s: Stealth, 1s: ler (Precise	<u>Defense</u> 5 <u>Agile</u>	<u>Resist</u> 5+
5 Abilities Weapo Inkjet (E	7 5: <u>Agile, Ro</u> 15: Burst)	5 esilient 6 -	Resist 4+	Health 5 Abilities Weapon Eco Dete	Speed 5 Regener s: errent (Eng	7 rate gulf)	<u>Resist</u> 4+	Health 4 Abilities Weapor Quarrel Ruinous	Speed 7 s: Stealth, ns: ler (Precises)	Defense 5 Agile 2, Powerfu	<u>Resist</u> 5+ l,
5 Abilities Weapor Inkjet (E Range 18"	7 5: Agile, Ro 1 s: Burst) <u>Attacks</u>	5 esilient 6+ Power 6	Resist 4+ Damage	Health 5 Abilities Weapon Eco Dete	Speed 5 Regener s: errent (Eng Attacks	7 rate rulf) Power	Resist 4+ Damage	Health 4 Abilities Weapon Quarrel Ruinous Range	Speed 7 s: Stealth, 1s: ler (Precises) Attacks 4	Defense 5 Agile e, Powerfu Power	Resist 5+ l, Damage
5 Abilities Weapor Inkjet (E Range 18"	7 5: Agile, Ro 15: Burst) Attacks 2	5 esilient 6+ Power 6	Resist 4+ Damage	Health 5 Abilities Weapon Eco Dete Range 12"	Speed 5 Regener s: errent (Eng Attacks	7 rate rulf) Power	Resist 4+ Damage	Health 4 Abilities Weapor Quarrel Ruinous Range 24"	Speed 7 s: Stealth, 1s: ler (Precises) Attacks 4	Defense 5 Agile e, Powerfu Power	Resist 5+ l, Damage
5 Abilities Weapoil Inkjet (E Range 18" Barbed	7 s: Agile, Ro is: Burst) Attacks 2 Tentacles (5 Power 6 Precise)	Resist 4+ Damage	Health 5 Abilities Weapon Eco Dete Range 12" Hardene	Speed 5 : Regener s: errent (Eng Attacks 6 d Fists	7 rate rulf) Power 5	Resist 4+ Damage	Health 4 Abilities Weapor Quarrel Ruinous Range 24"	Speed 7 s: Stealth, 1s: ler (Precises) Attacks 4	Defense 5 Agile e, Powerfu Power 2+	Resist 5+ l, Damage

			<u>Req.</u>				<u>Req.</u>	V		_	<u>Req.</u>	
4	Scuttler		85	W	A-Khar		95		Architec	ts	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	: <u>Stealth,</u>	<u>Resilient</u>	<u>6+</u>	Abilities:	Stealth,	Momentu	ı <u>m, Terror</u>	Abilities	: <u>Hulking</u>	<u>, Regenera</u>	ate	
Weapor	15:			Weapons	5 :			Weapon	S :			
	 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 Be	eak			Ravenou Ruinous)		ecise, Pow	verful,	Jagged F	ists (Ruind	ous)		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	Range	<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	
<u>Health</u>	Speed	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	Speed	<u>Defense</u>	Resist	
3	8	5	5+	3	7	6	4+	3	6	6	4+	
Abilities	: <u>Agile</u>			Abilities:	Stealth,	Momentu	ı <u>m</u>	Abilities	ies: <u>Momentum, Terror</u>			
Weapon												
Weapons:				Weapons	5:			Weapon	s:			
	is: Harpoon (R	uinous)		Weapon s	5:			Weapon None	s:			
		uinous) <u>Power</u>	<u>Damage</u>		s: <u>Attacks</u>	<u>Power</u>	<u>Damage</u>		s: <u>Attacks</u>	<u>Power</u>	<u>Damage</u>	
Venom H	Harpoon (R		<u>Damage</u> 3	None		<u>Power</u> -		None		<u>Power</u> -	<u>Damage</u> -	
Venom H Range 12"	Harpoon (R <u>Attacks</u>	<u>Power</u>		None Range -		-		None Range -		-	<u>Damage</u> -	
Venom H Range 12"	Harpoon (R <u>Attacks</u> 1	<u>Power</u>		None Range -	<u>Attacks</u> –	-		None Range -	<u>Attacks</u> -	-	<u>Damage</u> - <u>Damage</u>	
Venom H Range 12" Tail Spin	Harpoon (R Attacks 1 es (Burst)	<u>Power</u> 7	3	None Range - Death Ba	Attacks - orbs (Ruine	- ous)	<u>Damage</u> -	None Range - Gnashing	Attacks - g Jaws (Ru	- iinous)	-	
Venom H Range 12" Tail Spin Range	Harpoon (R Attacks 1 es (Burst) Attacks	Power Power	3 Damage	None Range - Death Ba	Attacks - orbs (Ruino Attacks	- ous) <u>Power</u>	<u>Damage</u> - <u>Damage</u>	None Range - Gnashing Range	Attacks - g Jaws (Ru Attacks	- iinous) <u>Power</u>	- <u>Damage</u>	

*	Teutors		<u>Req.</u> 45	*	Seekers		<u>Req.</u> 55	1	Khar-Kh	ari	<u>Req.</u> 45
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	Speed	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	Speed	<u>Defense</u>	<u>Resist</u>
2	7	4	5+	2	7	4	5+	2	6	6	5+
Abilities	: <u>Agile</u>			Abilities	: <u>Agile</u>			Abilitie	s: <u>Momen</u>	tum, Terro	<u>or</u>
Weapon	ıs:			Weapon	s:			Weapo	ns:		
Inkjet (Burst)				rcing, Exې	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	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>
們	1	4	2	們	1	4	2	們	2	6	2
Gardeners Reg.											
*	Gardene	rs	<u>Req.</u> 50	181	Remies		<u>Req.</u> 15	181	Flagella	е	<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
Health 2	<u>Speed</u>	<u>Defense</u> 7	50 <u>Resist</u>	<u>Health</u>	<u>Speed</u> 7	·	15 <u>Resist</u>	<u>Health</u> 1	<u>Speed</u>	<u>Defense</u> 3	10 <u>Resist</u> 6+
Health 2 Abilities Weapon	<u>Speed</u> 5 :: <u>Regene</u>	<u>Defense</u> 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 <u>Resist</u> 6+
Health 2 Abilities Weapon Stinging	Speed 5 Regenerations: Lashes	<u>Defense</u> 7 rate	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	<u>Speed</u> 5 :: <u>Regene</u>	<u>Defense</u> 7	50 <u>Resist</u>	Health 1 Abilities: Weapon None Range	Speed 7 : Agile	·	15 <u>Resist</u>	Health 1 Abilities Weapon None Range	<u>Speed</u> 5 s: <u>Vangua</u>	<u>Defense</u> 3	10 <u>Resist</u> 6+
Health 2 Abilities Weapon Stinging	Speed 5 Regenerations: Lashes	<u>Defense</u> 7 rate	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 SEREGENE SERIES 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	Speed 5 SEREGENE SERIES 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 - Biolumi Range	Speed 5 s: Vangua ns: Attacks	<u>Defense</u> 3 <u>rd, Irradia</u>	10 Resist 6+ ted
Health 2 Abilities Weapon Stinging Range 10" Hardene	Speed 5 SEREGENEE SEREGENEE Lashes Attacks 2 ed Fists	Defense 7 rate Power 5	50 Resist 5+ Damage	Health 1 Abilities: Weapon None Range - Suction J	Speed 7 Agile s: Attacks - aws	4 Power	15 Resist 6+ Damage	Health 1 Abilities Weapon None Range - Biolumi	Speed 5 s: Vangua ns: Attacks - nescence	<u>Defense</u> 3 rd, Irradia Power -	10 Resist 6+ ted Damage

•	Nautilus	i	<u>Req.</u> 170	•	Sea
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>S</u> ı
10	8	9	3+	12	
Abilities	Hulking	<u>, Agile, Ter</u>	<u>ror</u>	Abilities	<u>Ηι</u>
Weapon	s:			Weapon	s:
Inkannor	ns (Ruinou	ıs)		Digestive	2 Th
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>At</u>
18"	4	7	2	12"	
Grasping	Tentacles	5		Crushing	Arr
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>At</u>
們	8	6	1	臀	

*	Sealesti	al	<u>Req.</u> 170	+	Roara-K	har	<u>Req.</u> 160
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
12	6	8	4+	11	7	8	3+
Abilities	<u>Hulking</u>	<u>, Terror</u>		Abilities	: <u>Hulking</u> <u>Terror</u>	<u>, Moment</u>	<u>um,</u>
Weapon	s:			Weapon	s:		
Digestive	Threads	(Arcing, R	uinous)	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>
12"	8	6	1	⊕	-	-	-
Crushing	Arms (Ru	inous)		Abyssal	Maw (Pov	verful, Rui	nous)
<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	5	8	2	愕	4	10	4
	Gigazoa		<u>Req.</u> 195	Xee.	High Cha	ancellor	<u>Req.</u> 110

• L	<u>Req.</u> 175						
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>				
10	8	7	4+				
Abilities: <u>Hulking, Agile, Terror</u>							

Abilities: <u>nutking, Agite, Terror</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>
愣	8	7	1

Abilities: <u>Hulking, Resilient 6+</u>								
Weapon	s:							
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>					
愣	8	5	1					

<u>Defense</u>

10

<u>Resist</u>

3+

<u>Health</u>

15

<u>Speed</u>

5

Xee.	<u>Req.</u> 110		
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	8	4	3+

Abilities: <u>Agile</u>

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)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	3	6	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.	ıne to			y within 12" f the Round.				thin 12" gain til the end o	
		y within 12" f the Round.									
Hardened	d Fists			Barbed 1	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	們	4	6	1	愕	2	6	2

Core Feats:

Crushing Charge (Action Phase - Charging Activation)Damage is inflicted by the Successful Charger rule on roll

Damage is inflicted by the Successful Charger rule on rol 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.