

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

FACTION ARCHIVE INTERACTION – SACRED RITUAL

At the start of each Battle Phase the Stygian Commander can choose one Stygian Leader, Elder, or Alchemist on an Archive to perform one of the following sacred rituals. Roll a D6 and the ritual is successful on a roll result of 5+. Before making the roll, the Stygian Commander can choose to sacrifice Health of the model (or its accompanying unit). Each point of Health sacrificed before the roll adds +1 to the roll result, but a roll result of 1 always fails.

Power of the Waves – All allied Stygian units on Archives gain +1 to the Power spec of their Battle weapons until the end of the Phase.

Protection of the Depths – All allied Stygian units on Archives gain +1 to their Defense spec until the end of the Phase.



Tide Chieftain

Req.
105

Health	Speed	Defense	Resist
6	8	5	3+

Abilities: Agile, Skirmish

Weapons:

Tidecaller (Burst)

Range	Attacks	Power	Damage
18"	3	6	2

Tail Spines (Burst)

Range	Attacks	Power	Damage
	4	5	1



Creator

Req.
115

Health	Speed	Defense	Resist
7	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

Req.
105

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

Req.
95

Health	Speed	Defense	Resist
5	7	6	4+

Abilities: Skirmish, Resilient 6+

Weapons:

Inkjet (Burst)

Range	Attacks	Power	Damage
18"	2	6	1

Brewmaster Belch

Range	Attacks	Power	Damage
	2	5	2



Wo-Khar

Req.
95

Health	Speed	Defense	Resist
5	6	7	4+

Abilities: Stealth, Momentum, Terror

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Gnashing Jaws (Ruinous)

Range	Attacks	Power	Damage
	3	6	2



Progeny

Req.
100

Health	Speed	Defense	Resist
5	5	7	4+

Abilities: Regenerate

Weapons:

Eco Deterrent (Engulf)

Range	Attacks	Power	Damage
10"	5	5	1

Hardened Fists

Range	Attacks	Power	Damage
	2	5	1



Cuttle-throat

Req.
85

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

Req.
90

Health	Speed	Defense	Resist
4	7	5	5+

Abilities: Stealth, Skirmish, 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

Req.
95

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	7	2



Architects

Req.
70

Health	Speed	Defense	Resist
3	4	8	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

Req.
70

Health	Speed	Defense	Resist
3	8	5	5+

Abilities: Agile, Skirmish

Weapons:

Venom Harpoon (Ruinous)

Range	Attacks	Power	Damage
12"	1	8	3

Tail Spines (Burst)

Range	Attacks	Power	Damage
	2	5	1



Patrons

Req.
75

Health	Speed	Defense	Resist
3	6	6	4+

Abilities: Skirmish, Resilient 6+

Weapons:

Firewater Funnels (Burst, Engulf)

Range	Attacks	Power	Damage
12"	4	6	1

Firewater Belch

Range	Attacks	Power	Damage
	1	5	2



Ray-Khari

Req.
65

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

Req.
65

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

Req.
50

Health	Speed	Defense	Resist
2	7	4	5+

Abilities: Agile, Skirmish

Weapons:

Inkjet (Burst)

Range	Attacks	Power	Damage
	2	6	1
18"			

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
	1	6	2
12"			

Razor Beak

Range	Attacks	Power	Damage
	1	4	2



Drifters

Req.
50

Health	Speed	Defense	Resist
2	5	4	5+

Abilities: Vanguard, Irradiated

Weapons:

Nematos (Ruinous)

Range	Attacks	Power	Damage
	3	6	1
10"			

Stinging Grasp

Range	Attacks	Power	Damage
	1	5	1



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



Flagelli


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	9	2

Grasping Tentacles

Range	Attacks	Power	Damage
	8	6	1



Sealestial


Req.
175

Health	Speed	Defense	Resist
12	6	8	4+


Abilities: Hulking, Terror, Regenerate

Weapons:

Digestive Threads (Arcing, Ruinous)

Range	Attacks	Power	Damage
 12"	5	6	1

Crushing Arms (Ruinous)

Range	Attacks	Power	Damage
	5	8	2



Roara-Khar


Req.
170

Health	Speed	Defense	Resist
12	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.
190

Health	Speed	Defense	Resist
12	8	8	4+


Abilities: Hulking, Agile, Terror

Weapons:

Colossal Reach (Engulf, Ruinous)

Range	Attacks	Power	Damage
 12"	2	8	2

Monstrous Tentacles (Ruinous)

Range	Attacks	Power	Damage
	8	8	1



Gigazoa


Req.
195

Health	Speed	Defense	Resist
15	5	9	3+


Abilities: Hulking, Regenerate

Weapons:

Hostile Ecosystem (Burst, Engulf)

Range	Attacks	Power	Damage
 10"	5	6	1

Hostile Ecosystem (Burst)

Range	Attacks	Power	Damage
	5	6	1



Tide Shaman

Req.
110

Health	Speed	Defense	Resist
5	8	4	3+

Abilities: Agile, Skirmish


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.
105

Health	Speed	Defense	Resist
5	5	6	3+

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



Sootheswimmer

Req.
85

Health	Speed	Defense	Resist
4	7	4	3+


Abilities: Stealth, Agile, Skirmish

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.

Soothestave

Range	Attacks	Power	Damage
	2	6	1



So-Khar

Req.
95

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
	3	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

Firewater Surprise: In the Action Phase when performing a Retreat Move, inflict D3 Severe Damage to an enemy unit that was in Battle Range before retreating.

Coralius Tribe

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

Khar-Khar Tribe

Feeding Frenzy: In the Battle Phase, a unit's Attack Rolls score Critical Hits on unmodified roll results of 5 and 6.