

IRON GOLEM

Cost	Name	Weapons				Runemarks								
190	Dominar	Great Hammer	4	5	20	Leader, Brute	1	4	5	2/5				
140	Prefector	Great Hammer	4	5	15	Brute	1	4	5	2/5				
130	Signifier	Hammer	4	5	15	Icon Bearer	1	4	4	2/4				
135	Drillmaster	Club, Flail	4	4	12	Destroyer	1	3	4	2/4	3	3	4	2/3
205	Breacher	Fists	4	5	30	Gargantuan, Destroyer	1	2	6	4/8				
120	Armator	Hammers, Thrown Axes	3	4	12		1	4	4	2/4	6	2	4	2/3
115	Forgepriest	Great Hammer	3	4	12	Priest	1	4	5	2/5				
75	Legionary	Hammers	4	4	10		1	4	3	1/3				
65	Legionary	Hammer, Shield	4	5	10		1	3	3	1/3				
65	Legionary	Flail	4	4	10		3	3	3	1/3				

[Double] Throw Bolas

- Pick a visible enemy within 6" of this fighter and roll two dice.
- On a 4-5, allocate 1 Damage to that fighter.
- On a 6, allocate a number of Damage to that fighter equal to the value of this ability.

[Double] Lead with Strength

- **Brute only.**
- Use only if an enemy was taken down by an attack action made by this fighter this activation.
- This fighter may make a bonus Move action or a bonus Attack action.

[Double] Hunker Down

- Add half the value of this ability (*rounded up*) to the Toughness of this fighter until the end of the battle round.

[Double] Ash Cloud

- **Priest only.**
- Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a D6.
- On a 3+, until the end of the battle round, that fighter cannot make Move actions or Disengage actions.

[Double] Loadstone Cubicle

- **Priest only.**
- Pick a visible enemy fighter within 18" of this fighter.
- That fighter makes a bonus Move action, directly towards this fighter.
- If that fighter needs to descend, he counts as jumping.

[Triple] Squall of Molten Metal

- **Priest only.**
- Pick a visible enemy that is within 8" of this fighter.
- Allocate a number of Damage to that enemy, and all other fighters within 3" of that enemy (*friend or foe*) equal to half the value of this ability (*rounded up*).

[Triple] Whirlwind of Death

- **Destroyer only.**
- Allocate a number of Damage equal to half the value of this ability (*rounded up*) to all visible enemies within 3" of this fighter.

[Triple] Stand Defiant

- **Icon Bearer only.**
- Until the end of the battle round, deduct 1 from Attacks of all Attack actions that target this fighter, as well as visible friendly fighters within 6" of him, to a minimum of 1.

[Quad] Spine-Crushing Blow

- **Brute only.**
- This fighter makes a bonus Attack action.
- Add half the value of this ability (*rounded up*) to the Damage of that Attack action.

UNTAMED BEASTS

Cost	Name	Weapons				Runemarks								
195	Heart Eater	Axes	5	4	20	Leader, Brute	1	5	4	2/4				
140	First Fang	Harpoon	4	4	15	Trapper, Brute	1	3	4	2/4	8	2	4	2/5
120	Second Fang	Harpoon	4	4	10	Trapper, Brute	1	3	4	2/4	8	2	4	2/5
115	Preytaker	Great Axe	4	4	10	Brute	1	4	5	2/5				
125	Beastspeaker	Dagger, Whip	5	4	12	Agile	1	3	4	2/4	3	3	4	2/3
100	Shaman	Staff	4	4	12	Mystic	2	3	4	2/4				
185	Rocktusk	Jaws	8	4	20	Beast	1	4	4	2/5				
80	Plains Hound	Jaws	6	3	10	Beast	1	3	3	1/3				
65	Runner	Axes	5	3	8		1	4	3	1/3				
60	Runner	Javelins	5	3	8		8	2	3	1/3				

[Double] Savage Fury

- Until the end of the battle round:
- Add +1 M to this fighter's next Move action.
- And +1 A to this fighter's next Attack action.

[Double] Circling Hunter

- **Brute only.**
- Use only if an enemy was taken down by an attack action made by this fighter this activation.
- This fighter may make a bonus Move action or a bonus Attack action.

[Double] Beastspeaker

- **Agile only.**
- Choose a visible friendly fighter with the Beast runemark within 4" of this fighter.
- That fighter makes a bonus Attack action.

[Double] Impenetrable Pelt

- **Mystic only.**
- Pick a visible friendly fighter within 6" of this fighter, or this fighter himself.
- Until the end of the battle round, add half the value of this ability (rounded up) to the Toughness of that fighter.

[Double] Beastcurse

- **Mystic only.**
- Pick a visible enemy that is within 8" of this fighter.
- Until the end of the battle round, add +1 to the Damage of all Attack actions that target that enemy.

[Triple] Bestial Transformation

- **Mystic only.**
- This fighter has access to the following Attack profile until the end of his activation:

1	2	6	4/8

[Triple] Harpoon Snag

- **Trapper only.**
- This warrior makes a bonus attack action.
- After that Attack action, the targeted enemy makes a bonus Move action directly towards this fighter (*even if the enemy was not wounded*).
- The target is moved a number of inches equal to the value of this ability.
- If the targeted fighter needs to descend, he counts as jumping.

[Triple] Pounce

- **Beast only.**
- The next time this fighter finishes a Move action within 1" of one or more enemies, pick one of those enemies.
- Allocate a number of Damage to that enemy equal to the value of this ability.

[Quad] Unleash the Beast

- This fighter makes a bonus Attack action.
- If the target of that Attack action has any Damage allocated to them, also add +1 to the Attacks of that Attack action.

CORVUS CABAL

Cost	Name	Weapons				Runemarks								
185	Piercer	Sword	5	4	20	Leader, Scout	1	4	4	2/4				
210	Shrike	Claws	8	4	20	Terrifying	1	5	4	2/4				
125	Stalker	Daggers	5	4	12	Agile	1	4	4	2/4				
130	Stalker	Pole Hook	5	4	12	Agile	2	3	5	2/5				
100	Shadow Shaman	Staff	5	4	10	Mystic	2	3	4	2/4				
105	Corvus Caller	Claws	5	4	10	Priest, Scout	1	3	4	2/4	8	2	2	1/2
80	Direflock	Claws	8	2	8	Beasts, Fly	1	4	2	1/2				
65	Cabalist	Daggers	5	3	8		1	4	3	1/3				
60	Cabalist	Spear	5	3	8		2	2	3	1/4				
60	Cabalist	Claws	5	3	8	Scout	1	3	3	1/3	8	2	2	1/2

[Double] Scale the Spire

- **Agile only.**
- Until the end of the battle round, do not count the vertical distance moved while this fighter is climbing.

[Double] Raven Darts

- **Cannot be used by Beasts.**
- Pick a visible enemy within 6" of this fighter and roll two dice.
- On a 4-5, allocate 1 Damage to that fighter.
- On a 6, allocate a number of Damage to that fighter equal to the value of this ability.

[Double] Harrying Corvus

- **Scout only.**
- Pick a visible enemy fighter within 20" of this fighter.
- Until the end of the battle round, that fighter cannot make Disengage actions.

[Double] Wings of Shadow

- **Mystic only.**
- Pick a visible friendly fighter within 6" of this fighter, or this fighter himself.
- The chosen fighter may make a bonus *flying* Move action.

[Double] Pick Clean the Corpse!

- **Mystic only.**
- Pick any visible enemy fighter within 6" of this fighter.
- That fighter suffers -1 Toughness until the end of the battle round.

[Triple] Corvus Call

- **Priest only.**
- Choose any friendly fighter with the Beast runemark that has been taken down.
- Place that fighter anywhere within 3" of this fighter.
- Then remove a number of Damage points from that warrior equal to the value of this ability.
- That fighter no longer counts as taken down.

[Triple] Swooping Attack

- **Terrifying only.**
- This fighter may make a bonus Move action.
- Then, if this fighter finishes this Move action 3" or more lower than his starting position, he may also make a bonus Attack action.

[Triple] Gristly Trophy

- **Leader only.**
- Until the end of the battle round, add +1 to Attacks of Attack actions made by visible friendly fighters within 6" of this warrior that have a range of 2" or less (*including this warrior himself*).

[Quad] The Great Gatherer

- This fighter makes a bonus Attack action.
- If the target of that Attack action has any Damage allocated to them, also add +1 to the Damage of that Attack action.

SCIONS OF FLAME

Cost	Name	Weapons				Runemarks								
185	Lord	Great Sword	4	4	20	Leader, Brute	1	4	5	2/6				
140	Champion	Great Axe	4	4	15	Brute	1	4	5	2/6				
140	Immolator	Fists, Blast	4	4	15	Mystic, Destroyer	1	4	4	2/4	6	2	3	2/3
115	Priest	Staff, Blast	4	4	12	Priest, Destroyer	2	3	4	2/4	6	2	3	2/3
115	Fireborn	Axes	4	4	12		1	4	4	2/4				
110	Fireborn	Axe, Shield	4	5	12		1	3	4	2/4				
75	Salamander	Jaws, Blast	5	3	10	Beast	1	3	4	1/3	6	2	3	2/3
65	Initiate	Axes	4	3	10		1	4	3	1/3				
60	Initiate	Great Axe	4	3	10		1	3	4	1/3				
55	Initiate	Flail	4	3	10		3	3	3	1/3				

[Double] Imbued with Fiery Might

Until the end of the battle round, add +1 to the Attacks and Strength characteristics this warrior's next Attack action that has a range of 3" or less.

[Double] The Flame Within

- **Mystic only.**
- Until end of battle round, add the value of this ability to the value of other abilities used by other friendly visible fighters within 6" of this fighter (*to a combined maximum of 6*).

[Double] Throw Firebomb

- **Cannot be used by Beasts.**
- Pick a visible enemy within 6" of this fighter and roll two dice.
- On a 4-5, allocate 1 Damage to that fighter.
- On a 6, allocate a number of Damage to that fighter equal to the value of this ability.

[Double] Kindle the Flame

- **Priest only.**
- Pick a visible friendly fighter within 6" of this fighter or this fighter himself.
- Until the end of the battle round, add +1 to the Strength of that warrior's Attack actions.

[Double] Soaring Conflagration

- **Mystic only.**
- Use only if an enemy was taken down by an attack action made by this fighter this activation.
- This fighter may make a bonus Move action or a bonus Attack action.

[Triple] Brutal Strike

- **Brute only.**
- Add the value of this ability to the Damage of the next Attack action made by this fighter this activation.

[Triple] Inferno

- **Destroyer only.**
- Allocate a number of Damage to all visible enemy fighters within 3" of this fighter equal to half the value of this ability (*rounded up*).

[Triple] Ignited Fervor

- **Leader only.**
- Until the end of the battle round, add +1 to Attack of Attack actions made by visible friendly fighters within 6" of this warrior that have a range of 2" or less (*including this warrior himself*).

[Quad] Flamestorm

- **Priest only.**
- Pick a visible enemy warrior within 6" of this warrior and roll 6 dice.
- For each roll of 2-6, allocate Damage to that enemy equal to half the value of this ability (*rounded up*).
- For each roll of 6, roll an extra dice, as above (*i.e. these extra dice can themselves cause extra dice if they are 6s*).

SPLINTERED FANG

Cost	Name	Weapons				Runemarks								
170	Trueblood	Spear	4	4	20	Leader	2	4	4	2/4				
125	Pureblood	Swords	4	4	15	Warrior	1	4	4	2/4				
130	Serpent Caller	Jaws	5	4	12	Mystic	2	4	4	2/4	4	2	2	1/4
120	Serpent Priest	Staff	5	4	12	Priest	2	3	4	2/4	4	2	2	1/4
120	Venomblood	Sword, Whip	4	4	12		1	3	4	2/4	3	3	4	2/3
120	Venomblood	Spear, Shield	4	4	12	Bulwark	2	3	4	2/4				
75	Serpents	Jaws	5	2	8	Beasts	1	4	2	1/4				
60	Clearblood	Spear, Shield	4	4	10	Bulwark	2	2	3	1/4				
65	Clearblood	Swords	4	3	10	Warrior	1	4	3	1/3				
60	Clearblood	Sword, Shield	4	4	10	Bulwark	1	3	3	1/3				

<p>[Double] Poisoned Attack Until the end of this fighter's activation, the Strength of Attack actions made by him count as being higher than the target's Toughness.</p>	<p>[Double] Shield Block</p> <ul style="list-style-type: none"> • Bulwark only. • This fighter, and friendly visible fighters with the Bulwark runemark within 3" of him, gain +1 Toughness until the end of the battle round 	<p>[Double] Snake Charmer</p> <ul style="list-style-type: none"> • Mystic only. • Choose a visible friendly fighter with the Beast runemark within 4" of this fighter. • That fighter makes a bonus Attack action.
<p>[Double] Ensnaring Net</p> <ul style="list-style-type: none"> • Leader only. • Pick a visible enemy fighter within 4" of this fighter. • Until the end of the battle round, that fighter cannot make Move actions or Disengage actions. 	<p>[Double] Venom Darts</p> <ul style="list-style-type: none"> • Mystic only. • Pick a visible enemy fighter within 6" of this fighter and roll two dice. • For each roll of 4+, allocate 2 Damage to that fighter. • If that fighter suffered Damage from this ability, reduce its movement to 1" until the end of the battle round. 	<p>[Double] Serpent Blood</p> <ul style="list-style-type: none"> • Priest only. • Pick a visible friendly fighter within 6" of this fighter, or this fighter himself. • Remove a number of Damage from that fighter equal to the value of this ability.
<p>[Triple] Relentless Killer</p> <ul style="list-style-type: none"> • Warrior only. • Use only if an enemy has been taken down by an Attack action by this fighter this action. • This fighter may make a bonus Move action. • Then, he may make a bonus Attack action. 	<p>[Triple] Serpent Call</p> <ul style="list-style-type: none"> • Mystic only. • Choose any friendly fighter with the Beast runemark that has been taken down. • Place that fighter anywhere within 3" of this fighter. • Then remove a number of Damage points from that warrior equal to the value of this ability. • That fighter no longer counts as taken down. 	<p>[Quad] Emerald Mist</p> <ul style="list-style-type: none"> • Priest only. • Remove a number of Damage equal to the value of this ability allocated to all visible friendly fighters within 6" of this fighter (including this fighter himself).

UNMADE

Cost	Name	Weapons				Runemarks								
210	Blissful	Blades	8	4	20	Leader	1	5	4	2/5				
135	Joyous	Daggers	5	4	15	Destroyer	1	4	4	2/4				
105	Ascended	Great Sword	4	4	12		1	4	5	2/5				
110	Ascended	Halberd	4	4	12		2	3	5	2/5				
105	Mortuary Priest	Scythe	4	4	12	Priest	2	3	4	2/5				
100	Flayed Bearer	Staff	4	4	12	Icon Bearer	2	3	4	2/4				
115	Scourgemaster	Sword, Flail	4	4	12	Destroyer	1	3	4	2/4	3	3	4	2/3
60	Awakened	Spear	4	3	10		2	2	3	1/4				
60	Awakened	Great Sword	4	3	10		1	3	4	1/3				
55	Awakened	Flail	4	3	10		3	3	3	1/3				

[Double] Nightmarish Visage

- Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a dice.
- On a 3+, until the end of the battle round, that fighter cannot make Move actions or Disengage actions.
- If the fighter using this ability has the Icon Bearer runemark, the dice roll is automatically successful.

[Double] Vitality Leech

- **Mystic only.**
- Pick up two visible fighters that are each within 6" of this fighter (*these may be friends, foes, or a combination of friends and foes*).
- Assign 1 Damage to each of the chosen fighters.
- Then, remove Damage from this fighter equal to the Damage dealt by this ability.

[Double] Crippling Strike

- Pick a visible enemy within 2" of this enemy.
- Until the end of the battle round, deduct 1 from the Toughness of that enemy (*to a minimum of 1*).

[Double] Chain Garrote

- Pick a visible enemy within 6" of this fighter and roll two dice.
- On a 4-5, allocate 1 Damage to that fighter.
- On a 6, allocate a number of Damage to that fighter equal to the value of this ability.

[Triple] Vision of Undoing

- **Mystic only.**
- Pick a visible fighter (*friend or foe*) within 6" of this fighter.
- That enemy makes a bonus Attack action against himself, using one of the attack profiles available to him, chosen by you.

[Quad] Gift of Agony

- This fighter makes a bonus Attack action.
- Also add +1 to the Attacks of that Attack action if this fighter has any Damage allocated to him.

[Triple] Flying Frenzy

- **Destroyer only.**
- Allocate Damage equal to half the value of this ability (*rounded up*) to all visible enemies within 3" of this warrior.
- If the fighter using this ability has 8 or more Damage allocated to him, allocate Damage equal to the full value of this ability instead.

[Triple] Vessel of Torment

- **Leader only.**
- Use only if an enemy has been taken down by an Attack action by this fighter this action.
- This fighter may make a bonus Move action.
- Then, he may make a bonus Attack action.

[Triple] Heliotrope Hourglass

- **Mystic only.**
- Pick a visible enemy within 8" of this fighter and roll a dice.
- On 2+, until the end of the battle round, the player controlling that enemy cannot activate him, as long as he could choose to activate another fighter he controls.

CYPHER LORDS

Cost	Name	Weapons				Runemarks								
200	Thrallmaster	Fists, Blast	5	4	20	Leader, Mystic	1	4	4	2/4	6	2	4	2/3
140	Luminate	Spear	5	4	15	Mystic	2	4	4	2/4				
100	Diviner	Staff, Flail	4	4	12	Priest	2	3	4	2/4	3	3	4	2/3
110	Mirror Bearer	Staff	4	4	12	Icon Bearer	2	3	4	2/4				
140	Blademaster	Swords	5	4	12	Minion	1	5	4	2/4				
125	Chain Dancer	Blade, Flail	5	4	12	Destroyer, Minion	1	3	4	2/4	3	3	4	2/3
125	Mirrorblade	Swords	5	4	10	Minion	1	4	4	2/4				
130	Mirrorblade	Glaive	5	4	10	Destroyer, Minion	2	3	5	2/5				
65	Mindbound	Swords	5	3	8	Minion	1	4	3	1/3				
70	Mindbound	Glaive	5	3	8	Destroyer, Minion	2	3	4	1/4				

<p>[Double] Throwing Stars</p> <ul style="list-style-type: none"> • Pick a visible enemy within 6" of this fighter and roll two dice. • For each 4-5, allocate 1 Damage to that fighter. • For each 6, allocate a number of Damage to that fighter equal to the value of this ability. 	<p>[Double] Acrobatic Leap</p> <ul style="list-style-type: none"> • Until the end of the battle round, this fighter can <i>fly</i> when making Move actions. 	<p>[Double] Dominate Mind</p> <ul style="list-style-type: none"> • Leader only. • Pick a visible enemy fighter within 18" of this fighter. • That fighter makes a bonus Move action directly towards this fighter. • If that fighter needs to descend, he counts as jumping.
<p>[Triple] Flickering Timewarp</p> <ul style="list-style-type: none"> • Priest only. • Choose a fighter within 6" of this fighter or this fighter himself. • That fighter may make a bonus Move action or a bonus Disengage action. 	<p>[Triple] Wide Sweeping Blow</p> <ul style="list-style-type: none"> • Destroyer only. • Allocate Damage equal to half the value of this ability (<i>rounded up</i>) to all visible enemies within 3" of this fighter. 	<p>[Triple] Shattered Gloom Globe</p> <ul style="list-style-type: none"> • Leader only. • Until the end of the battle round, deduct 1 from Attacks of all Attack actions that target this fighter, as well as visible friendly fighters within 6" of him, to a minimum of 1.
<p>[Triple] Shadowy Recall</p> <ul style="list-style-type: none"> • Mystic only. • Pick a friendly fighter with the Minion runemark within 12" of this fighter. • Remove that fighter from the board. • Then, set that fighter up anywhere within a number of inches of this fighter equal to the value of this ability. • (<i>The chosen fighter does not have to be visible to the fighter using this ability.</i>) 	<p>[Quad] Mirror of Madness</p> <ul style="list-style-type: none"> • Icon Bearer only. • Pick a visible enemy fighter within a value of inches of this fighter equal to the value of this ability. • That fighter cannot be activated this battle round. 	<p>[Quad] Spinning Strike</p> <ul style="list-style-type: none"> • Until the end of the battle round, this fighter can <i>fly</i> when making Move actions. • This fighter may make a bonus Move action. • Then, he may make a bonus Attack action.