

## 103 Ammon Al-Barad

Personality/Model

Q3

C4

Str

5\*

Res

5\*

Will

2\*

Dagger

+0

Body AV

3\*

\* with Force Shield

Special Abilities

**Warlock, Fanatical, Ruthless, Ether Tech (2), Iron Will**

**Warlock** - Able to cast spells from the Black Magic list as well as Psychic Magic list. Warlocks are personalities.

**Fanatical** - Only fallen if the enemy rolls a "6" in combat. Otherwise the model recoils.

**Ruthless** - Can fire attack spells into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed do not roll for Morale again if another ally is killed.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Iron Will** - Immune to Madness and +1 to any Will Check roll. Already in Will stat above.

## 132 Doctor Drachenstein

Personality/Model

Q2\*

C3

Str

5\*

Res

5\*

Will

2\*

Shock Rod

+1

Aqua Regia Grenade

+1

Body AV

1

Special Abilities

**Re-animator, Ether Tech (2), Shooter (short)**

**Re-animator** - Gives +1 activation for Artificial Reanimated Constructs within 1 Long stick. If killed, construct continue to operate. Casts Elemental Conjunction spells. Can raise up to 3 dead or gruesomely killed models into *Undead* to fight for warband. Must be adjacent to corpse and spend 1 action to roll a Quality Check with 2+ successes. On 3 failures, the corpse stays dead and the Re-animator cannot use magic until healed by a *Healer*. The *Undead* model has the same Special Abilities as when alive but Quality and Combat are at -1. If killed again, *Undead* model stays dead. Existing *Undead* models cannot be resurrected. Personality model.

**Ether Tech (2)** - Can use CL 1 and CL 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Shooter (short)** - Shoots using the Short stick. Long and Medium range weapon only fire with the Short stick.

## 103 Ammon Al-Barad

Notes and Info

A master of the dark magical arts, Ammon is able to slay his enemies by invoking the powers of ethereal demons. His fanatical devotion to Yosoth allows Ammon to stand firm in the face of attackers and to not hesitate to kill any that flee from serving the Order.



Weapons and Attacks

**Dagger (CL 0) H2H**

Armor

**Thick Robes (CL 0) H:2\* B:3\* L:3\* W:2**

\* includes +2 bonus from Force Shield

Special Items

**Force Shield (CL 2)** - Acts as a Magical Shield. +2 AV to all parts of the model, excluding weapons. Does not add to Resistance Check rolls.

## 132 Doctor Drachenstein

Notes and Info

Doctor Drachenstein has toiled away from humanity in the shadows, forsaking his previous noble oaths to his profession and becoming the foulest type of sorcerer, one who creates blasphemous life from death. In combat, he prefers to throw vials of corrosive Aqua Regia.



Weapons and Attacks

**Aqua Regia Grenades (CL 1) Explosive +1 Armor Break (2), Blast (-1 Short radius), Corrosive, Hazardous, Grenade**

**Shock Rod (CL 0) H2H +1 Armor Break (1), Shock**

**Throwing Knife (CL 0) Projectile (Short) Precise**

**Blast** - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

**Corrosive** - If causes a wound in combat, defender must rolls Res Check with 2 success or is *Corroding*. Must resist each turn when activated. 2 success = corroding stops. 3 failures = 1 wound. A *Healer* cures with 1 action but *Artificial* models must be repaired by a *Scientist* or *Engineer* (1 action - Quality Check & 2 success)

**Hazardous** - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

**Grenade** - Throw at one target as *Short ranged attack*. If misses, lands 1 Short stick away. Roll die: 1 = straight past; 2 = to right; 3 = front; 4 = to left; 5 or 6 = no effect. Can throw over scenery.

**Shock** - If weapon causes a wound, normal result and defender must roll a Resistance Check with 2 successes or be *transfixed*.

**Precise** - Attack at +2 when targeting a subsystem

Armor

**Thick Robes (CL 0) H:0 B:1 L:1 W:2**

## 45 Fanatical Acolyte

Personality/Model

Q 4  
C 2

Str 5  
Res 5  
Will 4

Long Knife

+0

Body AV

1

Special Abilities

Channeler, Fanatical

**Channeler** - Can cast Channeling attack and conjuration spells only. Personality model.

**Fanatical** - Only fallen if the enemy rolls a "6" in combat. Otherwise the model recoils.

## 110 Gaspar Serpentiun

Personality/Model

Q 2  
C 4

Str 6  
Res 6  
Will 3

Tentacles

+0

Body AV

1

Special Abilities

Ethermancer, Fanatical, Ruthless, Corrupted, Opportunistic

**Ethermancer** - Can summon ethereals and cast Dimensional spells. Allocate up to half of warband points to "Summoning Pool" and double value. Summon ethereals with Spelcasting Roll. Each success = up to 50 points from pool. 3 failures = no ability until healed. Ethereal starts up to 2 Long sticks from caster and disappears when caster dies. Personality model.

**Fanatical** - Only fallen if the enemy rolls a "6". Otherwise they recoil.

**Ruthless** - Can fire attack spells into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed do not roll for Morale again if another ally is killed.

**Corrupted** - Strength Checks, Resistance Checks and Will Checks at -1, except Morale. No effect when using technology.

**Opportunistic** - Gets +1 on activation rolls when within 1 Short stick of a fallen or transfixed enemy.

## 45 Fanatical Acolyte

Notes and Info

Centuries of studying decaying scrolls and crumbling tablets have helped the Order of Yosoth to unlock the secrets of the endless gulfs of space and time. The Fanatical Acolytes of the Order are novices in the dark arts but are still dangerous spellcasters.



Weapons and Attacks

Dagger (CL 0) H2H

Armor

Thick Robes (CL 0) H:0 B:1 L:1 W:2

## 110 Gaspar Serpentiun

Notes and Info

Gaspar is one of the most feared of the high priests of the Order of Yosoth for his ability to summon forth ethereal demons from the swirling void. He is fully corrupted by the power of the ethers though, and has lost most of his sanity to the extent that even his allies fear him.



Weapons and Attacks

Smoking Brazier (CL 0) H2H

Tentacles (CL 0) H2H Entangle, Unbreakable

**Entangle** - If win in combat by 1 or more, normal damage and victim must roll Strength Check with 2 successes or be entangled and lose turn. Subsequent turns, victim must use 1 action for Strength Check with 2 successes to go free. Weapon cannot be used again while entangling

**Unbreakable** - Weapon cannot be damaged or destroyed.

Armor

Thick Robes (CL 0) H:1 B:1 L:1 W:2

## 85 Ghastly Leaper



**Q4**

**C4**

Str **4\***

Res **4\***

Will **4\***

AV Bonus  
+1 RES roll

Talons  
**+1**

Body AV  
**1**

**Special Abilities**

**Big, Artificial (re-animated), Power Leap, Tough, Combo Attack (2-hit)**

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1. Gains +1 to Strength and Resistance Checks (in stats above).

**Artificial (re-animated)** - Immune to poison, Psychic Magic spells, morale and Madness. Cannot be gruesomely killed.

**Power Leap** - Gain +2 on Leap physical activities. Double the Leap distance. Leap vertically one Medium stick or leap onto adjacent Medium height scenery with *one action*.

**Tough** - Extra wounds. Only *fallen* on a double or triple.

**Combo Attack (2-hit)** - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

## 126 Sihoban Nightshade The Reaper Queen



**Q2**

**C3**

Str **5\***

Res **5\***

Will **2\***

Scythe  
**+0**

Body AV  
**2\***

Magical Shield  
+2 AV

**Special Abilities**

**Re-animator, Fanatical, Agile, Ruthless, Magical Shield**

**Re-animator** - Gives +1 activation for *Artificial Reanimated Constructs* within 1 Long stick. If killed, construct continue to operate. Casts Elemental Conjunction spells. Can raise up to 3 dead or gruesomely killed models into *Undead* to fight for warband. Must be adjacent to corpse and spend 1 action to roll a Quality Check with 2+ successes. On 3 failures, the corpse stays dead and the Re-animator cannot use magic until healed by a *Healer*. The *Undead* model has the same Special Abilities as when alive but Quality and Combat are at -1. If killed again, *Undead* model stays dead. Existing *Undead* models cannot be resurrected. Personality model.

**Fanatical** - Only *fallen* if the enemy rolls a "6" in combat. Otherwise the model recoils.

**Agile** - Gets +1 to Climb and Leap activity rolls. Ranged attacks and attack spells vs. model at -1, unless *transfixed*.

**Ruthless** - Can cast zone spells into H2H combat groups with allies. If kill ally, all models in warband roll Morale Check. Any that succeed do not roll for Morale again if ally is killed.

**Magical Shield** - The model gets a bonus of +2 to Armor Value to all parts of the model, including weapons. If *fallen* or *transfixed*, no penalty to CS. Does not add to Resistance bonus.

## 85 Ghastly Leaper



**Notes and Info**

Elemental lightning flows through the bodies of these reanimated constructs, conducted through glowing fluids produced in hidden laboratories. These nightmarish creations have tremendous leaping ability and can tear victims to shreds with their reinforced talons and jaws.

**Weapons and Attacks**

**Big Talons** (CL 0) H2H +1 Armor Break (1)

**Big Slaving Jaws** (CL 0) H2H +1 Armor Break (1)

**Armor**

**Thick Skin** (CL 0) H:1 B:1 L:1 W:2  
add +1 to RES rolls unless beaten by Armor Break

## 126 Sihoban Nightshade The Reaper Queen



**Notes and Info**

Sihoban practices a most evil form of witchcraft, bringing life to the dead and using them to do her bidding. In battle, she carries a double-bladed scythe made from the bone of an ethereal beast, carving through enemies with ease.

**Weapons and Attacks**

**Bone Scythe** (CL 0) H2H +1 Armor Break (2),  
Great Weapon

**Dagger** (CL 0) H2H

**Great Weapon** - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

**Armor**

**Clothing & Bare Skin** (CL 0) H:2\* B:2\* L:2\* W:4\*  
\* with +2 bonus from Magical Shield

**121 Esmeralda Blackwood**  
The Witch Queen

Personality/Model

Q2  
C4

Str 5  
Res 5  
Will 2

Greatsword +0

Body AV 3\*

\* Magical Shield +2 AV

**Special Abilities**

**Battlemage, Fanatical, Ruthless, Magical Shield**

**Battlemage** - Casts only attack spells from the Elemental and Psychic magic lists. Can make Spellcasting Roll and split points between spells, regular attacks and movements in the same turn. Personality model.

**Fanatical** - Only fallen if the enemy rolls a "6" in combat. Otherwise the model recoils.

**Ruthless** - Can fire attack spells into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed do not roll for Morale again if another ally is killed.

**Magical Shield** - The model gets a bonus of +2 to Armor Value to all parts of the model, including weapons. If fallen or *transfixed*, no penalty to CS. Does not add to Resistance bonus.

**91 Iron Hand of Yosoth**

Personality/Model

Q3  
C3

Str 5  
Res 5  
Will 2

Falchion +1

Crossbow +0

Armor bonus +2 RES roll

Body AV 2

**Special Abilities**

**Leader, Fanatical, Iron Will, Ruthless, Shooter (medium)**

**Leader** - Allies within one Long stick get +1 to activation, Quality and Morale Checks. Can call for Group Activation and Attacks. Death requires Morale Check for allies except *Artificial* or *Animal*. Personality model.

**Fanatical** - Only fallen if the enemy rolls a "6". Otherwise they recoil.

**Iron Will** - Immune to *Madness* and +1 to any Will Check roll. Already in Will stat above.

**Ruthless** - Can fire attack spells into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed do not roll for Morale again if another ally is killed.

**Shooter (medium)** - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

**121 Esmeralda Blackwood**  
The Witch Queen

Notes and Info

Esmeralda is an ancient witch from a distant land, brought to join the Order of Yosoth to quench her thirst for blood. Her specialty is casting spells in combat, striking down foes with both magic and her silver blade.

Head  
Great Sword  
Body  
Dagger  
Locomotion

**Weapons and Attacks**

**Silver Greatsword** (CL 0) H2H +1 Armor Break (2), Great Weapon

**Dagger** (CL 0) H2H

**Great Weapon** - Requires 2 hands. In a Mighty Attack it gives an extra -1 to the opponent's Combat Score.

**Armor**

**Thick Robes** (CL 0) H:3\* B:3\* L:3\* W:4\*

\* with +2 bonus from Magical Shield

**91 Iron Hand of Yosoth**

Notes and Info

These veteran warriors are fanatically devoted to the Order and do not hesitate to punish their troops for cowardice. Unlike the unhinged cultists and acolytes they command, the Iron Hands of Yosoth are disciplined in battle, employing trained hawks to send orders across the battlefield.

Head  
Body  
Falchion  
Crossbow  
Locomotion

**Weapons and Attacks**

**Heavy Falchion** (CL 0) H2H +1 Armor Break (1)

**Crossbow** (CL 0) Projectile (Med)

**Armor**

**Scale Mail** (CL 0) H:2 B:2 L:2 W:2

Add +2 to Res roll unless beaten by Armor Break

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## Corrupted Researcher



## Special Abilities

**Ether Tech (2)**, **Shooter (short)**, **Corrupted**, **Bio-Weapon (1)**

**Ether Tech (2)** - Can use CL 1 & 2 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Shooter (short)** - Can shoot up to Short range. Long and medium range weapon only fire with the Short stick.

**Corrupted** - Strength Checks, Resistance Checks and Will Checks at -1, except Morale. No effect when activating tech items to do physical activities (Breach wall with explosives).

**Bio-weapon (1)** - Can use bio-item of BCL 1. Can repair damaged biotech weapons during battle by spending 1 action for a Quality Check and a number of successes equal to the item BCL. On 3 failures, bio-weapon is destroyed.

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## Priest of Yosoth



## Special Abilities

**Ethermancer**, **Fanatical**, **Ruthless**, **Corrupted**

**Ethermancer** - Can summon ethereals and cast Dimensional spells. Allocate up to half of warband points to "Summoning Pool" and double value. Summon ethereals with Spelcasting Roll. Each success = up to 50 points from pool. 3 failures = no ability until healed. Ethereal starts up to 2 Long sticks from caster and disappears when caster dies. Personality model.

**Fanatical** - Only fallen if the enemy rolls a "6". Otherwise they recoil.

**Ruthless** - Can fire attack spells into H2H combat groups with allies. Roll die: 1-3 = targets ally, 4-6 = targets intended enemy. If kill ally, all models in warband roll Morale Check. Any that succeed do not roll for Morale again if another ally is killed.

**Corrupted** - Strength Checks, Resistance Checks and Will Checks at -1, except Morale. No effect when using technology.

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## Corrupted Researcher

## Notes and Info

These researchers of ancient tablets and scrolls have learned the secrets of the endless gulfs of space and time. They have corrupted their minds and bodies in doing so, but have learned secrets of ether technologies and bio-weapons.

## Weapons and Attacks

**Ether Pulse Blaster** (CL 2) **Energy (Short)** +1, **Armor Break (1)**, **Spray (90 deg)**, **Shock**

**Biotech Bomb** (BCL 1) **Explosive +1** **Armor Break (2)**, **Blast (-1 Short radius)**, **Corrosive**, **Hazardous**, **Grenade**

**Knife** (CL 0) **H2H**

**Spray** - One roll to attack all models in 90 deg arc and 1 altitude level up or down. Short range, no extending range.

**Shock** - If weapon causes a wound, defender must roll a Res Check with 2 successes or be transfixed.

**Blast** - Target attacked with CS. Models within Short blast radius must defend against CS-1 unless behind full cover.

**Corrosive** - If causes a wound in combat defender must roll a Res Check with 2 success or be **Corroding**. If failed, resist each turn (no actions used) when activated. On 3 failures, suffer 1 wound. Healer can cure with 1 action but **Artificial** models must be repaired by **Scientist** or **Engineer**

**Hazardous** - If roll a 1, roll again; on another 1, weapon explodes. Blast attack centered on user with CS 7.

**Grenade** - Throw at one target as **Short ranged attack**. Long Shots can be used. If misses, it lands one Short stick away. Roll one die: 1 = straight past; 2 = to the right; 3 = in front; 4 = to the left. 5 or 6 = no explosion. Grenades do not require line of sight and may be thrown at or over scenery.

## Armor

**Ragged Clothing** (CL 0) **H:0 B:0 L:0 W:2**

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## Priest of Yosoth

## Notes and Info

The Priests of Yosoth are corrupted beings of dark evil. They have spent years studying dark magic contained on decaying scrolls and crumbling tablets and are able to summon monstrosities from the ethereal void.

## Weapons and Attacks

**Flailing Tentacles** (CL 0) **H2H**

## Armor

**Thick Robes** (CL 0) **H:0 B:1 L:1 W:2**

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## Chittan



## Special Abilities

**Artificial (ethereal), Bound, Airborne, Clinging, Possess**

**Artificial (Ethereal)** - Immune to poison, Psychic Magic spells, morale and *Madness*. Can be gruesomely killed. Senses enemies without the need for light.

**Bound** - This ethereal being does not need to be summoned and does not require an Ethermancer in the warband.

**Airborne** - Fly up or down 1 Altitude Level (med stick), with 1 action. Height adds directly to shooting range. Flying down to H2H combat it gains Charge (+1) or Rush (+2) with the airborne bonus for higher ground (+1). Model near ground can land. Taking off = 1 action. If *fallen* or *transfixed*, model falls to the ground.

**Clinging** - Can walk on walls, ceilings and trees and gets +3 to Climb activities. Gain +3 when rolling to avoid Falling Damage. Gets +1 H2H for higher ground when adjacent to it.

**Possess** - Uses mind control on an enemy. Range based on actions used. 1 = Short, 2 = Med, 3 = Long. Automatic hit, and victim must roll a Will Check with 2 successes or be possessed. The Chittan then "gives" actions to the possessed model to use for anything except killing itself. Victim can roll Will Check each turn to break free.

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## Fanatic Blood Drinker



## Special Abilities

**Fanatical, Berserk, Combo Attack (2-bit)**

**Fanatical** - Only *fallen* if the enemy rolls a "6" in combat. Otherwise the model recoils.

**Berserk** - Model goes berserk with line-of-sight to enemy. Berserk model must activate with three dice (+1 bonus) and charge into H2H combat with the closest enemy. Gain +1 CS on first contact. No morale check when in contact with enemy. The Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

**Combo Attack (2-bit)** - If the model attacks on its turn and causes a wound, it can use a remaining action to attack again with a different weapon (up to 2 attacks possible).

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## Chittan

## Notes and Info

Chittans are horrific creatures of the ethereal void, summoned forth by the Order year ago and bound to the earthly realm to serve their dark masters. Chittans can telepathically possess the minds of victims, drawing them in close to drink their life essence or just toying with them.



## Weapons and Attacks

**Dripping Proboscis (CL 0) H2H Poison (dangerous)**

**Clawed Legs (CL 0) H2H**

**Poison (dangerous)** - If weapon causes a wound, defender rolls Resistance Check (at -1) with 2 success or is poisoned. Must resist poison (no actions) each turn when activated. 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on *Artificial* or *Undead*. An adjacent *Healer* can cure poison with 1 action.

## Armor

**Thick Skin (CL 0) H:1 B:1 L:1 W:2**

+1 to RES rolls unless beaten by Armor Break

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## Fanatic Blood Drinker

## Notes and Info

Worshippers of the dark arts, these cloaked figures defend their masters with fanatical devotion. The Blood Drinkers are elite warriors that whip themselves into a berserk fury before charging into battle.



## Weapons and Attacks

**Long Knife x 2 (CL 0) H2H**

## Armor

**Bare Skin (CL 0) H:0 B:0 L:0 W:2**

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## Reanimated Hulk

Q 4

C 4

Str  
4\*Res  
4\*Will  
4\*AV Bonus  
+1 RES roll

Grab



Body AV



## Special Abilities

**Big, Artificial (re-animated), Slow, Tough, Hurl Enemy**

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1. Gains +1 to Strength and Resistance Checks (in stats above).

**Artificial (re-animated)** - Immune to poison, Psychic Magic spells, morale and *Madness*. Cannot be gruesomely killed.

**Slow** - Can only make one move per turn.

**Tough** - Extra wounds. Only *fallen* on a double or triple.

**Hurl Enemy** - Roll Grab attack. If win by 1 or more, can spend 1 action to hurl medium size enemy 1 Short stick. Hurlled victims must roll a Quality Check (at -1) with 2 successes or be *fallen* and suffer 1 wound. On three failures, the model suffers 2 wounds and is *fallen*. If victim thrown at another model, use Combat stat of thrower and treat as regular attack. The hurled model must roll its Quality Check to avoid injury.

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## Lab Assistant

Q 3

C 2

Str  
5\*Res  
5\*Will  
3\*

Knife



Pistol



Body AV



## Special Abilities

**Assistant, Ether Tech (1), Shooter (medium)**

**Assistant** - Assistants help *Engineers, Scientists, Healers, Animists, Biomancers* and *Re-Animators*, giving them +1 on their rolls for technical actions (using, repairing, activating, hijacking, resurrecting, etc.). Must be in base-to-base contact, activated and "waiting to assist" before the specialist activates and attempts his action. Waiting to assist costs one action point, but the assistant can move into position with other actions before waiting.

**Ether Tech (1)** - Can use only CL 1 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

**Shooter (medium)** - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

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## Reanimated Hulk

## Notes and Info

The order of Yosoth utilizes dark arts to create re-animated constructs for battle. The chemicals used in these experiments cause the scientists and assistants to go mad or suffer horrible deformities but the constructs are veritable juggernauts in combat.

Head

Body

Grab

Locomotion

Stomp

Stomp

Stomp

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## Weapons and Attacks

**Grab Attack (CL 0) H2H +1 Armor Break (1), Grab**

**Stomp (CL 0) H2H +1 Armor Break (1)**

**Grab:** If attacker wins by 1 or more points, defender is grabbed. To break free, use 1 action for Strength Check (at -1) and roll 2 successes. Victim may still attack in H2H. Until victim is free, the grabber gets +1 to H2H. Grabbed models may be hurled (see Special Abilities).

## Armor

**Thick Skin (CL 0) H:1 B:1 L:1 W:2**

add +1 to RES rolls unless beaten by Armor Break

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## Lab Assistant

## Notes and Info

The scientists of the Order of Yosoth require a constant supply of fresh bodies for their experiments. Fortunately for them, there are many unscrupulous Lab Assistant who are willing to do this work. The exposure to chemicals often leaves them deformed and mad.

Head

Body

Grab

Locomotion

Stomp

Stomp

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Stomp

## Weapons and Attacks

**Knife (CL 0) H2H**

**Flintlock Pistol (CL 1) Projectile (Med) +1, Armor Break (1), Gunpowder, Reload (1 action)**

## Armor

**Thick Robes (CL 0) H:0 B:1 L:1 W:2**

## 76 Grave Robber

Q3

C4

Str 5\*

Res 5\*

Will 3\*

Shovel +0

Crossbow +0

Body AV 1



**Special Abilities**

*Tomb Hunter, Shooter (medium), Stealth*

*Tomb Hunter* - Gain +2 when rolling to open locks and disarm traps. They also gain +1 on Leap and Climb activities.

*Shooter (medium)* - Shoots with the Medium stick. Long range weapon only fire with the Medium stick.

*Stealth* - Immune to ranged attack/spells if adjacent to Partial Cover. Negated for that turn if the model attacks.

## 108 Marie Laveaux

*Witch of the Marsh*

Personality Model

Q2

C3

Str 5\*

Res 5\*

Will 2\*

Staff +1

Body AV 1\*

\* Dodge Bonus



**Special Abilities**

*Witchcraft, Swamp Walk, Agile, Dodge*

*Witchcraft* - Marie casts spells from the Witchcraft list. This ancient form of magic is practiced by witches that have consorted with the slithering demons of the abyss.

*Swamp Walk* - Normal movement in Shallow Water, including Stinkmarsh, swamp or marsh terrain.

*Agile* - Gets +1 to any Climb and Leap physical activity rolls. In addition, ranged attacks get -1 CS and ranged attack spells (using Spell Attack) get -1 SA against an Agile target, unless the model is Transfixed

*Dodge* - An attacker must win in combat by one point to cause injury, regardless of the Armor Break effects of the weapon. Effectively gives AV bonus of 1 without armor.

## 76 Grave Robber

**Notes and Info**

The creation of re-animated constructs requires many fresh body parts. To help with gathering them, the Order of Yosoth employs many Grave Robbers throughout the kingdoms of the Old World. These nefarious characters also join the Order on expeditions.



**Weapons and Attacks**

*Shovel* (CL 0) *H2H*

*Crossbow* (CL 0) *Projectile (Med)*

**Armor**

*Leather and Burlap* (CL 0) *H:0 B:1 L:1 W:2*

## 108 Marie Laveaux

*Witch of the Marsh*

**Notes and Info**

Marie Leveaux is a powerful witch from a small island in the the Lesser Antilles region of the Caribbean. She now makes her home in Ghostfire Marsh on the shores of the Shadow Sea, far outside any civilization.



**Weapons and Attacks**

*Heavy Staff* (CL 0) *H2H +1 Armor Break (1)*

*Dagger* (CL 0) *H2H*

**Armor**

*Bare Skin* (CL 0) *H:0 B:0 L:0 W:2*

*note: Has +1 AV from Dodge*

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## Flying Horror

Q 4

C 4

Str

4\*

Res

4\*

Will

4\*

AV Bonus  
+1 RES roll

Bite

+1

Body AV

1

### Special Abilities

**Airborne, Big, Artificial (re-animated),  
Combo Attack (2-Hit), Terror**

**Airborne** - Fly up or down 1 Altitude Level (med stick), with 1 action. Height adds directly to shooting range. Flying down to H2H combat it gains Charge (+1) or Rush (+2) with the airborne bonus for higher ground (+1). Model near ground can land. Taking off = 1 action. If *fallen* or *transfixed*, model falls to the ground.

**Big** - H2H +1 vs. smaller models. Ranged attack against at +1. Gains +1 to Strength and Resistance Checks (in stats above).

**Artificial (re-animated)** - Immune to poison, Psychic Magic spells, morale and *Madness*. Cannot be gruesomely killed.

**Combo Attack (2-hit)** - If the model attacks on its turn and causes a wound, it can use a remaining action for one more attack with a different weapon.

**Terror** - Enemies attempting to move into H2H combat with this model must roll a Will Check with two+ successes or have to do something else. On three failures, the model flees one move directly away. When terrifying models Charge or Rush, the target must make a Morale Check. If a model resists Terror, it becomes immune to further Terror effects from that model type.

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## Flying Horror

### Notes and Info

The order of Yosoth utilizes dark arts to create re-animated constructs for battle. Some are made from gigantic bats found in the underground world. These Flying Horrors are terrifying to behold when they fly into battle, sending their enemies fleeing in terror.



### Weapons and Attacks

**Bite** (CL 0) H2H +1 **Armor Break** (1)

**Wing Slash** (CL 0) H2H +1 **Armor Break** (1)

### Armor

**Thick Skin** (CL 0) H:1 B:1 L:1 W:2  
add +1 to RES rolls unless beaten by **Armor Break**