103 Ammon Al-Harad

Personality Model

Q 3⁺ → $Q 3^+$
C 4

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.

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132 Doctor Drachenstein

Personality Model

Q 2⁺ → $Q 2^+$
C 3

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 Conjuration 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.

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103 Ammon Al-Harad

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.

Head
Dagger *Body*
Locomotion
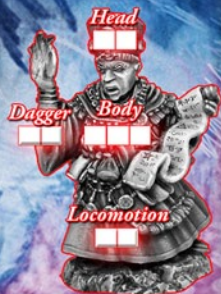
Weapons and Attacks

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,

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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.

Head
Throwing Knife *Body* *Aqua Regia Grenade*
Locomotion *Shock Rod*

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.

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110 — Gaspar Serpentium

Personality Model

Q 2+
C 4
Str 6+
Res 6+
Will 3+
Morale Check 2+

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.

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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.

Head — **Long Knife** — **Body** — **Locomotion**

Weapons and Attacks

Dagger (CL 0) H2H

Armor

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

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110 — Gaspar Serpentium

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.

Head — **Brazier** — **Body** — **Locomotion**

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

Card 1: Ghastly Leaper (85)

85 Ghastly Leaper

Q 4⁺
C 4

Talons +1

Str 4⁺
Res 4⁺
Will 4⁺

Body AV 1

AV Bonus +1 RES roll

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).

Card 2: Sihoban Nightshade, The Reaper Queen (126)

126 Sihoban Nightshade / The Reaper Queen

Personality Model

Q 2⁺
C 3

Scythe +0

Str 5⁺
Res 5⁺
Will 2⁺

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 Conjuration 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.

Card 3: Ghastly Leaper (85) — Notes

85 Ghastly Leaper

Notes and Info

Elemental lightning flows through the bodies of these reanamiated 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.

Head, Jaws, Talons, Body, Locomotion

Weapons and Attacks

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

Big Slavering 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

Card 4: Sihoban Nightshade (126) — Notes

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 throgh enemies with ease.

Head, Bone Scythe, Body, Dagger, Locomotion

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

Q 2+

C 4

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 betwen 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.

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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