



89 Abyssal Ice Spider

Predatory Wild Creature

Q3

C4

Str **4**

Res **4**

Will **3**

AV Bonus +2 RES roll

Poison Bite **+1**

Icy Web Spinner **+1**

Body AV **2**

Special Abilities

Big, Animal, Clinging

Big - H2H +1 vs. smaller models. Ranged attack against Big models are at +1.

Animal - If in a warband, it does not receive Exp in campaigns and automatically fails Morale Check when the last non-animal model is killed. Only led by a Beastmaster. Maximum of only 50% of a warband may be Animals.

Clinging - Gain +3 to Climb and when rolling to avoid Falling Damage. Clinging models adjacent to scenic items, walls or tunnel ceilings attack at higher elevation (+1) when in hand-to-hand combat with models on the ground.



83 Bakemon Demon

Q3

C3

Str **5**

Res **5**

Will **3**

AV Bonus +1 RES roll

Crystal Edged Club **+1**

Skull Grenade **+1**

Body AV **1**

Special Abilities


Savage, Demon, Combo Attack (2-hit), Ether Tech 1

Savage - Inflicts +1 wound by doubling or tripling the opponent's CS and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

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).


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.



89 Abyssal Ice Spider

AI routine

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to: a. Entangled
2. Shoot (shoot if target in Medium range: 1 free action) - if model is entangled - go to #1 and move in for H2H
3. H2H attack (1 free action when adjacent to target)



Head, Body, Locomotion, Bite

Weapons and Attacks

Big Poison Bite (CL 0) **H2H +1, Armor Break (1), Poison (deadly)**


Icy Web spinner (CL 0) **Projectile (Med) +1, Armor Break (1), Entangle**

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.

Poison (deadly) - If weapon causes a wound, defender must roll a Resistance Check (at -2) with 2 success or is poisoned. If the victim is poisoned, it must resist poison each turn when activated (no actions needed). 2 success = Poison neutralized. 3 failures = 2 wounds. No effect on Artificial

Armor

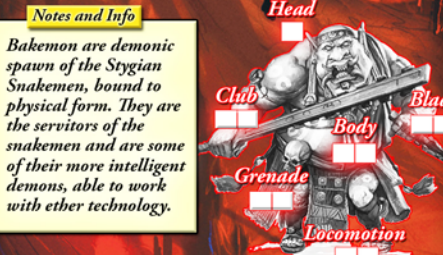
Thick Carapace (CL 0) **H:3 B:2 L:2 W:2**
Add +2 to RES rolls unless beaten by Armor Break



83 Bakemon Demon

Notes and Info

Bakemon are demonic spawn of the Stygian Snakemen, bound to physical form. They are the servitors of the snakemen and are some of their more intelligent demons, able to work with ether technology.



Head, Club, Blade, Body, Grenade, Locomotion

Weapons and Attacks

Hvy Bladed Club (CL 0) **H2H +1, Armor Break (1)**

Hvy Stone Blade (CL 0) **H2H +1, Armor Break (1)**

Skull Grenade (CL 1) **Explosive +1 Armor Break (3)**

Blast (-1 Short radius), Hazardous, Grenade

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

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 to the target and may be thrown at or over scenery (place range sticks up and down over scenery).

Armor

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

133

Thaleia Malfictius

Corrupted Nereid Witch



Personality/Model

Q 2

C 4

Str 4

Res 4

Will 2

AV Bonus
+1 RES roll

Special Abilities

Witchcraft, **Big**, **Amphibious**, **Corrupted**,
Ether Tech (2), **Shooter (medium)**

Witchcraft - Casts spells from the Witchcraft list. Personality model.

Big - H2H+1 vs. smaller enemy. Ranged attack against +1.

Amphibious - Can operate underwater and on land.

Corrupted - Model is corrupted by dark magic and suffers a penalty of -1 for all Physical Activities, Resistance Checks and Will Checks (not included in stats above). Morale Checks are not affected.

Ether Tech (2) - Can use CL1 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 (medium) - Shoots with the medium stick. Long range weapon only fire with the medium stick.

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Fungal Zombie



Moldy Hands

Q 4

C 2

Str 5

Res 5

Will 4

AV Bonus
+1 RES roll

Special Abilities

Undead, **Moldy**

Undead - immune to poison and do not suffer gruesome kills (treat a gruesome kill as a normal kill). Attack spells hit normally but immune to Psychic Magic spells. Undead models cannot be commanded by a **Leader** and cannot participate in group activation. They have +1 on all Morale rolls but fall to gory pieces if they roll two Morale failures.

Moldy - Adjacent model that activates must roll a Resistance Check with 2+ successes or be **fallen**. No effect on **Artificial** and **Undead**.

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Thaleia Malfictius

Corrupted Nereid Witch



Notes and Info

Thaleia is a nereid who chose to enter the Stygian Depths below Xibalba in search of the magical powers of the abyss. She is stronger in mind and body than other nereids but has been corrupted by the evil stygian magic and has remained in the depths below Xibalba, though she occasionally leaves her lair to assist her nereid sisters.



Weapons and Attacks

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

Thrown Skull (CL 0) **Projectile (medium)**

Armor

Light Scales (CL 0) **H:1 B:1 L:1 W:2**

Special Items

Cauldron of Souls (CL 2) - When used with 1 action, this cauldron produces a cloud of ethereal smoke that fills a zone of Short Radius centered on the user. Any model that enters or activates within the zone must make a Will Check with 2+ successes or become **transfixed** by feelings of bliss as their souls are gently removed. On 3 failures, a victim suffers 1 Body wound in addition to being **transfixed**. The smoke does not affect **Artificial** or **Undead** models or any types of Spellcasters.

47

Fungal Zombie



Notes and Info

The corpses of those that die within the festering fungal patches in the Stygian Depths may become resurrected as disgusting zombies. The brain and nervous systems of these undead are controlled by fungal infection and they are surrounded by choking spores.



Weapons and Attacks

Moldy Hands (CL 0) **H2H**

Nasty Teeth (CL 0) **H2H**

Armor

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

+1 to RES rolls unless beaten by **Armor Break**

83

Stygian Mistress



Personality/Model

Q 3

C 2

Str 5

Res 5

Will 3

AV Bonus
+1 RES rollTail Blade
+1Body AV
1

Special Abilities

Healer, Agile, Demon, Distract

Healer - Once per turn, can heal 1 wound from an adjacent *non-Artificial* model with 1 action. Revive a dead model with 1 action for Quality Check and get 3 successes (remove 1 wound). On 3 failures, patient is fully dead and no more healing for rest of scenario. Use 1 action to give +2 Res to adjacent ally to resist poison. +2 on the Survival Table at the end of a battle if *healer* survives. Personality model.

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

Demon - An ethereal demon in physical form. Can be gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

Distract - Use actions to *transfix* targeted enemy unless it rolls a Will Check with 2 successes. Range based on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on *Artificial* or *Undead* models. Can only be used once per turn.

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Onigor Demon Lord



Personality/Model

Q 4

C 5

Str 4

Res 4

Will 4

AV Bonus
+1 RES rollWar Club
+1Body AV
1

Special Abilities

Leader, Demon, Big, Savage

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*, *Demon* or *Animal*. Personality model.

Demon - An ethereal demon in physical form. Can be gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Savage - Inflicts +1 wound by doubling or tripling the opponent's CS and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

83

Stygian Mistress



Notes and Info

Mistresses have been bound to serve the denizens of the Stygian Depths. They are skilled healers, able to use ethereal energy to close injuries, weaving tissues like cloth, and even bring the dead to life. These demons are not strong but they have a intense gaze that can transfix enemies

Head

Body

Tail Blade

Locomotion

Weapons and Attacks

Tail Blade (CL 0) H2H +1 Armor Break 1

Armor

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

101

Onigor Demon Lord



Notes and Info

These monstrous demons have their souls trapped within their masks by their snakemen captors. Indignant at their servitude, Onigor take great pleasure in tormenting all living creatures. They are highly intelligent and lead lesser demons and snakemen troops into battle.

Head

Body

War Club

Talons

Locomotion

Weapons and Attacks

**Two-handed War Club (CL 0) H2H +1
Armor Break (3) Knockback, Great Weapon**

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

Knockback - If weapon causes a wound, enemy is knocked directly backwards 1 Short stick and rendered *fallen*. Only affects models the same size or smaller.

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

Armor

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

145

Onigor Immortal



Personality/Model

Q 3

C 4

Str 4

Res 4

Will 3

AV Bonus
+1 RES roll

Great Weapon



Body AV



Special Abilities

Regenerate, Demon, Big, Savage, Tough

Regenerate - This model can heal 1 wound per turn by spending 1 action. If killed, the model can come back to life on its next turn by rolling a Quality Check with 2+ successes. On a Gruesomely Kill, the model must roll 3 successes. Failure results in permanent death.

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Savage - Inflicts +1 wound by doubling or tripling the opponent's CS and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

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

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Onigor Immortal



Notes and Info

The most dangerous of all the Onigor demons, the Immortals have their souls trapped within a diamond embedded into their chest, making them almost impossible to kill. Their power allows them to heal and revive themselves, even when cut into pieces.



Weapons and Attacks

Two-handed Pole Arm (CL 0) H2H +1**Armor Break (3) Knockback, Great Weapon****Big Talons (CL 0) H2H +1, Armor Break (1)**

Knockback - If weapon causes a wound, enemy is knocked directly backwards 1 Short stick and rendered *fallen*. Only affects models the same size or smaller.

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

Armor

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

+1 to RES rolls unless beaten by Armor Break

99

Onigor Slaughterer



Q 4

C 4

Str 4

Res 4

Will 4

AV Bonus
+1 RES roll

Great Axe



Body AV



Special Abilities

Demon, Big, Savage, Tough, Berserk

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Savage - Inflicts +1 wound by doubling or tripling the opponent's CS and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

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

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. Cannot be part of group activation unless all models in the group have Berserk ability. The Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

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Onigor Slaughterer



Notes and Info

The Onigor Slaughterer demons relish the opportunity to kill all living creatures, butchering them to feast upon. Their hunger is insatiable and when they catch sight of an edible creature they will rush into battle with a mad fury to chop it apart.



Weapons and Attacks

Stone Great Axe (CL 0) H2H +1 Armor Break (3)**Knockback, Great Weapon****Big Talons (CL 0) H2H +1, Armor Break (1)**

Knockback - If weapon causes a wound, enemy is knocked directly backwards 1 Short stick and rendered *fallen*. Only affects models the same size or smaller.

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

Armor

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

+1 to RES rolls unless beaten by Armor Break

77

Snakeman Hunter

Q 3

C 4

Str 4

Res 4

Will 3

AV Bonus +1 RES roll

Poisonous Bite +1

Bow +1

Body AV 1

Special Abilities

Big, Shooter (medium), Tailslap

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

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

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

133

Snakeman Demonologist

Q 2

C 4

Str 4

Res 4

Will 2

AV Bonus +2 RES roll

Personality Model

Poison Bite +1

Body AV 2

Special Abilities

Demonologist, Big, Tailslap, Ruthless, Ether Tech (2)

Demonologist - Spellcaster that casts spells from Demonologist list. Personality model.

Big - H2H+1 vs. smaller enemy. Ranged attack against at +1.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

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

Ether Tech (2) - Can use CL1 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.

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Snakeman Hunter

Notes and Info

This elder reptilian civilization, known to many as Snakemen, Naga or Serpentmen, was wiped out in ages past. The survivors migrated deep under the earth where they now bide their time in shadow, practicing demonic forms of magic.

Head

Fangs

Body

Bow

Locomotion

Weapons and Attacks

Ancient Bow (CL 0) Projectile (Med) +1, Armor Break (1), Precise

Big Fangs (CL 0) H2H +1 Armor Break (1), Poison (moderate)

Poison (moderate) - If weapon causes a wound, defender rolls Resistance Check with 2+ success or it 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

Light Scales (CL 0) H:1 B:1 L:1 W:2 +1 to RES rolls unless beaten by Armor Break

133

Snakeman Demonologist

Notes and Info

The ancient civilization of Snakemen was decimated in ages past but they still inhabit the deep recesses of the earth. Their Demonologists are experts in insidious forms of magic that allow them to command ethereal demons of the void or control the minds of lesser beings.

Head

Bite

Body

Locomotion

Weapons and Attacks

Big Fangs (CL 0) H2H +1 Armor Break (1), Poison (moderate)

Poison (moderate) - If weapon causes a wound, defender rolls Resistance Check with 2+ success or it 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

Light Scales & Armor (CL 0) H:1 B:2 L:1 W:2 +2 to RES rolls unless beaten by Armor Break

Special Items

Staff of Cthon (CL 2) - Gives a bonus of +1 to activation for one *Artificial* (demon) or *Artificial* (Ethereal) within one Long stick. Does not stack with other activation bonuses. If used by a non-Demonologist, roll a die each turn. On a 1-4 it works as usual. On a 5-6, the user must make a Will Check at -2 with two+ successes or become *transfixed* by the demonic power of the staff.

107 Snakeman Mystic

Q3

C3

Str

4*

Res

4*

Will

3*

AV Bonus
+1 RES roll

Special Abilities

Big, Tailslap, Distract, Ether Tech (1)

Big - H2H+1 vs. smaller enemy. Ranged attack against +1.

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is **fallen**. Only works on model same size or smaller.

Distract - Use actions to **transfix** targeted enemy unless it rolls a Will Check with 2 successes. Range based on actions: 1 action = Short; 2 = Medium; 3 = Long. No effect on **Artificial** or **Undead** models. Can only be used once per turn.

Ether Tech (1) - Can use CL1 Ether Tech devices. Activate salvaged device with Quality Check with successes equal to CL of the item. 3 failures damages the item.

Poison Bite



Aqua Regia Grenade



Body AV



86 Snakeman Elite

Q3

C4

Str

4*

Res

4*

Will

3*

AV Bonus
+2 RES roll

Special Abilities

Big, Tailslap, Combo Attack (2-bit)

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is **fallen**. Only works on model same size or smaller.

Combo Attack (2-bit) - If the snakeman attacks on its turn and causes a wound, it can use a remaining action to attack again with a its bite attack.

Falchion



Body AV



* Front +1
w/ Shield
Rear AV = 2

107 Snakeman Mystic

Notes and Info

Their specialty of snakeman mystics is using their hypnotic gaze to paralyze their enemies, then hurling grenades of deadly Aqua Regia.

Weapons and Attacks

Aqua Regia Grenades (CL 1) Explosive +1 Armor Break (2),

Blast (-1 Short radius), Corrosive, Hazardous, Grenade

Big Fangs (CL 0) H2H +1 Armor Break (1), Poison (moderate)

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. Healer cures with 1 action.

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.

Poison (moderate) - If weapon causes a wound, defender rolls Res Check with 2+ success or it is poisoned. Must resist poison (no actions) each turn when activated. 2 success = neutralized. 3 failures = 2 wounds. No effect on **Artificial** or **Undead**.

Armor

Light Scales & Armor (CL 0) H:1 B:1 L:1 W:2
+1 to RES rolls unless beaten by Armor Break



86 Snakeman Elite

Notes and Info

This elder reptilian civilization, known to many as Snakemen, Naga or Serpentmen, was wiped out in ages past. Their elite warriors wear ornate armor of bronze that was made many ages ago, when their kingdom was at its most powerful.

Weapons and Attacks

Big Falchion (CL 0) H2H +1 Armor Break (2)

Big Fangs (CL 0) H2H +1 Armor Break (1),
Poison (moderate)

Poison (moderate) - If weapon causes a wound, defender rolls Resistance Check with 2+ success or it 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

Heavy Armor (CL 0) H:2 B:3* L:2 W:2

+2 to RES rolls unless beaten by Armor Break

Shield (CL 0) +1 Body AV* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - Can be used for H2H attack. Cannot be damaged.



63 Snakeman Warrior



Special Abilities

Big, Tailslap

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

63 Snakeman Warrior

Notes and Info

This elder reptilian civilization, known to many as Snakemen, Naga or Serpentmen, was wiped out in ages past. The survivors migrated deep under the earth where they now bide their time in shadow, practicing demonic forms of magic.



Weapons and Attacks

Big Fangs (CL 0) H2H +1 Armor Break (1), Poison (moderate)

Big Falchion (CL 0) H2H +1 Armor Break (2)

Poison (moderate) - If weapon causes a wound, defender rolls Resistance Check with 2+ success or it 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

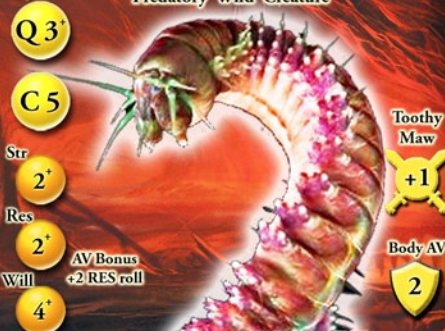
Light Scales (CL 0) H:1 B:2* L:1 W:2
+1 to RES rolls unless beaten by Armor Break

Shield (CL 0) +1 Body AV* (front only), Bash, +1 CS vs. ranged attacks & Elemental or Channeling attack spells in field of view. No RES check bonus.

Bash - Can be used for H2H attack. Cannot be damaged.

109 Stygian Fireworm

Predatory Wild Creature



Special Abilities

Animal, Huge, Energy Resistance, Magic Resistance, Gulp

Animal - No Experience Points in Campaign Adventures and cannot use other tech items. A warband with Animals must have a *Deep Caller* or *Sea Shaman*, and if either are killed, the Animals are removed from play.

Huge - H2H +1 vs. smaller models. Ranged attack against +1.

Energy Resistance - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

Magic Resistance - Can re-roll Will Check for Psychic Magic spells or effects of Dimensional spells. The result of the re-roll is final.

Gulp - May choose to swallow enemy if causes a wound in H2H combat. Each turn, victim must spend one action for a Strength Check (at -1) with 2 success or suffers 1 wound. Can gulp multiple normal sized models or one *Big* model. Vomit out with 1 action.

109 Stygian Fireworm

AI routine

1. Hunt (move -> lowest pt. warband model : 1 free action)
Switch to: a. Fallen / Transfixed / Entangled b. Fleeing
2. Charge (move & attack if target in range: 2 free actions)
3. H2H attack (1 free action when adjacent to target)

Toothy Maw



Weapons and Attacks

Huge Toothy Maw (CL 0) H2H +1, Armor Break (3)

Armor

Thick Carapace (CL 0) H:3 B:2 L:2 W:2
Add +2 to RES rolls unless beaten by Armor Break

165 Demon Queen of the Serpent Empire

Personality/Model

Q2

C3

Str 4

Res 4

Will 2

AV Bonus +1 RES roll

Sword +1

Body AV 1

Special Abilities

Elder Sorceress, Big, Demon, Combo Attack (3-hit)

Elder Sorceress - Casts spells from Elemental, Psychic, Dimensional and Protection magic. Personality model.

Big - H2H+1 vs. smaller enemy. Ranged attack against +1.

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

Combo Attack (3-hit) - If the model attacks on its turn in H2H combat and causes a wound, it can use a remaining action to attack again other weapons, (up to 3 attacks).

85 Bakemon Champion

Personality/Model

Q3

C3

Str 5

Res 5

Will 3

AV Bonus +1 RES roll

Great Axe +1

Body AV 1

Special Abilities

Savage, Demon, Leader

Savage - Inflicts +1 wound by doubling or tripling the opponent's CS and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

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).

165 Demon Queen of the Serpent Empire

Notes and Info

The Serpent Empire has secretly controlled the affairs of mankind for eons. They are loosely organized into different colonies, each ruled by a Demon Queen, a terrifying hybrid of the serpents and demonic entities. These foul creatures are experts in the magical arts and deadly in combat.



Weapons and Attacks

Big Sword (CL 0) H2H +1 Armor Break (1)

Big Sword (CL 0) H2H +1 Armor Break (1)

Big Mace (CL 0) H2H +1 Armor Break (1)

Armor

Light Scale (CL 0) H:1 B:1 L:1 W:2
+1 to RES rolls unless beaten by Armor Break

Special Items

Brazier of Command (CL 3) - Gives a bonus of +1 to activation for any Non-Artificial ally within one Long stick.

85 Bakemon Champion

Notes and Info

Bakemon are demonic spawn of the Stygian Snakemen, bound to physical form. Some are merely savage warriors but others are able to understand tactics and lead groups of Bakemon warriors into battle.



Weapons and Attacks

Great Axe (CL 0) H2H +1 Armor Break (2),
Great Weapon

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

Armor

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

39

Bakemon Warrior

Q 4'

C 2

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll**Special Abilities****Savage, Demon, Combo Attack (2-bit)**

Savage - Inflicts +1 wound by doubling or tripling the opponent's CS and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

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).

39

Bakemon Warrior**Notes and Info**

Bakemon are demonic spawn of the Stygian Snakemen, bound to physical form. They are the servitors of the snakemen and are some of their more intelligent demons, able to work with ether technology.

**Weapons and Attacks**

Stone Axe/Club (CL 0) H2H +1, **Armor Break (1)**

Stone Blade (CL 0) H2H +1, **Armor Break (1)**

Armor

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

49

Bakemon Savager

Q 4'

C 3

Str 5'

Res 5'

Will 4'

AV Bonus
+1 RES roll**Special Abilities****Savage, Demon, Berserk**

Savage - Inflicts +1 wound by doubling or tripling the opponent's CS and beating its armor (winning by the opponent's Armor Value or more) in hand-to-hand combat.

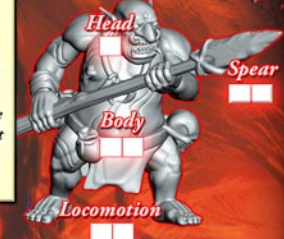
Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

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. Cannot be part of group activation unless all models in the group have Berserk ability. The Berserk fury ends for the rest of the battle if model fails to activate or is wounded in H2H combat.

49

Bakemon Savager**Notes and Info**

Bakemon are demonic spawn of the Stygian Snakemen, bound to physical form. They are the servitors of the snakemen and are some of their more intelligent demons, able to work with ether technology.

**Weapons and Attacks**

Heavy Spear (CL 0) H2H +1, **Armor Break (1)**, **Reach**

Reach - Can do H2H attack without counterattack. If both models have weapons with **Reach** the effect is nullified.

Armor

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



91 Infected Knight





 Str 4
 Res 4
 Will 4
 AV Bonus +2 RES roll


 Body AV 1



Special Abilities

Demon, Big, Moldy

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Moldy - Adjacent model that activates must roll a Resistance Check with 2 successes or be *fallen*. No effect on *Artificial* or *Undead*.



100 Succubus of Xibalba





 Str 5
 Res 5
 Will 3
 AV Bonus +1 RES roll


 Body AV 1



Special Abilities

Telepath, Demon, Airborne

Telepath - Casts spells from the Psychic Magic list.

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

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.



91 Infected Knight



Notes and Info

The serpents of the Stygian Cabal create warriors for their force by binding demons of different dimensional planes into living creatures. The Infected knights are corrupted demons that wear armor made of a foul, moldy carapace that releases spores during battle.



Weapons and Attacks

Two-handed Pole Arm (CL 0) H2H +1
Armor Break (3) Knockback, Great Weapon

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

Knockback - If weapon causes a wound, enemy is knocked directly backwards 1 Short stick and rendered *fallen*. Only affects models the same size or smaller.

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

Armor

Infected Carapace (CL 0) H:3 B:2 L:2 W:2
 Sluggish, Natural
 +2 to RES rolls unless beaten by Armor Break

Sluggish - needs 1 action to turn after rear attack



100 Succubus of Xibalba



Notes and Info

These succubi are demons created through sorcerous possession of a captive Axibalan maiden by the stygian snakesmen. A succubus has no memory of her previous life but retains magical ability, which is then focused into telepathic spells of mind control.



Weapons and Attacks

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

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

119 Tengoro Fire-Eye



Personality/Model

Q3

C3

Str 4

Res 4

Will 3

AV Bonus +1 RES roll

Staff +1

Body AV 1

Special Abilities

Warlock, Demon, Big, Airborne

Warlock - Casts spells from the Black Magic list.

Demon - An ethereal demon in physical form. Can be Gruesomely killed but is immune to Poison, Psychic Magic spells, Morale and Madness. Banishment spells require Will Check or suffer 2 wounds. Can be led by a regular Leader model.

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

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.

104 Scathis

Snakeman Executioner



Personality/Model

Q3

C4

Str 4

Res 4

Will 3

AV Bonus +1 RES roll

Pole-Axe +1

Body AV 3

Special Abilities


Big, Tailslap, Combat Master

Big - H2H +1 vs. smaller enemy. Ranged attack against model at +1. Res and Str checks get +1 (in stats above).

Tailslap - When enemy recoils, roll one die. On a 1 or 2, enemy is *fallen*. Only works on model same size or smaller.

Combat Master - Can use all actions for H2H attacks each turn. The actions can be mixed for regular attacks or mighty blows and attacks can be made on multiple adjacent enemies. A Charge and Rush bonus to CS only applies to the first attack.

119 Tengoro Fire-Eye



Notes and Info

Devious and cruel, the Tengoro Fire-Eyes serve their snakemen masters by bringing victims to sacrifice from far reaches of the world. These monstrous bird-like demons are masters of Black Magic spells, able to cast them while flying above their helpless victims.

Staff

Head

Body

Talons

Locomotion

Weapons and Attacks

Heavy Staff (CL 0) H2H +1 Armor Break (2)

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


Armor

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

+1 to RES rolls unless beaten by Armor Break

104 Scathis

Snakeman Executioner



Notes and Info

This elder reptilian civilization, known to many as Snakemen, Naga or Serpentmen, was wiped out in ages past. One of their strongest warriors, Scathis is an executioner for the high priests, serving in their gruesome sacrificial rites.

Head

Fangs

Pole-Axe

Body

Locomotion

Weapons and Attacks

Pole-Axe or 2H Scimitar CL 0 H2H +1

Armor Break (3) Knockback, Great Weapon

Fangs (CL 0) H2H +1 Armor Break (1), Poison (moderate)

Poison (moderate) - If weapon causes a wound, defender rolls Resistance Check with 2+ success or it 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.

Knockback - If weapon causes a wound, enemy is knocked directly backwards 1 Short stick and rendered *fallen*. Only affects models the same size or smaller.

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

Armor

Breastplate (CL 0) H:2 B:3 L:1 W:2

+1 to RES rolls unless beaten by Armor Break

99 Brightfang Ancient Hell Hound



Special Abilities

Big, Warbeast, Savage, Energy Resistance, Shooter (short)

Big - H2H+1 vs. smaller enemy. Ranged attack against at +1
Warbeast - Led by *Beastmaster* only. No magic or tech items. If no *Beastmaster* or *Shaman* in warband and Warbeast rolls 2 or more failures on Morale Check, it attacks the nearest model and then becomes a predatory Wild Creature.

Savage - Inflicts +1 wounds when doubling or tripling the opponent's Combat Score and beating its armor (winning by the opponent's Armor Value or more) in H2H combat.

Energy Resistance - Energy attacks and ranged attack spells vs. model at -2 CS or SA. No effect from fire and lava.

Shooter (short) - Shoots with the short stick.

141 Hyrokin Fire Giant Beastmaster



Special Abilities

Beastmaster, Huge, Tough, Energy Resistance

Beastmaster - Friendly *Animals* and *Warbeasts* within Long stick radius get +1 activation. Can call Group Activation and Regroup. Death requires Morale Check for ally *Animals* and *Warbeasts*.

Huge - H2H +1 vs. smaller enemy. Ranged attack against model at +1.

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

Energy Resistance - Energy attacks and attack spells against model at -2 to CS. No damage from boiling water and lava.

99 Brightfang Ancient Hell Hound

Notes and Info

Brightfang is the largest and most savage of all of Hyrokin's personal hell hound pack. Hyrokin brings Brightfang along to help take down prey that think they can hide in small places. Those foolish victims end up roasted by Brightfang's deadly flame breath or torn into bloody shreds by his massive jaws.



Weapons and Attacks

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

Fire Breath (CL 0) Energy (Short) +1, Armor Break (2) Spray (90 deg), Ignite

Spray - Attacks all models in 90 deg arc (spray template). One attack roll against all. Short range, no extending range.

Ignite - If win by 1+ points, defender rolls Quality Check with two successes or is Burning. Roll Resistance Check (no actions needed) each turn after activating. If victim gets 2 successes = extinguish. 1 success = only move or Physical Activity. 3 failures = 1 wound to the part of the model hit. An adjacent ally can spend 2 actions to put out the fire. The victim can also put out fire by moving into shallow water or standing in Rain. Scenery in the Spray zone may also Ignite (See Burning Scenery in rules).

Armor

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

141 Hyrokin Fire Giant Beastmaster

Notes and Info

Hyrokin is a mighty giant from the elemental realm of fire who has been summoned by the Stygian Cabal to crush and destroy all enemies. He has a natural ability to control wild creatures and usually has with him Brightfang, his largest and most vicious Hell Hound to help in his hunting.



Weapons and Attacks

Giant Sword (CL 0) H2H +2

Armor Break (4) Knockback, Great Weapon

Huge Iron Fist (CL 0) H2H +1, Armor Break (3)

Knockback - If weapon causes a wound, enemy is knocked directly backwards 1 Short stick and rendered *fallen*. Only affects models the same size or smaller.

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

Armor

Black Iron Plate Mail (CL 0) H:3 B:3 L:3 W:2
Hardened, Add +3 to RES rolls unless beaten by *Armor Break*

Hardened - Assassins do not get a bonus to target subsystems. Models with *Critical Hit* and *Deadeye* get -2 to CS if they roll the second die (critical roll).