### CRYX

**CAPTAIN AIAKOS, CRYX WARCASTER**

<table>
<thead>
<tr>
<th>SPELLS</th>
<th>COST</th>
<th>RNG</th>
<th>AOE</th>
<th>POW</th>
<th>DUR</th>
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<tbody>
<tr>
<td>ASSAUL</td>
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<tr>
<td>CARNAGE</td>
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</tbody>
</table>

**Warjack® Assail**

- **2 Self Ctrl – Turn No**
- **SPD STR MAT RAT DEF ARM CMD**
- **6 6 7 5 14 17 9**
- **6 6 7 5 14 17 9**

**Focus Effector**

A model hit by this weapon loses Tough

| 6 1 – 12 |
| RNG ROF AOE POW |
| 1 7 13 |

**Warcaster®**

- **+27**
- **PRIVATEERPRESS.COM**

**GRIEVOUS WOUNDS** – a model hit by White Squall is thrown d6

- **DAMAGE**
- **CAPTAIN AIAKOS**

**2016 v1**

**SPLICE TONGUE**

A model damaged by Stranglehold forfeits either its Normal Movement or its Combat Action during its next activation, as its controller chooses.

**WHITE SQUALL**

- **3 8 – 12 – YES**

Instead of suffering a normal damage roll, a non-incorporeal model hit by White Squall is thrown d6 directly away from the spell’s point of origin and suffers a POW 12 damage roll. The model thrown does not deviate. Collateral damage from this throw is POW 12.

**FEAT: BOARDING ACTION**

- **+29**
- **PRIVATEERPRESS.COM**

**MORTENEBRA, NUMEN OF NECROGENESIS**

- **PRIVATEERPRESS.COM**

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<tr>
<td>ARCANTRIK BOLT</td>
<td>2</td>
<td>10</td>
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**ASSAIL**

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**Fictional Warjack**

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**FEAT: MECHANISM OF DESTRUCTION**

- **+27**
- **PRIVATEERPRESS.COM**

**MORTENEBRA, NUMEN OF NECROGENESIS**

- **PRIVATEERPRESS.COM**

**CURSE OF SHADOWS**

- **3 8 – – UP YES**

While in the spellcaster’s command range, the weapons of friendly Faction models/units gain Blessed and Damage Type: Magical. Spellpiercer lasts for one turn.

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**WRATHE 1 (DISMOUNTED)**

**BATTLE WIZARD**

Once per turn, when this model destroys one or more enemy models with a melee attack during its activation, immediately after the attack is resolved it can make one Magic Ability special attack or special action.

**MAGIC ABILITY [7]**

- **DEATH RIDE (H ACTION)** – Friendly Faction undead models activating in this model’s command range gain +1 movement when advancing as part of their Normal Movement. Death Ride lasts for one turn.
- **HELLFIRE (H ATTACK)** – Hellfire is a RNG 10, POW 14 magic attack. Models disabled by Hellfire cannot make a Tough roll. Models boxed by Hellfire are removed from play.
- **MORTAL FEAR (H ACTION)** – While in this model’s command range, living enemy models suffer –2 to damage rolls. Mortal Fear lasts for one round.

**REPOSITION [3˝]** – At the end of an activation in which it did not run or fail a charge, this model can advance up to 3˝, then its activation ends.

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**KHARYBDIS 1**

**ACID CLOUD (H ACTION)** – Center a 4˝ AOE cloud effect on this model. Models in the AOE when it is placed or that enter or end their activation in the AOE suffer the Corrosion continuous effect. The AOE remains in play for one round.

**BOND [AIKOS]** – If this model begins the game in Aiakos’ battlegroup, it is bonded to him. This model is not considered to be bonded while under your opponent’s control. While this model is bonded to Aiakos and in his control range, it gains Prowl. (While a model with Prowl has concealment, it gains Stealth.)

**STEADY** – This model cannot become knocked down.

**BLACK INK**

**CRITICAL BLIND** – On a critical hit, the model hit suffers Blind for one round. (A model suffering Blind cannot make ranged or magic attacks, suffers –4 MAT and DEF, and cannot run, charge, or make slam or trample power attacks. It must forfeit either its Normal Movement or Combat Action during its next activation. Blind can be shaken.)

**TENDRIL**

**CHAIN STRIKE** – This weapon becomes RNG 4 during this model’s activation.