

EREDICTUS

M3 B5 S3 W7 Mo8

Chainhammer · TCW R3 P1 D2
Effect: A miniature of your choice at R2 of Eredictus receive an **Attack** with this **Weapon** without **Effects**.

Wrath Bolt Pistol · TRW R10 P2 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Angel of Carnage
When Eredictus **Attacks** with a **Combat Weapon**, his **Movement** becomes 12. In addition, roll 1D6: On a 3-, deals 1 **Damage** when Eredictus makes base-contact.

"They will see me arriving, but not leaving."

O.C. by @blackbeardminiatures · Fan art by Orniris Terensi · Warniris 2ED



KAPTIN GUD'KRUMPIN

M3 B4 S2 W7 Mo8

Pirate Claw · TCW R1 P2 D3

Supa Storm Shoota · TRW R12 P3 D*
Effect: *Roll 6D6: For each 6, deals 1 **Damage**.

Bad for Shooting
Attacking with **Ranged Weapons** will be performed with **Mind** 2.

I like ya shiny things...
When Gud'Krumpin kills a miniature, he steals parts of its armor and improves 1 point his **Body** until the end of the **Game Mode**.

The Lucky Purple Squig
When Gud'Krumpin receives any amount **Damage**, you can roll 1D6: If the result is 3+, the **Damage** is ignored and the **Lucky Purple Squig** dies. If it dies, this skill can't be used anymore.

"Yarr I look da best with dis nice and big hat! WAAAGH!!!"

O.C. by @handofmoo · Fan art by Orniris Terensi · Warniris 2ED



TEPPA-NIXOS TELOK

M3 B3 S1 W5 Mo6

Arc claw · TCW R1 P1 D3
Effect: Roll 1D6: On a 1, deals 1 **Damage**.

Arc rifle · TRW R25 P3 D1
Effect: Roll 1D6: On a 1, deals 2 **Damage**.

Servitors
At the beginning of each turn, roll 1D6: On a 3-, his servitors improve his **Mind** on 1 point until the end of the turn. In addition, his **Attacks** are not penalized by terrain elements.

"The motive force is the purest expression of the Machine God's will... One just needs to learn to listen."

O.C. by @minimaltabletop · Fan art by Orniris Terensi · Warniris 2ED



MORTEGAR

M3 B4 S4 W6 Mo10

Corrupted Hammer · TCW R2 P1* D2
Effect: *Roll 1D6 before rolling for **Penetration**: On a 2-, the **Dark Gods** improves 2 points its **Penetration** until the end of the **Attack**.

Words of Terror · TP R10 P2 D0
Effect: The miniature loses one of its remaining **Actions** this turn.

Only My Word Counts
At the beginning of the turn, roll 1D6: On a 6, all friendly miniatures improve 1 point their **Mind**, including Mortegar, until the end of the turn.

"Good, good... but not enough. I can see into your mind. You are weak, and full of doubts."

O.C. by @gabrielchristiane · Fan art by Orniris Terensi · Warniris 2ED



LUCIUS PEANUT

M3 B4 S4 W6 Mo10

Peanut Knife · TCW R1 P1 D2

Peanut Rifle · TRW R20 P2 D1

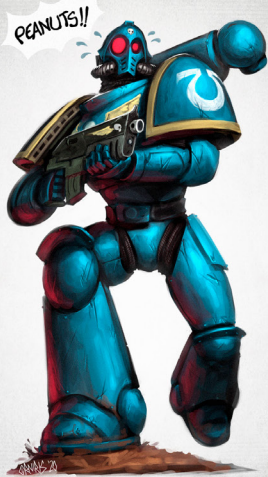
Peanut Grenade · TRW R8 P1 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

PEANUTS!!
Lucius **Attack** hits only miss if rolling a 1.

PEANUTS??
At the beginning of each turn, roll 1D6: On a 3-, Lucius loses one **Action** this turn.

"PEANUTS!"

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MARINE DACHEN

M3 B4 S3 W6 Mo10

Power Spear · TCW R3 P2 D2
Effect: A miniature of your choice at R3 of Dachen receive an **Attack** with this **Weapon** without **Effects**.

Relic Pistol · TRW R10 P2 D1
Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The Hunt Begins
At the beginning of each turn, roll 1D6: On a 3-, Dachen gains 1 point of **Mind** until the end of the turn.

"The dead tell no tales, however their souls may have something to say."

O.C. by @thunderwulfen · Fan art by Orniris Terensi · Warniris 2ED



NIKOS ANTONIUS

M3 B5 S4 W7 Mo8

Teeth of the Twins · TCW R3 P2 D1

Hoplite Bolt Pistol · TRW R8 P1 D2

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The Shield of Hallus
If Nikos receives a successful **Channel**, you can roll 1D6: On a 5-, the **Effect** of that **Power** is reflected to the **Channeler**.

Charge from the Sky
When Nikos **Attacks** with a **Combat Weapon**, his **Movement** becomes 12.

"Hold brothers! For our will! Our shields are unbreakable!"

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THE RED KING

M3 B4 S3 W7 Mo12

Axe of the Rustlord · TCW R3 P1 D2
Effect: Roll 1D6: On a 3-, deals 1 **Damage**.

Eradicator Ray · TRW R20 P0* D1
Effect: Before rolling for **Penetration**, if the target is at R10 or less, the **Penetration** of this **Weapon** becomes 2.

Collector of Skulls
When a miniature is killed at R5 or less from the **Red King**, he takes its skull as a trophy, improving its **Mind** and **Body** on 1 point until the end of the **Game Mode**. In addition, for each miniature killed within R5, he eats its corpse and restores 1 point of **Wounds** (if the target was a T'au, restores 2 points instead).

"We'll never forget this betrayal... I will take your filthy skulls as a trophy and a warning."

O.C. by @ironbeak_mercenaries · Fan art by Orniris Terensi · Warniris 2ED





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SKHAA'VOR

M3 B3 S2 W7 Mo10

Bonespike · TCW R1 P2 D1
Effect: Roll 1D6 if the hit was successful: On a 2-, deals 1 **Damage**.

Bonesplinter · TCW R2 P0 D2
Effect: Roll 1D6: On a 2-, the target is stunned and loses one of its remaining **Actions** this turn.

Hunt Trophies
Roll 1D6 for each **Damage** point received: On a 1, he devours one of his trophies and the **Damage** is ignored.

Tower Shield
Action: Skhaa'vor takes cover behind his tower shield, increasing its **Body** by 2 points until end of the turn.

"Come my kin, sharpen your knives, for our prey is strong."

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THE BLACK LION

M3 B4 S3 W6 Mo10

Ultramar Axe · TCW R2 P2 D2
Effect: A miniature of your choice at R2 of the Black Lion receive an **Attack** with this **Weapon** without **Effects**.

Bolt Rifle · TRW R20 P1 D1
Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Fearsome Duelist
The Black Lion can re-roll a failed hit with a **Combat Weapon** on each **Attack**.

"I will show you the strength and courage of Macragge."

O.C. by @blacklion40k · Fan art by Orniris Terensi · Warniris 2ED



GAVRIEL TERENSI

M3 B5 S3 W7 Mo9

Blood Tear · TCW R2 P1 D2
Effect: A miniature of your choice at R2 of Gavriel receive an **Attack** with this **Weapon** without **Effects**.

Plasma Pistol · TRW R8 P1 D2
Effect: After rolling for hit, roll 1D6: On a 3-, the pistol overheats and Gavriel suffer 1 **Damage**.

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The White Cheetah
Miniatures with less **Movement** than Gavriel that **Attack** him or receive an **Attack** from him are penalized by 1 point on their **Mind**.

"May the rage I feel never be quenched."

O.C. and fan art by Orniris Terensi · Warniris 2ED



NYOS VRAESQUE

M4 B3 S2 W6 Mo12

Serentii · TCW R1 P4 D2
Effect: Roll 1D6: On a 4-, receives an **Attack** with this **Weapon** without **Effects**.

Bonesword · TCW R1 P2 D1
Effect: Roll 1D6: On a 1, deals 3 **Damage**.

Splinter Pistol · TRW R15 P2 D1
Effect: Roll 1D6: On a 3-, deals 1 **Damage**.

Overlord
When Nyos receives an **Attack**, you can roll 1D6: On a 3-, Nyos can **Attack** in first place to that opponent, spending an **Action** for this.

"Nothing will stop me. I will find here what I am looking for since long time ago..."

O.C. by @max-pareys · Fan art by Orniris Terensi · Warniris 2ED



RAGNAR THE WHITE WOLF

M3 B5 S3 W7 Mo8

Wrecker of Worlds · TCW R3 P2 D1
Effect: Roll 1D6: On a 2-, deals 1 **Damage**.

Twin Wolves · TRW R10 P1 D2
Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Golden Wolf Faith
When Ragnar receive an **Attack**, roll 1D6: On a 2-, his **Body** improves by 1 until the end of the **Attack**.

Ork Hunter
When Ragnar **Attacks** an Ork with a **Combat Weapon**, his **Mind** improves by 1 until the end of the **Attack**.

"By fang and claw brothers! Unleash death!"

O.C. by @by_the_fang · Fan art by Orniris Terensi · Warniris 2ED



SOFIA EVERLIGHT

M3 B4 S3 W6 Mo10

Moonwalker · TCW R3 P3 D1
Effect: Roll 1D6: On a 3-, deals 1 **Damage**.

Wolf Howl · TRW R25 P1 D1
Fang Missiles · TRW R25 P2 D2
Note: This **Weapon** can be used only once.

Golden Wolf Faith
When Sofia receive an **Attack**, roll 1D6: On a 2-, her **Body** improves by 1 until the end of the **Attack**.

Ork Hunter
When Sofia **Attacks** an Ork with a **Combat Weapon**, her **Mind** improves by 1 until the end of the **Attack**.

"May my shield hold firm and my spear cut deep!"

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SAVVAS GOTUL

M3 B4 S2 W6 Mo10

Execrator · TCW R3 P3 D2
Effect: A miniature of your choice at R3 of Savvas receive an **Attack** with this **Weapon** without **Effects**.

Screaming Pistol · TRW R15 P1 D1
Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The Night Comes
At the beginning of each turn, roll 1D6: On a 3-, one of the enemy miniatures of your choice will only perform one **Action** this turn.

"We feast on the fears of worlds and now you will add to the banquet of terror."

O.C. by @ave_dominus_vox · Fan art by Orniris Terensi · Warniris 2ED



YISHAI DRAYTONUS

M3 B4 S3 W6 Mo8

Power Sword · TCW R1 P2 D1
Absolution Pistol · TRW R8 P0 D2
Healing Device · TRW R10 H1
Effect: Roll 1D6: On a 3-, **Heals** 1 point.

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Imperial Armour
For each **Damage** point received, roll 1D6: On a 1, the **Damage** point is ignored.

"It is through our gene-seed that the Chapter and Legion live on."

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FOTIOUS

M3 B4 S4 W6 Mo10

Crusader's Claymore · TCW R2 P2 D2
Effect: Roll 1D6: On a 3-, deals 1 **Damage**.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Champion of Macragge
Fotious improves his **Mind** by 1 when **Attacking** with **Combat Weapons**.

"Swords may shatter and armor break, but duty will never die. I remain unbent."

O.C. by @blacklion40k · Fan art by Orniris Terensi · Warniris 2ED



LIYN DAREDA

M4 B3 S2 W5 Mo12

Malachite Eviscerators · TCW R2 P2 D2
Effect: Roll 1D6: On a 2-, it receive an **Attack** with this **Weapon** without **Effects**.

Rifted Death · TRW R8 P3 D1
Effect: Roll 1D6: On a 2-, deals 1 **Damage**.

Macabre Dance
Before performing an **Attack**, roll 1D6: On a 3-, Liyn improves his **Mind** by 1 until the end of the **Attack**. If Liyn receives an **Attack**, roll 1D6: On a 3-, it will be performed with a penalization of 1 point on **Mind**.

"You're merely postponing the inevitable!"

O.C. by @liyn_dareda · Fan art by Orniris Terensi · Warniris 2ED



LUCKIS

M3 B4 S4 W6 Mo10

Black Sword · TCW R2 P2 D3
Effect: Roll 1D6: On a 1, deals 1 **Damage**.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Wrath of the Emperor
If Luckis is going to die, roll 1D6: On a 5-, all the miniatures at R2 or less of Luckis suffer 1 **Damage**. If the result is 6, they suffer 2 **Damage**.

"Your life is insignificant. The only thing that matters is your duty to the Imperium."

O.C. by @luckis03 · Fan art by Orniris Terensi · Warniris 2ED



RADEC TÄNNHAUSER

M3 B5 S4 W7 Mo8

Cruicable's Flame · TCW R2 P2 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The Shield of Longinus
For each **Damage** received, roll 1D6: On a 1, the **Damage** is ignored.

Templar's Wrath
When Radek receives an **Attack**, roll 1D6: On a 2-, the miniatures of your choice at R2 or less of Radek receives 1 point of **Damage**.

"Breathe your last gloriously!"

O.C. by @ascalon40k · Fan art by Orniris Terensi · Warniris 2ED



ELROD

M3 B5 S3 W7 Mo10

Requiem · TCW R3 P1 D2
Effect: A miniature of your choice at R3 of Elrod receive an **Attack** with this **Weapon** without **Effects**.

Twin Bolt Pistol · TRW R10 P1 D2

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The Emperor's Finest
Each time that Marcus receives an **Attack/Channel**, roll 1D6: On a 3-, it will be performed with a penalization of 1 point on **Mind** and **Spirit**.

"Your deeds are your legacy."

O.C. by Ryan Hendricks · Fan art by Orniris Terensi · Warniris 2ED



ROMANYK

M3 B4 S3 W6 Mo10

Reaper · TCW R1 P3 D2

Effect: Roll 1D6: If the result is more than the target's **Spirit**, deals 1 **Damage**.

Bolt Rifle · TRW R20 P1 D1

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The Doom is Eternal
Each time Romanyk **Attacks** with a **Combat Weapon**, roll 1D6: On a 5-, his **Mind** improves by 1 until the end of the **Attack**. On a 6, his **Mind** improves by 2 until the end of the **Attack**.

"A moment of laxity spawns a lifetime of heresy."

O.C. by Ryan Hendricks · Fan art by Orniris Terensi · Warniris 2ED



ELYSIA EREBUS

M3 B4 S4 W6 Mo10

Blessed Chainsword · TCW R2 P2 D2
Effect: A miniature of your choice at R2 of Elysia receive an **Attack** with this **Weapon** without **Effects**.

Hand Flamer · TRW R8 P1 D2
Effect: Auto hit. Roll 1D6 for each miniature of your choice at R2 or less of the target and at R8 of Elysia: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Saint Soul
Elysia can reroll one single failed **Attack** during the **Game Mode**. In addition, if Elysia dies, she can perform an act of faith, being able to perform an **Attack** with **Mind** 6 before being removed.

"Those who have faced me, have tasted the purifying fire of the sacred Order of the Flaming Souls..."

O.C. by @foufako · Fan art by Orniris Terensi · Warniris 2ED



RAMAND KIAM

M3 B4 S4 W7 Mo9

Force Stave · TCW R3 P3 D1

Melting Fire · TP R15 P1 D1
Effect: Suffer a penalization of 1 point to its **Body** until the end of the turn.

Grenade · TRW R8 P0 D1
Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

Paying the Price
At the beginning of the turn, Ramand Kiam can improve its **Spirit** by 1 point and suffer 1 point of **Damage**, or you can choose to improve its **Spirit** by 2 points and suffer 2 points of **Damage**.

"Sometimes, the price of enlightenment... is pain!"

O.C. by @dog_of_jore · Fan art by Orniris Terensi · Warniris 2ED



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HADES FATELOCK

M3 B5 S2 W8 Mo6

Assault Drill · TCW R1 P3 D1

T-L Volkite Culverin · TRW R15 P1 D1
Effect: Roll 1D6: On a 1, deals 1 Damage.

Heavy Flamer · TRW R8 P1 D3

Effect: Auto hit. Roll 1D6 for each miniature of your choice at R2 or less of the target and at R8 of Hades: On a 4-, it receive an Attack with this Weapon without Effects.

Ancient Armour

For each Damage point received, roll 1D6: On a 1, the Damage point is ignored.

Bulky

Hades can only displace half of its Movement during an Attack.

"Abandoned but not broken. In the name of spite I will survive."

O.C. by @lordbloodmane · Fan art by Orniris Terensi · Warniris 2ED



EVERARD AETHEUS

M3 B5 S4 W7 Mo8

Crozius · TCW R1 P1 D2

Power Axe · TCW R1 P2 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Unwavering Discipline

If Everard fails a hit using the Power Axe, he can make an extra Attack using the Crozius Arcanum.

Word of Protection

Action: Choose a miniature at R3 or less of Everard and improve by 1 its Body until the end of the turn (Everard can be chosen for this Action).

"If you are not with us, you will become our enemy. Black or white brother, I let you decide."

O.C. by @aus30k · Fan art by Orniris Terensi · Warniris 2ED



MARCUS AURELIUS

M3 B5 S4 W7 Mo8

Ruptor Animarum · TCW R3 P3 D1

Effect: Roll 1D6: On a 3-, deals 1 Damage.

Twin Bolt Pistol · TRW R10 P1 D2

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

The Emperor's Finest

Each time that Marcus receives an Attack/Channel, roll 1D6: On a 3-, it will be performed with a penalization of 1 point on Mind and Spirit.

"One must wield the pen as deftly as one wields his own weapons for war - for a war is fought on the battlefield as well as the mind."

O.C. by @cuban_painting_minis · Fan art by Orniris Terensi · Warniris 2ED



NARRUN HANTA

M3 B5 S3 W7 Mo8

Assiduous · TCW R2 P1 D2

Effect: A miniature of your choice at R3 of Narrun receive an Attack with this Weapon without Effects.

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Walking Bastion

Each time that Narrun receives an Attack, roll 1D6: On a 5-, he improves by 1 its Body until end of the Attack.

"Our ability teach the Imperial Truth will be the beauty and the test of the Imperium."

O.C. by @crusadeandheresy · Fan art by Orniris Terensi · Warniris 2ED



JAREN LYTEON

M3 B4 S2 W6 Mo8

Grim Spear · TCW R3 P1 D3

Effect: A miniature of your choice at R3 of Jaren receive an Attack with this Weapon without Effects.

Screaming Pistol · TRW R15 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Embrace the Darkness

Each time a miniature Damages Jaren, roll 1D6: If the result is 1, the miniature receives the same amount of Damage.

Charge from the Sky

When Jaren Attacks with a Combat Weapon, his Movement becomes 12.

"War is cruel, and I am a true Warrior."

O.C. by @smashroid64 · Fan art by Orniris Terensi · Warniris 2ED



ÚLFARR THORVALDSSON

M3 B5 S3 W7 Mo8

Krakentooth · TCW R2 P3 D1

Effect: A miniature of your choice at R2 of Úlfarr receive an Attack with this Weapon without Effects.

Twin Bolt Pistol · TRW R10 P1 D2

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Unleash the Kraken

Each time Úlfarr deals Damage with a Combat Weapon, roll 1D6: On a 3-, it deals 1 point of Damage.

"You can run, you can hide, but Morkai is coming for you!"

O.C. by @son_of_morkai · Fan art by Orniris Terensi · Warniris 2ED



MINOS THE DOOM PUNISHMENT

M3 B5 S3 W7 Mo8

Chainaxe · TCW R1 P1 D1

Effect: Roll 1D6: On a 3-, deal 1 Damage.

Corrupted Bolt Pistol · TRW R10 P2 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Son of the Goat

At the beginning of the turn, roll 1D6: If the result is 3-, he improves 1 point its Body until the end of the turn.

The Head of the Goat

When Minos is going to Attack, roll 1D6: On a 3-, the target suffer 1 point of Damage.

"Diabolus enim gloria régis."

O.C. by @konradknagash · Fan art by Orniris Terensi · Warniris 2ED



RUEVYN HARDSTAD

M3 B4 S3 W6 Mo10

Power Hammer · TCW R2 P2 D2

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Stormbreaker

Each time an enemy miniature Attacks Ruevyn, roll 1D6: On a 5-, its Body improves by 1 until the end of the Attack. On a 6, one miniature at R3 of your choice also improves by 1 its Body. Note: If the miniature Attacking Ruevyn belongs to the Dark Gods, add 2 to the result of the roll.

"I can't save the Imperial Truth, but I can avenge it!"

O.C. by @garybuk23 · Fan art by Orniris Terensi · Warniris 2ED





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SALINDROS D'ALAMUNDIZ

M4 B3 S4 W5 Mo9

Light of Veneris · TCW R1 P3 D1

Ignis Leo · TRW R12 P1 D2

Effect: Auto hit. Roll 1D6 for each miniature of your choice at R2 or less of the target and at R8 of Salindros: On a 4-, it receive an Attack with this Weapon without Effects.

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Burn Heretic!

Before Salindros Attacks, roll 1D6: On a 3-, his hatred for heretics will infuse its Damage by 1 extra point.

"Kill them all... the Emperor will know His own."

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AJNA

M3 B4 S4 W6 Mo10

Hand of Siddhartha · TCW R3 P2 D1
Effect: Roll 1D6: On a 2-, deals 1 Damage.

Warp Shock · TP R15 P1 D2

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Essence of Siddhartha

Before Ajna Channels, roll 1D6: On a 3-, the hit is automatic. On a 6, the hit is automatic and the Penetration improves by 1 until the end of the Channel.

"The Hand of Siddhartha, a force staff fashioned from the hand of a legendary Librarian, occupied by his essence still!"

O.C. by @skabronex · Fan art by Orniris Terensi · Warniris 2ED



NOEKH II

M4 B5 S1 W6 Mo8

Voidborn · TCW R3 P2 D1

Effect: Roll 1D6: On a 3-, deals 1 Damage.

One Orb to Rule Them All

At the beginning of the turn, any miniature of your choice at R6 or less from Noekh II must roll 1D6: On a 2-, that miniature is penalized by 1 to its Mind and Spirit until the end of the turn.

"In my wake, the stars shall be silent again."

O.C. by @the_nemisor_painting · Fan art by Orniris Terensi · Warniris 2ED



FILIUS MESSOR

M3 B4 S4 W6 Mo9

Death's Touch · TCW R2 P4 D2

Bolt Pistol · TRW R10 P1 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

A Skull is Added

If Filius kills a miniature or a miniature is killed at R5 or less from Filius, the Damage dealt by his Weapons improves by 1 point.

"I am the composer of death, the screams of the traitor and the Xenos shall be my symphony!"

O.C. by @brother_of_artemis · Fan art by Orniris Terensi · Warniris 2ED



ANDREAS KALOTHETOS

M3 B3 S3 W7 Mo10

Ancient Power Kopsis · TCW R1 P2 D2
Effect: Roll 1D6: On a 3-, deals 1 Damage.

Archeotech Pistol · TRW R15 P2 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Old Barrier Technology

Action: Choose a miniature at R5 of Andreas and roll 1D6: On a 3, 4, 5 or 6, improves by 1 its Body, on a 2-, reduces by 1 its Body.

"Everyone has a price."

O.C. by @aus30k · Fan art by Orniris Terensi · Warniris 2ED



BALDRICK WOGAN

M3 B3 S4 W7 Mo10

Grandeur · TCW R1 P2 D2

Effect: Roll 1D6: On a 2-, deals 1 Damage.

Master-Crafted Melter · TRW R10 P3 D1

Grenade · TRW R8 P0 D1

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 3-, it receive an Attack with this Weapon without Effects.

Immaculate Powdered Wig

His presence is so fancy that all friendly miniatures at R3 or less from Baldrick improves by 1 their Spirit.

Combat Drugs

Action: Baldrick uses his flamboyant combat drugs, improving its Body by 2 until end of the turn.

"Cream rises to the top."

O.C. by Drew Albares · Fan art by Orniris Terensi · Warniris 2ED



ARDAMON ICEHEART

M3 B5 S4 W6 Mo8

Wrathbringer · TCW R2 P3 D1

Glaive of Despair · TCW R2 P2 D*

Effect: Before dealing Damage, roll 1D6: On a 1, 2, 3 or 4 the Damage is 1. On a 5, the Damage is 2 and on a 6, the Damage is 3.

Howling Blast · TP R10 P2 D1

Effect: Roll 1D6 for each miniature of your choice at R2 or less of the target and at R10 of Ardamon: On a 3-, it receive a Channel with this Power without Effects.

Blinding Sleet

Action: Choose a miniature at R5 or less from Ardamon and roll 1D6: On a 4-, the miniature loses one of its remaining Actions this turn.

"The absence of life is cold as your heart will be."

O.C. by @blacklion40k · Fan art by Orniris Terensi · Warniris 2ED



GEORENN DARKBLADE

M3 B5 S2 W6 Mo9

Nightstorm · TCW R1 P2 D2

Thunder Clap · TP R4 P3 D1

Effect: Roll 1D6 for each miniature of your choice at R5 or less of Georenn: On a 3-, it receive a Channel with this Power without Effects.

The Lion and the Eagle

Each time Georenn Attacks using a Combat Weapon, roll 1D6: On a 5-, its Damage Attribute deals 1 extra point. On a 6, it deals 2 extra points.

"In this life or the next one, I will bring justice to the enemies of virtue."

O.C. by @blacklion40k · Fan art by Orniris Terensi · Warniris 2ED



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