



## THÉOCRITE GIGANTIS

M3 B4 S3 W6 Mo10

The Rippers · TCW R1 P2 D2

Vandal's Rippers · TRW 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.

### Mantis Pack

At the beginning of a turn, the mantis Vandal can split from Théocrite, becoming a separated miniature on a 32mm round base with these Attributes: M3 B3 S2 W3 Mo14 and with this Combat Weapon: Mantis Rippers · TCW R1 P3 D2. Vandal cannot use any item. Théocrite cannot use the Vandal's Rippers unless Vandal makes base-contact with Théocrite and decides to become a single miniature again.

"I'm not the master of Vandal. No, she is just like me, driven by the urge to kill!"

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## LAMOR

M4 B3 S2 W5 Mo12

Power Sword · TCW R1 P2 D2

Splinter Pistol · TRW R8 P\* D1

\*Effect: Roll 1D3 (1-2 is 1, 3-4 is 2 and 5-6 is 3): The result is the Penetration number of the current Attack.

Ravageuse · TRW R15 P1 D1

### Mind Dancer

Each time that Lamor Attacks with the Ravageuse, roll 1D6: On a 3-, Lamor can Attack again using the Ravageuse to another miniature at R5 or less from the current target, even if the previous Attack failed. This can happen until the roll fails or until there are no more targets available.

"My cruelty is without pity and my thought is destructive. I obey only One."

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## ATLACH MERANOTH

M3 B5 S3 W7 Mo8

Varvar'sha · TCW R1 P4 D1

Effect: Roll 3D6: For each 1, deals 1 Damage.

Sh'ri'sh'roka · TRW R12 P3 D1

Effect: After rolling for hit, roll 1D6: On a 3-, the plasma overheats and Atlach suffer 1 Damage.

### The Trap of the Spider

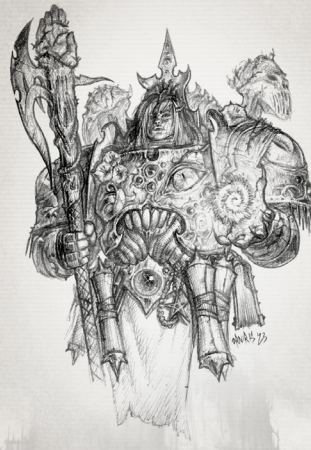
When Atlach ends his displacement at R2 or less to an enemy miniature or an enemy miniature ends its displacement at R2 or less from Atlach, roll 1D6: On a 4-, the enemy miniature suffer 1 Damage.

### Steel Webs

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

"I am nothing, just the instrument of destruction of my mistress, and an instrument has no need to think."

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## JOHANNES APHRODITE

M3 B4 S4 W6 Mo10

Hail the Apocalypse · TCW R3 P2 D1

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

Reality Twist · TP R10 P3 D0

Effect: The next time that is going to perform an Attack/Channel, roll 1D6: On a 3-, it will be performed against itself.

Crackling Fire · TP R15 P3 D1

### Doom Mirage

At the beginning of the turn, roll 1D6: On a 2-, Johannes creates a copy of himself next to him, with the same Attributes, Weapons and Powers except with only 1 Wound left. Remove the copy it at the end of the turn if is still alive.

"Nothingness is a beginning in itself since the end precedes all birth."

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## ARBITRATOR WARDEIN

M4 B3 S3 W5 Mo9

Punishment · TCW R1 P2 D1

Judgment · TRW R6 P1 D2

Laspistol · TRW R12 P0 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.

### You will Contribute

When Wardein is going to be played, he can spend his two initial Actions to "convince" (using of course no oppression at all) a target at R1 or less from him to not perform any remaining Action this turn.

"I love moulding you scum into contributing members of society."

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## WITORIA

M4 B3 S5 W5 Mo9

Embrace the Oblivion · TCW R3 P3 D1

Effect: Witoria restores 1 Wound.

Acid Pistol · TRW R6 P2 D2

Mind Melter · TP R16 P2 D1

Effect: Roll 3D6: For each 1, deals 1 Damage.

### Mind Destruction

When Witoria uses Mind Melter the first time on the current turn, roll 1D6: On a 3-, the Mind Melter spreads to two miniatures of your choice at R5 or less from the target.

"I will give my life if necessary for the Daughter of the Hive. What a wonderful moment that would be."

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## GODFREY

M3 B4 S4 W6 Mo10

Fate-Tearer · TCW R2 P3 D2

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

Bolt Pistol · TRW R8 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.

### Hymn of Devotion

If a miniature at R8 or less from Godfrey (or Godfrey himself) is going to receive a Channel, Godfrey can perform a hymn of devotion rolling 1D6: On a 3-, the miniature obtains 1 point of Spirit until the end of that Channel.

"I, Godfrey, bring the Emperor's fury upon you heretic. Granting you penitence, my blade answers your sins with righteous wrath."

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## CORNELIUS

M3 B4 S2 W7 Mo10

Night Thorn · TCW R2 P2 D2

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

Corrupted Bolt Pistol · TRW R8 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.

### Grim is the Omen

Cornelius can re-roll a failed hit with a Combat Weapon on each Attack.

"Do you think that you are a worthy opponent? Let me see your battle wounds... I will add the last one."

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## OSLARIELLE

M4 B3 S3 W6 Mo12

Dusk Claw · TCW R3 P3 D3

Effect: If the target has **Body** 5 or above, deals 1 **Damage**.

Master of the Art of Battle

Each time that Oslarielle receives an **Attack/Channel**, roll 1D6: On a 1, Oslarielle can perform an **Attack** in return to that miniature once the enemy finished its **Action**.

"I am doomed, just like my race. Our only goal is to carry as much as possible into death."

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## CHAPLAIN GRIGORIS

M3 B5 S3 W7 Mo8

Power Fist · TCW R1 P2 D2

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

Blessed Crozius · TCW R1 P1 D3

Word of Protection

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

"Faith will stand against all evil. To me brothers, we'll face them!"

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## BULIWYF BLOODAXE

M3 B5 S3 W8 Mo8

Bloodfang · TCW R2 P2 D1

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

Grenade · TRW R8 P0 D1

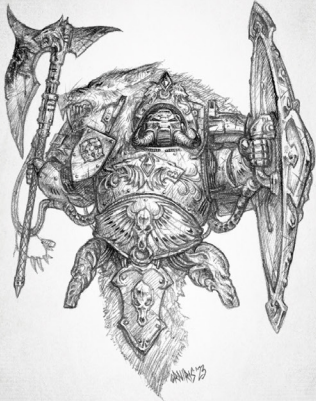
Effect: Auto hit. Roll 1D6 for each miniature at **R3** or less of the target: On a 3-, it receive an **Attack** with this **Weapon** without **Effects**.

The Excitement of Battle

Each time that Buliwyf loses 1 **Wound**, roll 1D6: On a 2-, the **Combat Weapons** used by Buliwyf deal 1 extra point of **Damage**. In addition, if the result is 1, it also **Heals** 1 point to Buliwyf.

"You can run, but you can not hide from me! I will hunt you down!"

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## KASTAG MIKAELSON

M3 B4 S3 W6 Mo10

Sigvumir · TCW R1 P3 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**.

I'll Bring You Their Heads

Each time that Kastag kills an enemy miniature, roll 1D6 for any miniature of your choice (included Kastag): On a 3-, increase its base **Spirit** by 1 point. In addition, roll another 1D6 for each miniature of your choice (included Kastag): On a 3-, increase its base **Mind** by 1 point.

"The Red Snow will call for us all eventually."

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## GODRICK DE GRYFFINBORG

M3 B4 S3 W6 Mo11

New Dawn · TCW R2 P2 D2

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

Laspistol · TRW R12 P0 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**.

Inquisitorial Presence

Weapons wielded by Godrick uses their normal profile (including their **Effects**) during a **Reaction**.

"Sometimes bent, but never broken."

O.C. by @sigillaume\_vincent\_garnier · Fan art by Ormiris Terensi · Warniris 2ED



## GODFREY

M3 B4 S4 W6 Mo10

Black Sword of Sigismund · TCW R2 P3 D3

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 Sword of a Legend

Each time that Godfrey is going to **Attack** an enemy miniature, roll 1D6: On a 3-, the roll for **Penetration** succeeds automatically.

"This is the Emperor's court, I am his executor, so come and face his judgment!"

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## VISSARION ACHITZIS

M3 B5 S4 W7 Mo8

Hydra's Talons · TCW R1 P2 D2

Smoke Grenade · TRW R8 P0 D0

Effect: Auto hit. Until the end of the current turn, when a miniature at **R3** or less of the target (included the target) receive an **Attack/Channel**, it will be performed with a penalization of 1 on the **Mind** and **Spirit** Attributes.

I Know You

Each time that Vissarion is going to receive a successful hit of an **Attack/Channel** from an enemy miniature, roll 1D6: On a 3-, the target must re-roll the hit (this **Skill** only can be used once for the same **Attack/Channel**).

"Wars are not won on the will of men alone."

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## RYAN ANTHONY

M3 B5 S3 W7 Mo10

Ceartas · TCW R3 P1 D2

Effect: A miniature of your choice at **R3** of Ryan 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 Ryan receives an **Attack/Channel**, roll 1D6: On a 3-, it will be performed with a penalization of 1 point on **Mind** and **Spirit**.

"We stand steadfast against all who oppose Him, we will not be found wanting."

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





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## URZUL THE OGRE

M2 B5 S2 W8 Mo9

Grotesque Claw · TCW R2 P1 D2

Life Splitter · TRW R10 P3 D1

### Get in my Belly!

Action (only once per turn): Choose a miniature at R6 or less from Urzul and roll 1D6: On a 4-, Urzul displaces the target to make base-contact and bites it, dealing 1 point of Damage.

### My Tummy Hurts...

If during the current turn Urzul has previously used the skill **Get in my Belly!**, he can perform this Action: Choose a miniature at R2 or less from Urzul and roll 1D6: On a 4-, Urzul vomits all over the target, lowering its **Body** and **Spirit** Attributes by 2 points until the end of the turn.

"If I love humans? Of course I love them, I devour them."

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## YALASMINA ARHAKUYL

M3 B3 S2 W6 Mo12

Athlan Na Dyr · TCW R3 P3 D2

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

### Taker of Heads

At the beginning of the turn, roll 1D6: On a 4 or 5, Yalasmينا improves by 1 its **Mind** until the end of the turn. On a 6, improves by 1 its **Mind** and **Body** until the end of the turn.

### Blood Frenzy

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

"I am Khaine's true champion, his Bride of Ruin, and all the false gods will fall before my axe."

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## JEDAC LESEVA

M3 B4 S4 W6 Mo9

Oneirophobia · TCW R3 P1 D1

Effect: If the target has less **Spirit** than Jedac, roll 1D6: On a 3-, deals 1 Damage.

Horror Flash · TP R15 P0 D0

Effect: Roll 1D6: On a 4-, the target loses one of its remaining Actions (this Effect can only happen once per turn on the same target).

### Essence of a Daemon

Jedac is possessed by a Daemon called R'hau T'al. Before receiving an Attack/Channel, roll 1D6: On a 4-, the whole body of Jedac becomes pitch black smoke, so the target will be penalized by 1 point on **Mind** and **Spirit** until the end of the Attack/Channel.

Note: Only one character named Jedac Leseva can be played in the same warband at once.

"Even the eternal slumber of death will offer you no peace fool, for we will feast on your soul's anguish until the stars die."

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## ROBOUTE TILAERION

M3 B4 S2 W6 Mo11

Honour's Reward · TCW R1 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.

### Spread the Terror

Each time that Roboute Damages an enemy miniature with a Combat Weapon, he lifts his weapon showing the blood (or any kind of piece or limb that fell off) to spread the terror amongst the enemies. Then the enemy player must roll 1D6: On a 3-, one of its miniatures at its choice will be penalized by 1 point on **Mind** and **Spirit** until the end of the turn.

"They will remember me..."

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## REMIR FERNUS

M3 B4 S3 W6 Mo9

Dragonshard · TCW R2 P2 D2

Doomfist · TCW R1 P1 D3

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.

### I am Doom!

If Remir dies during a Game, he will stand one more turn, with all his Wounds restored and his Weapons will deal 1 extra point of Damage. Remove Remir at the end of that turn.

"Did you really think you stood a chance? I am doom incarnate!"

O.C. by @doomdragon40k · Fan art by Orniris Terensi · Warniris 2ED



## ALEXIOS

M3 B5 S3 W7 Mo8

Salvation · TCW R2 P1 D2

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 Bigger the Better

Attacks with Combat Weapons performed on targets with the same or higher **Body** stat than Alexios gain a +2 bonus to **Penetration**.

"Let the enemy come, for they shall go no further. Behold, the Emperor's salvation is upon you!"

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## MARROWSLUG

M3 B5 S1 W7 Mo8

Nail · TCW R3 P3 D1

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

Rotten Grenade · TRW R8 P0 D2

Effect: Auto hit. Roll 1D6 for each miniature at R3 or less of the target: On a 4-, it receive an Attack with this Weapon without Effects.

### Embrace the Gift

Action: Roll 1D6: On a 5-, Heals 2 points to a miniature within 5 cm of Marrowslug. On a 6, deals 2 Damage but on the next turn the target Heals 3 points.

"Do not fear the pestilence, for in your death you will live forever."

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## HECTOR ADRIAN

M3 B4 S3 W6 Mo10

Dawn Storm · TCW R2 P2 D2

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

Bane of the Living Iron · TRW R8 P1 D2

Effect: After rolling for hit, roll 1D6: On a 3-, the pistol overheats and Hector 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.

### Shroud of the Belligerent

When Hector Attacks the enemy miniature with more Wounds left amongst them, his Weapons deal 1 extra Damage.

"We are a part of humanity, without being completely part of it. We call ourselves Lords or Paladins... And yet we are but poor knights errant..."

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





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### VERRIK "DOG" NORELLIS

M3 B4 S2 W6 Mo11

Carve and Flay · TCW R1 P3 D1  
Effect: Roll 1D6: On a 3-, it can perform another 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.

You're Locked in Here With Me!  
Verrick Weapons deal 1 extra Damage for every enemy miniature within 3cm of him.

"This hunt shall never end."

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### GABRIEL QUETEB

M3 B5 S3 W7 Mo8

War Pig Axe · TCW R2 P2 D1

Ork Klaw · TCW R1 P1 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.

Fearful Presence  
Attacks against Gabriel will be performed with a penalization of 1 on Mind and Spirit. In addition, roll 1D6 for any Damage point received: On a 1, the Damage point is ignored.

"Them Primarchs are capricious childrens who deserve a good lesson."

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### HYPERION TACITUS

M3 B5 S3 W7 Mo8

Virtue's Edge · TCW R2 P3 D1  
Effect: Roll 1D6: On a 3-, deals 1 Damage.

Heart of Tarentus · TRW R12 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.

Against All Adversities  
Hyperion Attacks are always performed with the Mind Attribute of the target if it's higher than his own Attribute.

"I am the anvil upon which my enemies ambitions shatter and disperse like sparks in the darkness."

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### ILUALIH

M4 B3 S3 W6 Mo11

Dagger · TCW R1 P2 D1

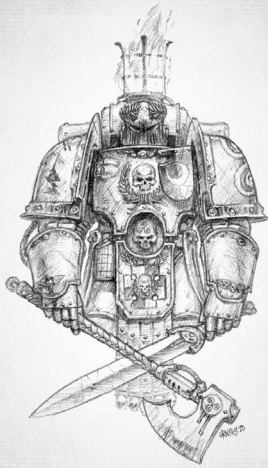
Sniper Rifle · TRW R25 P1 D1  
Effect: On a hit roll of 1, deals 2 extra Damage.

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.

High Reflexes  
Ilualih always wins the Reaction rolls. In addition, her Sniper Rifle also applies its full Attributes and Effects.

"Strike swiftly from the shadows."

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### KAELLEN

M3 B4 S4 W6 Mo10

Fearg and Crúb · TCW R2 P2 D2  
Effect: A miniature of your choice at R2 of Kaelen receive an Attack with this Weapon without Effects.

Volkite 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.

Master of Tactics  
Kaelen can re-roll a failed hit with a Combat Weapon on each Attack.

"Listen twice as much as you speak."

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### UNKNOWN KRIEG COLONEL

M4 B3 S4 W5 Mo9

Intent · TCW R1 P2 D1

Effect: On a hit roll of 3-, deals 1 extra Damage.

Purpose · 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.

Hit and Run Assault  
Right after performing an Attack, the Colonel can perform a Move.

"For some of you, this is your day of atonement! For those who make it back do not worry, your day will come!"

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### NOZAN

M3 B4 S4 W6 Mo10

Macabre · TCW R3 P3 D1

Effect: If the target has Spirit 3 or less, deals 1 Damage.

Necro Wave · TP R15 P2 D1  
Effect: If the target has Spirit 3 or less, deals 1 Damage. In addition, an enemy miniature within 5cm of the target receives the same Effect.

Necromancer  
Each time that Nozan deals Damage, roll 2D6: On a 2, that target becomes an undead at his service for the rest of the game, using its current profile.

"Run, scream... My pleasure will be even more intense."

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### KYRIAKOS ANDRAKIS

M3 B5 S4 W7 Mo8

Reconciliation · TCW R3 P2 D1

Effect: On a hit roll of 2-, deals 1 extra Damage.

Truth · TRW R15 P2 D1

Smoke Grenade · TRW R8 P0 D0  
Effect: Auto hit. Until the end of the current turn, when a miniature at R3 or less of the target (included the target) receive an Attack/Channel, it will be performed with a penalization of 1 on the Mind and Spirit Attributes.

Sins Absolved Through Death  
Every time an enemy deals Damage to him or his Warband, roll 1D6: On a 1, that enemy receives 1 Damage.

"When we crush the hearts of our enemies, we will find our hands blackened by their misdeeds."

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