

Any character with the Faction (Rashaar) keyword may use this Command Ability:

Soul Drain *PULSE Command Ability* Make a Basic MIND Roll.

The number of Aces is the number of Life Points lost by any one character (friendly or enemy) in base contact. Replenish that many Will Points.

The Flame That Burns Underwater

Keywords

- Faction (Rashaar)
- Leader
- Monster
- Unique
- Discipline (Blood Rites, Wild Magic)

Character Abilities

- Bulky
- Fast Swimmer (3)
- Limited Movement
- Mage (2)
- Water Creature

		5	3		(5	0 30
Actions Life	DEXTER		Сотта яттяс		Siz DTECTION E	
3 Weapon	3 Range	Evasion	4 Damage	Penetratio	5 n	5 Abilities
Brawling Tentacles	0"	+1	-	· · · -		Stun
Ornate Trident	2"	-	+1	-		Aquatic

Hydra's Gifts

Mutating tentacles emerge from flesh nearby.

Every other character (friendly and enemy, not including this one) within 2" loses **2 Life Points** and gains +**2 DEXTERITY** until the end of the round.

Dragging Down

This character may re-roll failed dice rolls when making **Drown** actions.

Brawling Tentacles

The Flame's tentacles thrash around, hitting anyone that gets close! When making a **Combat** action with this weapon, roll once, and apply the roll to every character (friendly and enemy) in base contact. Magi-Rashaar

Keywords

- Faction (Rashaar)
- Leader
- Discipline (Blood Rites, Runes of Sovereignty, Wild Magic)

Character Abilities

- Expert Sorcerer (2)
- Fast Swimmer (1)
- Mage (3)
- Water Creature

		5)	4			30	24
Actions Life			Comma		DDATERO	Size	Ducats
MOVEMENT	DEXTER		яттяс	SK I	PROTECT 9	1012	
4	4		2		3		6
Weapon	Range	Evasion	Damage	Penetra	ation	Abil	ities
Ancient Trident	2"	-	+1	-	1	Aquatic, Tv	vo-handed

Fury of Dagon

Pick a friendly character in line of sight within 6". That character gains **First Strike (2)** until the end of their next turn.

Rent-born

Each round, one friendly character (including this one) may subtract 1 from the **Cost** of a Magic Spell they attempt to cast (to a minimum of 0).

Paartul Matriarch

Keywords

- Faction (Rashaar)
- Leader
- Monster

Character Abilities

- Bulky
- Fear (-1)
- Water Creature

2	4)	4	700	(50	3 25
fe		Comma	nd	Siz	e Ducats
DEXTER	RITY	яттяс	SK F	PROTECTION	mind
3		3		3	5
Range	Evasion	Damage	Penetra	tion .	Abilities
0"	-	-	+1		-
	fe DEXTEF 3 Range	fe (Ulill DEXTERITY 3 Range Evasion	fe Will Comma DEXTERITY ATTAC 3 3 Range Evasion Damage	fe CUill Command DEXTERITY ATTACK F 3 3 Range Evasion Damage Penetra	fe Will Command Siz DEXTERITY ATTACK PROTECTION 3 3 3 3 Range Evasion Damage Penetration

Birth PULSE Command Ability

Place one **Crybaby** within 6" of this character. The new Crybaby acts just like any other friendly character, and can be activated this round as normal.

Matriarch

All friendly characters with the *Feral* keyword gain **Companion** (*Leader*) as long as this character is on the board.

Postpartum

If one or more Crybabies are killed within 6" of this character, it gains +3 ATT for the rest of the round. Voice of Dagon

Keywords

- Faction (Rashaar)
- Leader
- Monster

Character Abilities

- Universal Shielding (4)
- Water Creature



Blessing of Dagon

Until the end of the round, any friendly characters within 6" gain **Expert Offence (2).**

Voice of Madness

WPULSE Command Ability

All enemy characters within 3" receive a **Stun** counter.

Herald of an Old God Whenever this character uses an ORDER or COUNTER Command, roll a dice.

On a 7+ this Command doesn't use a Command Point.

Morgraur

Keywords

- Faction (Rashaar)
- Hero
- Monster
- Unique

Character Abilities

- Bulky
- Brawler (2)
- Fast Swimmer (3)
- Fear (-3)
- Limited Movement
- Mindless
- Water Creature

Actions Lif			50,68 50,68	00000	(5 Si	0 6 ze Due	8 ats
movement	DT DEXTERITY		яттяс	к рғ	ROTECTION	mind	
5	3	3	6 5		5	1	SR
Weapon	Range	Evasion	Damage	Penetrati	on	Abilities	
Colossal Jaws	2"	+2	+2	-3		Aquatic	

Serpentine

This character is able to move through spaces smaller than its base to a minimum of 2". It must be able to fit where it ends its turn.

Swallow Whole

When this character makes a Combat action (not an Attack of Opportunity) against a target character with a Size of 40mm or less and rolls at least 5 Aces, instead of calculating Damage as normal, instead immediately remove the target character from play as a casualty.

tions Life		Clill			Size	Duca
MOVEMENT	DEXTER	RITY	ЯТТАС	K PRC	TECTION	mind
4	3		4		7	2
Weapon	Range	Evasion	Damage	Penetration	л Я	bilities
Crushing Claws	0"	+2	+3		A	quatic

• Faction (Rashaar)

Brachyura

- Hero
- Monster
- Feral

Character Abilities

- Bulky
- Mindless
- Water Creature

Caandru Eel

Keywords

- Faction (Rashaar)
- Hero
- Monster
- Feral

Character Abilities

- Expert Grappler (2)
- Fast Swimmer (2)
- Mindless
- Primitive

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• Water Creature

2)		3)	30,68	Č OCOC	30	15
ctions Life	2 (LClill			Size	Ducats
movement	DEXTER	NTY	яттяс	K PRO	rection	mind
3	5	8	4		4	1
Weapon	Range	Evasion	Damage	Penetration	Я	bilities
Mauling Talons	0"	-	+1	-	A	quatic

Patient Hunter

If this character exits water and charges in the same action, it counts as charging from above. Cult Enforcer

Keywords

- Faction (Rashaar)
- Hero

Character Abilities

• Expert Offence (2)

2)	3	2)			40	5 14
Actions Lif	e i	Lalill	Comma	nd	Siz	e Ducats
MOVEMENT	DEXTER	RITY	яттяс	K PRC	DTECTION	mind
4	4		4		5	3
Weapon	Range	Evasion	Damage	Penetratio	1 <i>Ĵ</i>	Abilities
Iron Mace	1"	+1	+1			Stun

Bolster Your Faith *AURA Command Ability* Until the end of the round, all friendly characters within 3" gain

+1 PROTECTION.

Dagonite Priest

Keywords

- Faction (Rashaar)
- Hero
- Discipline (Blood Rites, Wild Magic)

Character Abilities

- Mage (2)
- Engage

23		4)	50050	600	3	0	15
ctions Life		LCIill			s	ize I	Ducats
MOVEMENT	DEXTER	RITY	ЯТТЯСК PROTECT		PROTECTION	m	IND
4	4	8	3		3	100	4
Weapon	Range	Evasion	Damage	Penetra	tion	Abilities	
Sacrificial Dagger	0"	-	-	-1		-	

Sacrifice

For every Life Point this character causes a character to lose with a Combat action using the Sacrificial Dagger, it replenishes **1 Will Point**.

This character may make Combat actions against friendly characters.

Demagogue

Keywords

- Faction (Rashaar)
- Hero

Character Abilities

- Brave
- Fear (0)

Actions Lif			4 Comma	nd		3C Size	Ducats
movement 4	dexter 4	RITY	яттяс 3	к	PROT	ECTION	122112D 4
Weapon	Range	Evasion	Damage	Penet	ration	Я	Ibilities
Burning Brand	2"	-	-		3	Smoke,	Two-handed

Prove Yourselves to Dagon!

Until the end of the round, any friendly character that starts a Run/Climb action within 6" gains +2" MOVE for that action provided they charge.

Eldritch Incense

Any friendly character making a Combat action within 3" gains **Fear (0)** for that action.

Burned Flesh

If a Combat action with the Burning Brand results in no Protection roll for the target, add 2 to the Damage. Handler

Keywords

- Faction (Rashaar)
- Hero

Character Abilities

- Brave
- Hunter

2)		2)				30	
Actions Life	2 (CCIIII				Size	Ducats
MOVEMENT	DEXTER	RITY	яттяс	к	PROTECTION		mind
4	4		4		3		4
Weapon	Range	Evasion	Damage	Peneti	ation	Яt	bilities
Herding Spear	2"	-	+1	-		Knockback	s, Two-handed

Herding

Any friendly character with the *Monster* keyword that starts a Run/Climb action within 2" of one or more characters with this rule gains +2" MOVE for that action.

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etions Lif	e (Dexter	Culill RTY	ЯТТЯС	к	PROTEC	Size TION	Ducat: minD
3	4		5		4		2
Weapon	Range	Evasion	Damage	Penetr	ation	<i>F</i> lbi	lities
Mighty Jaws	0"	-	-	-3		Aqu	uatic

• Faction (Rashaar)

Karcharos

- Hero
- Monster
- Feral

Character Abilities

- Fast Swimmer (3)
- Fear (-2)
- Mindless
- Water Creature

Krakenhost

Keywords

- Faction (Rashaar)
- Hero

Character Abilities

- Companion (Hydra)
- Expert Grappler (1)
- Limited Movement
- Mindless

Actions Li	2 fe					40 Size	J Ducats
movement 3	dexter 4	UTY	ATTACK PROTECT 2 3		1012	mind 2	
Weapon	Range	Evasion	Damage	Penetr	ation	Ĥbili	ties
Unarmed	0"	-	-	+1			

Spawn - 3LP

Place a new Infant Kraken in base contact with this character. The new Infant Kraken acts just like any other friendly character, and can be activated this round as normal. This ability may only be used once each round and only if this character has 4 or more Life Points remaining.

Living Vessel

When this character is killed, before removing it from the game, make a Basic **MIND** roll. If the roll is a success, place a new Infant Kraken in base contact with this character. The new Infant Kraken acts just like any other friendly character and can be activated this round as normal.

Mature	Kunkon
12 Zature	Maken

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Actions Life	2		50,68 50,68	00000	50 Siz	b 24 Ducats
MOVEMENT	DEXTER	RITY	яттяс	к рі	ROTECTION	mind
4	3	S	5		3	3
Weapon	Range	Evasion	Damage	Penetrati	on .	Abilities
Barbed Tentacles	2"	0	-1	-2	Aq	uatic, Stun

Keywords

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- Faction (Rashaar)
- Hero
- Monster
- Hydra

Character Abilities

- First Strike (1)
- Engage
- Fear (-1)

- Vampiric Attack (2)
- Water Creature

ctions Life		Will			Size	Ducat
MOVEMENT	DEXTER	RITY	яттяс	K PROT	ECTION	mind
3	4	S	5		4	3
Weapon	Range	Evasion	Damage	Penetration	Яbi	lities

- Faction (Rashaar)
- Hero
- Monster

Character Abilities

Raadru

- Fast Swimmer (2)
- Fear (0)
- Water Creature

Salaacia

Keywords

- Faction (Rashaar)
- Hero
- Feral

Character Abilities

- Fast Swimmer (1)
- Water Creature

Actions					8-9-0-6 8-9-0-6	40 Siz	e Ducats
movement 3	DEXTER 3	RITY	яттяс З	к		ECTION 3	mind 2
Weapon	Range	Evasion	Damage	Penet	ration	j	Ibilities
Water Portal	6"	-	-			Aqu Relo	aatic, Blast, ad (1), Stun

Dimensional Pool

After resolving an attack with the Water Portal, leave the the blast marker in place.

Until the end of the round the space beneath counts as water.

Gusher

This character can make **Drown** actions against opponents no matter whether they're in water or not.

Additionally, it gains +2 ATTACK when making a Drown action.

Secreting Myxin

Keywords

- Faction (Rashaar)
- Hero
- Monster
- Feral

Character Abilities

- Parry (3)
- Mindless
- Slippery

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- Vampiric Attack (2)
- Water Creature

2) [18	3	2)	52000000000000000000000000000000000000		(50	23	
Actions Lif	e i	LCIill				Size	Ducats
MOVEMENT	DEXTER	aty	яттяс	к	PROTI	ECTION	mind
4	2	S	4			1	1
Weapon	Range	Evasion	Damage	Penet	ration	ЯI	oilities
Sticky Burst	6"	+2	-			Stun, I	Reload (2)
Grasping Jaws	0"	-	-	-	2		-

Mucus

This character gains +4 DEXTERITY for any Combat actions (including Attacks of Opportunity) if the attacker is within 3".

Additionally, any enemy character within 3" of this character suffers -1 to their **MOVEMENT** and **DEXTERITY**.

- Faction (Rashaar)
- Hero
- Monster
- Discipline (Blood Rites, Runes of Sovereignty)

Sirena

Character Abilities

- Engage
- Fast Swimmer (4)
- Mage (2)

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• Water Creature

2	5)			30	
fe	Clill	Comma	nd	Size	e Ducat
DEXTE	RITY	яттяс	CK PR	OTECTION	mind
5		3		1	5
Range	Evasion	Damage	Penetratio	on <i>F</i>	lbilities
0"	-	-	+1		- 3
	DEXTE 5 Range	fe ((IIII) DEXTERITY 5 Range Evasion	fe (UIII Comma DEXTERITY ATTAC 5 3 Range Evasion Damage	fe (UIII Command DEXTERITY ATTACK PR 5 3 Range Evasion Damage Penetration	ie (UIII Command Size DEXTERITY ATTACK PROTECTION 5 3 1 Range Evasion Damage Penetration A

Hypnotic Song

Until the end of the round, any enemy characters within 6" of this character have -2 MIND.

Dragging Down

This character may re-roll failed dice rolls when making **Drown** actions.

	MOVEMENT	DEXTER	ITY
	5	4	8
	Weapon	Range	Evasior
Advanced Hybrid	Weak Claws	0"	-

5	2)	50,68 60,68	64, æ 04,æ 1999 1999	3		2
				Si	ze Duc	ats
DEXTER	RITY		K PR	OTECTION	mind	
4		3			2	
Range	Evasion	Damage	Penetratic	n	Abilities	
0"	-	-			Aquatic	
	DEXTER 4 Range	DEXTERITY 4 Range Evasion	DEXTERITY ATTAC 4 3 Range Evasion Damage	DEXTERITY ATTACK PR 4 3 Range Evasion Damage Penetratic	DEXTERITY ATTACK PROTECTION 4 3 1 Range Evasion Damage Penetration	DEXTERITY ATTACK PROTECTION DNIDD 4 3 1 2 Range Evasion Damage Penetration Abilities

- Faction (Rashaar)
- Henchman

Character Abilities

- Acrobatic (2)
- First Strike (1)
- Water Creature

Aglaope

Keywords

- Faction (Rashaar)
- Henchman
- Monster
- Discipline (Fateweaving, Wild Magic)

Character Abilities

- Expert Sorcerer (1)
- Fast Swimmer (2)
- Mage (1)

• Water Creature

2	0	5)	50.68 50.68		30	PL C
Actions Li	fe (Will			Siz	e Ducats
MOVEMENT	DEXTER	NTY	яттяс	SK F	PROTECTION	mind
4	5	8	2		1	4
Weapon	Range	Evasion	Damage	Penetra	tion .	Abilities
Unarmed	0"	-	-	+1		-

Dragging Down This character may re-roll failed dice rolls when making **Drown** actions.

Bounding Telchine

Keywords

- Faction (Rashaar)
- Henchman
- Feral

Character Abilities

- Primitive
- Water Creature

231	1	2)	50.000	64.66	4	9
Actions Li	fe	CCIill			Siz	e Ducats
movement	DEXTER	RITY	яттяс	SK F	PROTECTION	mind
3	5		3		1	2
Weapon	Range	Evasion	Damage	Penetra	tion .	Abilities
Unarmed	0"	-	-	+1		-

Leaper

When this character makes a successful **Jump** action, add 2" to the movement distance.

Bulbous Toad

Keywords

- Faction (Rashaar)
- Henchman
- Monster
- Feral

Character Abilities

- Fast Swimmer (2)
- Mindless
- Primitive

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- Vampiric Attack (1)
- Water Creature

2) U			50050 50050			50 Size	J3 Ducats
movement 2	dexter 4		яттяс 4	K P	rotectic 4	-	minD 2
Weapon	Range	Evasion	Damage	Penetrat	ion	Abili	ties
Tongue Harpoon	12"	+1	-	-	Aq	juatic, K Reloa	nockback, d (1)

Barbed Tongue

The Tongue Harpoon's **Knockback** moves the target directly towards this character rather than away.

Feeder

This character's **Vampiric Attack** special rule activates even if it isn't in base contact with its target. Crybaby

Keywords

- Faction (Rashaar)
- Henchman
- Feral

Character Abilities

- Concealment (+2)
- Mindless

Actions Li	fe		50.68 50.68 60.68			BO Size	5 Ducats
movement	DEXTER	RITY	яттяс	SK I	PROTECTIC	n	mind
6	4	38 <u>-</u> 1	2		0		1
Weapon	Range	Evasion	Damage	Penetra	ation	Abili	ties
Unarmed	0"	-	-	+1		-	

Bait Friendly characters may attack this character as if it were an enemy.

If a friendly character kills this character, it loses the **Mindless** rule for the rest of the game.

Piercing Wail

Any enemy characters within 6" of this character have -1 DEXTERITY

Unsightly

This character can be deployed anywhere on the board at ground level, at least 6" away from any enemy characters or objectives.

Cymothoan Crusher

Actions Life	2		44)(4)4 50000 0000		306	50 Siz	e Ducats
MOVEMENT	DEXTER	RITY	яттяс	к	PROT	rection	mind
4	3	S	2		100	5	1
Weapon	Range	Evasion	Damage	Pene	tration		Abilities
Crusted Fist	2"	-	+1		-	Knoo	ckback, Stun

- Faction (Rashaar)
- Henchman
- Feral

Character Abilities

- Bulky
- First Strike (3)
- Primitive
- Mindless
- Water Creature

Dagon Officiant

Actions				(C2)(C2)((C2)(C2)(C2)((C2)(C2)(C2)((C2)(C2)(C2)(C2)(C2)(C2)(C2)(C2)(C2)(C2)	30 Siz	e Ducats
movement 4	dexter 4	RITY	яттяс 3	K PRC	TECTION 4	DDIDD 3
Weapon	Range	Evasion	Damage	Penetration	j 1	Abilities
Khopesh Daggers	0"	-	-	-1		-

Keywords

- Faction (Rashaar)
- Henchman

Character Abilities

• Expert Offence (2)

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Actions			**************************************		4 si	0 ze Ducats
movement 3	DEXTER 3	RITY	яттяс 4	CK PRC	TECTION 3	DDIDD
Weapon	Range	Evasion	Damage	Penetratio	1	Abilities
Heavy Tentacles	1"	+1	-			Aquatic

- Faction (Rashaar)
- Henchman 6

Character Abilities

- Berserk
- Companion (Hydra) Expert Grappler (2) Water Creature •

Hellhound

Keywords

- Faction (Rashaar)
- Henchman
- Monster
- Feral

Character Abilities

- First Strike (1)
- Primitive
- Mindless
- Water Creature

10 🕕		30	01		
e	Clill			Size	Ducats
DEXTER	RITY	яттяс	K PRC	TECTION	MIND
4	18 J	3		2	1
Range	Evasion	Damage	Penetration	n <i>A</i> lt	oilities
0"	-	+1			-
	DEXTER 4 Range	DEXTERITY 4	DEXTERITY ATTAC 4 3 Range Evasion Damage	DEXTERITY ATTACK PRC 4 3	DEXTERITY ATTACK PROTECTION 4 3 2 Range Evasion Damage Penetration

Climber

This character always counts as rolling at least one Ace when making **Climb** rolls.

231	1	2)	50,50	00000	3	0	F
ctions Li	fe i	Clill			Si	ze Duca	ats
movement	DEXTER	RITY	яттяс	к р	OTECTION	mind	
4	4		3		3	2	3
Weapon	Range	Evasion	Damage	Penetrati	on	Abilities	
Dive Knife	0"	-	-			Aquatic	

- Faction (Rashaar)
- Henchman

Character Abilities

Hybrid

• Fast Swimmer (2)

Infant Kraken

Keywords

- Faction(Rashaar)
- Henchman
- Hydra

Character Abilities

- Concealment (2)
- Mindless
- Primitive
- Water Creature
- Vampiric Attack (1)

		50.38 50.38	1999.9 1999.9	30	5
fe	L (Lill			Siz	e Ducats
DEXTER	RITY	яттяс	CK F	PROTECTION	mind
5		2		1	1
Range	Evasion	Damage	Penetra	ition i	Abilities
0"	-	-	+1		-
	DEXTEF 5 Range	DEXTERITY 5 Range Evasion	DEXTERITY ATTAC 5 2	DEXTERITY ATTACK F 5 2 Range Evasion Damage Penetra	DEXTERITY ATTACK PROTECTION 5 2 1 Range Evasion Damage Penetration

One Mind

When this character makes a Combat action, it gains +1 to its **ATTACK** for every other Infant Kraken in base contact with the target.

Insignificant

This character's *Henchman* keyword is ignored for Frequency when building your gang.

Actions						30 Size	Ducats
movement 4	dexter 4	RITY	яттяс 3	к	PROTE	BCTION	173117D 5
Weapon	Range	Evasion	Damage	Penetr	ation	Яt	oilities
Dementing Tentacles	0"	-1	-	-		Aqua	tic, Stun

- Faction (Rashaar)
- Henchman
- Monster

Character Abilities

Lesser Rhyll

- Fast Swimmer (1)
- Fear (0)
- Water Creature

		CClill			Size	Ducat
MOVEMENT	DEXTER	RITY	яттяс	K PROT	ECTION	mind
3	4		4		4	3
Weapon	Range	Evasion	Damage	Penetration	Яbil	ities

- Faction (Rashaar)
- Henchman
- Monster

Character Abilities

Lesser Ugdru

- Fast Swimmer (2)
- Water Creature

- Faction (Rashaar)
- Henchman

Character Abilities

Slave

• Mindless

238	3	*0**0			8	80	A
letions Li	fe				S	Size	Ducats
MOVEMENT	DEXTER	NTY	яттяс	сĸ	PROTECTION	2	mind
4	4	8	2		1		1 52
Weapon	Range	Evasion	Damage	Penetra	ation	Abili	ties
Unarmed	0"	-	-	+1		-	

Feast for Dagon

If this character ends its turn in base contact with a friendly character with the *Monster* keyword, you may choose to remove it from play as a casualty.

The *Monster* character immediately replenishes **5 Life Points**.

Urchin

Keywords

- Faction (Rashaar)
- Henchman

Character Abilities

- Mindless
- Pickpocket

2; 8		2)	50.68	68888 68888 68888	30	3 8
letions Li	ie i	CClill			Siz	e Ducate
MOVEMENT	DEXTER	NTY	яттяс	K PRO	TECTION	mind
4	5		3		1	2
Weapon	Range	Evasion	Damage	Penetration		Abilities
Flint Dagger	0"	-	-			-

Unassuming

If this character disengages successfully and does not use the action to charge another enemy character, make a 0AP Attack of Opportunity with this character before moving.

- Faction (Rashaar)
- Henchman

Character Abilities

Wet Nurse

- Companion (Hydra)
- Concealment (1)

231	0		2		30	010
Actions Li	fe i	Calill	Comma	nd	Siz	e Ducats
MOVEMENT	DEXTER	RITY	яттяс	к рі	ROTECTION	mind
4	4		2		3	1
Weapon	Range	Evasion	Damage	Penetrati	ion j	Abilities
Unarmed	0"	-	-	+1		-

Surrogate

All friendly characters with the *Hydra* keyword gain **Companion (Wet Nurse)** while in line of sight of this character.

Kraken Nurse

This character may only use the ORDER or COUNTER Commands on Infant Kraken.