



Tree Devil 62 pts

CC: 12 RC: 8
 PW: — LD: 10
 AC: 3 MV: 3
 WD: 1 AR: 15
 ST: 4 SZ: 2
 Def: -3 CT: 62

Equipment:

Claw Attack—(2x) Claw 10

CR	MD(-4)	MX(-8)	DAM
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CR	MD(-4)	MX(-8)	DAM
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Specials: Cold-Blooded (85), Climb, (85) Unseen Assaultant (92), Cannot Run, May only purchase one per 1000 pts in your army



Guardian 91 pts

CC: 15 RC: 8
 PW: — LD: 14
 AC: 3 MV: 3
 WD: 3 AR: 20
 ST: 5 SZ: 3
 Def: -3 CT: 91

Equipment:

ViperTooth Flail, 2x Gilded Swords

CR	MD(-4)	MX(-8)	DAM
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CC			13 (x2)
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CR	MD(-4)	MX(-8)	DAM
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CC			9
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Specials: Desert Warrior (86), Steadfast (91), Cold-Blooded (86), Causes Fear (77), Cannot Run, Commanding Presence (86), Secondary Attack (90)



Swordsmen 35 pts

CC: 11 RC: 8
 PW: — LD: 10
 AC: 2 MV: 4
 WD: 1 AR: 16
 ST: 4 SZ: 2
 Def: -2 CT: 35

Equipment:

Talon Sword, Shield, Throwing Darts

CR	MD(-4)	MX(-8)	DAM
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CC			6
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CR	MD(-4)	MX(-8)	DAM
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6			5
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Specials: Desert Warrior (86), Steadfast (91), Leap (89), Cold-blooded (86), May purchase one drugged per warrior



Axemen 38 pts

CC: 11 RC: 8
 PW: — LD: 10
 AC: 2 MV: 4
 WD: 1 AR: 16
 ST: 4 SZ: 2
 Def: -1 CT: 35

Equipment:

Two-Handed Stygian Axe

CR	MD(-4)	MX(-8)	DAM
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CC			14
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CR	MD(-4)	MX(-8)	DAM
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Specials: Desert Warrior (86), Steadfast (91), Leap (89), Cold-blooded (86), May purchase one drugged per warrior



Great Warrior 65 pts

CC: 14 RC: 8
 PW: — LD: 14
 AC: 2 MV: 6
 WD: 2 AR: 19
 ST: 5 SZ: 3
 Def: -3 CT: 65

Equipment:

Gilded Polearm

CR	MD(-4)	MX(-8)	DAM
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CC			13
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CR	MD(-4)	MX(-8)	DAM
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Specials: Desert Warrior (86), Steadfast (91), Leap (89), Cold-Blooded (85), Commanding Presence (86)



Hammerhead 100 pts

CC: 12 RC: 8
 PW: — LD: 10
 AC: 3 MV: 4
 WD: 3 AR: 24
 ST: 8 SZ: 3
 Def: +2 CT: 100

Equipment:

Head Smash (1x)

CR	MD(-4)	MX(-8)	DAM
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CC			14(x4)
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CR	MD(-4)	MX(-8)	DAM
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Specials: Cold-Blooded (85), Cannot Run, Chameleon (85), Steadfast (91), Causes Fear (77), Desert Warrior (86), Ram DAM 2, No Charge bonus



Spearmen 37 pts

CC: 11 RC: 8
 PW: — LD: 10
 AC: 2 MV: 4
 WD: 1 AR: 16
 ST: 4 SZ: 2
 Def: -1 CT: 35

Equipment:

Talon-Spear

CR	MD(-4)	MX(-8)	DAM
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CC			11 (Reach 1")
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CR	MD(-4)	MX(-8)	DAM
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Specials: Desert Warrior (86), Steadfast (91), Leap (89), Cold-blooded (86), May purchase one drugged per warrior



Flayer 35 pts

CC: 12 RC: 8
 PW: — LD: 11
 AC: 2 MV: 4
 WD: 1 AR: 17
 ST: 4 SZ: 2
 Def: -1 CT: 35

Equipment:

2x Sickles, Tail Blade

CR	MD(-4)	MX(-8)	DAM
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CC			9
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CR	MD(-4)	MX(-8)	DAM
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CC			7
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Specials: Desert Warrior (86), Steadfast (91), Leap (89), Cold-blooded (86), Secondary Attack, Flaying a Trophy



Flayer Specials

Flayers may be added to a warband of Stygian Warriors.

Flaying a Trophy—A Flayer may spend one action to flay a trophy out of a fallen enemy. All Stygian in it's warband gain a +1 CC on their next activation.



Reapers 38 Pts

CC:	<u>12</u>	RC:	<u>8</u>
PW:	<u>—</u>	LD:	<u>10</u>
AC:	<u>2</u>	MV:	<u>4</u>
WD:	<u>1</u>	AR:	<u>12</u>
ST:	<u>4</u>	SZ:	<u>2</u>
Def:	<u>-4</u>	CT:	<u>38</u>

Equipment:

2x Sickles

CR	MD(-4)	MX(-8)	DAM
CC			6
CR	MD(-4)	MX(-8)	DAM

Specials: Desert Warrior (86), Steadfast (91), Cold-Blooded (86), Secondary Attack (90), Leap (89), Chameleon (85)



Venom Spawn 68 Pts

CC:	<u>10</u>	RC:	<u>10</u>
PW:	<u>—</u>	LD:	<u>10</u>
AC:	<u>2</u>	MV:	<u>3</u>
WD:	<u>3</u>	AR:	<u>16</u>
ST:	<u>4</u>	SZ:	<u>3</u>
Def:	<u>0</u>	CT:	<u>68</u>

Equipment:

2x Claw, Spit Venom

CR	MD(-4)	MX(-8)	DAM
CC			14
CR	MD(-4)	MX(-8)	DAM
12			12 (Residual)

Specials: Desert Warrior (86), Steadfast (91), Cold-blooded (86), Causes Fear (77), Cannot Run



Ophidian 91 Pts

CC:	<u>10</u>	RC:	<u>8</u>
PW:	<u>—</u>	LD:	<u>10</u>
AC:	<u>2</u>	MV:	<u>2/5</u>
WD:	<u>4</u>	AR:	<u>16</u>
ST:	<u>6</u>	SZ:	<u>4</u>
Def:	<u>0</u>	CT:	<u>91</u>

Equipment:

Bite, Tail, Spit Venom

CR	MD(-4)	MX(-8)	DAM
CC			13
CR	MD(-4)	MX(-8)	DAM
CC			14
CR	MD(-4)	MX(-8)	DAM
CC			12 (Residual)

Specials: Flayer (), Steadfast (91), Cannot Run, Cold-blooded (86), Superior Recon



Starved 24 Pts

CC:	<u>11</u>	RC:	<u>8</u>
PW:	<u>—</u>	LD:	<u>10</u>
AC:	<u>2</u>	MV:	<u>4</u>
WD:	<u>1</u>	AR:	<u>12</u>
ST:	<u>4</u>	SZ:	<u>3</u>
Def:	<u>-3</u>	CT:	<u>24</u>

Equipment:

Sickle

CR	MD(-4)	MX(-8)	DAM
CC			6
CR	MD(-4)	MX(-8)	DAM

Specials: Desert Warrior (86), Steadfast (91), Leap (89), Cold-Blooded (85), Blood Frenzy (85)



Sisters of Tiamat 115 Pts

CC:	<u>13</u>	RC:	<u>8</u>
PW:	<u>—</u>	LD:	<u>10</u>
AC:	<u>3</u>	MV:	<u>5</u>
WD:	<u>6</u>	AR:	<u>18</u>
ST:	<u>10</u>	SZ:	<u>5</u>
Def:	<u>-2</u>	CT:	<u>115</u>

Equipment:

3x Bite

CR	MD(-4)	MX(-8)	DAM
CC			14 (Reach 2)
CR	MD(-4)	MX(-8)	DAM

Specials: Cold-Blooded (85), Cannot Run, Steadfast (91), Causes Fear (77), Desert Warrior (86), Feast (86), Sense Presence (90)



Desert Crawler 74 Pts

CC:	<u>12</u>	RC:	<u>8</u>
PW:	<u>—</u>	LD:	<u>10</u>
AC:	<u>2</u>	MV:	<u>4</u>
WD:	<u>3</u>	AR:	<u>15</u>
ST:	<u>10</u>	SZ:	<u>4</u>
Def:	<u>-3</u>	CT:	<u>74</u>

Equipment:

Bite, 2x PinCer

CR	MD(-4)	MX(-8)	DAM
CC			16
CR	MD(-4)	MX(-8)	DAM
CC			12

Specials: Desert Warrior (86), Steadfast (91), Cold-blooded (86), Tunnel (92), Cannot Run



Ophidian Special 25 pts

Superior Recon: If you have 1 Priestess and 1 Ophidian you can buy this ability for 25 pts. After Deployment, Reveal Ophidian before init is rolled, the opposing army must then remove two False Leads. If you buy more than one ophidian you may purchase this ability again to remove more false leads.



Embalmed 91 pts

CC: 16 RC: 8
 PW: — LD: 10
 AC: 3 MV: 3
 WD: 4 AR: 18
 ST: 5 SZ: 3
 Def: -5 CT: 91

Equipment:

Blade of Aspu, Throwing Spears

CR	MD(-4)	MX(-8)	DAM
CC			12
CR	MD(-4)	MX(-8)	DAM
Z			8

Specials: Cold-Blooded (85), Desert Warrior (86) Steadfast (91), Cannot Run, Causes Fear (77), Feast (86), Commanding Presence (86)



Drugged 5 pts

CC: 8 RC: 8
 PW: — LD: 10
 AC: 2 MV: 3
 WD: 3 AR: 20
 ST: 0 SZ: 2
 Def: 0 CT: 5

Specials: Steadfast (91), Cannot Run, Drugged are added to existing warbands, Drugged are controlled by the Stygian possessing them, they may be freed released, but cannot act on their own, they may be regained control of by expending one action, units with Drugged have their movements reduced to that of the drugged.



Tenebrous Crawler 129 pts

CC: 15 RC: 8
 PW: — LD: 10
 AC: 3 MV: 3
 WD: 5 AR: 24
 ST: 16 SZ: 5
 Def: -1 CT: 129

Equipment:

Bite, 2x PinCer

CR	MD(-4)	MX(-8)	DAM
CC			21
CR	MD(-4)	MX(-8)	DAM
CC			14

Specials: Desert Warrior (86), Steadfast (91), Cold-blooded (86), Tunnel (92), Cannot Run, Trample Dam 16 (91), Bludgeoning 6 (102)



Priestess 87 pts

CC: 11 RC: 8
 PW: 15 LD: 15
 AC: 4 MV: 4
 WD: 2 AR: 16
 ST: 4 SZ: 2
 Def: -1 CT: 87

Equipment:

Sacrificial Sword,

CR	MD(-4)	MX(-8)	DAM
CC			8
CR	MD(-4)	MX(-8)	DAM

Specials: Desert Warrior (86), Steadfast (91), Cold-blooded (86), Cannot Run, Commanding Presence (86), May buy Spells, May have 2 Drugged



Embalmed Specials

Hurled Spears: May throw two spears on a charge, the 2nd suffers a -4 penalty to RC. If it kills the model it was charging it may switch and charge another as long as it is within its MV range.
Uncertainty of Death: If the Embalmed is killed make an LD test if it passes, it stays for one more turn.



Shadow of Tiamat 30 pts

This is a Unit Card effect which allows the Stygian to move their army without revealing their unit cards on the first turn. This may not be purchased in a force without a Priestess.



Tenebrous Specials

Earth Moving: The Crawler may be deployed underground, you may also stack up to 400 pts of other troops whom are less than size 4 may follow it. Once it decides to come out of the ground, make an LD test if passed you came out where marked, if you fail, roll for deviation.
Ponderous: May not perform the same action twice in a row.
 The crawler must use an action before emerging (which costs an action)



Priestess Specials

Serpents: Whenever the priestess enters CC, her snakes around her neck get a free strike, before anything else (Save Brace) DAM 8. May only field one Priestess per 1000 pts.

