

Court

Faction: The Court of the Seven-Headed Serpent	
Ducats: 898	Glory: 8

Praetor			Traits: Demonic, Elite, Tough, Fear, Strong		
Base: 50	Range: +3	Melee: +3	Move: 10"	Praetor	
Weapons:					
Name	Type	Range	Keywords	Modifiers	
Serpent Assault Gun	2-Handed	30"	Heavy, Gas, Assault	2 Attacks	
Modifiers: 2 Attacks					
Rules: When this model takes this ranged attack ACTION, it can make up to two attacks with this weapon. These attacks can target separate models, but the targets must be within 6" of each other.					
Name	Type	Range	Keywords	Modifiers	
Malebranche Sword	2-Handed	Melee	Heavy	3D6 Injury Roll	
Modifiers: 3D6 Injury Roll					
Rules: This enormous evil sword rolls 3D6 on the Injury Chart in melee, adding the results together.					
Name	Type	Range	Keywords	Modifiers	
Head Taker	1-Handed	Melee			
Rules: This weapon rolls injuries against models that have not been activated this turn with a flat +2 bonus.					
Abilities/Upgrades:					

- Goetic Powers:

You may buy up to two GOETIC Powers or Spells for the Praetor (or only one if you command a Wrath Warband).

- Envious Eyes:

This model can be equipped with one weapon or suit of armour from Trench Pilgrim, New Antioch or Iron Sultanate warband armouries. You must pay the cost of this item as standard and, if it is lost, it must be purchased again as soon as you have the funds. This item follows the normal limitations. The model will never willingly trade this item away or allow it to be removed.

- Coveted Position:

Using this GOETIC (2) spell allows the model using this spell to change positions with any model it sees within 12". This cannot be done if either model engaged is in Melee combat.

Equipment:

- Combat Helmet:

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

- Gas Mask:

Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.

Hunter of the Left-Hand Path			Traits: Demonic, Elite, Infiltrator	
Base: 32	Range: +2	Melee: +1	Move: 6"	Hunter of the Left-Hand Path
Weapons:				
Name	Type	Range	Keywords	Modifiers
Bow Of Lethe	1-Handed	24"	Assault	+2D to Injury
Modifiers: +2D to Injury				
Rules: When shooting the Bow of Lethe, choose one of the following effects: <ul style="list-style-type: none"> • Ignore Armour • Add +2 DICE to Injury Rolls 				
Name	Type	Range	Keywords	Modifiers
Sword/Axe	1-Handed	Melee	Critical	
Abilities/Upgrades:				
<ul style="list-style-type: none"> • Shadow Walker: Using GOETIC (1), the Hunter can retreat from melee combat without any of its opponents getting the chance to make attacks against it. • Left-Hand Path: Once per Activation, as part of any single movement that the Hunter takes during its Activation (Standard Move, Retreat, Charge, Dash etc.), it can use a GOETIC (1) power to walk the path between Hell and Creation. The Hunter must be touching a piece of terrain when it uses this power. When it does, it is immediately placed in contact with any other piece of terrain on the battlefield, including on top of or inside terrain, if legal positions exist. Its movement then continues as normal. All usual movement rules persist for this movement (moving into or out of Melee Combat, for example). • Oracle Beast Cloak: Once per turn, the Hunter can use this GOETIC (3) after an injury is rolled against it to negate the result (and any other effects caused by the triggering event) entirely. Effects from the triggering event, such as BLAST weapons that originally targeted the Hunter, still affect other models as normal. 				
Equipment:				

- Combat Helmet:

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

- Gas Mask:

Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.

Pit Locust			Traits: Demonic, Fear	
Base: 30	Range: 0	Melee: +2	Move: 8"	Pit Locust
Abilities/Upgrades:				
<ul style="list-style-type: none"> • Swarming Attack: When the Pit Locust Makes a Melee Attack, it can make an additional Attack with its stinger if it Charged during this Activation. Pit Locusts suffer no penalties for fighting unarmed, nor do they suffer penalties or restrictions for making Off-Hand Attacks with their stingers. The first Attack made by a Pit Locust has the Keyword SHRAPNEL, and therefore cause an additional BLOOD MARKER. 				
Equipment:				
<ul style="list-style-type: none"> • Crown Of Hellfire: When this model ends its Activation, each enemy model in Melee Combat with it suffers a BLOOD MARKER. Any effect or ability that negates BLOOD MARKERS from the Keyword FIRE negates this BLOOD MARKER. 				

Sorcerer				Traits: Demonic, Elite, Fear	
Base: 50	Range: +1	Melee: +1	Move: 6" Sorcerer		
Weapons:					
Name		Type	Range	Keywords	Modifiers
Automatic Rifle		2-Handed	24"	Assault	2 Attacks
Modifiers: 2 Attacks					
Rules: A model armed with an Automatic Rifle can make two attack ACTIONS instead of one. Both attacks must be against the same target.					
Abilities/Upgrades:					
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- Goetic Powers:

You may purchase up to three GOETIC Spells or Powers for the Sorcerer and must buy at least one.

- Blessing Of The Serpent Moon:

GOETIC (2-6) power: Before an injury roll is made against the Sorcerer, you may use this Goetic power to deduct one from that injury roll per two BLOOD MARKERS used.

- Burning Inferno:

Using this GOETIC (1-3) spell the Sorcerer opens a portal to the Lake of Fire, and draws forth a great screaming ball of fire. Select a 1x1mm point within 36" the Sorcerer can see. Next, take a Ranged Attack ACTION: this attack suffers penalties for range but not for Cover. If the roll fails (ie. you roll 6 or less), the fireball lands 1" away from its intended location, multiplied by the number representing the degree of failure (for example, if you rolled 5, the bombard shot lands 2" away, as 7-5=2). The direction is decided by your opponent. For each Blood Marker used, the Burning Inferno adds +1" BLAST to the attack. Additionally, if the Burning Inferno lands directly on top of a model, it ignores that model's armour. This attack has the Keyword FIRE.

- Coveted Position:

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- Envious Eyes:

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Hellhound			Traits:	
Base: 25	Range: 0	Melee: +1	Move: 8"	Hellhound
Abilities/Upgrades:				
<ul style="list-style-type: none"> • Four Paws: Dogs may take any Dash ACTION or jump/Diving Charge ACTION with bonus +1 DICE. They cannot climb sheer surfaces. • Hellhound: This horrifying infernal canine is the size of a small pony, and within its tortured belly rage flames of Hell itself. It howls in constant agony and rage in combat. This dog is immune to any attack with the Keyword FIRE, and its own attack has the Keyword FIRE. 				

Wretched				Traits:	
Base: 25	Range: -1	Melee: -1		Move: 6"	Wretched
Weapons:					
Name	Type	Range	Keywords	Modifiers	
Arquebus	2-Handed	18"/Melee			
Rules: If a model equipped with an Arquebus has two hands free, it can use it in Melee Combat as if it were a Trench Club.					
Abilities/Upgrades:					
<ul style="list-style-type: none"> • Law Of Hell: If a wretch manages to take any enemy ELITE model Out of Action or performs a Glorious Deed, it gains its freedom and is immediately removed from the battle - and from your warband - permanently. It does not count as casualty, but your warband's total size for this battle is reduced by one for purposes of Morale. 					

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