

# 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	
Serpent Assault Gun	2-Handed	30"	Heavy, Gas, Assault	
Rules:				
Rule:				
Name	Type	Range	Keywords	
Malebranche Sword	2-Handed	Melee	Heavy	
Rules:				
Rule:				
Name	Type	Range	Keywords	
Head Taker	1-Handed	Melee		
Rules:				
Rule:				
Abilities/Upgrades:				

- **Tough:**  
Supernatural vitality makes the model very difficult to slay. They are subject to the rules for TOUGH creatures.
- **Demonic Horror:**  
The gruesome visage of the Model causes FEAR.
- **Strong:**  
The model ignores the effect of the Keyword HEAVY on any weapon they wield.
- **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	
Bow Of Lethe	1-Handed	24"	Assault	
Rules:				
Rule:				

Name	Type	Range	Keywords
Sword/Axe	1-Handed	Melee	Critical
Abilities/Upgrades:			
<ul style="list-style-type: none"> <li>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.</li> <li>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).</li> <li>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.</li> </ul>			
Equipment:			
<ul style="list-style-type: none"> <li>Combat Helmet: Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.</li> <li>Gas Mask: Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.</li> </ul>			

Pit Locust			Traits: Demonic, Fear	
Base: 30	Range: 0	Melee: +2	Move: 8"	Pit Locust
Abilities/Upgrades:				

- The gruesome visage of the Model causes FEAR.

- 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:

- 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	
Automatic Rifle		2-Handed	24"	Assault	
Rules: Rule:					
Name	Type	Range	Keywords		
Polearm	2-Handed	Melee	Cumbersome		
Rules: Rule:					
Abilities/Upgrades:					

- **Demonic Horror:**

The gruesome visage of the Model causes FEAR.

- **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:**

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.

- **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.

**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.

Sin Eater

Traits: Tough, Fear, Strong, Heretic

Base: 50	Range: 0	Melee: +2	Move: 6"	Sin Eater
Weapons:				
Name	Type	Range	Keywords	
Tenderizer Maul	2-Handed	Melee	Heavy	
Rules:				
Rule:				
Abilities/Upgrades:				
<ul style="list-style-type: none"> <li>• Tough: Supernatural vitality makes the model very difficult to slay. They are subject to the rules for TOUGH creatures.</li> <li>• Unholy Horror: The gruesome visage of the Model causes FEAR.</li> <li>• Strong: The model ignores the effect of the Keyword HEAVY on any weapon they wield.</li> <li>• Devour The Guilty: As a RISKY ACTION, the Sin Eater can attempt to consume a model, friend (in which case the ACTION is not RISKY and is done with +1 DICE) or foe, that is on a 40mm or smaller base and is within 1".</li> <li>• Vomit: The Sin Eater attempts to purge a model it has devoured as an ACTION with +4 DICE. If successful, the model's controller places the model within 1" of the Sin Eater. If no suitable space exists, the vomit fails and the model remains devoured. The vomited model is Down. The Sin Eater can only use this ACTION if it has a model devoured.</li> </ul>				
Equipment:				

Hellhound			Traits:	
Base: 25	Range: 0	Melee: +1	Move: 8"	Hellhound
Abilities/Upgrades:				

<ul style="list-style-type: none"> <li>• Four Paws: Dogs may take any Dash ACTION or jump/Diving Charge ACTION with bonus +1 DICE. They cannot climb sheer surfaces.</li> <li>• 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.</li> </ul>
Equipment:

Wretched			Traits:	
Base: 25   Range: -1   Melee: -1			Move: 6"   Wretched	
Weapons:				
Name		Type	Range	Keywords
Arquebus		2-Handed	18"/Melee	
Rules: Rule:				
Abilities/Upgrades:				
<ul style="list-style-type: none"><li>• 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.</li></ul>				
Equipment:				

Wretched - Copy	Traits:
Base: 25 Range: -1 Melee: -1	Move: 6" Wretched
Weapons:	

Name	Type	Range	Keywords
Arquebus	2-Handed	18"/Melee	
Rules: Rule:			
Abilities/Upgrades:			
<ul style="list-style-type: none"> <li>• 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.</li> </ul>			
Equipment:			

Wretched - Copy			Traits:	
Base: 25	Range: -1	Melee: -1	Move: 6"	Wretched
Weapons:				
Name	Type	Range	Keywords	
Arquebus	2-Handed	18"/Melee		
Rules: Rule:				
Abilities/Upgrades:				
<ul style="list-style-type: none"> <li>• 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.</li> </ul>				
Equipment:				

Wretched - Copy	Traits:
-----------------	---------



Base: 25			Range: -1			Melee: -1			Move: 6"			Wretched		
Weapons:														
Name		Type		Range		Keywords								
Arquebus		2-Handed		18"/Melee										
Rules:														
Rule:														
Abilities/Upgrades:														
<ul style="list-style-type: none"> <li>• 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.</li> </ul>														
Equipment:														