

# VOID MAGUS

VOID ♦ MAGIK



**MOVE: 7 ESCAPE: 3+**

To Hit:

RANGE  
**4+**

MELEE  
**4+**

COMBAT      DAMAGE  
2            P

HEALTH  
DEFENSE  
2            25  
XP = 10+5 EACH

## ELITE CHART

- ROLL A D6 FOR ELITE ABILITY
- 1) CEREMONIAL BLADES - +1 Combat.
  - 2) ENSNARING FACE TENTACLES - Void Magus are now Melee To Hit 3+ and Escape 5+.
  - 3) REGENERATION (3) - Heals 3 wounds at the start of each turn.
  - 4) VOID DEATH - When killed, a Void Magus implodes! Every Hero within 2 spaces of the model immediately takes D8 Hits.
  - 5-6) MAGIK MASTERY - The Void Magus' Void Magik Spells are cast at 1 higher level than normal. If already at max level, each Magus will cast both a Spell and a Void Bolt each turn (or a Spell and Melee Attack if adjacent to one or more Heroes).

INITIATIVE

Size:  
Medium

**7**

## ABILITIES:

### SHOOTOUT

VOID MAGIK - At the start of its Activation, if not adjacent to a Hero (after any Retreat move), a Void Magus rolls a D6. On 1-3 it hurls a Void Bolt, targeting as per SHOOTOUT. On 4-6 it casts a random Spell from the Void Magik deck at Spell Level 3.

VOID BOLT - Ranged Attack:

RANGE - 16      SHOTS - 3      DAMAGE 2

Ignores Defense

PHASE DAGGER - Void Magus Combat Hits ignore Defense. When making a Melee Attack, Void Magus attack every adjacent Hero.

VOID SHIELD - Immune to Critical Hits unless adjacent to attacker.

ROLL A D6 FOR ELITE ABILITY

# ALPHA VOID HOUND

VOID ♦ BEAST

INITIATIVE

Size:  
Large

**7**

## ABILITIES:

ALPHA VOID HOUND - Critical Hits only reduce its Defense to half (rounding down).

LAYING IN WAIT - Always starts from Ambush and each Hero takes 3 Horror Hits at the start of the turn in which the Alpha Void Hound appears.

\*VOID PHASING - The Alpha Void Hound's Defense is equal to the current Initiative Level in the turn order. The Alpha Void Hound may move through other models.

PACK ATTACK - At the start of the Alpha Void Hound Activation (after initial Ambush), roll a D6. On a 1 or 2 all Void Hounds change targets, on 6 all Void Hounds re-target to a single random Hero.

**MOVE: 10 ESCAPE: 4+**

To Hit:

RANGE  
-      MELEE  
**3+**

COMBAT      DAMAGE  
6            2

HEALTH  
DEFENSE  
\*            15  
XP = 20+5 EACH

## ELITE CHART

ROLL A D6 FOR ELITE ABILITY

- 1) VICIOUS ATTACK - Void Hound Melee To Hit is now 2+.
- 2) ON THE SCENT - The Pack Attack ability is now has all Void Hounds re-target to a single Hero on the roll of 5 or 6.
- 3) REALITY PHASING - +3 Health.
- 4) NIGHTMARE HOWL - At the start of each turn, as long as at least one Void Hound is alive, all Heroes take 2 Horror Hits.
- 5) LASHING TAIL - +2 Combat.
- 6) SNAPPING JAWS - Void Hound Melee Attacks are now Damage +2.

**BRUTAL**  
**ALPHA VOID HOUND**

VOID ♦ BEAST

Size:  
LargeINITIATIVE  
8**ABILITIES:****ALPHA VOID HOUND** - Critical Hits only reduce its Defense to half (rounding down).**LAYING IN WAIT** - Always starts from Ambush and each Hero takes 3 Horror Hits at the start of the turn in which the *Alpha Void Hound* appears.**\*VOID PHASING** - The *Alpha Void Hound*'s Defense is equal to the current Initiative Level in the turn order. The *Alpha Void Hound* may move through other models.**PACK ATTACK** - At the start of the *Alpha Void Hound* Activation (after initial Ambush), roll a D6. On a 1 or 2 all Void Hounds change targets, on 6 all Void Hounds re-target to a single random Hero.

MOVE: 12 ESCAPE: 5+

**To Hit:**RANGE  
-MELEE  
3+COMBAT  
8  
DAMAGE  
3HEALTH  
24  
DEFENSE  
\*  
XP = 25+5 EACH**ELITE CHART**

ROLL A D6 FOR ELITE ABILITY

- 1) **VICIOUS ATTACK** - *Void Hound* Melee To Hit is now 2+.
- 2) **ON THE SCENT** - The Pack Attack ability is now has all *Void Hounds* re-target to a single Hero on the roll of 5 or 6.
- 3) **MAUL** - Any time a Hero takes 5 or more Wounds from a *Void Hound*'s Melee Attacks, that Hero must also discard a Side Bag Token.
- 4) **NIGHTMARE HOWL** - At the start of each turn, as long as at least one *Void Hound* is alive, all Heroes take 2 Horror Hits.
- 5) **LIGHTNING SPEED** - Critical Hits only reduce a *Void Hound*'s Defense by half, rounding down.
- 6) **SAVAGE JAWS** - *Void Hound* Melee Attacks are now Damage +1.

**BRUTAL**  
**VOID MAGUS**

VOID ♦ MAGIK

INITIATIVE  
8Size:  
Medium**ABILITIES:****SHOOTOUT****VOID MAGIK** - At the start of its Activation, if not adjacent to a Hero (after any Retreat move), a *Void Magus* rolls a D6. On 1-3 it hurls a *Void Bolt*, targeting as per **SHOOTOUT**. On 4-6 it casts a random Spell from the *Void Magik* deck at Spell Level 3.**VOID BOLT** - Ranged Attack:

RANGE - 16 SHOTS - 3

DAMAGE 2

Ignores Defense

**PHASE DAGGER** - *Void Magus* Combat Hits ignore Defense. When making a Melee Attack, *Void Magus* attack every adjacent Hero.

MOVE: 7 ESCAPE: 5+

**To Hit:**RANGE  
3+  
MELEE  
3+COMBAT  
3  
DAMAGE  
P  
DEFENSE  
2  
HEALTH  
30  
XP = 20+5 EACH**ELITE CHART**

ROLL A D6 FOR ELITE ABILITY

- 1) **VOID LIGHTNING** - *Void Bolt* is now Damage 3.
- 2) **REGENERATION (3)** - Heals 3 wounds at the start of each turn.
- 4) **VOID DEATH** - When killed, a *Void Magus* implodes! Every Hero within 2 spaces of the model immediately takes D8 Hits.
- 4-6) **MAGIK MASTERY** - The *Void Magus*' *Void Magik* Spells are cast at 1 higher level than normal. If already at max level, each *Magus* will cast both a Spell and a *Void Bolt* each turn (or a Spell and Melee Attack if adjacent to one or more Heroes).