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Kaya the Wildborne

Circle Orboros Warlock Character

6 FURY

WILDBORNE				CMD 8	
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	4	16	13

SPLINTER		
SPECIAL	POW	P+S
Multi	6	11

Wildborne's Damage

Wildborne
- Calm
- Pack Hunters
- Pathfinder

Splinter
- Critical Knockdown
- Reach

Feat: Wild Mastery

FIELD ALLOWANCE C | POINT COST 59

VICTORY POINTS 5

Kaya the Wildborne

Wildborne

Calm - Friendly Circle warbeasts in the Wildborne's control area make threshold checks at +1 THR.

Pack Hunters - While in the Wildborne's control area, each friendly Circle warbeast gains a +1 cumulative bonus to its melee attack and melee damage rolls for each other friendly Circle warbeast in her control area that has made a successful melee attack against the same enemy model this turn.

Pathfinder - The Wildborne ignores movement penalties from rough terrain and obstacles. The Wildborne may charge across rough terrain.

Splinter

Critical Knockdown - On a critical hit, target model is knocked down.

Reach - 2" melee range.

Illustration by Daryl Mandryk

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Kaya the Wildborne

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Cloak Of Mists	2	6	-	-	X	

Target friendly Circle model/unit gains Stealth. Attacks against a model with Stealth from greater than 5" away automatically miss. If a model with Stealth is greater than 5" away from an attacker, it does not count as an intervening model. Cloak of Mists immediately expires if an affected model runs or makes an attack.

Rager	2	6	-	-	X

Target friendly Circle warbeast may make a power attack and then attack with each of its melee attacks during its activation this turn without being forced. The warbeast may be forced to make additional attacks. An affected warbeast cannot charge and make power attacks during the same activation.

Spirit Door	3	CTRL	-	-	

Spirit Door may target the Wildborne or a friendly Circle warbeast in her control area regardless of LOS. If Spirit Door targets the Wildborne, immediately place her within 2" of a friendly Circle warbeast in her control area at the time the spell is cast. If the spell was cast on a warbeast, immediately place the model within 2" of the Wildborne. There must be room for the moved model's base in the new location. A model affected by Spirit Door cannot be targeted by free strikes during this movement. A model cannot move after being targeted by Spirit Door this turn. Spirit Door may be cast once per turn.

Spirit Fang	2	10	-	11	X

Target model damaged by Spirit Fang suffers –2 SPD and DEF for one round.

Argus

Circle Orboros Light Warbeast

9 THR | 3 FURY

ARGUS				CMD 6	
SPD	STR	MAT	RAT	DEF	ARM
7	8	5	3	14	14

DOPPLER BARK			
RNG	ROF	AOE	POW
6	1	—	—

JAW		
SPECIAL	POW	P+S
Combo	3	11

JAW		
SPECIAL	POW	P+S
Combo	3	11

Argus
- Circular Vision

Doppler Bark
- Paralysis

Jaws
- Combo Bite (★ Attack)

FIELD ALLOWANCE U | POINT COST 54

VICTORY POINTS 2

Argus Light Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Reflex	3	Self	-	-		

When an enemy attack destroys or removes from play one or more friendly Circle models within 3" of the model using this animus, it may immediately move up to its current SPD in inches and make one melee attack, after which this animus expires. Reflex lasts for one round.

Argus

Circular Vision - The Argus has no back arc, and its front arc extends 360°.

Doppler Bark

Paralysis - Doppler Bark attacks do no damage. A model hit by Doppler Bark suffers Paralysis. A model suffering Paralysis must forfeit either its movement or action during its next activation.

Jaws

Combo Bite (★ Attack) - The Argus' heads bite a target simultaneously for a devastating attack. It may make normal Jaw attacks separately, or it may make a special attack to bite with both Jaws at the same time. Make one attack roll for the Combo Bite. Add the Argus' STR once and the POW of both Jaws to the damage roll.

Illustration by Andrew Arconti

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Warpwolf

Circle Orboros Heavy Warbeast

10 THR | 4 FURY

WARPWOLF				CMD 7	
SPD	STR	MAT	RAT	DEF	ARM
6	10	6	3	14	16

CLAW		
SPECIAL	POW	P+S
—	4	14

CLAW		
SPECIAL	POW	P+S
—	4	14

Warpwolf
- Chain Attack - Throat Ripper
- Controlled Warping
- Reactive Warping
- Regeneration [d3]

FIELD ALLOWANCE U | POINT COST 108

VICTORY POINTS 3

Warpwolf Heavy Warbeast

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Baying of Chaos	2	Self	*	-		

Enemy models/units within 5" of the model using this animus must pass a command check or flee. The Warpwolf's controller may place one fury point on or remove one fury point from each enemy warbeast that fails the command check.

Warpwolf

Chain Attack – Throat Ripper - If the Warpwolf hits with both of its initial Claw attacks against the same warjack or warbeast in the same activation, after resolving the attacks it may immediately make an additional melee attack against the target. If the attack succeeds against a warjack, the target suffers one damage point to the first available box of each system including its Hull and is knocked down. If the attack succeeds against a warbeast, the target suffers one damage point to the first available circle of each branch and is knocked down.

Controlled Warping - At the beginning of the Warpwolf's activation, its controller may choose one of the following warp effects. Warp effects last for one round.

- The Warpwolf gains +2 STR.
- The Warpwolf gains +2" of movement.
- The Warpwolf gains +2 ARM.

Reactive Warping - When the Warpwolf suffers damage, its controller always chooses which branch takes the damage.

Regeneration [d3] - The Warpwolf may be forced to remove d3 damage points from anywhere on its life spiral once per activation. The Warpwolf cannot regenerate during an activation it runs.

Illustration by Andrew Arconti

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Kaya the Wildborne

The wilding removes a druid from the rest of humanity, opens a primeval conduit to forgotten powers, and enables communion with beasts. Kaya the Wildborne endured a wilding so intense it has left her with unrivaled mastery of her feral warbeasts. She can unleash a surge of rage in any nearby warbeast and siphon this ferocity to lend the bestial strength to her own power.

Feat: Wild Mastery

The Wildborne may place up to three fury points on each friendly Circle warbeast in her control area. She may then leach up to her current FURY stat from any friendly Circle warbeasts in her control area.

Bonded Warbeasts	Type of Bond