Warwitch Deneghra
Cryx Warcaster Character

FOC 7

DENEGHRA					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
7	5	5	4	16	14

SLIVER		
Special	POW	P+S
Multi	7	12

DENEGHRA'S DAMAGE

DENEGHRA
- Soul Cages
- Stealth
- Witch Barbs

Sliver
- Reach
- Shadow Bind

Feat: THE WITHERING
All enemy models within Deneghra's control area suffer a -2 penalty to all their stats for one round.

Warwitch Deneghra

Point Cost 76 | Field Allowance C | Victory Points 5

SPELLS	Cost	RNG	AOE	POW	UP	OFF
Crippling Grasp	3	8	—	—	✓	✓
Target model/unit suffers -2 to SPD, STR, DEF, and ARM. May not run, charge, slam or use special attacks.						
Dark Seduction	4	6	—	—	✓	✓
Target living model/unit must make a CMD check. If failed, you take control of the target. Pay Upkeep of one focus point per model, or spell expires. Cannot be cast on Characters.						
Death Rage	4	6	—	—	✓	
Target Warrior model remains in play for one round after being destroyed.						
Ghost Walk	3	6	—	—		
This turn, target model/unit may move through any terrain, obstacles, or obstructions without penalty. Cannot charge and ignores free strikes.						
Parasite	3	8	—	—	✓	✓
Target model/unit suffers -3 ARM, caster gains +1 ARM. Restore one damage box on Deneghra during every turn the spell remains in effect.						
Scourge	4	8	3	13		✓
All models hit by Scourge are knocked down.						
Venom	2	SP	—	10		✓
A stream of venomous acid spews forth, causing Corrosion to any model hit.						

DENEGHRA
- Stealth—*Attacks against Deneghra from over 5" away automatically miss.*
- Soul Cage—*Gain a Soul Token for every living model destroyed within 2". Next control phase, replace each soul token with a focus point.*
- Witch Barbs—*Prevents free strikes and negates back strike bonus.*

Sliver
- Reach—*2" melee range*
- Shadow Bind—*Model hit gets -3 DEF and cannot move other than to change facing. A previously bound model is released when a new target is hit.*

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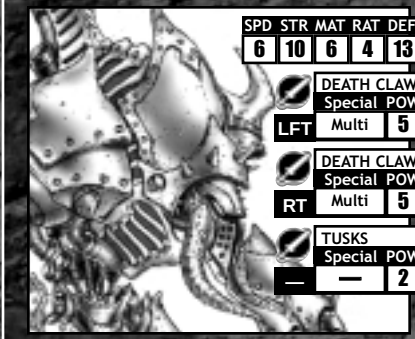
Slayer
Cryx Helljack



SPD	STR	MAT	RAT	DEF	ARM
6	10	6	4	13	17

DEATH CLAW			
	Special	POW	P+S
LFT	Multi	5	15

DEATH CLAW			
	Special	POW	P+S
RT	Multi	5	15

TUSKS			
	Special	POW	P+S
—	—	2	12

SLAYER
Tusks

Death Claws
- Combo Strike (★Attack)
- Critical Corrosion
- Fist

SYSTEM STATUS	DAMAGE 1	2	3	4	5	6
Left Arm(L)						
Right Arm(R)						
Cortex(C)		L			R	
Movement(M)	L	L	M	C	R	R
		M	M	C	C	

Slayer

Point Cost 110 | Field Allowance U | Victory Points 3

SLAYER
- Tusks—*In addition to providing an extra weapon for attacks, the Slayers's Tusks give it POW 2 for Headbutt attacks.*

Death Claws
- Combo Strike (★Attack)—*The Slayer has a pair of claws that can be used simultaneously for a devastating attack. It can make normal attacks with each claw individually, or it may make a special attack with both Death Claws at the same time. Both claws must be operational to make the Combo Strike. Make one attack roll for the Combo Strike. The damage roll adds the model's STR once and the POW of both claws.*
- Critical Corrosion—*On a Critical Hit, target model suffers Corrosion, a continuous effect that slowly erodes its target. Corrosion does one point of damage each turn during the target model's maintenance phase until it expires on a d6 roll of 1 or 2. Corrosion is not affected by water.*
- Fist—*Both of the Slayer's Death Claws have the abilities of a Warjack fist.*

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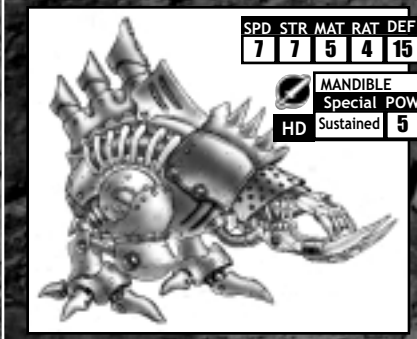
Deathripper
Cryx Bonejack



SPD	STR	MAT	RAT	DEF	ARM
7	7	5	4	15	14

MANDIBLE			
	Special	POW	P+S
HD	Sustained	5	12

Arc Node
Mandible
- Sustained Attack

SYSTEM STATUS	DAMAGE 1	2	3	4	5	6
Head(H)						
Cortex(C)						
Arc Node(A)						
Movement(M)	H	H	C	A	A	M
	H	C	C	M	M	M

Deathripper

Point Cost 38 | Field Allowance U | Victory Points 1

Arc Node
The Deathripper may channel spells.

Mandible
- Sustained Attack—*Once the Deathripper hits a target with the Mandible, additional attacks with it against the same target this turn will automatically hit. No additional attack rolls are necessary.*

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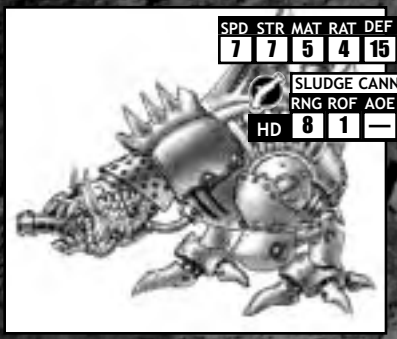
Defiler
Cryx Bonejack



SPD	STR	MAT	RAT	DEF	ARM
7	7	5	4	15	14

SLUDGE CANNON				
	RNG	ROF	AOE	POW
HD	8	1	—	12

Arc Node
Sludge Cannon
- Corrosion

SYSTEM STATUS	DAMAGE 1	2	3	4	5	6
Head(H)						
Cortex(C)						
Arc Node(A)						
Movement(M)	H	H	C	A	A	M
	H	C	C	M	M	M

Defiler

Point Cost 45 | Field Allowance U | Victory Points 1

Arc Node
The Defiler may channel spells.

Sludge Cannon
- Corrosion—*Any model hit by the Sludge Cannon suffers Corrosion, a continuous effect that slowly erodes its target. Corrosion does one point of damage each turn during the model's maintenance phase until it expires on a d6 roll of 1 or 2. Corrosion is not affected by water.*

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