

## STYGIA

### STYGIAN STARVED

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	8	10	10	0	10	13	0	18	1

Structure: Basic Troops (Base size 30 mm)

Armour: None

Weapon: Sickle

Leader: LD +1 (Control zone +1")

Musician: A-1; LD+1 for break test

Unit size:

6-12 Stygian Starved (each for 9 pts)

- plus leader for 15 pts
- one Stygian Starved can be a musician for extra 4 pts

Skills: Leap (3)

Starving: After end of activation of Stygian Starved if they didn't inflict a wound to anybody roll D20. On a roll 11-19 one Stygian Starved dies (remove a model – controlling player can choose).

On roll 20 – Two Stygian Starved dies.

You can buy Berserker skill for 20 pts for whole squad.

SICKLE				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	0	6



## STYGIAN WARRIORS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	9	10	10	-1	10	13	0	20	1

Structure: Basic Troops (Base size 30 mm)

Armour: Leather + Buckler

Weapon: Sword or Axe (in any combination)

Leader: LD +1 (Control zone +1")

Banner: A -1 (Control zone +1") in addition you may buy Drugged to the squad as living shields.

Musician: A-1; LD+1 for break test

Unit size:

4-8 Stygian Warriors (each for 15 pts)

- plus leader for 20 pts
- one Stygian Warrior can be a standard bearer for 5 pts
- one Stygian Warrior can be a musician for 5 pts

Skills: Immune to Panic. Leap (3)

You may buy Line Breaker skill for 2 pts per model or / and Fear (1) skill for 35 pts for whole squad.

SWORD				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8

AXE				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	8



## SWARM OF SNAKES

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
5	6	0	8	(+3)	8	10	0	16	6

Structure: Basic Troops Swarm (Base size 50 mm) [Unique squad – maximum one per army]

Armour: None

Weapon: Poison Bites

Unit size:

1 Swarm of Snakes (50 pts)

Skills: Ranger, Immune to Panic, Fear and Terror, Flammable.

You can buy Fear (1) skill for 10 pts.

<b>POISON BITES</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Piercing	CC	5	1	7

Skill: Pioson attack– all hits (included natural 1-4) treat like piercing hits (Need to reroll succes armour save)



## DRUGGED

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
5	6	0	8	(+3)	8	10	0	16	1

Structure: Addon to other units (Base size 30 mm)

Armour: None

Weapon: Slave Chains

Unit size:

Always the same unit size as squad buying them as living shields unless stated otherwise (5 pts per model)

Skills: Strike Last. Mind somewhere else: Immune to Panic Fear and Terror

Living Shield –

a) They are living shields that always will take a hit for a master in CC even if not B2B with attacker. Do attacks separately – one by one.

b) When someone shooting to model having drugged as living shield you may roll D20. On result 1-10 you put drugged to be hit. Resolve his Armour against that attack.

11-20 Model holding drugged is hit.

c) Whole squad in Movement phase may release them forward to a maximum of MV of Drugged. After that they are stands still till the end of game or till be killed. Remember that they still have control zone.

d) Squad that have Drugged cannot move faster than MV of Drugged.

e) You might release them to cancel an engage for your own troops. Then roll D20 – on roll 1-10 Drugged dies before reaches enemy. Otherwise they met in half way. Roll for each one separately.

f) Drugged do not block LoS

<b>SLAVES CHAIN</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	0	5



## STYGIAN REAPERS

M	CC	RS	Dex	Ag	WP	LD	S	A	W
6	10	10	10	-1	10	12	0	21	1

Structure: Elite Troops (Base size 40 mm)

Armour: Chainmail

Weapon: Two Sickles

Leader: LD +1 (Control zone +1")

Banner: A -1 (Control zone +1") in addition you may buy Drugged to the squad as living shields.

Musician: A-1; LD+1 for break test and Fear (1)

Unit size:

3-6 Stygian Reapers (each for 30 pts)

- plus leader for 38 pts
- one Stygian Reaper can be a standard bearer for 10 pts
- one Stygian Reaper can be a musician for 10 pts

Skills: Immune to Panic, Fear. Leap (3)

You may buy a Berserker skill for 35 pts for whole squad

TWO SICKLES				
TYPE	RANGE	RoA	Critic	St
Cut	1"	2	(1-3)	11

Skill: Fear (+1) only if squad has a Fear skill.





## GUARDIAN

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	11	10	10	-3	12	13	3	23	2

Structure: Individual (Base size 40 mm)

Armour: Plated

Weapon: Two handed Spear + Two Swords

Unit size:

1 Guardian (100 pts)

Skills: Immune to Panic and Fear. Fear (2), Leap (4). Heal (2). Regeneration (4)

Fight Master: In one Close Combat Phase Guardian can attack from both of his weapons.

<b>TWO HANDED SPEAR</b>				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	1	(1-4)	13

Special skill: If not in Base to Base contact, weapon gets: Swing skill.

<b>TWO ANCIENT SWORDS</b>				
TYPE	RANGE	RoA	Critic	St
Cut	1"	4	(1-3)	11

Special skill: Fear (+1)



## EMBALMED

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	11	13	10	-3	10	14	4	24	3

Structure: Individual (Base size 40 mm)

Armour: Plated

Weapon: Two handed Spear + Throwing Spears

Unit size:

1 Embalmed (130 pts)

Skills: Immune to Panic, Fear and Terror. Terror (2), Leap (4). Flamable. Immune to Magic. Ward Save (2). Regeneration (2)

Fight Master: In one Close Combat Phase Embalmed can attack from both of his weapons.

You can buy a Swing Skill for : 25 pts

You can buy a magic banner for cost indicated.

<b>TWO HANDED SPEAR</b>				
TYPE	RANGE	RoA	Critic	St
Polearm	2''	1	(1-4)	13

Special: If not in Base to Base contact, weapon gets: Swing skill. If in Base to Base weapon gets (x2) modifier to St.

<b>THROWING SPEARS</b>				
TYPE	RANGE	RoA	Critic	St
Piercing	(10-18)	3	(1-3)	10

Range modifier: -3

You can buy a Poison attack skill (succes armour save need to be reroll) for 30 pts.



## GREAT WARRIORS

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
7	11	10	10	-2	12	14	2	24	3

Structure: Elite Troops (Base size 50 mm) (Cavalry)

Armour: Chainmail

Weapon: Two handed Spear

Leader: LD +1 (Control zone +1")

Banner: A -1 (Control zone +1") in addition you may buy Drugged to the squad as living shields.

Musician: A-1; LD+1 for break test and Fear (+1)

Unit size:

1-2 Great Warriours (each for 50 pts)

- plus leader for 60 pts
- one Stygian Warrior can be a standard bearer for 15 pts
- one Stygian Warriour can be a musician for 15 pts

Skills: Immune to Panic, Fear and Terror. Leap (5), Fear (2)

You may buy a Berserker skill for 30 pts for whole squad.

You may buy a Swing skill for 30 pts per squad.

<b>TWO HANDED SPEAR</b>				
TYPE	RANGE	RoA	Critic	St
Polearm	2"	1	(1-4)	13

Special: If not in Base to Base contact, weapon gets: Swing skill.





## TREE DEVIL

M	CC	RS	Dex	Ag	WP	LD	S	A	W
7	15	10	18	-3	12	13	8	19	1

cc=11

Structure: Individual (Base size 40 mm)

Armour: None

Weapon: Claws

Unit size:

1 Tree Devil (45 pts)

Skills: Immune to Panic and Fear. Leap (4). Ranger. Surprise Charge.

Martial arts master: Tree Devil can use his Ag in 360 degree,

Came out of nowhere: On turn 1 put a marker anywhere on the battlefield. At the end of turn roll D20. If score is equal or lower than Dex – put a squad leader on the token and the rest of his squad in control zone. They cannot do anything in this turn but can act as normal in next turn. If the roll is higher than Dex roll for deviation. If roll is natural 20 the unit is lost.

You can buy a skill Unseen Assailant (for 35 pts) : Model starts the game off the table. During one of your movement phase on turn 2+ the player may active the model and place it anywhere on the tabletop within 1 inch of any terrain feature. The model can act normal this turn. If model won't appear till end of the game count it towards victory points as it been slain.

You can buy a Dragon Slayer for 5 pts.

CLAWS				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	1	8
Special Skill: None				



## PRIESTESS

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	8	10	10	-2	16	14	2	22	3

Structure: Individual (Base size 40 mm)

Armour: Chainmail

Weapon: Staff + Ritual Sword (You can choose which weapon you are using)

Unit size:

1 Priestess (35 pts)

\* Can buy 1 Drugged for each Wizardy level.

Skills: Immune to Panic, Fear. Leap (4). Ward Save (4). Wizardy (1)

Sand Magic: Priestess can buy a spells from Sand Magic List

You can buy a Swing Skill for : 25 pts

You can buy a Wizardy (+1) skill for 30 pts

<b>STAFF</b>				
TYPE	RANGE	RoA	Critic	St
Polearm	1''	1	1	8(x2)

Special Skill: Psychic Attack

<b>RITUAL SWORD</b>				
TYPE	RANGE	RoA	Critic	St
Cut	CC	1	(1-8)	5

You can buy a Poison Attack skill for 20 pts. (Reroll Succes Armour Save)



## VENOM SPAWN

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	10	12	10	-1	12	14	2	23	3

Structure: Monster (Base size 50 mm)

Armour: Chainmail

Weapon: Claws + Poison Spit

Unit size:

1 Venom Spawn (100 pts)

Skills: Immune to Panic and Fear. Regeneration (2)

<b>LARGE CLAWS</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Polearm	1"	2	1	10(x2)

<b>POISON SPIT</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Poison Attack	12" (Teardrop Template)	1	-	12



## GREAT WYRM

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
5	10	10	10	0	12	12	6	24	6

Structure: Monster (Base size 50 mm)

Armour: Plated

Weapon: Claws and Jaws

Unit size:

1 Great Wurm (125 pts)

Skills: Immune to Panic, Fear and Terror. Terror (5). Leap (3). Swing.

You can buy a skill: Came out of nowhere (for 75 pts): On turn 1 put a marker anywhere on the battlefield. At the end of turn roll D20. If score is equal or lower then Dex – put a squad leader on the token and the rest of his squad in control zone. They cannot do anything in this turn but can act as normal in next turn. If the roll is higher then Dex roll for deviation. If roll is natural 20 the unit is lost.

<b>CLAWS AND JAWS</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Polearm	1"	2	1	10(x2)



## HAMMER HEAD

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
4	4	5	10	0	12	12	10	23	6

Structure: Monster or Individual (Base size 50 mm)

Armour: Plated

Weapon: Hammer Head

Unit size:

1 Hammer Head (120 pts) as Monster

OR/AND

1 Hammer Head (150 pts) as Individual

Skills: Immune to Panic, Fear and Terror. Terror (2) Strike Last, Ram – When Hammer Head makes attack in structure he does not need to roll for hit.

You can buy Immune to Cut weapons for 30 pts.

<b>HAMMER HEAD</b>				
TYPE	RANGE	RoA	Critic	St
Crushing	CC	1	1	15(x3)

You can buy Critical Damage (2) for 50 pts





## SISTERS OF TIAMAT

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
5	12	10	10	0	12	12	6	25	8

Structure: Monster (Base size 100 mm)

Armour: Plated

Weapon: Five Jaws

Unit size:

1 Sister of Tiamat (175 pts)

Skills: Immune to Panic, Fear and Terror. Terror (6) Leap (3). Trample. Knock Back (3). Killing Strike (Up to base size 30 mm). Strike Last.

<b>FIVE JAWS</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Crushing	1"	5	1	10

You can buy a Poison Attack for 25 pts. (Reroll Success Armour Save)

You can make a Special Attack instead of normal RoA. RoA=1 (cannot be modified) with Killing Strike (all) and CC -4 modifier.



## OPHIDIAN

<b>M</b>	<b>CC</b>	<b>RS</b>	<b>Dex</b>	<b>Ag</b>	<b>WP</b>	<b>LD</b>	<b>S</b>	<b>A</b>	<b>W</b>
6	6	10	10	0	12	12	6	20	5

Structure: Monster (Base size 65 mm)

Armour: Leather

Weapon: Fire Breath, Claws

Unit size:

1 Ophidian (100pts)

Skills: Immune to Panic, Fear. Fly. Fear (6). Strike Last. Scout.

<b>CLAWS</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Cut	CC	1	1	8

<b>FIRE BREATH</b>				
<b>TYPE</b>	<b>RANGE</b>	<b>RoA</b>	<b>Critic</b>	<b>St</b>
Fire based attack	Tear Template	1	0	10



## SAND MAGIC LIST

NAME	RANGE	LEVEL	TYPE
Mirage	Self	6	Ritual

Description: Cast before battle starts. Priestess in first turn treated like activated and can do nothing. If Successful casted – Every friendly Stygian Squad may perform a free movement. (maximum for MV)

NAME	RANGE	LEVEL	TYPE
Hypnotise	20"	5	Ritual

Description: Cast on enemy squad in LOS. They can do normal defending test for WP. If the test is failed treat this squad as activated. Can do nothing in this turn. (Still can strck back when been attacked)

NAME	RANGE	LEVEL	TYPE
Sand Storm	20"	6	Spell

Description: Put a Large Template in a nominated point in LOS and 24". Roll fo diviation. Every model under the template can roll for Dex – Lev. If unsuccessful Cannot make move till end of turn.

NAME	RANGE	LEVEL	TYPE
Warm	Battlefield	3	Spell

Description: Pick a weather card from a deck and put it in play – restriction do not count.

NAME	RANGE	LEVEL	TYPE
Drugged	20"	5	Spell

Description: Target closest enemy model with no more then 1 Wound left. He may make normal save test for WP – Lev. If faild he become Drugged. Remove his model from the game and put one more Drugged model to your squad.

NAME	RANGE	LEVEL	TYPE
Frenzy	BATTLEFIELD	3	Instant Spell

Description: Cast on a friendly squad or individual model or monster in LOS. He gets berserk skill for this turn.

NAME	RANGE	LEVEL	TYPE
Protection	Self	1	Instant Spell

Description: Cast when you are about to lose 1 Wound. If succesfull casted you may force one of your drugged followers to lose 1 life instead of you or any friendly model in 10" if that model do not pass resist test on DEX – Level.

## GODDES GIFTS

Each Squad may have one Goddess gift. Only squad leader have this gift. If squad have no leader no gift may be taken (bought) or when you're lose SL the gift is lost as well.

Individuals may have up to three Goddess gifts

You cannot have more than one the same gift in the army.

Starving gift - (-2 pts per model) squad gains skill: Starving: After end of activation of Stygian Starved if they didn't kill anybody roll D20. On a roll 11-19 one Stygian Starved dies (remove a model – controlling player can choose). On roll 20 – Two Stygian Starved dies.

Ranger gift (+5 pts per model) Squad gains Ranger skill

Bracelet of Dexterity (+1 pts per model) Each model in the squad gets Dex +1

Jewellery of Chaos Tomb (10 pts) Only for individuals or SL. You may reroll one of your rolls. One use only

Power of Goddess (10 pts per level (max 8 lev) per model) Each model in a squad receive Regeneration (x) skill.

Gift of Run (3 pts per model) each model receive MV +1 and Dex -2

Deity Ring (15 pts per model) You may reroll miss attacks in CC

Shield of sands (1 pts per model) you may swap buckler for a shield

Direction (55 pts – individual only) – When you make a roll for Desert Wurm you gets -6 to roll + you may reroll failed and 20 is not treated like natural 20.

Incantation Scroll (10 pts – model with Wizardry skill only) One use only. You get + 5 to WP when try to cast a spell. If enemy gets a save roll against this spell he gets additionally -5.

## MAGIC BANNERS

Banner of Speed (15 pts) All Drugged with this squad receive MV +1

Banner of Fear (20 pts) Squad receive Fear (+1)

Banner for the Goddess (15 pts) All models within 10” from this banner receive +2 WP

Banner of the Stygian Horde (20 pts) For each friendly model in CC models from this squad receives +2 to CC not +1.

Standard of Leap (30 mm base 3 pts each. 40 mm base 5 pts each. 50 mm base and more 8 pts each) Model gets Leap (+2)

Eye of Goddess Banner (10 pts) One use only. You may force one enemy model in 6” to reroll one D20 roll once he make it.

## STYGIAN ARMY SELECTION

All Stygia models are Cold Blooded.

- Your army must have a WARLORD.
- Your Army may have no more Elite Troops than Basic Troops.
- Your Army may have maximum two Monsters (Monsters cannot be the same)
- Your Army may have no more Individuals than Squads.

## WARLORD

Warlord is an individual that never will join any Squad. You have to buy a normal Individual from your army list or one Squad Leader to be your Warlord.

Warlord cost is the same as individual or SL.

Warlord will get additional bonuses: W+1, LD+1 and if your WL have wizardry skill then gets Wizardry (+1) but **not** W+1

If your Warlord die – every friendly models within 12” from him **MUST** make an Panic Test (unless they are Immune to Panic)

Every friendly unit 8” from Warlord may use his LD