

SUPPLICANTS OF XETRIULTH CARDS

FOLD

DEVORANTUM		LINGULA		OCULUS		CANINI	
NAME	EQUIPMENT	NAME	EQUIPMENT	NAME	EQUIPMENT	NAME	EQUIPMENT
<p>WC [][][][]</p> <p>MC [][][][]</p> <p>RC [][][][] +1 ARM</p> <p>SPD [][][][]</p>	<p>SHREDDY If the Attack is a Crit, immediately gain an additional Attack against the same Target. (1H)</p> <p>SHIELD Only protects Unit in front arc. (1H)</p>	<p>WC [][][][]</p> <p>MC [][][][] +2 ARM</p> <p>RC [][][][] +1 ARM</p> <p>SPD [][][][] +2 ARM</p>	<p>WHIPPY Target is Grabbed on a Clash. (1H)</p> <p>1 HANDED CRNG 4 / LRNG 8 / RoF 2 (1H)</p> <p>HEAVY ARMOR Protects Body/Legs.</p> <p>SHIELD Only protects Unit in front arc. (1H)</p>	<p>WC [][][][]</p> <p>MC [][][][]</p> <p>RC [][][][]</p> <p>SPD [][][][]</p>	<p>PRECISION LRNG 32 / RoF 1 Cannot be used on the same turn you move. 2 Armor Piercing. (2H)</p>	<p>WC [][][][] +1 ARM</p> <p>MC [][][][]</p> <p>RC [][][][] +1 ARM</p> <p>SPD [][][][]</p>	<p>SHANKY Attacks cause Bleed if you have a Flanking or Backstab bonus. (1H)</p> <p>STABBY Attacks are Quick. (1H)</p> <p>HELMET Protects Head.</p> <p>SHIELD Only protects Unit in front arc. (1H)</p>
ABILITIES		ABILITIES		ABILITIES		ABILITIES	
<p>CRAVEN (XENO) This Unit gains two Spells. SICKENING STARE (WEIRD SPELL) On a success, 1 Unit in this Unit's Influence and LoS gains Poison for 1 round. For each additional success this Unit may choose a new target. +2INF. UNVEIL (WEIRD SPELL) On a success, any other Unit with LoS to this Unit and inside this Unit's Influence gains Panic. For each additional success, this Unit may select a Panicked target. That target gains Lose It instead. Units with Weird Abilities are not affected by Unveil. +2INF. WINGS (XENO) This Unit is not affected by Rough Terrain, may perform Aerial Charges and can move through Objects and Units that are no taller than this Unit's SPD in Height. If this Unit's movement is reduced to 0, it immediately falls a number of inches equal to it's normal movement and suffers any fall damage.</p>		<p>CRAVEN (XENO) This Unit gains two Spells. REFRESH An other Unit in this Unit's Influence and LoS regains a number of Life equal to the number of successes. +2INF. WARP For each success, a friendly Unit completely inside this Unit's Influence may be placed anywhere else completely inside this Unit's Influence. +2INF WEIRD VISION (XENO) This Unit has no Back Arc and cannot target Units at Long range.</p>		<p>THRALL (XENO) If this Unit is within 6" of a friendly Unit that can cast Weird spells, that Unit gains +1INF and +1 to all Weird spell rolls. If a Unit gaining these benefits rolls a 1 on a Weird spell, this Unit gains Staggered. A Unit with this ability cannot cast Weird Spells. WEAPONIZED FLESH (XENO) When this Unit is damaged in Melee, the Attacker takes 1 Melee Damage of the on the same Segment as the Attacker's roll.</p>		<p>THRALL (XENO) If this Unit is within 6" of a friendly Unit that can cast Weird spells, that Unit gains +1INF and +1 to all Weird spell rolls. If a Unit gaining these benefits rolls a 1 on a Weird spell, this Unit gains Staggered. A Unit with this ability cannot cast Weird Spells. BUFF AS HELL (XENO) This Unit ignores movement penalties imposed by equipment and Grabbing Units and Objects with the same or smaller size base. This Unit may use the Thrown Weapon rules on anything it is Grabbing. When throwing something this way, use this Unit's MC as the Close Range and 3x this Unit's MC as the Long Range. EXTRAARMS (XENO) This Unit may equip an additional weapon and gains +1MC to Grab Checks if this Arm (or Tentacle) is Unarmed.</p>	
POINT VALUE 32		POINT VALUE 30		POINT VALUE 30		POINT VALUE 29	

NAME	SUPPLICANT	ADVANCEMENT BASIC														
EQUIPMENT																
<p style="text-align: center;">WC</p> <div style="border: 1px solid black; width: 40px; height: 15px; margin: 2px;"></div> <p style="text-align: center;">+1 ARM</p>	<p>SMASHY If the Attack is a Crit, Target is Knocked Back 1d6". (1H)</p>	STATS														
<p style="text-align: center;">MC</p> <div style="border: 1px solid black; width: 40px; height: 15px; margin: 2px;"></div>	<p>SHOTGUN TDT / RoF 1(2H)</p>	<div style="border: 1px solid black; width: 150px; height: 25px; margin: 10px auto;"></div>														
<p style="text-align: center;">RC</p> <div style="border: 1px solid black; width: 40px; height: 15px; margin: 2px;"></div>	<p>HELMET Protects Head.</p>	<div style="border: 1px solid black; width: 150px; height: 25px; margin: 10px auto;"></div>														
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ABILITIES		ADVANCEMENT ELITE														
<div style="border: 1px solid black; padding: 5px;"> <p>THRALL (XENO) If this Unit is within 6" of a friendly Unit that can cast Weird spells, that Unit gains +1INF and +1 to all Weird spell rolls. If a Unit gaining these benefits rolls a 1 on a Weird spell, this Unit gains Staggered. A Unit with this ability cannot cast Weird Spells.</p> <p>JUMPING (XENO) On turns this Unit Charges, this Unit is not affected by Rough Terrain, may perform Aerial Charges and can move through Objects and Units that are no taller than this Unit's SPD in Height.</p> <p>EXTRA LEGS (XENO) This Unit is not affected by Rough Terrain and may move through Objects and Units that are no taller than this Unit's Height.</p> </div>		<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 10%; text-align: center;">ROLL</th> <th style="text-align: center;">ABILITY</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">1</td> <td style="text-align: center;">WIERDNESS</td> </tr> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">SHIFTY</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">MARTIAL BADASS</td> </tr> <tr> <td style="text-align: center;">4</td> <td style="text-align: center;">SKULL BASHER</td> </tr> <tr> <td style="text-align: center;">5</td> <td style="text-align: center;">FOLLOW THROUGH</td> </tr> <tr> <td style="text-align: center;">6</td> <td style="text-align: center;">SKIRMISHER</td> </tr> </tbody> </table>	ROLL	ABILITY	1	WIERDNESS	2	SHIFTY	3	MARTIAL BADASS	4	SKULL BASHER	5	FOLLOW THROUGH	6	SKIRMISHER
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