



SKARRD

The Forsaken clergy have long spoken of “devils wearing the skin of men” and nowhere are this truer than in the ruined laboratories and outposts of the Great Expanse. From the degenerate tribes of the wasteland come the Skarrd, an army of cannibalistic madmen fueled by rage and death. Of these tribes come the sinister adherents of the Toxic Cult, merciless proctors of poisons and venom; the Blood Cult, zealous murders dedicated to bathing the sands in red; and the wicked experiments of the Fallen Saint Johann and his Cult of Metamorphosis.

SPECIAL RULES

FOLLOW THE CULT

- A Skarrd force may align itself with a Skarrd Cult. If it does so it gains access to the models listed under that Sub-Faction list.
- A Skarrd force may only align itself with 1 Skarrd Cult at any time.

UNHOLY EVOLUTION

- Some Skarrd have the **Psychogenic Invoker** or **Psychogenic Master** special abilities, giving them access to powerful spells known as Psychogenics.
- When a model with Psychogenic Invoker is deployed, its owner may choose up to 2 powers from among Unaligned Psychogenics or, if aligned with a cult, that Cult’s Psychogenic List.
- When a model with Psychogenic Master is deployed, its owner may choose up to 3 powers from among Unaligned Psychogenics or, if aligned with a cult, that Cult’s Psychogenic List.
- A model may freely mix between Unaligned Psychogenics and their chosen cult’s list.
- Unless otherwise noted, all Psychogenics have an availability of [1][500]

SUB-FACCTIONS

TOXIC CULT

- Father Curwen
- Toxic Mistress
- Kaustic
- Hoodoo
- Chitin
- Leisa
- Toxic Abomination

BLOOD CULT

- Father Mayhem
- Blood Mistress
- Blood Reign
- Red
- Keepsake
- Puppet
- Blood Abomination

CULT OF METAMORPHOSIS

- Father Johann
- Quietus
- Dexus
- Dominique
- Fallen Angel
- Grafter’s Apprentice
- Thrall
- Juggernaut
- Nightmare Juggernaut

BONE WRACK

AG#1	AS	RF	PW	RN	MAL
[1] Bone Wrack	8	1	PS-2	8	19

Description

Target loses 1 HP and gains a Wrack Counter. A model with a Wrack Counter has -1 MV. A model may only have 1 Wrack Counter at any time.

Malfunction: Caster suffers an automatic PW: 4 hit and gains a Wrack Counter.

Unaligned Psychogenic

CATAclysmic ANEURYSM

AG#1	AS	RF	PW	RN	MAL
[1] Aneurysm	6	1	PS-2	8	19

Description

Target loses 1 HP. If the target is killed by this attack place a BL(2) Blast Marker with the center anywhere completely over the target's base. All enemy models under the template gain a Panic Counter.

Malfunction: Caster suffers an automatic PW: 4 hit and gains a Panic Counter.

Unaligned Psychogenic

PROVOKING RIDICULE

AG#1	AS	RF	PW	RN	MAL
[1] Ridicule	8	1	PS-4	8	19

Description

During its next activation the target model must spend all AP to make melee attacks on the caster. If unable, it must spend all AP to move towards the caster. The target may not engage other enemy models during this move and its melee attacks gain +2 PW during this activation. If the caster is killed before the target's next activation this effect is ignored.

Malfunction: Caster suffers an automatic PW: 4 and is prone.

Unaligned Psychogenic

FRIENDLY ANIMOSITY

AG#1	AS	RF	PW	RN	MAL
[1] Animosity	6	1	-	8	19

Description

Target gains an Animosity Counter. When a model with an Animosity Counter activates it must make a PS Check at -2. If this test is successful remove the Animosity Counter, otherwise, the opposing player gains control of this model for this activation, then the Animosity Counter is removed. That model may attack friendly models this activation. If squadlinking, this model's activation is completed before any other models in that squadlink.

Malfunction: Caster suffers an automatic PW: 4 hit and gains an Animosity Counter.

Unaligned Psychogenic

ROOTED FEAR

AG#1	AS	RF	PW	RN	MAL
[1] Fear	8	1	PS-4	8	19

Description

During the target's next activation it suffers -2 AS and -1 MV.

Malfunction: Caster suffers an automatic PW: 4 and is prone.

Unaligned Psychogenic

ANGER'S ENTHUSIASM

NAME	TN	RF	RN	MAL
Anger's Enthusiasm	16	1	-	19

Description

All friendly models that begin their activation within 6 inches of the caster gain +2 PW to melee attacks until the end of their activation.

Malfunction: Caster's activation immediately ends.

Unaligned Psychogenic

WELL OF BLOOD

NAME	TN	RF	RN	MAL
[1] Well of Blood	16	1	-	20

Description

Target 1 Blood Counter on the battlefield. Until the end of the next Lingering Effects Phase all models with the **Blood Cult** special ability gain the **Regeneration** special ability while they are within 8 inches of this counter.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Blood Psychogenic

VAMPIRIC TOUCH

AG#1	AS	RF	PW	RN	MAL
[1] Transfusion	10	1	-	0	20

Description

When this attack hits a living model that model loses 1 HP and the caster may heal 1 HP.

Malfunction: Target heals 1 HP and the caster loses 1 HP.

Blood Psychogenic

INFECTIION

AG#1	AS	RF	PW	RN	MAL
[1] Blood Corruption •Bleed •Blood Pathogens	8	1	-	8	19

Description

BLEED: When this attack hits a Living model place a Bleed Counter on that model. During the Lingering Effects Phase a model with a Bleed Counter must roll a d20. On a result of 11 or greater, the affected model loses 1 HP. If a 10 or lower is rolled remove the Bleed Counter. A model may only have 1 Bleed Counter at any time.

BLOOD PATHOGENS: When this attack hits a Living model, place a Blood Pathogens Counter on that model. Models with a Blood Pathogens Counter must roll twice when rolling for Bleed Counters, removing the counter only if both rolls are 10 or lower. Remove the Blood Pathogens Counter when a Bleed Counter is removed.

Blood Psychogenic

INCITE BLOODLUST

NAME	TN	RF	RN	MAL
[1] Bloodlust	16	2	-	19

Description

When this psychogenic is cast select 1 of the following effects:

•Remove 1 Blood Counter within 8 inches of the caster from the battlefield. Target friendly model within 8 inches of the caster gains a Berserk Counter until the end of its next activation. The caster may not be the target of this effect.

•Remove 1 Blood Counter within 8 inches of the caster from the battlefield. Place a BL(2) Blast Marker anywhere completely within 8 inches of the caster. All friendly living models under the template gain the **Blood Cult** special ability.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Blood Psychogenic

BLOOD RUSH

NAME	TN	RF	RN	MAL
[1] Blood Rush	14	2	8	20

Description

Target living model gains 1 additional AP during its next activation or until the end of the next Lingering Effects Phase. A model may only be targeted by Blood Rush once per round.

Malfunction: Caster loses 1 AP.

Blood Psychogenic

BLOOD FEAST

NAME	TN	RF	RN	MAL
[1] Feast	14	1	-	20

Description

Until the end of the Lingering Effects Phase all models with the Blood Cult special ability treat all Blood Counters on the battlefield as being within 8 inches.

Malfunction: Caster loses 1 HP.

Blood Psychogenic

TAINED BLOOD

NAME	TN	RF	RN	MAL
[1] Tainted Blood	16	-	8	19

Description

Place a BL(2) Blast Marker anywhere completely within range. All friendly living models under the template gain the **Toxic Cult** special ability and the **Poison(16)** weapon ability to all melee attacks.

Malfunxion: Center a BL(2) Blast Marker over the caster. All models under the template suffer an automatic PW: 4 hit.

Toxic Psychogenic

POISON'S CALLING

NAME	TN	RF	RN	MAL
[1] Poison's Calling	16	2	-	19

Description

When this psychogenic is cast, select 1 of the following effects:

•Until the end of the next Lingering Effects Phase, all friendly models with the Toxic Cult special ability that begin their activation within 6 inches of the caster gain +2 AS to melee attacks against models with a Poison(x) Counter.

•Until the end of the next Lingering Effects Phase, all enemy models within 8 inches of the caster may receive Poison(x) Counters, even if a special ability or effect would normally prevent this.

Malfunxion: Caster suffers an automatic PW: 4 hit and is prone.

Toxic Psychogenic

CORRUPTION

NAME	TN	RF	RN	MAL
[1] Corruption	16	1	8	20

Description

Target 1 model with the Toxic Cult special ability within range. When that model next activates place a BL(2) Blast Marker with the center anywhere completely over that model's base. All enemy models under the template gain a Poison(16) Counter.

Malfunxion: Caster's activation immediately ends.

Toxic Psychogenic

THE UNCLEAN'S STIGMA

AG#1	AS	RF	PW	RN	MAL
[1] Spread Toxin •BL(2)	8	1	-	8	19

Description

The PW of this attack is equal to the total number of Poison(x) Counters on models under the template.

Malfunxion: Center a BL(2) Blast Marker over the caster. All models under the template suffer an automatic PW: 4 hit

Toxic Psychogenic

TOXIC CLOUD

AG#1	AS	RF	PW	RN	MAL
[1] Miasma •BL(2) •Toxic Cloud	8	1	2x2	8	19

Description

TOXIC CLOUD: Place a BL(x) Toxic Cloud where this attack hits. A Toxic Cloud is a Smoke Cloud with the following special rules: Any Living model without the Toxic Cult or Enviro Filters special abilities that enters the cloud or begins their activation in the cloud receives a Poison (16) Counter. They will receive another Poison (16) Counter for every AP they spend while within the cloud. A Smoke Cloud is a terrain piece with the Does Not Block LoS and HEavy Cover keywords. In addition, all models with any part of their base over the terrain piece suffers -4 AS to melee attacks. During each Lingering Effects Phase roll a d20, removing the Smoke Cloud on a result of 11 or greater.

Toxic Psychogenic

POLLUTION'S PERSISTENCE

AG#1	AS	RF	PW	RN	MAL
[1] Contamination	8	1	-	8	18

Description

Target model gains a Pollutant Counter. While a model has a Pollutant Counter it may not remove Poison(x) Counters.

Malfunxion: Caster suffers an automatic PW: 4 hit and is prone.

Toxic Psychogenic

TELEKENETIC SHRAPNEL

AG#1

	AS	RF	PW	RN	MAL
[1] Telekenetic Burst	*	1	*	8	19
[*] Small •BL(1)	6		6x2		
[*] Medium •BL(2)	4		4x2		
[*] Large •BL(3)	3		2		

Description

•None

Metamorphosis Psychogenic

MACHINE'S PROMISE

NAME

	TN	RF	RN	MAL
[1] Machine's Promise	16	1	8	-

Description

Target 1 friendly model with the Cult of Metamorphosis special ability. Until the end of the next Lingering Effects Phase if that model's attacks malfunction they are instead treated as rolling a critical success.

Metamorphosis Psychogenic

ENERGIZE

NAME

	TN	RF	RN	MAL
[1] Energize	14	2	8	20

Description

Target model gains 1 additional AP during its next activation, or until the end of the next Lingering Effects Phase. A model may only be targeted by Energize once per round.

Malfunction: Caster loses 1 AP.

Metamorphosis Psychogenic

POSSESS MACHINE

AG#1

	AS	RF	PW	RN	MAL
[1] Possession	8	1	-	8	20

Description

If this attack hits give the target a Possession Counter.

POSSESSION COUNTER: While a model has a Possession Counter it suffers -1 to all MAL Values. If an attack has a MAL of "-" it is instead treated as having MAL: 20. If an attack from a model with a Possession Counter malfunctions, choose one of the following effects:

- The automatic hit from the attack gains an additional power multiplier
- Instead of malfunctioning as normal, select 1 model within range of the attack and make an attack roll against that model using the malfunctioning attack. This attack cannot malfunction.

Malfunction: Casters suffers an automatic hit with PW equal to the highest PW on any of its attacks.

Metamorphosis Psychogenic

MASTER OF METAL

AG#2

	AS	RF	PW	RN	MAL
[1] Magnetism	8	1	-	*	20
[*] Pull •Pull(12)				8	
[*] Push KB(12)				0	

Description

•None

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Metamorphosis Psychogenic

MACHINE'S LIE

AG#1

	AS	RF	PW	RN	MAL
[1] Corrupt Machine •BL(2)	8	1	-	8	20

Description

Until the end of the next Lingering Effects Phase all models hit by this attack lower the MAL Value of all attacks by 2. If an attack had a MAL Value of "-" it becomes MAL: 19.

Malfunction: Caster suffers an automatic PW: 4 hit and is prone.

Metamorphosis Psychogenic