THE MARIUS PROJECT

AG#1
[1] False Repenter
- Brutal
- Extreme Damage
- Sunder Armur

AG#2
[2] Dart Projector
- Brutal
- Non-Living

Special Abilities
- Horrific Visage
- irradiated
- Non-Living
- Unstoppable

AG#1
[1] Mother’s Blade
- Brutal

AG#2
[2] Rad Cannon
- Bruatal
- Non-Living
- Unstoppable

Special Abilities
- Commander
- Parry
- irradiated
- Psychogenic Master
- Unstoppable

MOTHER BLAZON

AG#1
[1] Mother’s Blade
- Brutal

AG#2
[2] Rad Cannon
- Bruatal

Special Abilities
- Commander
- Parry
- irradiated
- Psychogenic Master
- Unstoppable

DECAY ABOMINATION

AG#1
[1] Scythe
- Bruatal
- Critical Strike(3)

AG#2
[2] Rad Cannon
- Bruatal
- Non-Living

Special Abilities
- irradiated
- Non-Living
- Tough as Nails

DISHONOR

AG#1
[2] Crystal Claws
- Bruatal
- Knockdown(18)

AG#2
[2] Hammerblow
- Bruatal
- Finishing Blow

Special Abilities
- Non-Living
- Tough as Nails
- Unstoppable
**FALLOUT**

**AG#1**
[2] Tainted Blades
- Rand

- Enhance (Buzzblade)(Irradiated)
- Irradiated
- Psychogenic Neophyte (Unearthly Glow)
- Tough as Nails

"We rise from our own ashes..."

**Special Abilities**
- Enhance (Buzzblade)(Irradiated)
- Irradiated
- Psychogenic Neophyte (Unearthly Glow)
- Tough as Nails

**FALLOUT**

**AG#1**
[2] Tainted Blades
- Rand

**ENHANCE(x)(y):** When this model is deployed, choose up to 6 (x). Those models gain (y).

**IRRADIATED:** Enemy models in contact with this model suffer -1AS and -1PW when performing melee attacks.

**PSYCHOGENIC NEOPHYTE(x):** This model may spend 1 AP to cast the (x) psychogenic.

**REND:** If all attacks from this assault group hit the same target, they gain 1 additional power multiplier for this attack.

**TOUGH AS NAILS:** This model ignores Critical AR Failure.

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**REAPER**

**AG#1**
[1] Gravescythe
- Critical Strike(2)

**AG#2**
[1] Alchemy
- BL(1)

- Mauling Limbs
- Butcher's Tools

"Our past sins return to haunt us..."

**Special Abilities**
- Infiltrate
- Never Panic
- Psychogenic Invoker

**CRITICAL STRIKE(x):** This attack Critically Hits on attack rolls of (x) or less.

**INFILTRATE:** This model is only deployed after all non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone.

**NEVER PANIC:** This model may never gain Panic Counters.

**PARALYSIS:** Models hit by this attack gain 1 Paralyzed Counter.

**PARALYZED:** When this model activates, roll a d6. On a 1 or less, it loses 1 AP and must roll again, continuing until it 10 or less is rolled, or it runs out of AP.

**PSYCHOGENIC INVOKER:** Once per turn, this model may spend 1 AP to cast one of its psychogenics.

**ROT:** Living Models hit by this attack gain 1 Rot Counter.

**ROT Counter:** This model suffers -2 AR per Rot Counter. During the Lingering Effects Phase, roll 1d20 for each Rot Counter, removing it on a roll of 10 or less.

**VICTIMIZE:** Models hit by this attack gain 1 Panic Counter.

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**MACABRE**

**AG#1**
[2] Butcher's Tools

"I smell meat! Dead meat!"

**Special Abilities**
- Frenzied
- Fueled by Combat
- Tough As Nails

**FRENZIED:** At the start of each activation, this model must make a PS Check. On a failure it does not activate as normal, but instead uses its activation to immediately move directly toward the nearest model with a different model name and use any remaining AP to perform melee attacks on that model.

**FUELED BY COMBAT:** Once per round, when this model kills an enemy, it may make a PS Check. On a success, it may heal 1 HP.

**TOUGH AS NAILS:** This model ignores Critical AR Failure.

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**FLESH ECHO**

**AG#1**
[1] Mauling Limbs

"Our past sins return to haunt us..."

**Special Abilities**
- Explosive End (Rot)
- Non-Living

**EXPLOSIVE END(x):** When this model is killed, place a Blast(2) template with the center hole anywhere completely over this model’s base. Each model under the template suffers an automatic hit from (x), and then this model is removed (this is a Template Attack).

**NON-LIVING:** This model may never gain Panic Counters. This model’s PS may never be modified by enemy effects.

**ROT:** Living Models hit by this attack gain 1 Rot Counter.

**Rot Counter:** This model suffers -2 AR per Rot Counter. During the Lingering Effects Phase, roll 1d20 for each Rot Counter, removing it on a roll of 10 or less.
FEAST ON DEATH
GIFT OF EVOLUTION

Description
Cult of Decay models may do 1 of the following, once per activation:
1. Remove all Rot Counters from 1 model within 4"; target model then suffers an automatic PW 3 hit.
2. When reducing a model with a Rot Counter to 0HP with a Melee Attack, this model may pass a PS Check to heal 1 HP.
3. Automatically remove 1 Dying Counter from any one model within 6".

GIFT OF EVOLUTION

Description
Place a BL (2) over a friendly model with the Non-Living special ability. All friendly models touched by the template that have the Non-Living special ability immediately move their MV toward the nearest enemy model as per a Charge movement.

MALFUNCTION: Caster takes 1 automatic PW 6 hit.

VIGOROUS FLESH

Description
This model or a friendly model in range with the Non-Living special ability immediately heals 1 HP.

MALFUNCTION: Caster takes 1 automatic PW 6 hit.

UNEARTHLY GLOW

Description
If targeting a model with a Dying Counter, this attack gains BL(3).

MALFUNCTION: Caster takes 1 automatic PW 6 hit.

WINDS OF DECAY

Description
Living Models hit by this attack gain 1 Rot Counter.

MALFUNCTION: Caster takes 1 automatic PW 6 hit.

BLOAT AND BURST

Description
If targeting a model with a Dying Counter, this attack gains BL(3).

MALFUNCTION: Caster takes 1 automatic PW 6 hit.