

FACTION RULES

In addition to normal Force Construction rules, the following special rules apply when playing a Skarrd Force:

-Paid in Blood: Any Skarrd force may include models belonging to the **Bounty Hunter** faction if the model includes Skarrd as part of their **Unusual Clients (x)** special ability.

-A Skarrd force may align itself with any one of the distinct Skarrd Cults: **Blood Cult**, **Toxic Cult**, **Cult of Metamorphosis**, or **Cult of Decay**, the various sub-factions of the Skarrd. If it does so, it gains access to the specific models listed under that sub-faction.

-A Skarrd force may only align itself with 1 sub-faction at any time.

-Models belonging to a sub-faction cannot be fielded unless that force is aligned with that sub-faction.

-Models listed under the **Skarrd Horde** are unaligned, do not belong to any specific sub-faction, and can be included in ANY Skarrd force.

-Survival of the Fittest: All Skarrd live, in some fashion, by traditions and teachings that uphold strong leanings toward survival at all costs. Death is commonplace, and might is right. If you get in the way, you had better be able to survive it. This mentality removes a lot of the worry about shooting

weaponry into close quarters with allies. All Skarrd models only suffer **-2 AS** when making a Ranged Attack at an enemy model currently engaged with friendly models (instead of the normal **-4 AS**).

-Skarrd Psychogenics Powers: Some Skarrd models have access to Psychogenics. Before Deployment, these models may select a number of Psychogenics depending on their specific Special Ability. These are the Psychogenics that model can cast during this game. Unless specifically noted otherwise, Psychogenics are unique and may not be selected more than once per force. Chosen Psychogenics must be selected from that model's Cult, or Horde Psychogenics for Skarrd Horde models.

• PSYCHOGENIC NEOPHYTE (X)

- This model knows the (x) Psychogenic.
- Neophyte Psychogenics do not count toward the limit-per-force of a Psychogenic.

• PSYCHOGENIC INVOKER

- The model may select 2 Psychogenics from its applicable Cult's Psychogenics (or the Horde Psychogenics for Skarrd Horde models)

- Psychogenic Invokers may spend 1 AP to cast 1 Psychogenic per turn.

• PSYCHOGENIC MASTER

- The model may select 3 Psychogenics from its applicable Cult's Psychogenics (or the Horde Psychogenics for Skarrd Horde models)
- Psychogenic Masters may spend 1 AP to cast a Psychogenic, twice per turn.

-Gifts of Evolution: Models that belong to a Skarrd Cult sub-faction have a Special Ability unique to each individual Skarrd Cult that is not listed on their Stat Card. These Special Abilities are as follows.

• Blood Frenzy (Blood Cult)

- Blood Cult models count **Non-Living** models as if they were **Living models** for the purposes of the **Bleed** weapon ability. Additionally, the Blood Cult player gains a **Blood Frenzy Counter** anytime a model is removed as a casualty. During the Preparation Phase, the Blood Cult player may spend 3 **Blood Frenzy Counters** to give 1 **Luck Counter** to any Blood Cult model currently without a Luck Counter.
 - **Luck Counter:** This model may discard this counter at any time to re-roll 1 attack roll or AR Save it performs.

• Blessings of Filth (Toxic Cult)

- Toxic Cult models may do 1 of the following, once per activation: 1) Remove

all **Toxic Counters** from 1 model within 4"; target model must make 1 PS Check at -2 PS/counter removed; Failure is -1 HP. 2) When targeting a model with a **Melee Attack**, remove all **Toxic Counters** from target model to gain +1PW/counter removed for that attack. 3) Remove 3 Toxic Counters from any models within 4"; Heal this model 1 HP.

• Mechanical Rush (Cult of Metamorphosis)

- Whenever a model's attack MALs, a friendly Cult of Metamorphosis model within 8" may make a PS Check to gain an **Energize Counter** (if they do not already have one). **Energize Counter** is automatically discarded at the beginning of a model's activation to give it +1 AP.

• Feast on Death (Cult of Decay)

- 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".

