

[Reaction] Twist of Fate: A fighter can make this reaction after they are targeted by an attack action but before the hit rolls are made. Pick one of the hit rolls, and change the value of one of your [doubles] to that value.

[Double] Locus of Sorcery: Add half the value of this ability (rounding up) to the Strength characteristic of the next missile attack action made by this fighter in this activation.

[Double] Sudden Warp-portal: Pick another friendly fighter with the Ephilim's Pandaemonium runemark within 12" of this fighter. Make a note of that fighter's location, then remove that fighter from the battlefield, and immediately set them up within 3" of this fighter. Then remove this fighter from the battlefield, and set them up within 3" of the other friendly fighter's original location.

145

18

EPHILIM THE UNKNOWNABLE

1/3
 3/6
 3
 4
 2
 3/7

[Double] Blue Fire: Pick a visible enemy fighter within 9" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability.

[Quad] Summoned Abomination: Pick a friendly fighter with the Ephilim's Pandaemonium runemark that has been taken down. Set up that fighter on a platform or the battlefield floor, wholly within 3" of this fighter. That fighter no longer counts as being taken down and has no damage points allocated to it.

SPAWNMAW

2
 3
 4
 2/4

105

15
 3
 12

[Triple] Engulfing Bite: Add 2 to the Attacks and Strength characteristics of the next melee attack action made by this fighter in this activation. In addition, add 2 to the damage points allocated to enemy fighters by each critical hit from that attack action.

[Quad] Capricious Warpflame: Allocate a number of damage points equal to the value of this ability to all visible enemy fighters within 3" of this fighter.

APO'TRAX, THE STAREFYSH

1
 1
 4
 3/6

70

14
 3
 10

[Double] Hypnotise: Pick an enemy fighter within 6" of this fighter. That enemy fighter makes a move action directly towards this fighter, as if they were jumping, up to a number of inches equal to their Move characteristic.

PINK HORROR

1
 3
 3
 1/4
 3/10
 2
 3
 1/4

135

14
 3
 12

[Reaction] Split: A fighter can make this reaction when they are targeted by an attack action, after the damage is totalled but before it is allocated to this fighter. Set up 2 new fighters with the Disciples of Tzeentch: Daemons faction runemark and the Warrior runemark on the battlefield within 3" of this fighter. Then, this fighter is taken down.

BLUE HORROR

1
 3
 3
 1/3
 3/10
 2
 3
 1/3

90

14
 3
 8

[Reaction] Split Again: A fighter can make this reaction when they are targeted by an attack action, after the damage is totalled but before it is allocated to this fighter. Set up 1 new fighter with the Disciples of Tzeentch: Daemons faction runemark and the Minion runemark on the battlefield within 3" of this fighter. Then, this fighter is taken down.

BRIMSTONE HORRORS

1
 3
 3
 1/2
 3/10
 2
 3
 1/2

65

14
 3
 6

KINDLEFINGER

1
 2
 1
 1/2
 3/6
 5
 1
 1/1

55

14
 1
 6

Dagger: Ephilim, Kindlefinger, Pink Horror

Shield: Spawnmaw, Blue Horror, Blue Horror

Hammer: Chaos Spawn, Apo'trax, Pink Horror