Abraxis Synethi
Iron Warriors Warpsmith

Special Abilities

Each time you or a daemon engine enemy wins a battle against a character, gain 1 infamy.

At the end of your Movement phase, you may move 1 daemon engine enemy on the board to any space with a threat icon.

Each time a daemon engine enemy would be taken as a trophy or discarded, shuffle it into your Nemesis deck instead.

Gain infamy equal to the number of cards in the Wargear discard pile, divided by the number of players.

Bounty: Acquire the top card of the Wargear discard pile at no cost.

Starting Space: The Wasteland

Willpower: 4

Life: 4

Githellion Ath'ulwei
Dire Avenger Exarch

Special Abilities

Gain 2 infamy each time a character discards 1 or more Corruption cards.

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At the start of your Movement phase, you may move to any Webway Portal space or any other space containing a Forgotten Portal card. Then, resolve your Movement phase normally.

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If you win a battle against a character, he must discard 1 Corruption card.

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Choose a character in your area. That character discards 1 Corruption card (if he has any) and loses 1 Life.

Bounty: Draw 1 Power card.

Starting Space: Eldar Falcon Squadron

Cunning: 4

Life: 4

Luxuria
Champion of Slaanesh

Special Abilities

Each time a character draws a Corruption card, gain 1 infamy.

During the Determine Battle Scores step, choose any character and add 1 to your battle score for each Corruption card he has.

Each time you win a battle against a character, that character must draw 1 Corruption card instead of losing Life.

Determine the combined total of influence among all characters. Then, gain 1 infamy for every 4 influence.

Bounty: Draw 1 Wargear card. You may purchase it for 1 less influence than its printed cost, to a minimum of 0.

Starting Space: Foothills of Liliath

Cunning: 3　　**Life: 4**

Special Abilities

Each time you win a battle against a character, gain 2 infamy.

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After you make your movement roll, you may spend 1 infamy to add 1 to your movement score.

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Your battle dice explode on ▪ and ⦂ results.

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⬟ Each time you acquire a minion, immediately discard it (before resolving any effects) and gain 1 infamy.

Moarn Goreheart
World Eaters Berserker

Bounty: Gain 2 influence.

Starting Space: The Burning Mountain

Strength: 5

Life: 4

Special Abilities

Each time you or any Tyranid enemy wins a battle against a character, you gain 1 infamy.

Tyranid enemies add 1 to their battle score for each of your nemesis tokens on their card.

Add 1 to your battle score for each Tyranid enemy Threat card on the game board.

Gain 1 infamy for every 3 Tyranid enemy Threat cards on the game board.

Specimen X
Genestealer Broodlord

Bounty: Gain 1 Life.

Starting Space: The Vaulgast Spire

Willpower: 4

Life: 3