

THE SPLICE



The legacy of fleshcrafting and uncontrolled mutation, warped, unstable, and still changing.

SIGNATURE RULES

FLESH FLUX

The Splice are never still. Their bodies mutate and warp in real time, and the change does not wait for a quiet moment. Unless it is Downed, every Splice model begins its activation with a Flesh Flux Mutation Roll on the Mutation Table, before any Nerve Test or other start of activation effect.

LINGERING FLUX

Fond of your current mutation? A model may try to keep it instead of making its Flesh Flux Mutation Roll: on a 4+ the mutation holds, on a 2–3 it fades, and on a 1 the body rebels, dealing 1 damage and granting nothing. The flesh does not like being told what to do.

MOMENTUM SURGE • OVERFLUX • COST 2

Spend 2 Momentum at the start of a model's activation. This replaces its Flesh Flux Mutation Roll: roll twice on the Mutation Table and gain both results. If doubles are rolled, the model suffers 1 damage. More is more, right up until it's too much.

THE MUTATION TABLE

Every Splice activation begins with biology rolling the dice.

1 • BLOATED FORM

+1 DEF, –1 Movement.

3 • GLANDULAR BURST

+1 Movement.

5 • BONE SPIKES

+1 FHT.

2 • HEIGHTENED SENSES

+1 ACC.

4 • WARPSTRIDE

Ignore movement penalties this activation and gain +1 to Jump tests.

6 • REKNITTING FLESH

Recover 1 HP, up to the fighter's starting HP.

RENDFATHER

LEADER COMBAT

₣ 55

6	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Bile Spit	2"	1	0	Sidearm	Crit: Causes +1 Damage
MELEE	Predatory Talons	1"	-	2	-	Special: If this model moves into engagement, gain +1 FHT until end of round.

PROFICIENCIES **Ranged:** Bile Projectors, Predator Appendages · **Melee:** Rending Growths

PREDATOR UNLEASHED (ONCE PER GAME)

During its activation, this model may perform one additional free Fight action, even if it has already fought this activation.

FRENZY AURA

Friendly Splice models that start their activation within 3" of this model gain +1 FHT during that activation.

DIRECTED EVOLUTION

This model may add or subtract 1 from the result of a regular Flesh Flux Mutation Roll.

TWITCHER DRONE

CORE SCOUT

₣ 18

6	0	3	1	2
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
MELEE	Raking Claws	1"	-	1	-	Special: On Win: If you win by 2+, the target gains 1 additional Nerve Token.

PROFICIENCIES **Ranged:** Bile Projectors, Spine Launchers · **Melee:** Rending Growths

SCUTTLE

This model ignores vertical movement penalties when climbing.

EXPENDABLE

This model does not generate Nerve Tokens for allies when Downed.

GRAFTKIN

CORE FIGHTER

₣ 26

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Spine Spitter 8" 1 1 Sidearm

MELEE Sinew Rippers 1" - 1 -

Special: On Win: If you win by 2 or more, target suffers +1 Damage.

PROFICIENCIES

Ranged: Bile Projectors, Spine Launchers · **Melee:** Rending Growths

GRAFTED

This model begins the game with one mutation of your choice and does not make a Flesh Flux Mutation Roll during the first round.

ADAPTIVE FORM

When this model makes a Flesh Flux Mutation Roll, it may reroll the result once.

RIBSHRIEKER

SPECIALIST DISRUPTOR

₣ 26

5	0	4	1	3
M	ACC	DEF	FHT	HP

SLOT WEAPON RNG ATK DMG TRAITS CRIT / SPECIAL

RANGED Screamer Nodule 6" 1 0 Sidearm, Suppressing

MELEE Raking Claws 1" - 1 -

Special: On Win: If you win by 2+, the target gains 1 additional Nerve Token.

PROFICIENCIES

Ranged: Bile Projectors, Resonance Organs · **Melee:** Rending Growths

DREAD RESONANCE

Enemy models within 5" suffer -1 to Nerve Tests.

MARROWQUAKE (ACTION)

Once per activation, this model may unleash a concussive shriek. All enemy models within 3" gain 1 Nerve Token.

WEAPON TRAITS

AS FOUND ON SPLICE WEAPONS

SIDEARM	Can fire in melee with no penalty.
SUPPRESSING	Deal +1 Nerve Token to the target

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THE CHANGING CHOIR

SUGGESTED WARBAND

7

FIGHTERS

195

THRACKS SPENT

5

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Rendfather	LEADER COMBAT	6	1	4	2	4	55	55
3	Graftkin	CORE FIGHTER	5	1	4	1	3	26	78
2	Twitcher Drone	CORE SCOUT	6	0	3	1	2	18	36
1	Ribshrieker	SPECIALIST DISRUPTOR	5	0	4	1	3	26	26

MUSTERED • 1 LEADER • 5 CORE • 1 SPECIALIST

THRACKS 195 / 200

WHY THESE FIGHTERS

RENDFATHER

Frenzy Aura hands +1 FHT to anything starting its activation within 3". Directed Evolution bends the Mutation Table your way.

GRAFTKIN X3

Grafted lets them pick a mutation instead of rolling in round one, and Adaptive Form rerolls the roll after that.

TWITCHER DRONE X2

M6 and Scuttle for vertical ground. Expendable means the warband feels nothing when they die.

RIBSHRIEKER

Dread Resonance is a standing -1 to enemy Nerve Tests within 5". Marrowquake tops that up for free.

HOW IT PLAYS

- Position the Rendfather so the most bodies start their activation within 3". That aura is the plan, not a bonus.
- Twitchers climb early and claim objectives. They are cheap enough to trade away every single game.
- Overflux for two mutations on the model about to charge. Bone Spikes plus Frenzy Aura is +2 FHT on one activation.
- Watch out: mutations reroll every activation. Lingering Flux holds a good one on a 4+, but a 1 costs a hit point.

MOMENTUM SURGE • OVERFLUX • 2 MOMENTUM • ROLL TWICE ON THE MUTATION TABLE AND TAKE BOTH.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Twitcher Drones sprint for the objectives. Everything else clusters within 3" of the Rendfather and stays there.

■ ROUND 02

Ribshrieker moves to within 5" and calls Marrowquake. Graftkin charge whoever is now testing Nerve at -1.

■ ROUND 03

Overflux the Rendfather and commit. Frenzy Aura stacked on Bone Spikes is where this warband wins the game.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

EVERY SPLICE ACTIVATION BEGINS WITH A MUTATION TABLE ROLL. PLAN FOR THE AVERAGE, NOT THE BEST CASE.