

## Coffin Maiden | Base: 40mm | Cost: 280 RC

This Model is only available to The Nightstrings Syndicate

| Movement<br>(mvt): | No.<br>Attacks | Martial<br>(mrt) | Aim | Reflex<br>(rfx) | Vitality<br>(vtl) | Resolve<br>(rsl) | Armor |
|--------------------|----------------|------------------|-----|-----------------|-------------------|------------------|-------|
| 4                  | 2              | 4                | 1   | 3               | 6                 | 12               | 5     |

### Standard Equipment

**Weapon Set:** Heavy Cutters

**Armor Set:** Metal Frame(5)

This Model cannot be equipped with any kind of gear.

This model can attack with its heavy cutters that deal D3 blunt and pierce damage and have 3 armor reduction.

**Hemamorph Construct** - Whenever you incapacitate a Model (other than Necrosoul or Hemamorph Constructs) you heal 1 damage.

This Model is completely immune to the Oculus and Thanaturgy Talent. Cannot be selected as a target by Novice Tier Abilities.

### Flux State

Each time after the close combat damage roll is completed, whenever this model suffers damage you may roll a D6 for each damage received; on a 6+, the Model ignores the damage.

### Description:

A horrifying construct made real, this entity embodies the dark history of the Nightstrings Syndicate's current Monarch. Bound alone in an Iron Maiden for years whenever she displeased her parents, her story took a sinister, inevitable turn: infused with her own blood and the burgeoning mastery of her Hemorphia talent, the Iron Maiden morphed into a terrifying, sentient engine of retribution. In her first act of defiance, the construct was dispatched to dismantle those who had once been her jailers. The terror it struck into the hearts of her kin was so absolute that many masters adopted similar techniques, turning the tools of their torment into the ultimate guardians of their House.

On the battlefield, the Coffin Maiden function as implacable, armored bastions. They are living reliquaries of agony, encased in heavy, iron frames that deflect conventional assaults with mechanical indifference. They do not maneuver with agility; they advance with a relentless, clanking momentum that signals inevitable destruction. Their method of dispatching foes is as brutal as their origin, equipped with massive, heavy cutters, they crush bone and rend armor with sickening efficiency, transforming the chaotic theater of war into a slaughterhouse.

### KEYWORDS

Bloodsyndicate, The Nightstrings, Monster, Hemamorph, Construct, Docile, Hemophage, Large

## Model Stats

Every Model is defined on the tabletop by a set of stats and their value:

**Movement (mvt):** Determines how many inches a Model can move during its turn.

**No. Attacks:** How many attacks this Model can make with its melee weapons in close combat

**Martial (mrt):** This stat reflects a Model's melee accuracy; higher values make it easier to hit opponents.

**Aim:** This stat determines how well you handle your ranged attacks. Higher values make it easier to use your ranged weapon to hit opponents.

**Reflex (rfx):** This stat determines your ability to evade close-quarters attacks; a higher value makes you harder to hit.

**Vitality (vtl):** The total damage a Model can sustain before becoming incapacitated.

**Resolve (rsl):** This stat determines how well a Model can resist certain abilities and traits.

**Armor:** Armor determines how hard it is to damage a Model after a successful attack.

**Keywords:** Specific tags that trigger or interact with in-game rules and mechanics.

## Model Equipment

Equipment is categorized into Weapon, Armor, and Item sets. Models can be personalized by swapping available individual gear pieces within these sets.

### Melee Weapons

Every Melee Weapon is defined on the tabletop by a set of stats and their value:

- **Damage** - The amount by which a successful damage roll reduces a target Model's current Vitality.
- **Armor Reduction(AR)** - This value reduces the target Model's overall Armor Value Score.
- **Damage Type** - Indicates the type of damage a weapon inflicts, interacting with specific game mechanics.
- **Category** - Indicates whether the weapon requires one or two hands to use. Weapons that have Multi in their Category may be used as a one-handed weapon if the other hand is occupied, and it's considered to be used as two-handed if the other hand is not occupied
- **Cost** - Expressed in RC Value, or in combination with Reputation Score.
- **Availability** - Determines how many pieces are available for your Retinue.
- **Keywords** - Specific tags that trigger or interact with in-game rules and mechanics.

## ***Ranged Weapons***

Every Ranged Weapon is defined on the tabletop by a set of stats and their value:

**Damage** - The amount by which a successful damage roll reduces a target Model's current Vitality.

**Damage Type** - Indicates the type of damage a weapon inflicts, interacting with specific game mechanics.

**Handling** - Determines the difficulty to use the weapon to successfully hit a target. The higher the value, the harder it is to use the weapon.

**Range** - Determines the maximum range for targeting a Model.

**Category** - Indicates whether the weapon requires one or two hands to use.

**Cost** - Expressed in RC Value, or in combination with Reputation Score.

**Availability** - Determines how many pieces are available for your Retinue.

**Keywords** - Specific tags that trigger or interact with in-game rules and mechanics.