

THE EIGHTPINTS





Welcome to The Eightpints

Right then. So, you got your hands on one of my fighters. Feels good, doesn't it? Full of potential. Or maybe it's just another piece of cannon fodder about to end up as a story and a stain on the tavern floor. The odds aren't in your favour, and I love witnessing the action. This model you're about to print? That's your first bet in the only game that matters: Good times with good mates.

Don't get the wrong idea. This isn't some grand crusade of good versus evil. That's a sucker's bet. This world is a four-way brawl, a cosmic betting board I call the Quadrant of Belief. Every crew, every fighter, is driven by a simple question: Is your truth given to you by a god or a dusty rulebook, or did you forge it yourself in the mud and the blood? And how do you enforce that truth? With the raw, chaotic filth of the magic we call Juice, or with the cold, hard logic of a Cogwork machine? Every skirmish is a philosophical argument, and the winning side is the one with the bigger axe.

Now... you may have heard that this whole bloody mess started because some MF went and lost his dog. And you've heard right, I'm not kidding. That one ridiculous, personal quest broke a millenia of cosmic balance. Now the old gods - the Perpetuals - are awake, and they are furious at being upstaged by a yappy mutt. They're here to remind the world what a real boss battle looks like, and you're caught in the middle. The only thing that matters now is the story you leave behind, the one they'll tell about you back at The Eightpints Pub.

That model in your hand is your entry fee. Your job now is to read the lore that came with it. Figure out who they are. Figure out what they're willing to die for. When you're ready to see the full roster of contenders, has-beens, and glorious long-shots, you know where to find me.

The house is now open at www.TheEightpints.com. Try not to lose everything on your first night.

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Scoured Raiders

When a crew of Scoured Raiders walks in, the air grows cold and tastes of salt and old blood. They move with a silent, predatory grace, their pale blue skin covered in swirling, tattooed histories, their eyes holding the cold, lightless dark of the deepest ocean abyss. They don't drink or laugh; they watch, their gaze a constant, unnerving measure of your worth. They are not here for camaraderie; they are here for information, for whispers of a past that was stolen from them, and their very presence is a promise of a cold and sudden violence.

The story you hear is one of the most tragic in The Eightpints. Ages ago, they were a proud coastal people whose entire history was carved into vast libraries of Tidal Stone. But their last king, in a foolish bargain with the cosmic collector, Arkhotek, sold their entire history for a pittance. The Tithe-Forged Legion arrived and scoured every stone, erasing their past and leaving them a people without a soul. Rather than submit to servitude, they cast themselves into the deepest, darkest trenches of the ocean, where they were reformed by the crushing pressure and the cold, cruel Juice of the abyss.

Now, they have returned with a vicious, two-pronged vengeance: to reclaim any fragment of their own stolen history, and to obliterate the histories of all other races. They are the ultimate iconoclasts, who believe that if they cannot have a past, then no one can. In battle, they are a terrifyingly fast and lethal "alpha strike" warband, a tide of vengeful fury that hits with the force of a tidal wave. They use their fearsome Abyssal Surge to unleash a single, explosive burst of speed and violence, their every strike aimed not just at the body, but at the legacy of their foes.

Their leader, the Huntress-Queen Xylia, is the embodiment of their cold, silent rage. The last I heard, her fleet had been sighted in the Dreg-Keels, locked in a full-scale naval war with the Tide Sworn. They are not fighting for territory, but for a single, priceless artifact the Tide Sworn have stolen: a Tidal Stone, one of the last surviving fragments of their lost and stolen history. For that, they are willing to drown the world.





The Vengeful Tide

[995 Points]



Warband Mechanic: Abyssal Surge

The Raiders fight with the patience of the deep ocean. They're all cold, silent, and methodical, moving like predators in the gloom. You'll think you have the measure of them. You'll think it's just another brawl. And then... the tide comes in. They call it the 'Abyssal Surge'. It's a once-per-battle trick, and it's terrifying to behold. It's like the crushing pressure of the deepest trench, all that cold and silent fury they carry in their souls, is unleashed in a single, explosive heartbeat. A warrior who was just holding a line suddenly moves with the speed of a striking eel, their blade a blur of impossible speed and violence. And when their Queen gives the order for a 'Tidal Fury'? The whole crew does it at once. It's an all-or-nothing gamble. If you survive that single, overwhelming wave, you might just win. But I've yet to see anyone who has.

The Scoured Raiders carry the cold, crushing pressure of the abyss within their souls, and they can unleash it in a single, explosive burst of speed and violence.

- **Rule:** Once per battle, at the start of any of your activations, you may declare an "Abyssal Surge". For the rest of this activation, this fighter gains +2 Flurry and +2 Footwork.





Huntress-Queen

Xylia

Leader - 305 Points

Xylia represents the apex of her people's transformation, a living testament to a history reformed in the crushing abyss. As the leader of the Scoured Raiders, her authority is absolute, her every command a reflection of the cold, patient, and utterly ruthless logic of the deep ocean predators she emulates. The swirling, bio-luminescent tattoos that cover her form are not mere decoration;

they are the rewritten annals of her people, a new history carved not in stone, but in the very flesh of the one who would lead them in their two-pronged vengeance against the world .



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
5	4	3	7	22	4	3

- **Weapon:**
 - Trident of the Deep (Melee): Range 2, Impact 2/5
- **Abilities:**
 - **"Pressure Spike" (4+):** Choose an enemy fighter within 1". That fighter cannot make move actions during their next activation as they are pinned by a crushing wave of unseen force.
 - **[COMMANDMENT] "Tidal Fury" (Triple):** Until the start of your next turn, all friendly fighters may use their "Abyssal Surge" ability without it counting as their once per battle use.





Deep Sorcerer

220 Points

The Deep Sorcerers are the spiritual heart of the Scoured Raiders, their magic a grim departure from the esoteric arts of their surface-dwelling kin. They do not channel the chaotic energies of The Sink, but the cold, oppressive, and silent power of the deepest ocean trenches. They are masters of the crushing deep and the ink-black veil, their abilities a reflection of the hostile environment that has become their sanctuary. In battle, they are a terrifying force of control, their every spell a reminder of the abyss's patient, inevitable, and all-consuming power.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
2	2	2	5	15	5	2

- **Weapon:**
 - Ritual Dagger (Melee): Range 1, Impact 1/2
- **Abilities:**
 - **"Crushing Depths" (4+):** Pick an enemy fighter within 9". That fighter suffers D3 damage and -1 Grit until the end of the battle round.
 - **"Ink-Black Veil" (Double):** Place a 5" diameter "Veil of Darkness" token. The area covered by the token blocks line of sight. It lasts until the start of your next turn.





Trident Reaver

235 Points x 2 Members

The Trident Reavers are the swift and vengeful core of the warband, the first and most furious wave of the abyssal tide. They are the embodiment of their people's new creed: a philosophy of swift, overwhelming violence designed to shatter an enemy's legacy in a single, glorious moment. They move as a predatory shoal, their barbed tridents a wall of cold, unforgiving steel, their every charge an act of pure, cathartic rage against a world that has stolen their past and left them with nothing but the hunt.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
4	4	3	6	18	1	2

- **Weapon:**
 - Barbed Trident (Melee): Range 2, Impact 2/4
- **Abilities:**
 - **"Impaling Charge" (4+):** If this fighter made a charge action this activation, add +1 to the base Impact of their next melee attack.





Warband Playstyle: The Alpha Strike

The Scoured Raiders are a high-speed, high-lethality "alpha strike" warband. They are fragile but possess some of the highest damage potential and mobility in the game. Their strategy revolves around their "Abyssal Surge" mechanic, which allows any of their fighters to become a terrifying missile of destruction for a single turn. The goal is to endure the opponent's opening moves and then unleash a perfectly coordinated "Tidal Fury" turn, using the multiple empowered Surges to overwhelm and cripple the enemy warband in one decisive, bloody wave of attacks. Success requires careful positioning and a killer instinct for identifying the perfect moment to strike.

Tips & Tricks:

- **The Surge is Everything:** Your entire game plan revolves around the Abyssal Surge. Do not waste it. In the early turns, focus on positioning your fighters for a devastating, coordinated strike.
- **The Commandment is Your Trigger:** Huntress-Queen Xylia's "Tidal Fury" Commandment is the signal for your main assault. Use it on a turn where all of your fighters are in a position to charge and attack, allowing your entire warband to gain the benefits of the Surge at once.
- **The Sorcerer Controls the Engagement:** Your Deep-Sorcerer is a crucial support piece. Use their "Ink-Black Veil" ability to create smokescreens that protect your fragile Aelves from ranged attacks as they advance into position.
- **Hit and Run:** Your Trident Reavers are fast and hit hard on the charge with their "Impaling Charge" ability, but they cannot survive a prolonged melee. Use their high Footwork to charge in, deliver a devastating blow, and then, if possible, retreat to safety.

"They're angry someone burned their library, so now they're going 'round burning everyone else's. An eye for an eye just makes the whole world blind... and illiterate."





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