

# Fishmachine Tier 1



Each of the Tier 1 benefits can be purchased to the maximum of two times. These benefits need to be purchased prior to the event starting through the shopify site where they can be redeemed through discord. Tier 1 benefits will last for the entire event. Tier 1 cannot be used on/with models with the Battlegroup Controller rule/ the Lesser Warlock rule/Master Infernalist.

- Give target model/unit toughness for the event.
- Give model/ unit pathfinder for the event.
- Increase a target non huge based, non Warcaster/ Warlock/Infernal masters model's base stat by 1 for the rest of the event ( SPD, STR, MAT, RAT, DEF, ARM or CMD.)
- You can take an out of theme non-character solo from your faction in your list .
- Give target model (non-huge base) guidance for the event.
- Increase the FA of a non-character non-hugebased model/ unit .

# Fishmachine Tier 2



Each of the Tier 2 benefits can be purchased to the maximum of one time and models taken using benefits still have to be purchased in game as well and are never valid to be a req choice. These benefits need to be purchased prior to the event starting through the shopify site where they can be redeemed through discord. Tier 2 benefits will last for the entire event.

- Give a solo/ unit no knockdown for the event.
- Take an out of theme character Warjack/Warbeast from your faction in your list .
- Give a model/ unit advance deploy/move (a unit cannot be affected by both.)
- Take one out of faction non character solo/ unit in your army it counts as a friendly faction.
- Give a living or undead solo Rapid healing.
- Give a living/undead/construct models weapon divine inspiration.
- Increase a target huge base or Battlegroup controller rule/ Lesser Warlock rule model's base stat by 1 for the rest of the event ( SPD, STR, MAT, RAT, DEF, ARM or CMD of your choice)

# Fishmachine Tier 3



Each of the Tier 3 benefits can be purchased to the maximum of one time and models taken using benefits still have to be purchased in game as well and are never valid to be a req choice. These benefits need to be purchased prior to the event starting through the shopify site where they can be redeemed through discord. Tier 3 benefits will last for the entire event.

- If you are playing a Warcaster take a non huge based Warjack from another
- Give your Warcaster/ Warlock/ infernal master resourceful.Warmachine faction in your list.
- Take an out of faction Battle engine in your list, it becomes friendly faction.
- Give a Warjack the Supercharged rule. ( the Warjack can have up to 4 focus at any time.
- Give a friendly Warbeast/ Warjack/ Horror/ Monstrosity arcane vortex.
- If you are playing a Warlock take a non huge based Warbeast from another hordes faction in your list.
- Give a target Warbeast/Warjack future sight for the game.
- Give a target Warbeast plus 1 FURY stat.

# Fishmachine Tier 4



Each of the Tier 4 benefits can be purchased to the maximum of one time and models taken using benefits still have to be purchased in game as well and are never valid to be a req choice. These benefits need to be purchased prior to the event starting through the shopify site where they can be redeemed through discord. Tier 4 benefits will last for the entire event.

- Increase your Warlock/Warcasters/Infernal Master focus/fury by 1 .
- Give your Warlock/ Warcaster eye of Menoth.
- If you are playing a Warmachine faction take an out of faction Warcaster for your army.
- If you are playing a Hordes faction take an out of faction Warlock for your army.
- If you are playing a Warlock take a gargant from another hordes faction in your list.
- If you are playing a Warcaster take a colossal from another Warmachine faction in your list.
- Give a Warcaster/Warlock arcane power.
- Target Warcaster gains field marshal Iron Horse Warjacks/Warbeast gain repo 5 and the calvary rule and pathfinder.

# Fishmachine In game Effects



Each of the following rules can be purchased and redeemed during a game in your turn unless stated in a benefit. These can be redeemed through discord. Tier 1 benefits can be used as many times as you would like, but Tier 2 can only be used once per turn.

## Tier 1 Benefits

- Gain plus 1 to any dice roll apart from feats (this can be used not on your turn to a maximum of 3 per roll.)
- Reroll any dice ( a dice can only be rerolled once with this rule and cannot be used if it has already been re-rolled by another rule.)
- Change your prey target once per unit activation.
- Shake an effect at any point of the game.
- A model does not frenzy in its next control phase but can choose to lose any/all fury on it.

## Tier 2 Benefits

- Place a 3 inch electric maelstrom on the table that blocks LOS. Models entering or ending their activation within suffer 1 point of electrical damage. Lasts until the start of your next turn.
- Increase your control range by 1 inch until your next turn. (to a maximum of 3 inches)
- Give a model grievous wounds until the end of your turn.