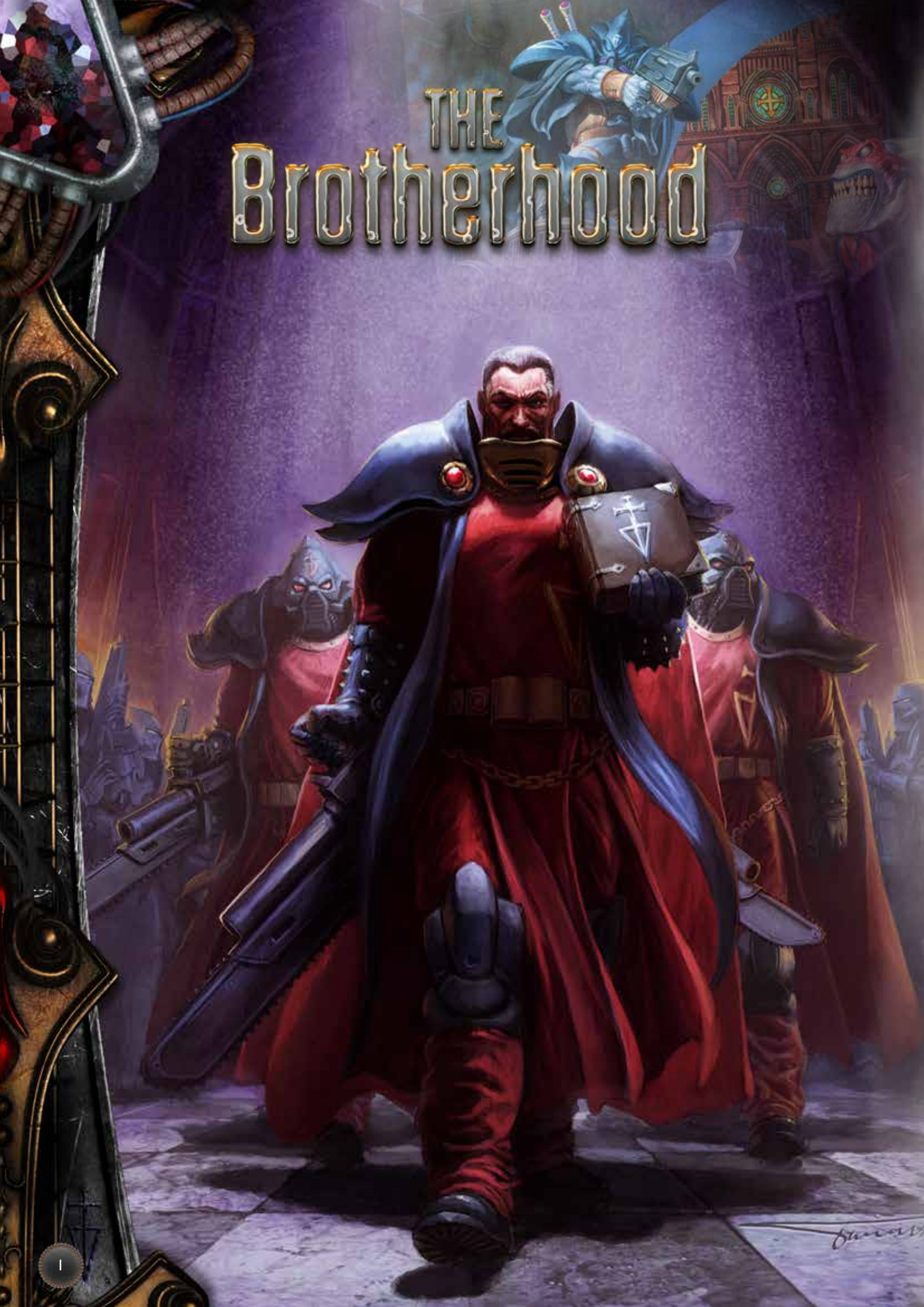
THE Brotherhood



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Redesign and proofreading team: Bart Kołodziejczyk, Andreas Micheel, Ryan Chamberlain, Chris Reynolds, Adrian Lesiczko, Burkhard Schulze, Xabier Escudero, Dominic Roman Tringali, Brian Kenny, Ilan Inglis and Kraig Koranda

Lead Game Design: Marshall Jones

Background:
Andy Hoare, Mark Rapson, Rob Alderman, Tom Haswell, Richard Howkins, Matthew Edgeworth, Brian Kenny, Andy Lukavich

Original Artwork: Darek Zabrocki, Igor Kieryluk, Tomek Tworek, Anna Mitura, Dominik Kasprzycki, Small Impact Games
Additional Art Supplied by: Mutant Chronicles International Inc.
Graphic Design & Layouts: Antonina Leszczyszyn and Rafał Bagiński

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BROTHERHOOD GENERAL SPECIAL RULES

Wolfbane Commandos (see Imperial Corporation book) can be taken in Brotherhood Armies as Support Choices, following the limitations stated in their description.

Contempt (Dark Legion): All Brotherhood Squads have the Contempt (Dark Legion) Special Skill.

Power of the Art: Unless stated otherwise in the Squad's description, every Brotherhood Squad must be upgraded with 1 or 2 Art Powers for the stated cost. A Squad may take Art Powers from one Art Path only. All Art Powers are Psychic Powers. Lords and Advisors attached to Squads must purchase their own Art Powers and can cast their own Powers only. The Squad may cast only the Powers it is upgraded with (not those of the attached Lord or Advisor).

A Squad can cast each of their purchased Art Powers once per turn. Any Model from the Squad can cast their Squad's Art Powers. A Model may attempt to cast each type of Art Power once per turn. Psychic (B) Type Art Powers do not cost Action Points to cast. A Squad can only be targeted once by each Power (B) or (D) Type of Power per Game Turn, unless stated otherwise. When a Brotherhood squad is in an army led by a Tech Warlord the Warlord should be considered a Psychic Warlord for selecting Art Powers.

Depending on the Warlord type (Close Combat, Ranged or Psychic/Tech) the following additional effects apply to all friendly Squads using or affected by Art Powers:

Close Combat Warlord: Any Squad affected by one or more B type Art Power additionally gains (+1) modifiers to ST and CC.

Ranged Warlord: All S type Art Powers gain a (+1) modifier to St and all Models in a Squad that successfully cast an S type Art Power gain +1 to RS.

Psychic Warlord: Failed attempts at casting Art Powers (but not rolls of natural 20) can be rerolled with a (-4) modifier to WP. If the reroll is failed, the casting Model receives a Stun effect.

ART OF THE CHANGELING

EMPHATIC HEART

R	ST	ROF	AVV	TYPE
18	–	–	–	Psychic (D)

Emphatic Heart (5 Points)
The Enemy model affected by this power must pass a WP test in order to conduct a CC, Ranged or Psychic attack. If failed, the Model loses 1 Action Point. It can make a second attempt to perform the same action, by taking another WP test as above. If failed, the Model is immediately deactivated.

CLEANSING LIGHT

R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

Cleansing Light (10 Points)
The squad cannot be targeted by any Ranged attacks from further than 18" away. Additionally, the Squad gains the Fear(+2) Special Skill.

CENSURE

R	ST	ROF	AVV	TYPE
18	12	1	0	Psychic (S)

Censure (15 Points)
If a Model on a Small or Medium base is removed as a casualty by this Art Power, no Models in its Squad can use any Active or Passive Skills, including Weapon Skills until the end of the turn.

CONFUSION

R	ST	ROF	AVV	TYPE
18	–	–	–	Psychic (D)

Confusion (5 Points)
If successfully cast, the target enemy Squad receives a -2 Modifier to WP and LD. Squads can be affected by up to three 'Confusion' Art Powers.

LUMINOUS CAGE

R	ST	ROF	AVV	TYPE
12	–	–	–	Psychic (D)

Luminous Cage (10 Points)
Any Model in the Target Squad that moves further than 1" during their turn, immediately suffers a Stun effect.

PURIFYING AURA

R	ST	ROF	AVV	TYPE
Caster	–	–	–	Psychic (B)

Purifying Aura (10 Points)
If successfully cast, enemy Models within 2" of the caster cannot use the 'Heal' Special Skill, and receive (-2) modifiers to Con, CC, and RS.

ART OF MENTALISM

Might of Reckoning (5 Points)

MIGHT OF RECKONING

R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

The Squad gains either a (+2) modifier to ST or a (+4) modifier to CON.

Spiritual Resilience (5 Points)

SPIRITUAL RESILIENCE

R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

The squad receives (+4) modifiers to CON, LD and WP when testing against the effects of enemy attacks, cards or special skills.

The Message (10 Points)

THE MESSAGE

R	ST	ROF	AVV	TYPE
18	–	–	–	Psychic (D)

If successful, the target Model cannot perform one, selected by the caster, type of basic action (e.g. Move, Shooting) in its next activation.

Dominion (15 Points)

DOMINION

R	ST	ROF	AVV	TYPE
24	–	–	–	Psychic (D)

Target a single, non-vehicle, enemy Model. Both players roll a D20 and add the respective WP values of the caster and the target to their rolls. If the caster's combined score is higher, the caster can make the target model perform one basic action as if it were on Sentry, immediately after the caster's activation ends.

Sacred Supremacy (10 Points)

SACRED SUPREMACY

R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

The Squad gains Impenetrable Armour (10) and a (+2) modifier to either CC, RS or WP (controlling player's choice). If the Squad already has Impenetrable Armour, it uses the higher value.

Guiding Visions (10 Points)

GUIDING VISIONS

R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

If successfully cast, Models in the Squad do not need LOS and can make Ranged Attacks through all Terrain (including walls etc.) but their RS or WP (if making Ranged Psychic Attack) is halved and their ranged weapon receives a (-2) modifier to ST. Enemy Models cannot claim any Cover Modifiers against Models using this Art Power.

ART OF ELEMENTS

Adjusted Materiality (5 Points)

ADJUSTED MATERIALITY

R	ST	ROF	AVV	TYPE
12	–	–	–	Psychic (B)

If successfully cast, place a 30mm 'Adjusted Materiality' token within 12" of the casting Model. All Light Terrain within 3" of the token provides Heavy Cover and counts as Heavy Terrain for Movement.

Sliver of Abyss (15 Points)

SLIVER OF ABYSS

R	ST	ROF	AVV	TYPE
18	–	–	–	Psychic (S)

If successfully cast, place a 30 mm token (AV16 SP2, Impassable Terrain/Heavy Cover) within 18" and LOS of the casting Model. Centre a SE template on the token and scatter it by D20/4. All Models on Small and Medium bases within the template must immediately pass a Con test or receive a Stun Effect. Additionally, all Models within the Template receive a St10 AVV2 Plasma autohit. At the beginning of every following turn place a new SE template on the token, scatter and apply the effects as described above (this does not cost any further Action Points). Up to 3 Sliver of Abyss tokens can be in play at any time.

Time Suppression (20 Points)

TIME SUPPRESSION				
R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

Each Model in the Squad can perform one Basic Action for 0 Action Points. No Models in the Squad can receive additional Action Points from Turning to Burn Resource Cards. Models can still perform each type of Action only once in a turn.

The Master of Metals (10 Points)

THE MASTER OF METALS				
R	ST	ROF	AVV	TYPE
24	–	–	–	Psychic (D)

If successfully cast, the target Model on a small or medium base cannot use one of its Ranged or Close Combat weapons (selected by the caster) until the end of the turn.

Fire Flower (10 Points)

FIRE FLOWER				
R	ST	ROF	AVV	TYPE
FT	14	1	8	Psychic (S)

Rushing Tide (10 Points)

RUSHING TIDE				
R	ST	ROF	AVV	TYPE
12	–	–	–	Psychic (D)

If successfully cast, all Models on small bases in the target Squad and within the range can be moved up to 4" directly away from the caster. If they are moved into terrain in doing so, they suffer a S8 AVV0 Piercing Autohit. This does not count towards the normal maximum move distance per turn limit.

ART OF KINETICS

Reprimand (15 Points)

REPRIMAND				
R	ST	ROF	AVV	TYPE
24	14	2	2	Psychic (S)

Critical Force 2.

Ruby Light (15 Points)

RUBY LIGHT				
R	ST	ROF	AVV	TYPE
24	16	1	8	Psychic (S)

Critical Damage 2.

Burden of the Sins (10 Points)

BURDEN OF SINS				
R	ST	ROF	AVV	TYPE
18	–	–	–	Psychic (D)

If successfully cast, all Models in the target Squad receive a (-1) modifier to M and a (-2) modifier to St, and cannot perform Run actions.

Inscription found in the Cell of Dimios, the Heretic of Spareos:

Heed of the Ghost she did.
Laugh we did.
Appears he did.
Die they did.

Cleared Path (10 Points)

CLEARED PATH				
R	ST	ROF	AVV	TYPE
12	–	–	–	Psychic (B)

The target non-vehicle Model can add the (+x) Modifier to Strenght and RS to all of its shots when it performs an Aim action.

Holy Ground (5 Points)

HOLY GROUND				
R	ST	ROF	AVV	TYPE
12	–	–	–	Psychic (D)

Nominate a piece of Light or Heavy Terrain within range and LOS of the casting Model. All enemy Models within this terrain receive a St10 AVV 1 Piercing autohit.

Levitation (10 Points)

LEVITATION				
R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

If successfully cast, Models in the Squad may make a Move, Run or Engage Action (vehicles can make any type of Vehicle Movement action) through all Terrain (including impassable terrain, walls etc.) with no penalties to Movement Value and have the 'Predator Senses' Special Skill. The Models cannot finish their movement within Impassable Terrain.

ART OF EXORCISM

Emerald Bastion (15 Points)

EMERALD BASTION				
R	ST	ROF	AVV	TYPE
5	–	–	–	Psychic (S)

Place a 30mm token (AV12 SP2, counts as light cover/terrain) within the range. All Close Combat, Ranged and Psychic attacks directed at friendly models within 5" from the token receive a (-2) modifier to CC, RS or WP as appropriate. A Model can benefit from up to 2 Emerald Bastion tokens.

Hymn of Durand (10 Points)

HYMN OF DURAND				
R	ST	ROF	AVV	TYPE
12	–	–	–	Psychic (B)

The Squad which the target Model belongs to gains the Fearless special skill. If it already has this skill, it gains the Dissention and Fear(+2) Special Skills instead.

Presence (10 Points)

PRESENCE				
R	ST	ROF	AVV	TYPE
24	–	–	–	Psychic (D)

If successfully cast, the target Model cannot perform any Actions while in Sentry (can be cast on Models already in Sentry).

Healing Hand (15 Points)

HEALING HAND				
R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

The Squad gains Heal (6) Special Skill. If it already has the Heal (x) Special Skill, or contains a Model with the Medic (x) special skill, it gains Heal (+2) instead.

Fortitude of the Penitent (15 Points)

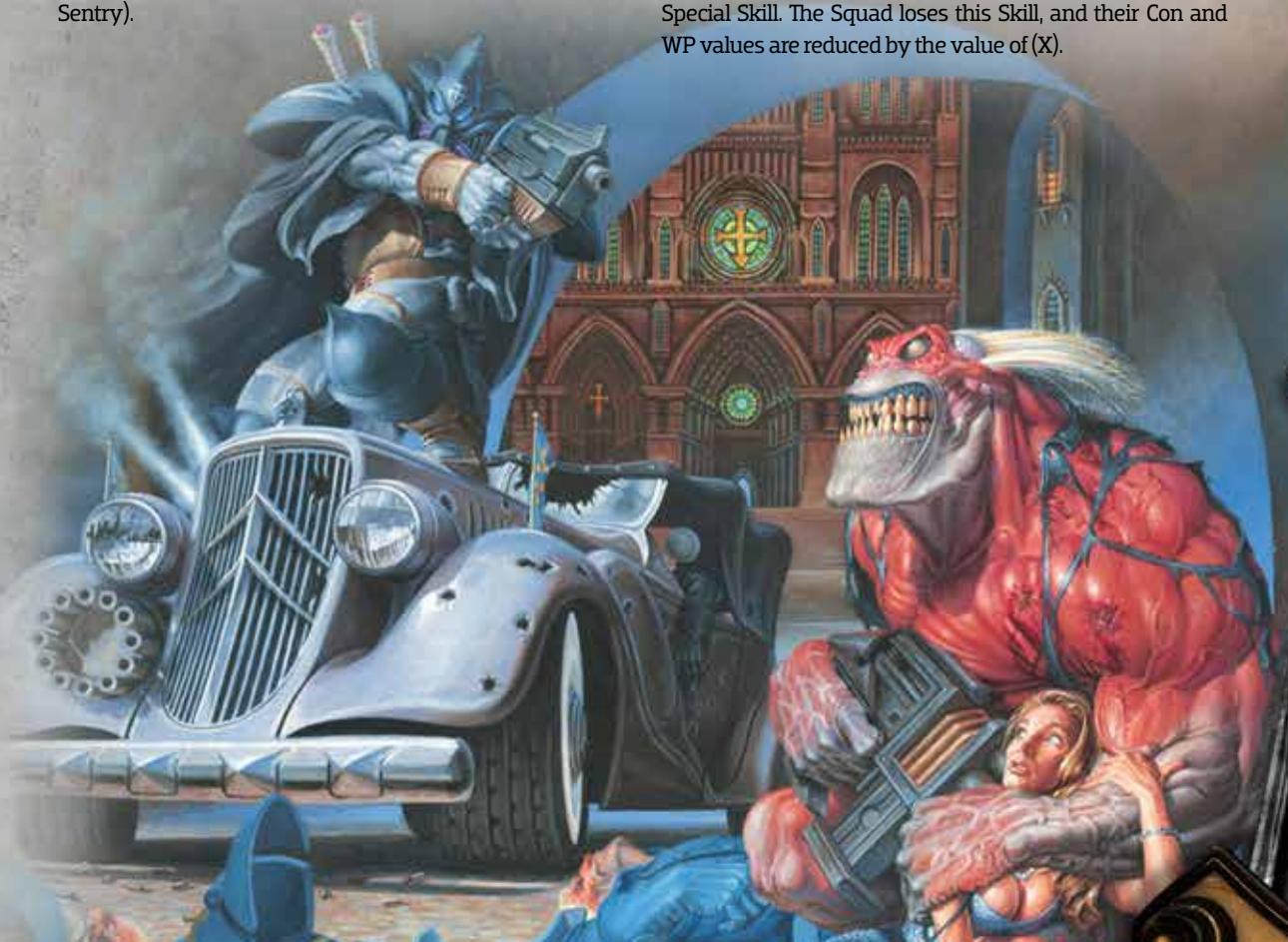
FORTITUDE OF THE PENITENT				
R	ST	ROF	AVV	TYPE
Squad	–	–	–	Psychic (B)

The Squad gains a (+2) modifier to A and gains Impenetrable Armour (10) or (+2), as chosen by the caster. Models with Impenetrable Armour in one facing only do not receive any modifiers to this facing, but they still receive the Impenetrable Armour (10) to the other facing (e.g. Sacred Warriors affected by this Power have IA (14) in their front facing and IA (10) in their rear facing)

Unbinding (5 Points)

UNBINDING				
R	ST	ROF	AVV	TYPE
18	–	–	–	Psychic (D)

Target a Squad that has the 'Heal(X)' or 'Necrotechnology' Special Skill. The Squad loses this Skill, and their Con and WP values are reduced by the value of (X).



CARDINAL DOMINIC

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	9	13	19	19	4	16(14)	225

TYPE: Warlord (Psychic), Medium Base (40mm). Unique

EQUIPMENT: Bringer of Light Broadsword, Blessed Vestments.

SQUAD UPGRADES: Cardinal Dominic can take 3 Art Powers for free and can be upgraded with up to 3 more Art Powers at the normal cost. He can take Powers from any Path and can take Powers from more than 1 Path.

ARMOUR: Blessed Vestments: (No Weapon Type Modifiers taken).

SPECIAL SKILLS: Fearless, Inspiring Presence (All Brotherhood), Aura of Light, Book of Faith, Cleansing Redemption, Resistant to Dark Symmetry, Unmatched Mastery of the Art, The Silence.

Passive: **Aura of Light:** All Models targeting Cardinal Dominic receive an additional (-3) modifier to RS.

Passive: **Resistant to Dark Symmetry:** Whenever a Dark Symmetry Power is directed at Cardinal Dominic, the player controlling Cardinal Dominic must roll a D20, on a roll of 10 or less the Dark Symmetry Power is completely ignored.

Passive: **Unmatched Mastery of the Art:** Each Turn, Cardinal Dominic may attempt to cast up to 4 Art Powers, and may cast Art Powers of the same type, except (S), up to twice per Turn. Cardinal Dominic can cast Type (D) Powers for 0 Action Points.

Active: **Book of Faith:** 'Turn to Burn' 1 Resource Card. All friendly Models within 6" of Cardinal Dominic gain the Fearless Special Skill. If the friendly model is a Squad Commander, every model in his Squad gain the Fearless Special Skill.

Active: **Cleansing Redemption:** Once per Activation, 'Turn to Burn' 1 Resource Card and use 2 Action Points. The Cardinal completes a 'Cleansing Redemption' on a successfully WP test. The 'Cleansing Redemption' is an explosion attack centred on the Cardinal. All Models within 4" of the Cardinal's Base suffer an Autohit of St14 AVV2 Blast. No 'Heal' rolls can be made against the Cleansing Redemption. Cardinal Dominic may not use any 'Art Powers' in a Game Turn he attempts 'Cleansing Redemption'. Cardinal Dominic is unaffected by 'Cleansing Redemption'.

Active: **The Silence:** 'Turn to Burn' 5 Resource Cards. No Models (except Dominic) on the battlefield can use any Active Skills (including Weapons Active Skills) unless they 'Turn to Burn' 2 Resource Cards per Active Skill.

CLOSE COMBAT WEAPON:

BRINGER OF LIGHT BROADSWORD

R	ST	RCA	AVV	TYPE
1.5	+3	3	5	Blast

Passive: **Blessed Blade:** 'Heal' rolls cannot be taken against 'Wound Effects' caused by the Bringer of Light Broadsword.

Passive: **Soul Revenge:** For each Enemy Model removed as casualty from the Game by the Bringer of Light Broadsword the enemy Warlord receives a S10 Piercing AVV1 Autohit.

BLESSED VESTAL LAURA

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	18	16	10	12	18	18	3	16(11)	180

TYPE: Warlord (Close Combat), Medium Base (40mm). Unique

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	16	9	12	18	18	3	15(10)	120

TYPE: Lord, Medium Base (40mm). Unique

EQUIPMENT: P60 'Punisher' Handgun, Blessed Castigator Power Spear, Blessed Valkyrie Armour.

SQUAD UPGRADES: Blessed Vestal Laura may take up to 2 Art Powers from the Path of Mentalism.

ARMOUR: Blessed Valkyrie Armour: (No negative Weapon Type Modifiers taken).

RANGED WEAPON:

P60 'PUNISHER' HANDGUN

R	ST	ROF	AVV	TYPE
18	11	1	0	Piercing (P)

CLOSE COMBAT WEAPON:

BLESSED CASTIGATOR POWER SPEAR

R	ST	RCA	AVV	TYPE
1.5	+4	2	5	Plasma

SPECIAL SKILLS: Fearless, Rapid Deployment, Vestal of the Valkyries, Shield of the Cardinal, Beacon of Light, Athletic Assault, Led by the Light, Cardinal's Blood

Passive: Vestal of the Valkyries: An army which contains The Blessed Vestal Laura may include up to two Squads of Valkyries as Troop choices.

Passive: Shield of the Cardinal: Brotherhood Art Powers cast by friendly casters within 8" of Laura may use her LOS and measure range from her, as if it was her casting the Power.

Passive: Beacon of Light: All enemy Models within 8" of Laura suffer a -2 Modifier to LD.

Passive: Cardinal's Blood: 'Heal' rolls cannot be taken against Close Combat Attacks made by Blessed Vestal Laura.

Passive: Athletic Assault: Laura can instantly move up to 2" in any direction after successfully removing from play all enemy Models in her CCWR.

Passive: Led by the Light: Laura and any Squad she is attached to can reroll the Rapid Deployment test, and ignore the effects of rolling a natural 20 when taking this test.

Passive: Parry: Models with a Blessed Castigator Power Spear gain Impenetrable Armour (12) against Close Combat Attacks.

Passive: Electro-Magnetic Shock: Models on Small or Medium Bases that receive a Wound Effect must pass a Con test or receive a Stun Effect

Active: Mace-Swing: 'Turn to Burn' 1 Resource Card. The Blessed Vestal Laura performs a 'Mace-Swing' Close Combat Special Action. The RoA of this Action is reduced to 1 and cannot be increased by any means. Every Model within 1.5" of Laura receives a St14 Piercing AVV0 Autohit.

LORD INQUISITOR MAJORIS HAMILKAR

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	17	10	12	18	18	3	16(12)	170

TYPE: Warlord (Ranged), Medium Base (40mm), Unique

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	16	10	12	18	18	3	15(12)	110

TYPE: Lord, Medium Base (40mm), Unique
EQUIPMENT: Blessed AC-40 Justifier, Holy Disemboweller Chainripper, Blessed Inquisitor Armour.
SQUAD UPGRADES: Lord Inquisitor Hamilkar may take up to 3 Art Powers, at the normal cost. He can take Powers from any Path and can take Powers from more than 1 Path.
ARMOUR: Blessed Inquisitor Armour: (No negative Weapon Modifiers taken)

RANGED WEAPON:

BLESSED AC-40 JUSTIFIER

R	ST	ROF	AVV	TYPE
24	14	3	3	Piercing (A)

Passive: **Short-Range:** The AC-40 is incredibly hard-hitting at short range. To represent this, when firing the AC-40 at a target within 6", the weapon is St16.
Passive: **Loop shot:** R can be cumulatively increased by 1", up to a maximum of 30", by adding a (-1) modifier to the weapon's St (e.g. R26" St12, R28" St10). St cannot be increased by reducing R.
For every 3" R increase the AVV receives a (-1) modifier.
Active: **Power Up:** Once per Activation, 'Turn to Burn' 1 Resource Card. The weapon receives a +2 Modifier to St.
Active: **Holy Bullet:** 'Turn to Burn' 1 Resource Card. Lord Inquisitor Majoris Hamilkar may target any Model out of LOS (but in his Front Facing and within the weapon's range). RoF is reduced to 1 and cannot be increased by any means. Armour Value of the target Model is halved, successful Impenetrable Armour tests mast be rerolled, and 'Heal' rolls cannot be taken against Wound Effects caused by the 'Holy Bullet'.

CLOSE COMBAT WEAPON:

HOLY DISEMBOWELLER CHAIN RIPPER

R	ST	RCA	AVV	TYPE
1.5	+3	2	2	Piercing

Active: **Disembowelment:** 'Turn to Burn' 1 Resource Card. The Holy Disemboweller Chain Ripper gains Critical Force (2) and a +2 Modifier to AVV.

SPECIAL SKILLS:

Fearless, Vigilant Watchman, IN NOMINE CARDINALIS!, Tactical Genius, Cardinal's Blood, Brotherhood Book of Atonement, Gas Mask, The Eyes of the Curia, Interrogation

Passive: **Vigilant Watchman:** Lord Inquisitor Majoris Hamilkar may complete a Sentry Action for 1 Action Point.
Passive: **Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat Attacks made by Lord Inquisitor Majoris Hamilkar.
Active: **IN NOMINE CARDINALIS!:** 'Turn to Burn' 1 Resource Card. A Model within 8" of Lord Inquisitor Majoris Hamilkar must immediately pass a LD test with a -6 Modifier. If failed its Squad is Pinned.
Active: **Tactical Genius:** As long as Hamilkar is alive, the controlling player can, once per turn, Turn to Burn 1 Resource Card at any point during the turn. The opposing player must immediately reveal which Squad they will activate next.
Active: **Brotherhood Book of Atonement:** 'Turn to Burn' 1 Resource Card. Lord Inquisitor Majoris Hamilkar gains the 'Fear (4)' Special Skill.
Passive: **The Eyes of the Curia:** In Brotherhood Armies containing Hamilkar as the Warlord, up to two Squads of Inquisitors can be taken as Troops choices, ignoring the restrictions listed in the Inquisitor Squad rules.
Active: **Interrogation:** For 2 Action Points, Hamilkar can perform the 'Interrogation' Special Action (counts as a Close Combat Action). Hamilkar needs to allocate all his RoA against one enemy Model. If this Model is removed from the game, the opponent receives a (-4) modifier to their next initiative roll.

KEEPER OF THE ART

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	7	9	18	18	2	16(10)	95

TYPE: Lord, Medium Base (40mm)

EQUIPMENT: 'Sanctus' Power Maul, Garments of the Keeper

SQUAD UPGRADES: The Keeper of the Art must take all Powers from one Art Path, chosen before the game begins, for free.

ARMOUR: Garments of the Keeper (no negative weapon type modifiers taken)

CLOSE COMBAT WEAPON:

'SANCTUS' POWER MAUL

R	ST	ROA	AVV	TYPE
1	+6	2	5	Plasma

SPECIAL SKILLS: **Fear (1), Fearless, Inspiring Presence, Target Identifier, Target Sense, Power Stabiliser, Shimmer of the Light, Nathaniel's Wrath, Gas Mask, Mastery of the Art**

Passive: Power Stabiliser: Whenever an Enemy Model targets a Psychic Power at the Keeper of the Art, the enemy Model's Controlling Player must roll a D20. On a roll of 1–10 the Power is ignored and the enemy Model must pass a Con test or receives a Stun Effect.

Passive: Shimmer of the Light: Any Model targeting the Keeper of the Art with a Ranged attack receives an additional –2 modifier to RS.

Active: Nathaniel's Wrath: At the beginning of the Keeper of the Art's activation Turn to Burn 4 Resource Cards. All enemy Models within 18" of the Keeper lose the Fearless special skill and cannot attempt Heal rolls.

Passive: Mastery of the Art: Each Turn, The Keeper of the Art may attempt to cast up to 4 Art Powers, and may cast Art Powers of the same type, except (S), up to twice per Turn.

JOSEF FREDERIKSON

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	15	9	12	18	18	3	15(12)	90

TYPE: Lord, Medium Base (40mm), Unique. Frederikson is an Inquisitor
EQUIPMENT: AC-40 Justifier, Holy Disemboweller 'The Converter', Blessed Inquisitor Armour.
SQUAD UPGRADES: Frederikson may take up to 3 Art Powers, chosen from any one Path.
ARMOUR: Blessed Inquisitor Armour (no negative weapon type modifiers taken)

RANGED WEAPON:

AC-40 JUSTIFIER

R	ST	ROF	AVV	TYPE
24	14	2	2	Piercing (A)

Passive: **Short-Range:** The AC-40 is incredibly hard-hitting at short range. To represent this, when firing the AC-40 at a target within 6", the weapon is St16.
Passive: **Loop shot:** R can be cumulatively increased by 1", up to a maximum of 30", by adding a (-1) modifier to the weapon's St (e.g. R26" St12, R28" St10). St cannot be increased by reducing R.
For every 3" R increase the AVV receives a (-1) modifier.
Active: **Power Up:** Once per Activation, 'Turn to Burn' 1 Resource Card. The weapon receives a +2 Modifier to St.

CLOSE COMBAT WEAPON:

HOLY DISEMBOWELLER 'THE CONVERTER'

R	ST	ROA	AVV	TYPE
1.5	+4	2	3	Plasma

Active: **Disembowelment:** Turn to Burn 1 Resource Card. The Holy Disemboweller 'The Converter' gains the Critical Force (2) Special Skill.

SPECIAL SKILLS: As Inquisitors (minus Dispersible, Stay Frosty and Brotherhood Book of Law), Contempt (Cybertronic), Brotherhood Book of Judgement, Benediction, Witch Hunt, Execution, Gunslinger

Active: **Brotherhood Book of Judgement:** Turn to Burn 1 Resource Card. Frederikson gains the 'Fear(3)' Special Skill
Active: **Benediction:** At the beginning of Frederikson's activation, Turn to Burn 1 Resource Card. All friendly Models within 18" receive a (+1) modifier to WP.
Active: **Witch Hunt:** At the beginning of turn 1, before the first activation, select one enemy Squad (it can be a Squad which is being held in reserve). All close combat and ranged attacks directed at the selected Squad by Frederikson and the Squad he is attached to gain (+2) modifiers to CC and RS. Close combat attacks additionally gain (+2) to St. If the chosen Squad is removed from the game, immediately select a new target Squad.

GAETANO HYGINUS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	18	11	10	12	14	17	3	15	85

TYPE: Lord, Medium Base (40mm), Unique. Hyginus is a Sacred Warrior
EQUIPMENT: Exorcist, Relic Protector Power Shield
SQUAD UPGRADES: Hyginus may take up to 2 Art Powers, chosen from any one Path.
ARMOUR: Relic Protector Power Shield (no negative weapon type modifiers taken)
Relic Protector Power Shield Special Rules: Hyginus has Impenetrable Armour (15) against Ranged and Close Combat attacks in his Front Facing.

CLOSE COMBAT WEAPON:

EXORCIST

R	ST	ROF	AVV	TYPE
1.5	+5	4	2	Plasma

Passive: **Electro-Magnetic Shock:** Models on Small or Medium Bases that receive a Wound Effect must pass a Con test or receive a Stun Effect

SPECIAL SKILLS:

As Sacred Warriors (minus Brotherhood Book of Law and Blessed by the Cardinal), Duellist, Heal (5), Target Sense, Tireless Slayer, Zealot Preacher, Inspiration, Blessed by the Curia

Passive: **Blessed by the Curia:** Hyginus counts as a Sacred Warrior for the Blessed by the Cardinal Special Skill. His own Heal Special Skill value is not affected by the Blessed by the Cardinal Special Skill.

Active: **Tireless Slayer:** Turn to Burn 2 Resource Cards when Hyginus has more than 1 enemy Model in his CCWR. All of Hyginus' CC test rolls resulting in a natural 1-4 count as Power Shots.

Active: **Zealot Preacher:** Turn to Burn 1 Resource Card. Hyginus gains the Fear (3) Special Skill.

Active: **Inspiration:** At the beginning of Hyginus' Squad activation, Turn to Burn 1 Resource Card. Hyginus and all Models in his Squad gain the Pathfinder Special Skill and a (+1) modifier to MV when performing Run or Engage actions. Hyginus must be the first Model activated and in his activation must perform a Run or Engage action, moving as far as possible along the shortest available route directly towards the nearest enemy Model.

CRUCIFIER

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	17	15	10	10	15	16	3	15(11)	85

TYPE: Lord, Medium Base (40mm)

EQUIPMENT: P65 Punisher Handguns, Mortis Swords, Crucifier Armour.

SQUAD SPECIAL RULES: Crucifiers cannot take Art Powers.

SQUAD UPGRADES: The Hammer of Faith: Crucifiers can be taken in Squads of 2-3 Models, comprising a Crucifier Squad Commander and 1 or 2 Crucifiers. Crucifier Squads cannot be joined by any other Models. Each Crucifier Squad takes 1 Support slot.

ARMOUR: Crucifier Armour: (No negative Weapon Type Modifiers taken).

RANGED WEAPON:

P65 PUNISHER HANDGUNS

R	ST	ROF	AVV	TYPE
12	11	4	0	Piercing (P)

Active: **Electroshock Ammo:** Vehicles that receive SP Damage and have not already been Activated this Game Turn count as Deactivated. Owner of the Vehicle can ignore the effects of 'Electroshock Ammo' by Turning to Burn 2 Resource Cards.

CLOSE COMBAT WEAPON:

MODIFIED MORTIS SWORDS

R	ST	RCA	AVV	TYPE
1.5	+3	4	6	Piercing

Passive: **Assassinate:** When making a Close Combat attack in enemy's Rear Facing, the attack gains a (+2) modifier to St and Critical Force (2).

Passive: **Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat Attacks made by this weapon.

SPECIAL SKILLS: Fear (0), Fearless, Duellist, Predator Senses, Murderous Tornado, Focused Melee Attack, Surgical Assault, Thunder Slam, Heal(4), Gas Mask.

Passive: **Surgical Assault:** A Crucifier may make Ranged Attacks, even whilst Engaged. Targets may not receive Cover Modifiers from Models within the Crucifier's CCWR.

Passive: **Murderous Tornado:** The Crucifier may make Engage Actions and Ranged and Close Combat Attacks in its Front and Rear Facing.

Active: **Focused Melee Attack:** 'Turn to Burn' 2 Resource Cards. The Crucifier gains a +2 Modifier to RoA. A Model which uses this Special Skill cannot use the Surgical Assault Special Skill.

Active: **Thunder Slam:** 'Turn to Burn' 2 Resource Cards. Every enemy Model on a Small or Medium Base within 4" of a Crucifier must pass a Con test. If failed the Model receives a 'Stun Effect'.

BROTHERHOOD TROOPERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	12	8	8	15	15	1	12	60

TYPE: Troops, Small Bases (30mm).

SQUAD COMPOSITION: 1 Brotherhood Trooper Squad Commander, 4 Brotherhood Troopers.

SQUAD SIZE: 5-12 Brotherhood Troopers

ARMOUR: Brotherhood Trooper Armour: (-2 Blast). If upgraded with Guardian Shield: (No negative Weapon Type Modifiers taken)

Guardian Shield Special Rules: When carrying this shield, a Brotherhood Trooper has Impenetrable Armour (12) against Close Combat and Ranged Attacks in their Front Facing.

SQUAD UPGRADES: Add up to 7 extra Brotherhood Troopers for 12 Points each.

2 in 5 Models may add a Scope to their AC-19 Volcano for 5 points each.

Any Models in the Squad can replace their AC-19 Volcano Assault Rifle and Combat Knife with a Retaliator Sword and Guardian Shield for 0 points per Model. If a Squad comprises Trooper Models armed with Retaliator Swords and Guardian Shields only, it can be upgraded with one (B) type Art Power for free (this counts against the normal allowance of 2 Art Powers).

The Squad Commander may be upgraded with the Medic (4) Special Skill for 10 points.

In Brotherhood armies only, the Squad Commander can be upgraded to an Inquisitor for 25 points. The Inquisitor has the statline and Special Skills from the Inquisitor Squad rules, minus "Dispersible" and "Stay Frosty".

EQUIPMENT: AC-19 Volcano Assault Rifle, Combat Knife, Brotherhood Trooper Armour.

RANGED WEAPONS:

AC-19 VOLCANO ASSAULT RIFLE

R	ST	ROF	AVV	TYPE
24	12	1	0	Piercing (A)

AC-19 VOLCANO ASSAULT RIFLE - SCOPED

R	ST	ROF	AVV	TYPE
28	14	1	0	Piercing (A)

CLOSE COMBAT WEAPONS:

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

RETALIATOR SWORD

R	ST	ROA	AVV	TYPE
1	+3	2	2	Plasma

Passive: **Sniper Rifle:** A Model equipped with the 'AC-19 Volcano Assault Rifle - Scoped' gains the Sniper Special Skill.

Active: **Holy Armour Piercing Bullets:** Turn to Burn 1 Resource Card. The weapon receives a (+2) modifier to AVV.

SPECIAL SKILLS: Bringers of the Light, Gas Mask, Guiding Beacon.

Passive: **Bringers of the Light:** Up to 1 Squad of either Brotherhood Troopers or Valkyries may be taken in a Capitol, Bauhaus or Imperial Force as a Support Choice.

Active: **Guiding Beacon:** During the Squad's activation, Turn to Burn 1 Resource Card to place a 30 mm Token within 12" from any Model in the Squad. Friendly Models Rapid Deploying within 3" of the token ignore the effect of rolling a natural 20 for their Rapid Deployment test, and receive a (-2) Modifier to the Rapid Deployment roll.

ROBERTO FELTORDO

M	CC	RS	ST	CON	WP	LD	W	A
5	11	14	8	9	17	15	2	12(10)

TYPE: Advisor, Small Base (30mm), Unique. Feltordo may be added to a Brotherhood Troopers Squad for 40 points.
EQUIPMENT: P65 Punisher Handgun, Combat Knife
SQUAD UPGRADES: Roberto Feltordo may take only 1 Art Power from the Art of Mentalism.
ARMOUR: Archangel Flight Gear (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

P65 PUNISHER HANDGUN

R	ST	ROF	AVV	TYPE
12	11	2	0	Piercing (P)

Active: **Electroshock Ammo:** Vehicles that receive SP Damage and have not already been Activated this Game Turn count as Deactivated. Owner of the Vehicle can ignore the effects of 'Electroshock Ammo' by Turning to Burn 2 Resource Cards.

CLOSE COMBAT WEAPON:

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

SPECIAL SKILLS: Camouflage (3), Pathfinder, Shielded, Aerial Intel, Personal Void Shield

Passive: **Aerial Intel:** Any Squad Roberto Feltordo joins receives a +2 Modifier to RS.

Active: **Personal Void Shield:** Once per game, spend 1 Action Point during Feltordo's activation. Place a 30mm Void Shield token (SP4 AV18) in B2B contact with Feltordo. The token cannot be moved by any means. Friendly Models in B2B contact with the token cannot be targeted by Ranged attacks or any Special Skills and ignore Wound Effects caused by Template (including Rail) weapons.

SACRED WARRIORS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	12	9	9	14	17	1	14	85

TYPE: Troops, Small Bases (30mm).

SQUAD COMPOSITION: Sacred Warrior Squad Commander, 4 Sacred Warriors.

SQUAD SIZE: 5-10 Sacred Warriors.

ARMOUR: Protector Power Shields (No Weapon Type Modifiers taken).

Protector Power Shield Special Rules: Sacred Warriors have the Impenetrable Armour (14) against Ranged and Close Combat Attacks in their Front Facing.

SQUAD UPGRADES: Add up to 5 extra Sacred Warriors for 17 points per Model.

EQUIPMENT: Avenger Sword, Protector Power Shields.

SPECIAL SKILLS: Fearless, Riposte, Eye to Eye, Furious Zeal, Blessed by the Cardinal, Brotherhood Book of Law, Gas Mask.

Passive: Riposte: If an enemy Model fails a Close Combat test by rolling 18-20 while within CCWR of at least one Sacred Warrior, it receives a St(X) AVV1 Piercing Autohit, where 'X' is the highest St value of any Sacred Warriors whose CCWR it is in.

Passive: Eye to Eye: Sacred Warriors cannot use Psychic (S) Art Powers.

Active: Furious Zeal: Turn to Burn 1 Resource Card at the beginning of the Model's activation. The Model receives a (+1) modifier to St and a (+1) modifier to its close combat weapon's RoA.

Passive: Blessed by the Cardinal: All Sacred Warriors have 'Heal (X)', where 'X' is number of Sacred Warriors in the Squad, up to a maximum of Heal (6). Regardless of the number of Sacred Warriors in the Squad, the minimum value of 'X' is 3.

Active: Brotherhood Book of Law: 'Turn to Burn' 1 Resource Card, the Squad gains 'Fear (2)'.

CLOSE COMBAT WEAPON:

AVENGER SWORD

R	ST	RCA	AVV	TYPE
1	+4	2	1	Plasma

Passive: Electro-Magnetic Shock: Models on Small or Medium Bases that receive a Wound Effect must pass a Con test or receive a Stun Effect.

'LUKAS' THE SACRED INITIATE

M	CC	RS	ST	CON	WP	LD	W	A
5	17	12	9	15	15	17	2	14

TYPE: Brotherhood Trooper or Sacred Warrior Squad Commander Upgrade (30mm Base), Unique Brotherhood Trooper or Sacred Warrior Squad Commander may be upgraded to Lukas for 30 points.

EQUIPMENT: Avenger Sword, Protector Power Shield.

ARMOUR: Protector Power Shield (no weapon type modifiers taken).
Lukas has Impenetrable Armour (14) against Ranged and Close Combat attacks originating in his front facing.

CLOSE COMBAT WEAPON:

AVENGER SWORD

R	ST	ROA	AVV	TYPE
1.5	+4	3	1	Plasma

Passive: **Electro-Magnetic Shock:** Models on a small or medium base that receive a Wound Effect from this weapon also receive a Stun Effect

SPECIAL SKILLS: As Sacred Warriors, Zeal of the Initiate, Guide, Evanescent Phantasm.

Passive: **Zeal of the Initiate:** Any CC roll of 1 or 2 count as a Power Shot.

Passive: **Chosen by the Cardinal:** Replaces Blessed by the Cardinal. Lukas' Sacred Warrior squad has the Heal (X) special skill where X is number of Sacred Warriors in the Squad (including Lukas and up to a maximum of Heal (6)). Lukas has Medic (4) when leading a Brotherhood Trooper Squad.

Active: **Guide:** Turn to Burn 3 Resource Cards to nominate one squad on the battlefield. The nominated Squad cannot claim cover from Intervening Models or Terrain.

Active: **Evanescent Phantasm:** Turn to Burn 2 Resource Cards at any point during a Game Turn. Friendly Models on small bases reduced to 0 wounds or less within 3" of Lukas are not removed from play until the end of the game turn or until Lukas is reduced to 0 wounds. Instead they count as Phantoms, which have the Fear (0) Special Skill and do not provide cover or block LOS, but otherwise act as normal. Phantoms cannot control or interact with objectives markers or control table zones.

INQUISITORS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	15	9	10	18	18	2	14(10)	35

TYPE: Support, Medium Bases (40mm).
SQUAD COMPOSITION: 1 Inquisitor Squad Commander.
SQUAD SIZE: 1-6 Inquisitors.
ARMOUR: Inquisitor Armour: (-1 Blast)

SQUAD UPGRADES: Add up to 5 extra Inquisitors for 35 points each.
The Squad can be upgraded with one or two Art Powers, but Squads of 3 or more Inquisitors can take 1 of these Powers for 0 points (owning player's choice).
EQUIPMENT: AC-40 Justifier, Holy Disemboweller Chainblade, Inquisitor Armour.

RANGED WEAPON:

AC-40 JUSTIFIER

R	ST	ROF	AVV	TYPE
24	14	2	2	Piercing (A)

Passive: Short-Range: The AC-40 is incredibly hard-hitting at short range. To represent this, when firing the AC-40 at a target within 6", the weapon is St16.
Passive: Loop shot: R can be cumulatively increased by 1", up to a maximum of 30", by adding a (-1) modifier to the weapon's St (e.g. R26" St12, R28" St10). St cannot be increased by reducing R.
For every 3" R increase the AVV receives a (-1) modifier.
Active: Power Up: 'Turn to Burn' 1 Resource Card. The weapon receives a +2 Modifier to St.

CLOSE COMBAT WEAPON:

HOLY DISEMBOWELLER CHAINBLADE

R	ST	RCA	AVV	TYPE
1	+3	2	2	Piercing

Active: Disembowelment: 'Turn to Burn' 1 Resource Card. The 'Holy Disemboweller Chainblade' gains Critical Force (2).

SPECIAL SKILLS: Dispersible, Fearless, Stay Frosty, Vigilant Watchmen, IN NOMINE CARDINALIS!, Brotherhood Book of Law, Gas Mask.
Passive: Vigilant Watchmen: An Inquisitor can make a Sentry Action for 1 Action Point.

Active: IN NOMINE CARDINALIS!: !: 'Turn to Burn' 1 Resource Card, the player may select an enemy Model within 8" of the Inquisitor Model that is activating this Special Skill. The enemy Model must pass a LD test, if failed its Squad is Pinned.
Active: Brotherhood Book of Law: 'Turn to Burn' 1 Resource Card, an Inquisitor gains the 'Fear (2)' Special Skill.

VALKYRIES

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	9	9	16	15	1	13	75

TYPE: Support, Small Bases (30mm)

SQUAD COMPOSITION: 1 Valkyrie Squad Commander, 4 Valkyries.

SQUAD SIZE: 5-10 Valkyries.

ARMOUR: Valkyrie Armour: (-1 Blast)

SQUAD UPGRADES: Add up to 5 extra Valkyries for 15 Points each.

The Squad must take only 1 Art Power, chosen from any Path. This Power may only be cast by the Squad Commander (not Acting Squad Commander).

1 in 5 Valkyries may swap their P60 'Punisher' Handgun for an AC-31 Cleansing Flamethrower for 5 points.

EQUIPMENT: P60 'Punisher' Handgun, Castigator Power Spear, Valkyrie Armour.

RANGED WEAPONS:

P60 'PUNISHER' HANDGUN

R	ST	ROF	AVV	TYPE
12	11	1	0	Piercing (P)

Passive: Headshot: If a Ranged Skill Test with the P60 Punisher Handgun results in a roll of a natural 1, the attack gains Critical Force (2).

AC-31 CLEANSING FLAMETHROWER

R	ST	ROF	AVV	TYPE
SFT	12	1	0	Blast (S)

Passive: The Cleansing: Shooting actions using AC-31 Flamethrower can be performed even if there are enemy Models in CCWR of the AC-31 equipped Model' close combat weapon. AC-31 cannot be shot if the Model is within CCWR of any enemy Models. The Model shooting the AC-31 ignores any Wound effects resulting from their own Shooting action.

CLOSE COMBAT WEAPON:

CASTIGATOR POWER SPEAR

R	ST	RCA	AVV	TYPE
1.5	+3	2	0	Plasma

Passive: Parry: Models with a Blessed Castigator Power Spear gain Impenetrable Armour (12) against Close Combat Attacks.

Passive: Electro-Magnetic Shock: Models on Small Bases that receive a Wound Effect must pass a Con test or receive a Stun Effect

Active: Mace-Swing: 'Turn to Burn' 1 Resource Card to complete a 'Mace-Swing' Special Close Combat Attack. Every Model within CCWR receives a St13 Piercing AVV0 Autohit.

Ignore the effects of 'Electro-Magnetic Shock' Special Rule when completing a 'Mace-Swing'.

SPECIAL SKILLS: Fearless, Rapid Deployment, Blinding Light, Bringers of the Light

Active: Blinding Light: Turn to Burn 1 Resource Card at the beginning of the Squad's activation. All Ranged attacks directed at the Squad receive a (-2) modifier to RS.

Passive: Bringers of the Light: Up to 1 Squad of either Brotherhood Troopers or Valkyries may be taken in a Capitol, Bauhaus or Imperial Force as a Support Choice.

VISIONARIES

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	15	9	9	16	16	1	10	80

TYPE: Support, Small Bases (30mm).
SQUAD COMPOSITION: 1 Visionary Squad Commander and 4 Visionaries.
SQUAD SIZE: 5-10 Visionaries.

RANGED WEAPONS:

DUAL-WIELDED P60 PUNISHER HANDGUNS

R	ST	ROF	AVV	TYPE
18"	11	2	0	Piercing (P)

Passive: Headshot: If a Ranged Skill test with this weapon results in a roll of a natural 1, the attack gains Critical Force (2).
Passive: Short Range Burst: When making Ranged Attacks at targets within 9", this weapon gains a +2 modifier to RoF.

ARMOUR: Nano-weave Bodysuit: (Blast -2).
SQUAD UPGRADES: Up to 5 Visionaries can be added to the Squad for 16 points per Model.
The squad may only take 1 Art Power from Kinetics or Mentalism.
EQUIPMENT: Dual-Wielded P60 Punisher Handguns
SPECIAL SKILLS: Ranger, Leap (5), Visions, Precognition, Teleport, Punisher Whirlwind
Passive: Visions: Each Squad of Visionaries can be redeployed after Infiltrators are deployed.
Passive: Precognition: Visionaries can re-roll failed Armour tests against all wound effects.
Active: Teleport: Visionaries have the Levitation Psychic Power for free (Art of Kinetics).
Active: Punisher Whirlwind: Turn to Burn 1 Resource Card during the Model's Activation and spend 1 Action Point. Place a Large Explosion Template centred on the Visionary Model. Every enemy Model within the template receives a St11 Piercing AVV0 Autohit. This counts as a Shooting action, but can be performed even if the Model is Engaged.

MORTIFICATORS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	10	10	15	18	1	13	20

TYPE: Support, Small Bases (30mm). Unique.
SQUAD COMPOSITION: 1 Mortificator Squad Commander
SQUAD SIZE: 1-10 Mortificators.
ARMOUR: Mortificator Armour: (Plasma -2).

RANGED WEAPONS:

PIRANHA HANDGUN

R	ST	ROF	AVV	TYPE
12	11	2	0	Piercing (P)

BLESSED FRAGMENTATION GRENADES

R	ST	ROF	AVV	TYPE
St/SE	12	1	0	Blast (G)

Passive: **Cleansing Flame:** Against targets which have the 'Fear' Special Skill, Blessed Fragmentation Grenades gain a (+2) modifier to St.

SPECIAL SKILLS: Infiltrate, Predator Senses, Fearless, Fear (2), Camouflage (2), Ranger, Void, True Assassins, Dodge.

Active: **Void:** At the beginning of the Squad's activation, if no Models are Engaged, the entire Squad can use the "Void" Special Skill. The Models remain on the table but are immediately deactivated and count as undeployed. As such, they cannot be Engaged or targeted by any attacks, and are unaffected by any in-game effects (e.g. cards, special skills, etc), they do not have any effect on LOS, and are treated as Open Terrain for movement. However, no Model may end its movement on top of a Mortificator. The Void special skill remains in effect until the Squad's next activation, when the Models are automatically redeployed in the same position and with the same facing as they were when they entered the Void. If the redeployed Models have enemy models within their CCWR or are within enemy's CCWR, they count as Engaged. Redeploying Mortificators are affected by all effects or skills that apply to models being deployed or redeployed.

Passive: **True Assassins:** Mortificators cannot control or interact with Objectives or control Table Zones. Wound Effects cannot be transferred to Mortificators by the Shielded and Guarded Special Skills. Mortificator Squads cannot be joined by any other Models (e.g. Lords and Advisors) unless the joining Models are Mortificators.

Passive: **Dodge:** Mortificators ignore any 'Wound Effects' on a roll 1-10. Roll for Dodge prior to Armour test and or 'Heal' rolls.

SQUAD UPGRADES: Add up to 9 extra Mortificators at 20 points each.
The Squad can be upgraded with Blessed Fragmentation Grenades for 10 points.

EQUIPMENT: Piranha Handgun, Mortis Sword, Mortificator Armour.

CLOSE COMBAT WEAPON:

MORTIS SWORD

R	ST	RCA	AVV	TYPE
1	+2	3	0	Piercing

Passive: **Assassinate:** When making a Close Combat attack in enemy's Rear Facing, the attack gains a (+2) modifier to St and Critical Force (2).

Passive: **Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat Attacks made by this weapon.

GUARDIANI OBLATI

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	12	11	10	16	18	2	18(12)	100

TYPE: Support, Medium Bases (40mm), Unique

SQUAD COMPOSITION: SQUAD SIZE: 2, 4 or 6 Guardiani Oblati (they consider the Warlord as their Squad Commander)

SQUAD SIZE: 2, 4 or 6 Guardiani Oblati.

SQUAD UPGRADES: Add 2 Guardiani Oblati for 100 Points or 4 for 200 Points.

EQUIPMENT: Hellvatican Fists, Blessed Guardiano Armour.

ARMOUR: Blessed Guardiano Armour: (No negative weapon type modifiers taken)

WEAPONS:

Hellvatican Fists: Each Guardiano Oblato has two arm weapons known as 'Hellvatican Fists', both of these consist of an 'AC-31P Cleansing Flamethrower', 'Avalanche Handgun', 'Consecrated Blade' and a 'Concussive Hammer'. They can quickly switch between each weapon, retracting and presenting each from their arms as needed.
A Guardiano Oblato may fire his Avalanche Hand Gun and his AC-31P for 1 Action Point in 1 Shooting Action.
A Guardiano Oblato may use his Concussive Hammer and his Consecrated Blade for 1 Action Point in 1 Close Combat Action.

Passive: Weapons of Finesse: The Hellvatican Fist Weapons RoF and RoA cannot be increased by any means.

AC-31P CLEANSING FLAMETHROWER

R	ST	ROF	AVV	TYPE
FT	14	1	0	Blast (S)

AVALANCHE HANDGUN

R	ST	ROF	AVV	TYPE
6	18	2	7	Piercing (A)

Passive: Metal Grinder: The weapon has Critical Damage (2). The Metal Grinder Passive Skill is not in effect when the Loop Shot skill is used.

Passive: Loop Shot: R can be cumulatively increased by 1", up to a maximum of 12", by adding a (-1) modifier to the weapon's St (e.g. R12" St12, R10" St14). St cannot be increased by reducing R. For every 3" R increase the AVV Value receives a (-1) modifier.

CONSECRATED BLADE

R	ST	ROA	AVV	TYPE
1.5	+1	3	0	Plasma

Passive: For the Light: CC test of 1-3 causes a Critical Force (2).

CONCUSSIVE HAMMER

R	ST	ROA	AVV	TYPE
1	+2	1	5	Piercing

Passive: Electro-Magnetic Shock: Models on Small or Medium Bases that receive a Wound Effect must pass a Con test or receive a Stun Effect

SPECIAL SKILLS: Dispersible, Fearless, Predator Senses, Slippery, As One with the Warlord, Bodyguard, Cardinal's Blood, Flesh in Steel, Nulled, Where Needed Most, Gas Mask.

Passive: As One with the Warlord: The Warlord is considered the Guardiani Oblati's Squad Commander for the purposes of Squad Coherency, but they remain a separate Squad to the Warlord and are activated independently.

If the Warlord uses the Rapid Deployment Special Skill, the Guardiani Oblati must deploy at the same time as the Warlord. They do not need to take a Rapid Deployment test, but use the result of the Warlord's test and deploy using the Warlord as their Deployment Point. They do not activate together with the Warlord, but can be activated normally as a separate Squad later in the turn. All other Rapid Deployment rules apply.

If the Warlord is deployed normally or using the Infiltrate Special Skill, Guardiani Oblati may be held in reserve or deploy normally in their deployment zone.

Alternatively, before the game starts, a Warlord may join a Squad of no more than 2 Guardiani Oblati, that are not being held in reserve, as their Squad Commander (they become one Squad). In this case, the Warlord may no longer deploy using the Rapid Deployment or Infiltrate Special Skills.

Passive: Bodyguard: When a Guardiano Oblato is in CCWR of an enemy model completing a Close Combat attack, a Guardiano Oblato or other model with the Bodyguard special skill must be nominated as the Primary Target.

Passive: Nulled: Guardiani Oblati cannot take or use any Psychic Powers and they ignore any effects of (D) or (B) Type Psychic Powers.

Passive: Cardinal's Blood: 'Heal' rolls cannot be taken against Close Combat and Ranged Attacks made by the Guardiani Oblati.

Passive: Flesh in Steel: Guardiani Oblati ignore the Critical Force (X) Special Rule.

Active: Where Needed Most: The Squad may be deployed from reserve (or redeployed from anywhere on the battlefield if already deployed) at the end of the Warlord´s activation by Turning to Burn 1 Resource Card or for free immediately after an Activation in which a Wound is allocated to the Warlord.

Guardiani Oblati are immune to the Free Slash rule when redeploying.

The Guardiani Oblati are then placed as close to the Warlord as legally possible. If they have not yet been activated this turn, they may immediately use 1 of their Action Points, which may not be increased by any means, to perform a Move, Engage, Shooting or Close Combat Action. An engaged Guardiano Oblato who was deployed together with a Warlord using Rapid Deployment this turn, may still Turn to Burn 1 Resource Card to gain this 1 Action Point. The Guardiani Oblati may still be activated later that turn, albeit with one less Action Point.

Guardiani Oblati squads not deployed by the end of the game count as casualties.

JUDICATOR BATTLE WALKER

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Hull / AV		SP Weapon / AV		SP Legs / AV		SP Engines / AV		AV Front	AV Back	AP	PTS
4	14	14	14	16	4	14	3	14	4	13	4	14	0	-4	4	125
					If SP=0 or less, the Vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the vehicle cannot move or pivot. It also cannot use its Secondary Weapons.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in" to D20/4. Each Model within this range takes a S14 AVV2 Piercing Autohit on a roll of 1-15.					

TYPE: Light Vehicle (Light Walker), Large Base (50mm)

SQUAD COMPOSITION: 1 Judicator Battle Walker

SQUAD SIZE: 1-3 Judicators.

ARMOUR: Judicator Battle Walker Armour (No Weapon Type Modifiers taken).

SQUAD UPGRADES: Add up to 2 extra Judicators for 125 Points each.
Any Judicator in the Squad may replace its Retaliator Broadsword with a second AC-100 Crusader Cannon and Stomp for 25 Points. The second AC-100 Crusader Cannon counts as another Main Weapon.

EQUIPMENT: AC-100 Crusader Cannon, Retaliator Broadsword, Judicator Battle Walker Armour.

MAIN WEAPONS:

AC-100 CRUSADER CANNON

R	ST	ROF	AVV	TYPE
18	14	5	2	Plasma (A)

Active: Double Tap: At the beginning of Activation 'Turn to Burn' 2 Resource Cards. The Judicator may re-roll any failed RS tests.
Passive: Loop shot: R can be cumulatively increased by 1", up to a maximum of 24", by adding a (-1) modifier to the weapon's St (e.g. R20" St12, R24" St8). St cannot be increased by reducing R.
For every 3" R increase the AVV receives a (-1) modifier.

CLOSE COMBAT WEAPONS:

RETALIATOR BROADSWORD

R	ST	RoA	AVV	TYPE
2	14	2	6	Piercing

Passive: Electro-Magnetic Shock: Models on Small or Medium Bases that receive a Wound Effect must pass a Con test or receive a Stun Effect.
Active: Fervent Assault: 'Turn to Burn' 1 Resource Card to increase the Retaliator Broadsword's RoA to 4.

STOMP

R	ST	RoA	AVV	TYPE
1	12	2	2	Piercing

SPECIAL SKILLS: Thunderous Advance, Crushing Assault.

Passive: Crushing Assault: Add a +1 Modifier to Engage Bonus.
Active: Thunderous Advance: At the beginning of a Model's Activation 'Turn to Burn' 1 Resource Card. If a Judicator makes a Move, Run or Engage Action reduce RS of all Models on Small and Medium Base within 8" of the Judicator, (measure the distance at the end of its Movement) by -4. This effect is not cumulative with other Judicators.

ICARUS JETFIGHTER

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Cockpit / AV		SP Nose / AV		SP Wing / AV		SP Munitions / AV		AV Front	AV Back	AP	PTS
10	–	13	15	15	6	18	5	18	5	17	5	16	0	-4	4	300
					If SP=0 or less 0, the Vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapon.		For every SP taken, the vehicle modifies its M value by -1.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in" to D20/2. Each Model within this range takes a S14 AVV3 Piercing Autohit on a roll of 1-15					

TYPE: Heavy Vehicle (Hoverer), Large Base (80mm)

SQUAD COMPOSITION: 1 Icarus Jetfighter

SQUAD SIZE: 1 Icarus Jetfighter

EQUIPMENT: Cardinal's Fury Gatling Guns, Fore-Mounted Firefist Flamethrower, Graveyard Bombs, Supersonic Plates and Bulletproof Hover Skirt.

SQUAD UPGRADES: Icarus Jetfighters may take up to 2 Art Powers from the Path of Mentalism.

ARMOUR: Supersonic Plates and Bulletproof Hover Skirt (No negative Weapon type Modifiers taken)

MAIN WEAPONS:

CARDINAL'S FURY GATLING GUNS

R	ST	ROF	AVV	TYPE
28	13	6	2	Piercing (A)

Passive: Darkslayer Ammunition: Before making a Shooting Action with the 'Cardinal's Fury Gatling Guns', the Player can choose to fire the 'Darkslayer Ammunition'.

DARKSLAYER AMMUNITION

R	ST	ROF	AVV	TYPE
28	16	1	8	Piercing (A)

Passive: Anti-Tank Ammo: Critical Damage (2). The weapon type is additionally Rail.

SECONDARY WEAPONS:

FORE-MOUNTED FIREFIST FLAMETHROWER

R	ST	ROF	AVV	TYPE
FT	14	3	2	Blast (S)

GRAVEYARD BOMBS

R	ST	ROF	AVV	TYPE
*	12	1	0	Blast (G)

Active: Graveyard Bomb Drop: Icarus Jetfighters may always fire their Graveyard Bombs, regardless of how fast they move. If the player wishes to fire the Graveyard Bombs they must spend 2 Action Points. Icarus must make a Combat Move. Centre a SE Template within a 4" of the Icarus and Scatter D20/4".

SPECIAL SKILLS: Flyer, Supersonic Boom.

Passive: Flyer: The Icarus Jetfighter must make a Move Action of at least 4" every Game Turn.

The Icarus cannot be targeted by Template weapons. Icarus cannot be Engaged or complete an Engage Action.

Active: Supersonic Boom: 'Turn to Burn' 2 Resource Cards and spend 2 Action Points. The Icarus is removed from the Board and can be redeployed in the following Game Turn using Rapid Deployment rules, ignoring the effect of rolling a natural 20. Additionally on a roll of 1-5 a Sonic Boom is achieved. All Models within 6" of the Icarus receive a Strength 10 AVV0 Autohit.