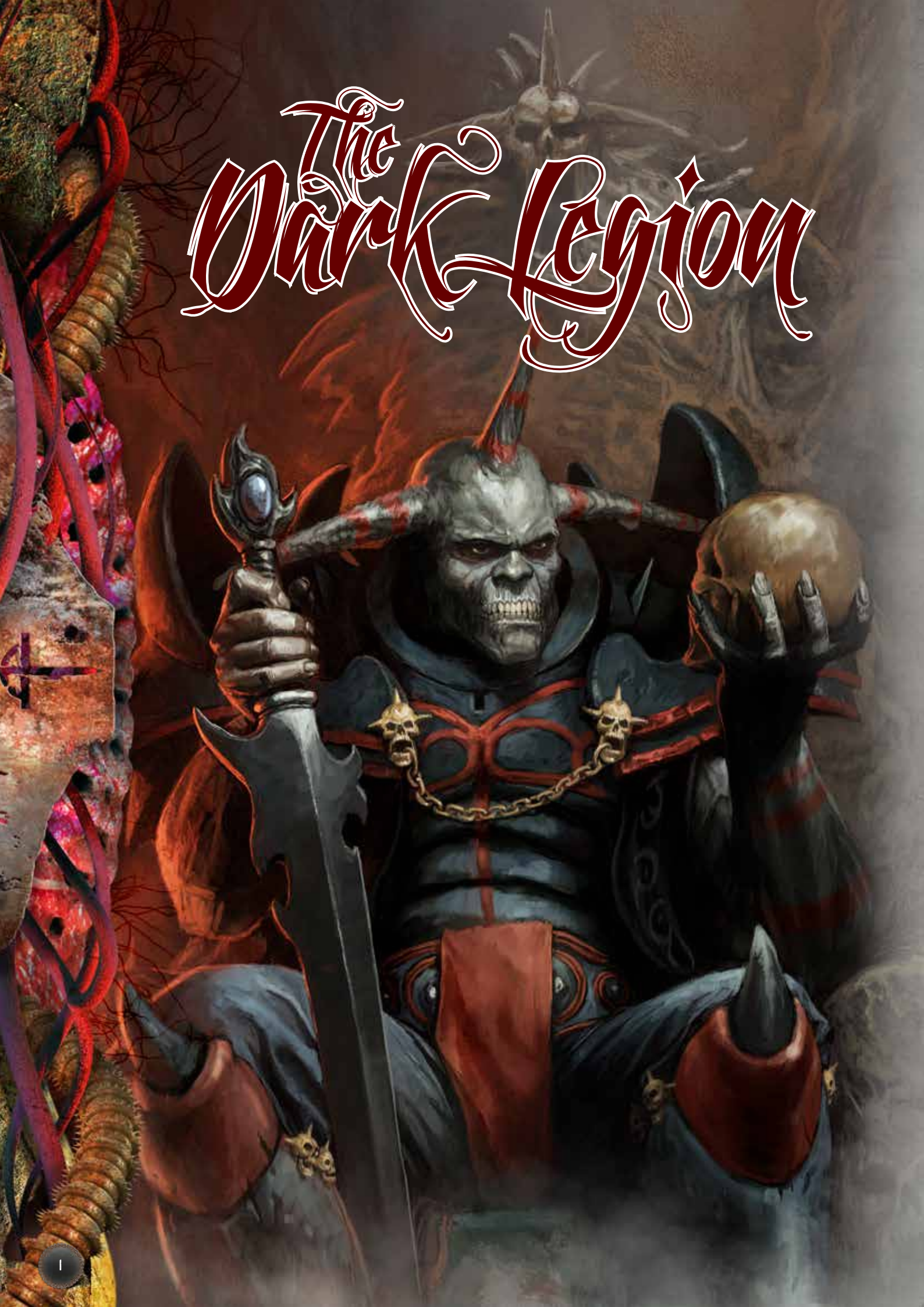
The Dark Legion



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Redesign and proofreading team: Bart Kolodziejczyk, Andreas Micheel, Adrian Lesiczko, Xabier Escudero, Chris Reynolds 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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Dark Legion Special Rules:

Passive: Necrotechnology: Every Model in a Dark Legion Army has 'Heal (2)', this cannot be increased by any means.
Passive: Fearless: Every Model in a Dark Legion Army has the 'Fearless' Special Skill unless stated otherwise.
Passive: Feedback: Every Troop Type Squad in a Dark Legion Army has the 'Feedback' Special Skill. If a Squad loses 50% or more of its original Squad number (100% equals the number of Models that were in the Squad at the start of the Game Turn) in one Game Turn, the Controlling Player must roll a D20. If the number is higher than Squad's LD, each Model in the Squad takes a St10 Piercing AVV 1 Autohit. Dark Legion Squads may not use the Warlords LD for 'Feedback' rolls.
Passive: Fear (0): Every Model in a Dark Legion Army has the 'Fear (0)' Special Skill unless stated otherwise.
Passive: Dark Symmetry Affinity: Every Warlord and Lord in a Dark Legion Army able to cast any Dark Symmetry Powers may cast one Type (D) Dark Symmetry Power for 0AP each Game Turn.

Algeroth Dark Symmetry

Blindness: (15 Points)

BLINDNESS

R	ST	RCF	AVV	TYPE
18	–	1	–	Psychic (D)

The 'Blindness' Dark Symmetry Power can target any Model on a Small or Medium Base. If successfully cast, the target Model is "Blinded" and has its LoS reduced to BtB. Also, their CC value is halved.

Necrovisual Link: (20 Points)

NECROVISUAL LINK

R	ST	RCF	AVV	TYPE
12	–	1	–	Psychic (B)

If successfully cast, the friendly Squad targeted by the 'Necrovisual Link' Dark Symmetry Power may make Ranged Attacks without LOS. The Range of the Weapon is halved and Cover Modifiers are ignored.

Cleansing of the Void: (15 Points)

CLEANSING OF THE VOID

R	ST	RCF	AVV	TYPE
12	–	1	–	Psychic (B)

If successfully cast, the friendly Squad affected by this Power replaces its Passive: 'Necrotechnology' Special Skill with Heal (8).

Banishment of the Steel: (30 Points)

BANISHMENT OF THE STEEL

R	ST	RCF	AVV	TYPE
24	10	1	10	Psychic (S)

Passive: Dark Beam: This Attack is Type: Rail.
Passive: Banishment of the Steel: Immediately place a 'Banishment of the Steel' token next to each model within the Rail. For each token allocated to a Model, it receives an additional (-1) modifier to A or AV (on all sections) and Impenetrable Armour. The 'Banishment of the Steel' tokens stay with the affected Model until it is removed from the game or the game ends.
Passive: Critical Damage (2)

Threshold of Horror: (15 Points)

THRESHOLD OF HORROR

R	ST	RCF	AVV	TYPE
24	–	1	–	Psychic (D)

If successfully cast, place a 30mm token within 24" and within LOS of the caster. Every Enemy Model on a Small Base finishing its Activation within 3" of the token must pass a Ld Test with a (-6) modifier. If the test is failed the Model receives a 'Stun Effect'. Models with the 'Fearless' Special Skill do not receive a 'Stun Effect', but instead receive a St10 AVV1 Piercing Autohit.

Indigestion: (15 Points)

INDIGESTION

R	ST	RCF	AVV	TYPE
30	15	1	0	Psychic (S)

Models removed from play by the 'Indigestion' Dark Symmetry Power explode. Centre the LE Template on the exploding Model. All Models within the Template receive a St(X) AVV0 Blast Autohit, where (X) is equal to Con of the exploding Model.

Dark Gate of Power (15 Points)

DARK GATE OF POWER				
R	ST	ROF	AVV	TYPE
6	–	1	–	Psychic (B)

If successfully cast, place a 30mm token (AV15, SP1, provides Heavy Cover and counts as Heavy Terrain) anywhere within 6" of the Caster. Every Dark Legion Model within 12" of the Token replaces its Passive: 'Necrotechnology' Special Skill with 'Heal (3)'. The token stays in play until it is destroyed or removed by the owning player. The controlling player may remove one "Dark Gate of Power" token every Game turn to un-Turn 1 Resource Card. A maximum of 4 tokens can be in play at any one time.

Postern Beyond Death: (10 Points)

POSTERN BEYOND DEATH				
R	ST	ROF	AVV	TYPE
12	–	1	–	Psychic (D)

If successfully cast, the friendly or enemy Squad has the 'Postern Beyond Death' Special Skill. All Models within 2" of a Model with 'Postern Beyond Death' receive a St13 AVV 0 Piercing Autohit when the affected Model is removed from play.

Dark Banishment (25 Points)

DARK BANISHMENT				
R	ST	ROF	AVV	TYPE
18	13	4	0	Psychic (S)

Passive: Dark Banishment: This Psychic Power has Critical Force (2).

Bringer of Dark Tools (15 Points)

BRINGER OF DARK TOOLS				
R	ST	ROF	AVV	TYPE
12	–	1	–	Psychic (B)

If successfully cast, every Model in the Squad affected by 'Bringer of Dark Tools' Psychic Power gains a (+2) Modifier to St of its Type: Piercing or Plasma Ranged Weapons.

Transmorphication: (15 Points)

TRANSMORPHICATION				
R	ST	ROF	AVV	TYPE
12	–	1	–	Psychic (B)

If successfully cast, every Model in the Squad affected by 'Transmorphication' Psychic Power gains a (+2) modifier to it Armour Value and receives no negative Weapon Type Modifiers to its Armour Value.

Call of Corruption (25 Points)

CALL OF CORRUPTION				
R	ST	ROF	AVV	TYPE
28	–	1	–	Psychic (D)

If successfully cast, place a 30mm 'Call of Corruption' token anywhere within 28" and LOS of the caster. Every enemy Model finishing its Activation within 3" of the token must pass a Con Test or lose a Wound. 'Heal' rolls cannot be used to prevent the loss of Wound caused by the 'Call of Corruption'.
Every Dark Legion Model finishing its Activation within 3" of the token regains one Wound lost earlier in the Game on a roll of 1-10.

Beam of Dark (25 Points)

BEAM OF DARK				
R	ST	ROF	AVV	TYPE
18	–	1	–	Psychic (S)

Passive: Beam of Dark: This Attack is Type: Rail
Instead of the normal Rail rules, every Model within the 'Beam of Dark' Rail must take a WP test. If the test is failed the Model receives a Wound Effect with Critical Force (2) with no Armour, Impenetrable Armour or Heal tests allowed. Vehicles lose 2 SP from their Critical Section (19-20) on a roll of 11-20.

Rampaging Shadows (15 Points)

RAMPAGING SHADOWS				
R	ST	ROF	AVV	TYPE
30	–	1	–	Psychic (D)

If successfully cast, the target Squad receives (-2) modifiers to RS and CC and all their Ranged Weapons become Type: Plasma.

Infernal Shield (10 pts)

INFERNAL SHIELD				
R	ST	ROF	AVV	TYPE
18	–	1	–	Psychic (B)

If successfully cast, the target Squad's WP is increased to 18 and cannot be further increased by any means.

Soulripper Touch (10 Points)

SOULRIPPER TOUCH				
R	ST	ROF	AVV	TYPE
B2B	–	1	–	Psychic (B)

One model (chosen by the casting Model owning player) in B2B contact with the affected caster receives a St18 AVV 4 Plasma Autohit. Heal rolls cannot be taken against this Wound Effect.

ALAKHAI THE CUNNING

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	17	10	10	15	18	19	5	16(12)	220

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

EQUIPMENT: Meat Wolfer Battlesword, Nepharite Armour.

ARMOUR: Nepharite Armour: (No negative Weapon Type Modifiers taken)

CLOSE COMBAT WEAPON:

MEAT WOLFER BATTLESWORD

R	ST	ROA	AVV	TYPE
2	+2	3	2	Piercing

SPECIAL SKILLS: **Fear (5), Blood Drinker, Bloodbath, Battlelust, Eternal Rage, Enrage, Dark Symmetry, Gas Mask, Master Tactician, Summoning the Darkness, Terror**

Passive: Blood Drinker: Every time Alakhai rolls a 'natural 1' when making a Close Combat Attack, Alakhai regains a Wound lost earlier in the Game.

Passive: Bloodbath: Each successful CC test made by Alakhai the Cunning in the same Activation Phase, including the first successful CC test, adds a (+2) modifier to St and AVV of subsequent attacks (to a maximum of St20 and AVV8). For Example: The 1st successful CC test adds a (+2) modifier to St and AVV, the 2nd successful CC test adds a total (+4) modifier to St and AVV. If any of Alakhai's subsequent Attacks are unsuccessful the bonus resets.

Passive: Battlelust: Alakhai the Cunning can instantly be placed within 2" of his current position after successfully removing from play all Models in his CCWR during his activation. If he leaves combat because of this, he is not immune to 'Free Slash'.

Active: Enrage: 'Turn to Burn' 2 Resource Cards. Alakhai gains a +2 Modifier to RoA.

Passive: Terror: Even models with the Fearless special skill must test against Alakhai´s Fear. Any model failing the test cannot make any Close Combat action against Alakhai this turn.

Active: Summoning the Darkness: 'Turn to Burn' 2 Resource Cards during Alakhai the Cunning's Activation. No Model has LOS further than 18" for the remainder of the Game Turn.

Passive: Master Tactician: Alakhai adds +1 to your initiative roll each turn. Also, after Infiltrators are deployed, any Army containing Alakhai the Cunning may re-deploy up to two of its squads (or one Squad of Monsters or Vehicles) , using their normal deployment rules. Alakhai can´t be redeployed with this skill.

Passive: Dark Symmetry: Alakhai can take one Algeroth Dark Symmetry Powers for free.

Passive: Eternal Rage: Alakhai can ignore the first Wound Effect assigned to him each Game Turn.

. . . Darkness cannot drive out darkness . . .

Isaac Alfreds was the last surviving Doomtrooper of his mission, three others, including his marksman teammate, having laid down their lives to penetrate the walls of the Dark Citadel. Breathing hard, Alfreds pressed himself into the shadows beneath a huge and grotesquely ornate archway. Focusing on the mantras taught to him by the most gifted of Brotherhood Mystics at the Cartel's secret Doomtrooper training facility, he gained control over his racing heart, quelling the insanity and terror that radiated from every stone in the miles-high citadel. Checking his punisher's magazine, he took one more breath before propelling himself from the shadows and into the passageway. The corridor was empty, save for the corpses left behind by Alfreds' advance. Pressing on, he found himself passing along a stretch lined with towering statues of what he assumed must be the senior servants of the Dark Apostle of War, Algeroth. Leering monstrosities, their armour etched with the foulest of runes gazed down upon him as he stalked cautiously towards a tall, brass portal at the end of the corridor. He slowed, glancing behind him as he approached the doorway.

Rist's sacrifice in holding the breach in the inner wall while Alfreds infiltrated the interior appeared to have paid dividends for no more Legionnaires were following him. He only prayed that Rist's life was a fair exchange for the chance to kill the target of the mission – the Nepharite Overlord known as Alakhai the Cunning. His mind snapping back to the mission at hand, Alfreds turned his attentions to the vast portal before him. Very slowly, he angled his head to listen for whatever sounds might be emanating from the space beyond, dimly aware of a low, throbbing drone. His eyes narrowed as he focused on that sound, certain it contained elements of machinery and of wet, fleshy biology. As he listened, the drone grew in volume until Alfreds's blood ran cold with the realisation of what it must truly represent. Then another sound was added to the first. It was a low, maniacal cackle. The vast portal stirred, the two halves parting before Alfreds's face. Standing up straight he drew his shortsword, knowing all too well what was about to unfold.

'A Doomtrooper, here in the very heart of my domains?' said the towering form revealed once the portal was fully opened. 'Truly I am honoured…'

'Alakhai,' Doomtrooper Alfreds spat as he took in the sight before him. The space was a vast hall lit a flickering red and orange by the light of fell industry. The stone-flagged floor was lined with rank after rank of chambers, some the height of a man, others many times larger. The obscenely pulsing cables, pipes and feeds running to each told Alfreds exactly what was within.

'That's right, Doomtrooper.' Alakhai crowed. 'My legion rises. You are too late.'

'It's never too late.' Alfreds spat whilst raising his handgun and his shortsword, girding himself for what he knew would be his last charge. Though he would die, Alfreds knew that he had surely come closer than any man alive to striking down the accursed Nepharite Overlord and he would soon be sat at the side of the mightiest heroes of the Imperial Corporation…

STATISTICS

ALAKHAI ASCENDANT

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	12	12	16	18	19	5	16(14)	280

TYPE: Warlord (Close Combat). Medium Base (40mm), Unique.
EQUIPMENT: Meat Wolfer Battlesword, Nepharite Armour.
ARMOUR: Nepharite Armour: (No negative Weapon Type Modifiers taken)

May not be in a game using Diesel Powered Tournament rules. May only be played if agreed upon by your opponent. (this is a Story Driven Character.)

CLOSE COMBAT WEAPONS:

MEAT WOLFER BATTLE SWORD

R	ST	ROA	AVV	TYPE
2	+2	4	4	Piercing

Passive: Focus of the Dark Symmetry: The Meat Wolfer has a strong link with his creator, Algeroth. Choose up to 1 Algeroth Dark Symmetry Psychic Power for Free. Select the Power before the Game starts.

Active: Grinder: 'Turn to Burn' 1 Resource Card. Alakhai Ascendant performs a 'Grinder' Close Combat Special Action. The RoA is reduced to 1 and cannot be increased by any means. Every Model within CCWR of Alakhai receives a St14 Piercing AVV4 Autohit.

Active: Thrown: Alakhai can Turn to Burn 1 Resource card to make a Range Attack with the Meat Wolfer.

MEAT WOLFER THROWN

R	ST	ROF	AVV	TYPE
St	14	1	4	Piercing (S)

SPECIAL SKILLS:

Fear (6), Overlord, Cunning, Blood Drinker, Bloodbath, Battlelust, Absolute Horror, Dimensional Warp, Gas Mask .

Passive: Overlord: When in play, all friendly Dark Legion Tactical cards have their Resource Card Cost reduced by 1. (This cannot reduce a cards cost below 0.)

Passive: Cunning: You may change the Facing of any enemy model Rapid Deployed within 8" of Alakhai

.**Passive: Blood Drinker:** Every time Alakhai rolls a 'natural 1' when making a Close Combat Attack, Alakhai regains a Wound lost earlier in the Game.

Passive: Bloodbath: Alakhai hacks into his foes with the Meat Wolfer, feeding his insatiable bloodlust. Each successful CC test made by Alakhai the Cunning in the same Activation Phase, including the first successful CC test, modifies St and AVV by +2 in subsequent attacks (to a maximum of St20 and AVV8). For Example: The 1st successful CC test increases St +2 and AV +2, 2nd +4 to ST and AV, 3rd +6 to St and AV. If any of Alakhai's subsequent Attacks are unsuccessful the bonus resets.

Passive: Battlelust: Alakhai the Cunning can instantly move up to 2" in any direction after successfully removing from play all Models in his CCWR.

Active: Absolute Horror: Turn to Burn 1 Resource Card at any time . All non-dark legion fearless models within 6" from Alakhai lose the Fearless Special Skill.

Active: Dimensional Warp: Turn to Burn 3 Resource Cards. Choose 1 enemy model on battlefield within LOS of Alakahai. Make an unmodified WP test. If test is successful place the model in front of Alakhai and within his CCWR. Vehicles and Models with Shielded or Guarded Special Skill are immune to Dimensional Warp.

GOLGOTHA MISTRESS OF PAIN

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	13	10	13	18	17	4	15 (11)	175

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	15	13	10	13	18	17	3	14 (10)	130

TYPE: Lord, Medium Base (40mm), Unique.
EQUIPMENT: Necrotech Claw, Horitsa's Spine, Nepharite Armour.
ARMOUR: Nepharite Armour: (No negative Weapon Type Modifiers taken)

CLOSE COMBAT WEAPONS:

NECROTECH CLAW

R	ST	ROA	AVV	TYPE
1.5	+2	2	6	Piercing

HORITSA'S SPINE

R	ST	ROA	AVV	TYPE
1.5	+1	6	0	Piercing

SPECIAL SKILLS: Fear (3), Mistress of Pain, Golgotha's Mirror, Guide, Repugnant Actuality, Psychic Scream, Gas Mask, Dark Symmetry, Aura of Dark Symmetry

Passive: Aura of Dark Symmetry: Friendly Models starting their Activation within 12" of Golgotha gain a +1 Modifier to their Movement Value. This Modifier does not affect Golgotha.

Passive: Dark Symmetry: Golgotha can take up to one Algeroth Dark Symmetry Power for the Points cost indicated.

Passive: Repugnant Actuality: Friendly Models on Small and Medium Bases within 12" of Golgotha gain a (+1) modifier to Armour Value. This modifier does not affect Golgotha.

Active: Mistress of Pain: 'Turn to Burn' 2 Resource Cards to nominate one Model within CCWR. The Model's Armour is halved, Impenetrable Armour is not modified but successful rolls must be rerolled.

Active: Golgotha's Mirror: 'Turn to Burn' 2 Resource Cards, Golgotha can move up to 12" through Terrain or Models without any penalties. Golgotha cannot finish her move in Impassable Terrain. Ignore the CCWR of any Models she passes using Golgotha's Mirror, although if she finishes this move within a CCWR she counts as Engaged. Golgotha can use this Special Skill to leave combat, if she does so 'Free Slash' is negated. This is count as a Basic Move Action.

Active: Guide: 'Turn to Burn' 3 Resource Cards to nominate one Squad on the battlefield. The nominated Squad cannot claim Cover modifiers for Claimed Terrain Piece and all intervening Models or Terrain Pieces.

Active: Psychic Scream: 'Turn to Burn' 1 Resource Card to make the following Psychic Shooting Attack.

PSYCHIC SCREAM

R	ST	ROF	AVV	TYPE
FT	15	1	0	Psychic (S)

VALPURGIUS ARCHMAGUS OF ALGEROTH

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	8	10	15	18	18	4	15 (12)	230

TYPE: Warlord (Psychic), Medium Bases (40mm), Unique

EQUIPMENT: 'Dimensional Blade, Unholy Tunic'

ARMOUR: Unholy Tunic: (No negative Weapon Type Modifiers taken)

CLOSE COMBAT WEAPON:

DIMENSIONAL BLADE

R	ST	ROA	AVV	TYPE
1.5	+3	2	2	Blast

Active: Expulsion of Symmetry: Turn to Burn 2 Resource Cards. The weapon can be used to make a Shooting attack using the profile below.

EXPULSION OF SYMMETRY

R	ST	ROF	AVV	TYPE
FT	16	1	5	Psychic (S)

Passive: Expunged: The RoF of the 'Expulsion of Dark Symmetry' cannot be increased by any means. The weapon cannot be used to make a 'Wall of Fire' Special Action.

SPECIAL SKILLS: Fear (2), Master of the Dark Symmetry, Soulcharger, Algeroth's Mind Leash, Gas Mask

Passive: Master of the Dark Symmetry: Valpurgius can take up to 5 Algeroth Dark Symmetry Psychic Powers for free. Select the Powers before the Game starts. In addition to the free (D) type Power allowed by Dark Symmetry affinity, Valpurgius can cast one other type Power for 0 AP per activation, and can cast a maximum of 4 Dark Symmetry Powers per activation.

Passive: Soulcharger: For every Model (friendly or foe) removed from the Game by Valpurgius via Ranged or Close Combat Actions (including Psychic (S) Attacks), place 1 'Soulcharger' token on Valpurgius' Stat Card.

During Valpurgius' activation:

1. Use two 'Soulcharger' tokens to cast a Psychic Power for 0 AP. This allows Valpurgius to cast four or five Powers in one activation, and he can cast more than one Type:(D) or (B) Power per turn.
2. Use two 'Soulcharger' tokens to reinstate 1 Wound on any Model within 12" of Valpurgius (excluding Valpurgius)
3. Use three 'Soulcharger' tokens to reinstate 1 Wound lost by Valpurgius.

Each of the above effects can be used up to two times per turn.

Up to 4 Tokens can be used per Game Turn. Valpurgius starts the game with 3 Soulcharger Tokens.

Active: Algeroth's Mind Leash: Turn to Burn 3 Resource Cards during Valpurgius' activation to nominate any Model an a Small or Medium Base (excluding Warlords and Lords) within 24" and LoS of Valpurgius. An enemy Model must pass a WP test, friendly Models automatically fail. Soulcharger Tokens can be used to add a (-1) Modifier per token to the target´s WP Value for this test. If the test is failed, the Model becomes Activated (even if it was already activated this turn) immediately after Valpurgius' activation. Valpurgius' owner treats the affected Model as their own for the duration of this activation. The Model has 2 AP (which cannot be increased) if unengaged, 1 AP if engaged. The Action Points can be spent as normal. While controlled by the Mind Leash, the model cannot interact with Objective Markers. The Model's Active or Passive Skills can be used as normal.

KERHEELA, NEPHARITE OF ILIAN

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	15	14	10	11	17	17	3	14 (10)	120

TYPE: Lord, Medium Base (40mm), Unique
EQUIPMENT: Nihilarc, Nepharite Armour
ARMOUR: Nepharite Armour (No negative Weapon Type Modifiers Taken)

CLOSE COMBAT WEAPON:

NIHILARC

R	ST	ROA	AVV	TYPE
1.5	+4	3	6	Piercing

Passive: Chained Reaper: Close Combat test results of 1-3 have the Critical Force (2) and Critical Damage (2) special skills.

Passive: Frozen Oblivion: Heal rolls cannot be made against Wound Effects caused by Nihilarc.

Active: The Reaping: Turn to Burn 2 Resource Cards and perform a Close Combat Action. Every enemy Model within 3" of Kerheela receives a St14 AVV6 Piercing Autohit.

SPECIAL SKILLS: Fear (3), Dark Symmetry, Gas Mask, Cry of the Void, Slowed Time

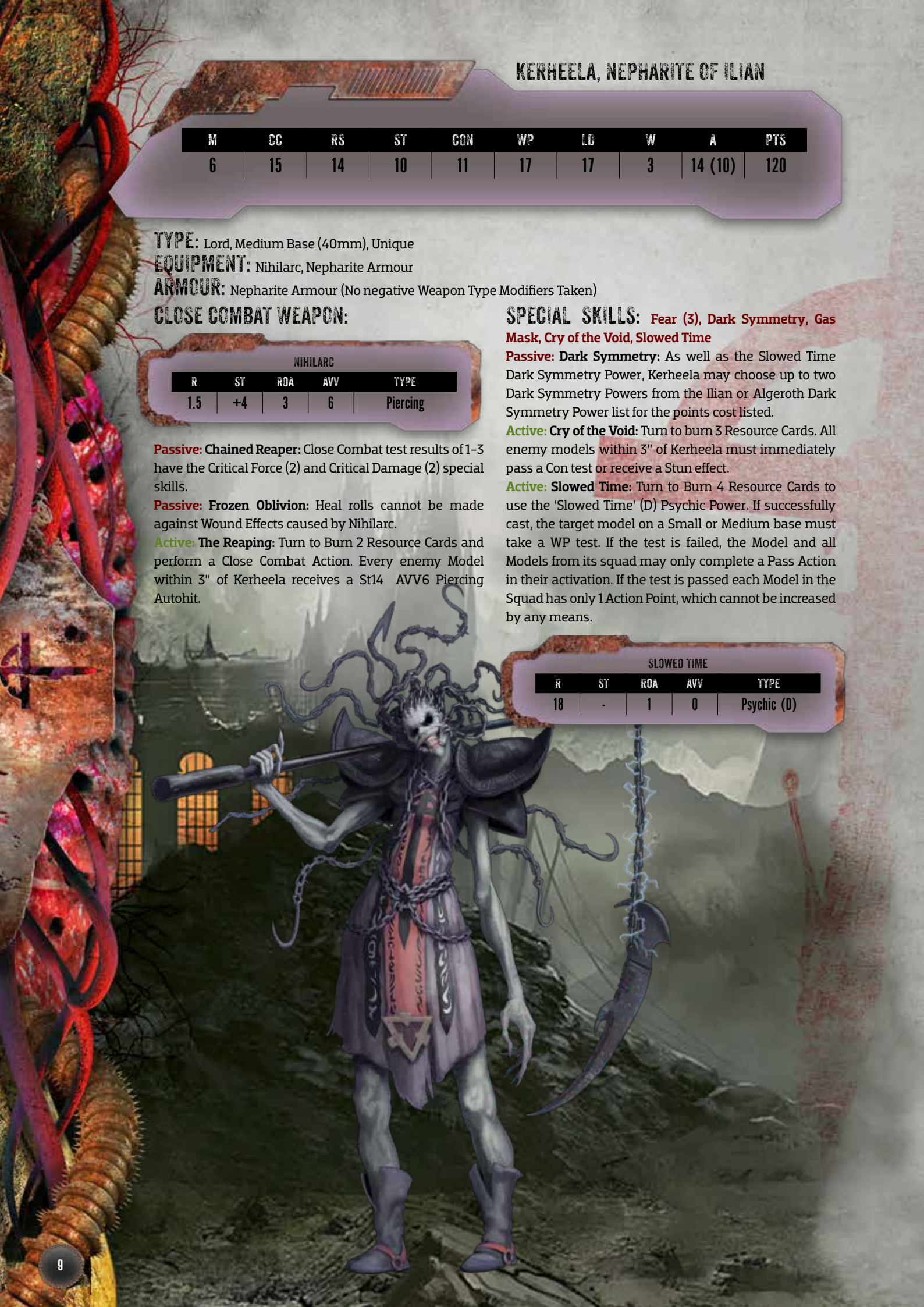
Passive: Dark Symmetry: As well as the Slowed Time Dark Symmetry Power, Kerheela may choose up to two Dark Symmetry Powers from the Ilian or Algeroth Dark Symmetry Power list for the points cost listed.

Active: Cry of the Void: Turn to burn 3 Resource Cards. All enemy models within 3" of Kerheela must immediately pass a Con test or receive a Stun effect.

Active: Slowed Time: Turn to Burn 4 Resource Cards to use the 'Slowed Time' (D) Psychic Power. If successfully cast, the target model on a Small or Medium base must take a WP test. If the test is failed, the Model and all Models from its squad may only complete a Pass Action in their activation. If the test is passed each Model in the Squad has only 1 Action Point, which cannot be increased by any means.

SLOWED TIME

R	ST	ROA	AVV	TYPE
18	-	1	0	Psychic (D)



FABIEN VON HÖLLE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	8	10	15	14	2	13 (12)	80

TYPE: Lord, Medium Base (40mm), Unique, Von Hölle is a Heretic
EQUIPMENT: Bauforce K-110 Carbine, Sword of Symmetry, Insalubrious Bomb, Suit of Dissymmetry
ARMOUR: Suit of Dissymmetry (No negative Weapon Type Modifiers Taken)

RANGED WEAPON:

BAUFORCE K-110 CARBINE

R	ST	ROF	AVV	TYPE
18	13	2	2	Plasma (A)

Passive: Intense Heat: Turn to Burn 1 Resource Card. The Bauforce K-110 Carbine receives a +4 modifier to St and RoF is reduced to 1.
Passive: Slow to Reload: RoF may not be increased by any means.
Active: Insalubrious Bombs: Turn to Burn 2 Resource Cards. Instead of using his Bauforce K-110 Carbine Von Hölle may use the Insalubrious Bomb in a Shooting action.

INSALUBRIOUS BOMB

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

Passive: Insalubrious Corruption: Roll a D20 for any Model on a Small or Medium base that is reduced to 0 or less Wounds by the Insalubrious Bomb Shooting attack. On a roll of 8-20 remove the Model from play as normal. On a roll of 1-7 immediately replace that Model with a Necromutant. The Necromutant is armed with a Belzarach Assault Rifle and a Bayonet. Necromutants created in this way are added to Von Hölle's Squad and have 1 Action Point on the turn they are created. The removed model counts towards body count value and the Necromutant (if removed from play as a casualty) does not.
Passive: Slow to Reload: RoF cannot be increased by any means.

CLOSE COMBAT WEAPONS:

SWORD OF SYMMETRY

R	ST	ROF	AVV	TYPE
1.5	+3	2	1	Piercing

Active: Void Shift: At the beginning of a Close Combat action Turn to Burn 2 Resource Cards. Successful Armour or Impenetrable Armour tests against Wound Effects caused by the Sword of Symmetry must be rerolled.

SPECIAL SKILLS: Fearless, Heal (3), The Enemy Within, Target Identifier, Doubtless Precision, Human, Chosen by the Dark Soul

Passive: Doubtless Precision: Von Hölle does not suffer the normal effects of a fumble (e.g. lose remaining Action Points) but all rolls of a 'natural 20' are still considered a failure.
Passive: Human: Von Hölle does not have the Dark Legion Necrotechnology and Feedback special skills.
Passive: The Enemy Within: If Von Hölle is attached to a Heretic Squad, he and that Squad have the Infiltrate Special Skill.
Passive: Chosen by the Dark Soul: Von Hölle may be upgraded with any 1 Psychic Power from any Apostle´s Dark Symmetry psychic Power list for free.

JOHN BAPTISTE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	10	11	8	10	14	14	2	12 (10)	70

TYPE: Lord, Medium Base (40mm), Unique, Baptiste is a Heretic
EQUIPMENT: M14 Handgun, Sacrificial Blade, Titanium-woven Suit and Carbon-Fibre Under Armour
ARMOUR: Suit of Dissymmetry (No negative Weapon Type Modifiers Taken)

RANGED WEAPONS:

M14 HANDGUN

R	ST	ROF	AVV	TYPE
14	10	2	0	Piercing (P)

CLOSE COMBAT WEAPONS:

SACRIFICIAL BLADE

R	ST	ROA	AVV	TYPE
1	+2	2	1	Piercing

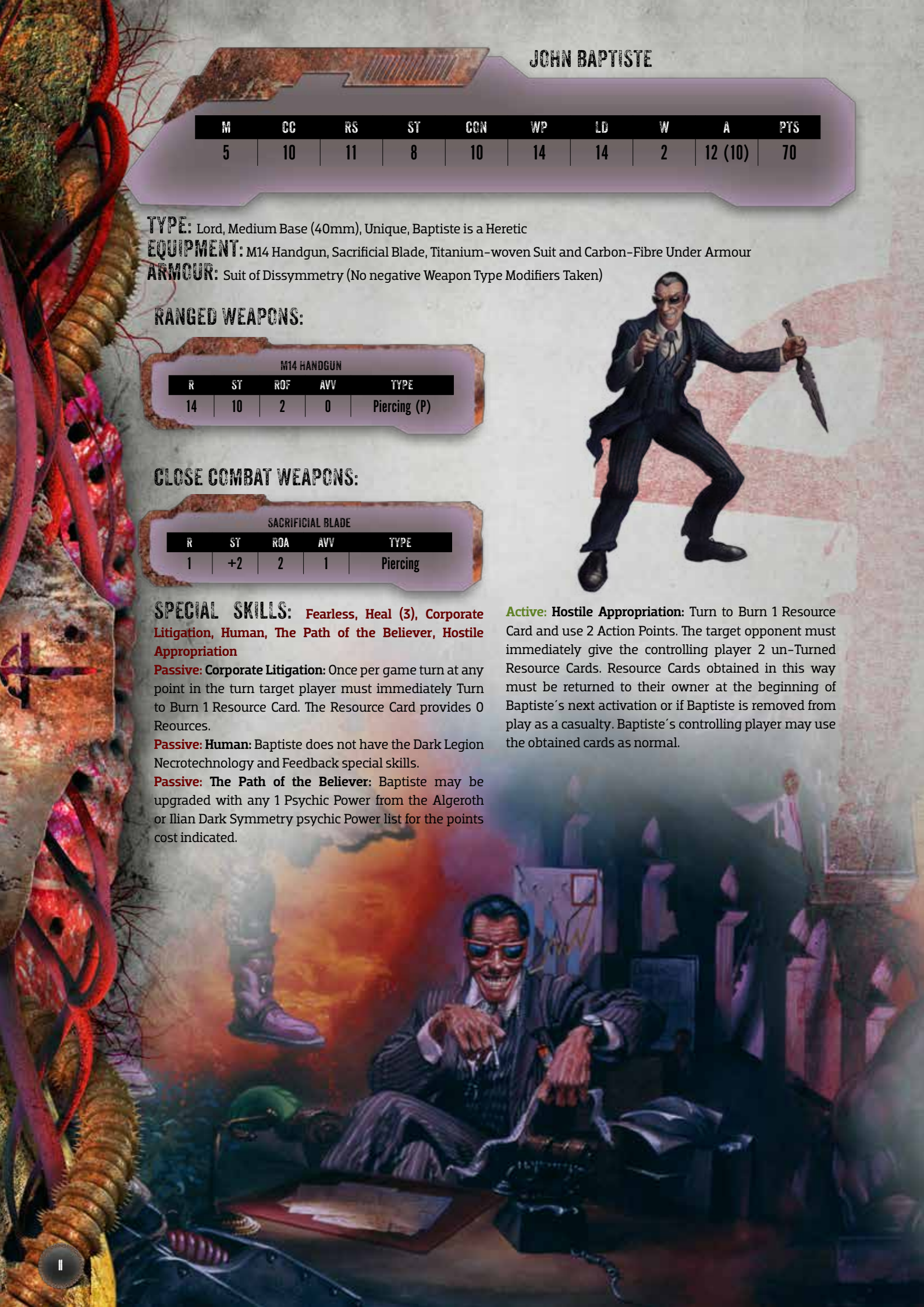
SPECIAL SKILLS: **Fearless, Heal (3), Corporate Litigation, Human, The Path of the Believer, Hostile Appropriation**

Passive: Corporate Litigation: Once per game turn at any point in the turn target player must immediately Turn to Burn 1 Resource Card. The Resource Card provides 0 Reources.

Passive: Human: Baptiste does not have the Dark Legion Necrotechnology and Feedback special skills.

Passive: The Path of the Believer: Baptiste may be upgraded with any 1 Psychic Power from the Algeroth or Ilian Dark Symmetry psychic Power list for the points cost indicated.

Active: Hostile Appropriation: Turn to Burn 1 Resource Card and use 2 Action Points. The target opponent must immediately give the controlling player 2 un-Turned Resource Cards. Resource Cards obtained in this way must be returned to their owner at the beginning of Baptiste´s next activation or if Baptiste is removed from play as a casualty. Baptiste´s controlling player may use the obtained cards as normal.



STATISTICS

NEPHARITE OF ALGEROTH

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	14	10	12	16	17	3	13(11)	90

TYPE: Lord, Medium Base (40mm)

ARMOUR: Nepharite Armour (no negative weapon type modifiers taken)

EQUIPMENT: Fist of Malice HMG and Azogar

RANGED WEAPONS:

FIST OF MALICE HMG

R	ST	ROF	AVV	TYPE
18	15	2	2	Piercing (A)

Passive: Slow to Reload: The RoF may not be increased by any means.

Passive: Forceful Blow: The Fist of Malice has Critical Damage (2) and Critical Force (2).

Active: Unholy Flachette: Turn to Burn 1 Resource Card. The Fist of Malice may use its Unholy Flachette instead of its normal bullets.

UNHOLY FLACHETTE

R	ST	ROF	AVV	TYPE
ST	13	1	1	Blast (S)

Passive: Slow to Reload: The RoF may not be increased by any means.

CLOSE COMBAT WEAPONS:

AZOGAR

R	ST	ROA	AVV	TYPE
2.5	+4	4	2	Piercing

Passive: Up Close: If the Primary target is in B2B contact with this model, this model receives a -2 modifier to RoA and has Critical Damage (+1)

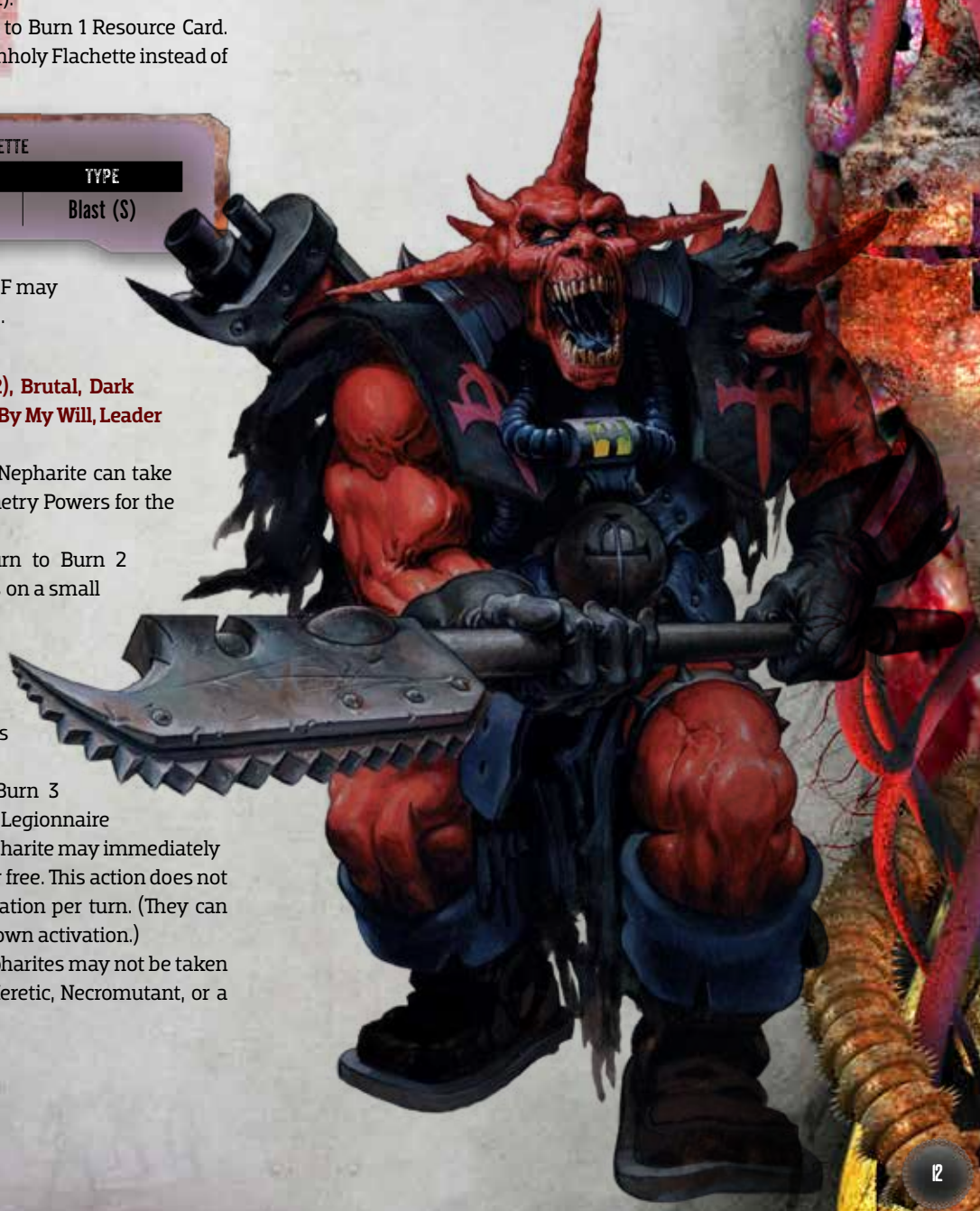
SPECIAL SKILLS: Fear (2), Brutal, Dark Symmetry, Algeroth's Warcry, By My Will, Leader of Legions, Gas Mask.

Passive: Dark Symmetry: The Nepharite can take up to two Algeroth Dark Symmetry Powers for the points cost indicated.

Active: Algeroth's Warcry: Turn to Burn 2 Resource Cards. Enemy models on a small or medium base within 3 inches of the Nepharite must immediately complete a Con test with a -2 modifier. If the test is failed the model receives a Stun effect.

Active: By My Will: Turn to Burn 3 Resource Cards. All Undead Legionnaire squads within 1/2 LD of the Nepharite may immediately perform a basic move action for free. This action does not count towards the 2x MV limitation per turn. (They can move again normally on their own activation.)

Passive: Leader of Legions: Nepharites may not be taken as Lords in armies lead by a Heretic, Necromutant, or a Praetorian Stalker Warlord.



STATISTICS

HERETICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	10	10	8	8	14	12	1	10	50

TYPE: Troop, Small Bases (30mm).
SQUAD COMPOSITION: 1 Initiate Squad Commander and 4 Acolytes
SQUAD SIZE: 5-12 Heretics
ARMOUR: Gowns of the Cult (Blast -2)

EQUIPMENT: Kratach Assault Rifle and Sacrifical Knife.
SQUAD UPGRADES: The Heretic squad may be increased by up to seven Acolytes at 10 points per model. The Initiate may replace his Kratach Assault Rifle with a Voriche Auto Pistol for free.

RANGED WEAPONS:

KRATACH ASSAULT RIFLE

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

VORICHE AUTO PISTOL

R	ST	ROF	AVV	TYPE
18	10	3	0	Piercing (A)

Passive: **Headshot:** On natural roll of 1. The Ranged Attack gain Critical Force (2).

CLOSE COMBAT WEAPON:

SACRIFICAL KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

Passive: **Human:** Heretics do not have any of the Dark Legion special rules, namely: Necrotechnology, Fearless, Feedback and Fear (0).
Active: **Blessed by Dark Symmetry:** At the beginning of an Acolyte's Activation Turn to Burn 1 Resource Card and roll a D20.
On a roll of:

1 to 2: The Necromutation: The Acolyte mutates and is immediately replaced with a Necromutant model armed with a Belzarach Assault rifle and Bayonet from the Necromutant entry. The new model is still part of the Heretic Squad and has the Advisor special skill. The Necromutant has 1 Action Point on the Game Turn it enters play.

3 to 13: The Sacrifice: Every model (friend or foe) within 1" of the Acolyte receives a St10 Blast AVV0 Autohit. Remove the sacrificed acolyte as a Casualty after resolving the Autohit.

14 to 19: The Saviour: The Acolyte receives a Stun Effect. If the model receives any further Stun Effects this Game Turn apply The Sacrifice effect immediately on the model.

20: The Punishment: Immediately remove the Acolyte as a Casualty. The controlling player's Warlord receives an instant Wound Effect, for which no Armour or Impenetrable Armour tests or Heal rolls can be made

Active: **In Nomine Veritatis et Aequitas:** At the beginning of an Acolyte's Activation Turn to Burn 2 Resource Cards. The Acolyte may use the The Sacrifice effect from the Blessed by the Powers skill for free at any point in his activation.

SPECIAL SKILLS: The Path of the Believer, Human, Blessed by Dark Symmetry, In Nomine Veritas et Aequitas

Passive: **The Path of the Believer:** The Initiate may be upgraded with a Psychic power from the Algeroth's Dark Symmetry list for the points cost indicated. When the Initiate is removed from play as a casualty an Acolyte is elevated to his place and becomes the Squad Commander (not Acting Squad Commander) and the new Squad Commander gains the Psychic power selected. (Note therefore the Resource Card is not lost).

UNDEAD LEGIONNAIRES

M	CC	RS	ST	CON	WP	LD	W	A	PTS
4	11	12	8	8	10	15	1	12	50

TYPE: Troops, Small bases (30mm)

SQUAD COMPOSITION: 1 Acting Squad Commander Undead Legionnaire and 4 Undead Legionnaires.

SQUAD SIZE: 5-12 Undead Legionnaires.

SQUAD OPTIONS: 2 in 5 Models may replace their 'Kratach Assault Rifle' with a 'Valcheck HMG' for +10 Points each or a 'Plaguedealer' for +5 Points each.
The Acting Squad Commander Undead Legionnaire may be upgraded to a Necromutant Leader Squad Commander for 15 points.
Up to 7 Undead Legionnaires can be added to the Squad for 10 points per Model.

EQUIPMENT: Kratach Assault Rifle, Corroded Blade, Light Armour.

ARMOUR: Light Armour (-2 Blast).

RANGED WEAPONS:

KRATACH ASSAULT RIFLE

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

VALCHECK HMG

R	ST	ROF	AVV	TYPE
24	13	3	1	Piercing (S)

PLAGUEDEALER

R	ST	ROF	AVV	TYPE
FT	14	1	5	Plasma (S)

Passive: Slow Purge: RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

CORRODED BLADE

R	ST	ROA	AVV	TYPE
B2B	+2	1	2	Piercing

Passive: Rusted: Heal rolls cannot be made against Wound Effect caused by this weapon.

SPECIAL SKILLS: **Brainless, Black Bullets**

Passive: Brainless: Undead Legionnaires can only use Basic Actions and they cannot participate in any Squad or Close Combat Special Actions.

Active: Black Bullets: Turn to Burn 1 Resource Card. Heal rolls cannot be made against Wound Effects caused by the Squad's Ranged Weapons.

NECROMUTANT LEADERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	13	10	10	15	17	1	14	–

TYPE: Troops (Squad Commander), Medium Base (40mm).

EQUIPMENT: Belzarach Assault Rifle, Necroblade, Crude Metal Armour.

ARMOUR: Crude Metal Armour: (-1 Blast)

RANGED WEAPON:

BELZARACH ASSAULT RIFLE

R	ST	ROF	AVV	TYPE
24	13	2	1	Piercing(A)

CLOSE COMBAT WEAPON:

NECROBLADE

R	ST	RCA	AVV	TYPE
1	+2	2	2	Piercing

Passive: Rusted: Heal rolls cannot be made against Wound Effect caused by this weapon.

SPECIAL SKILLS: Leash, Black Liquid Syringe, Black Technology, Insalubrious Bodily Fluids, Toxic Affinity, Gas Mask

Passive: Leash: Undead Legionnaires in the same Squad as the Model with the 'Leash' Special Skill gain a (+1) Modifier to their Movement Value.

Passive: Black Liquid Syringe: Each enemy Model on a Small or Medium Base removed from play by the Model with this Special Skill in Close Combat is immediately replaced with an Undead Legionnaire equipped with a Kratach Assault Rifle and a Corroded Blade. This new Undead Legionnaire Model immediately joins the Necromutant Leader's Squad and can be Activated in the same Game Turn that it was created. The new Legionnaire must be placed in B2B contact with the Necromutant Leader; if it cannot, it counts as destroyed.

The removed Model counts toward Body Count Value but the created Undead Legionnaire does not. The Squad may be increased above its starting number of Models by this Special Skill.

Passive: Black Technology: Necromutants have the 'Heal (8)' Special Skill against weapons with Type: Plasma.

Passive: Insalubrious Bodily Fluids: When a Necromutant is removed from play, enemy Models engaged with the Necromutant receive a St10 Plasma AVV2 Autohit.

Passive: Toxic Affinity: Necromutants gain a (+4) modifier to Con when testing against the effects of Gas type Weapons.

NECROMUTANTS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	13	9	10	15	17	1	14	100

TYPE: Troops, Small bases (30mm)

SQUAD COMPOSITION: 1 Necromutant Squad Commander, 4 Necromutants.

SQUAD SIZE: 5-10 Necromutants.

ARMOUR: Crude Metal Armour: (-1 Blast).

RANGED WEAPONS:

BELZARACH ASSAULT RIFLE

R	ST	ROF	AVV	TYPE
24	13	2	1	Piercing(A)

HEAVY PLAGUEDEALER

R	ST	ROF	AVV	TYPE
FT	15	2	5	Plasma (S)

Passive: Slow Purge: RoF cannot be increased by any means.

GRENADE OF FLIES

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

Passive: Slow to Reload: RoF cannot be increased by any means.

Active: Grenade of Flies: Turn to Burn 1 Resource Card. Up to 2 Models from the Squad can perform a Shooting Action with the 'Grenade of Flies'. Any Squad with at least 1 Model within the 'Grenade of Flies' Template has its RS and CC Values haved until the end of the Game Turn (the effects are not cumulative). 'Grenade of Flies' does not affect Models with the 'Fearless' Special Skill. Any Squads hit by the 'Grenade of Flies' that include a weapon with FT or SFT Range can avoid the effects of the 'Grenade of Flies' on a D20 roll of 1-5 (test immediately when the template is placed).

SQUAD OPTIONS: 2 in every 5 Models may replace their Belzarach Assault Rifle for a Heavy Plaguedealer for 5 points each. Up to 5 Necromutant Models can be added to the Squad for 20 points per Model.

EQUIPMENT: Belzarach Assault Rifle, Bayonet, Crude Metal Armour.

CLOSE COMBAT WEAPON:

BAYONET

R	ST	ROA	AVV	TYPE
B2B	+2	2	2	Piercing

SPECIAL SKILLS: **Grenade of Flies, Black Technology, Insalubrious Bodily Fluids, Toxic Affinity, Gas Mask.**

Passive: Black Technology: Necromutants have the 'Heal (8)' Special Skill against weapons with Type: Plasma.

Passive: Insalubrious Bodily Fluids: When a Necromutant is removed from play, enemy Models engaged with the Necromutant receive a St10 Plasma AVV2 Autohit.

Passive: Toxic Affinity: Necromutants gain a (+4) modifier to Con when testing against the effects of Gas type Weapons.

STATISTICS

NASCA RAZIDE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	13	9	9	14	17	2	13(9)	40

TYPE: Support, Medium Base (40mm)
SQUAD COMPOSITION: 1 Nasca Razide Squad Commander
SQUAD SIZE: 1-4 Nasca Razides
ARMOUR: Bio Armour: (Piercing + 1, Plasma -2)

RANGED WEAPONS:

ASHNAGAROTH HMG

R	ST	ROF	AVV	TYPE
18	15	3	2	Piercing (A)

Passive: Screech of Algeroth: Models on small or medium bases removed from play as a casualty by a Ranged attack from an Ashnagaroth HMG must pass a Con test. If the test is failed their Squad becomes Pinned (Models with fearless still become pinned but autopass their recovery attempt on their activation.).
Active: Burst Fire Mode: Turn to Burn 2 Resource Cards. The RoF of the Ashnagaroth HMG doubles. If the Nasca Razide uses this skill it may not complete any Move, Run or Engage actions this turn.

HELLBLASTER

R	ST	ROF	AVV	TYPE
18/SE	13	1	1	Blast (G)

Active: Dark Portal: Turn to Burn 2 Resource Cards. Con tests are made instead of Armour Tests and Impenetrable Armour Tests against Wound Effects caused by the Hellblaster.
Active: Corrosive: Turn to Burn 1 Resource Card. All successful Armour tests for Wound Effects caused by the Hellblaster must be rerolled.

NAZGAROTH

R	ST	ROF	AVV	TYPE
30	15	2	2	Piercing (A)

Passive: Mech Hunter: Nazgaroth has Critical Damage (2).

EQUIPMENT: Ashnagaroth HMG and Fists and Claws of the Nasca
SQUAD UPGRADES: Up to 3 Nasca Razides may be added to the Squad for 40 points per model.
Any model in the squad may exchange its Ashnagaroth HMG for a Hellblaster for 5 points or a Nazgaroth for 15 points.

CLOSE COMBAT WEAPONS:

FISTS AND CLAWS OF THE NASCA

R	ST	ROA	AVV	TYPE
1	+2	4	1	Piercing

SPECIAL SKILLS: **Leap (4), Sniper, Toxic Anatomy, Unnatural Speed, Symbiotic Eyes of Valpurgius**
Passive: Toxic Anatomy: Nasca Razides ignore all effects of Gas type weapons and Stun effects.
Passive: Symbiotic Eyes of Valpurgius: Dark Legion psychic powers may be cast using a Nasca Razide's LoS as long as the Nasca Razide is within 8" of the caster. The spell's point of origin is still the caster.
Active: Unnatural Speed: Turn to Burn 1 Resource Card. a Nasca Razide ignores Movement modifiers for Light and Heavy terrain when completing a Movement action.

RAZIDE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	15	13	10	13	13	17	3	15 (12)	75

TYPE: Support, Medium Base (40mm)
SQUAD COMPOSITION: 1 Razide Squad Commander
SQUAD SIZE: 1-3 Razides
ARMOUR: Bio Armour: (Piercing + 1, Plasma -2)

SQUAD OPTIONS: Up to 2 Razides can be added to the Squad for 75 points per Model.
Any Model in the Squad may swap its Plaguedealer HMG for a Nazgaroth for free.
EQUIPMENT: Plaguedealer HMG, Fists and Claws, Bio Armour.

RANGED WEAPONS:

PLAGUEDEALER HMG

R	ST	ROF	AVV	TYPE
24	15	3	4	Piercing (A)

Active: Flamer mode: 'Turn to Burn' 1 Resource Card. The Plaguedealer HMG Flamer Mode profile can be used.

FLAMER MODE

R	ST	ROF	AVV	TYPE
FT	13	2	1	Plasma (S)

Passive: Slow Purge: RoF cannot be increased by any means.

NAZGAROTH

R	ST	ROF	AVV	TYPE
30	15	2	2	Piercing (A)

Passive: Mech Hunter: The Nazgaroth has Critical Damage (2)

CLOSE COMBAT WEAPONS:

FISTS AND CLAWS

R	ST	ROA	AVV	TYPE
1	+2	3	2	Piercing

RAGE

R	ST	ROA	AVV	TYPE
1	+4	4	2	Piercing

SPECIAL SKILLS: **Gas Mask, Unstoppable, Rage, Unnatural Leap, Relentless**
Passive: Unstoppable: Razides ignore negative Modifiers to Range. Razides do not receive any negative modifiers to RS caused by Light or Heavy Cover.
Active: Rage: At the beginning of the Model's Activation, 'Turn to Burn' 1 Resource Card to give a Razide 'Rage'. The 'Rage' profile is used for CC attacks this turn. The Razide cannot make any Shooting Action during this Activation.
Active: Unnatural Leap: 'Turn to Burn' 1 Resource Card, a Model can ignore Movement Modifiers for Light and Heavy Terrain when performing an Engage Action.

PRAETORIAN STALKERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	13	10	10	14	15	2	16	50

TYPE: Support, Medium Bases (40mm)
SQUAD COMPOSITION: 1 Praetorian Stalker Squad Commander.
SQUAD SIZE: 1-6 Praetorian Stalkers.
ARMOUR: Praetorian Armour: (No Negative Weapon Type Modifiers taken)

RANGED WEAPONS:

SCYTHE OF SEMAI HMG

R	ST	ROF	AVV	TYPE
24	15	3	1	Piercing (A)

Passive: Maggot Bullets: Any Model which fails its Armour Test against a Wound Effect caused by 'Maggot Bullets' must pass a Con Test. If failed, each 'Maggot Bullet' Wound Effect is treated as Critical Force (2).
Active: Ripper Acid Bullets: 'Turn to Burn' 2 Resource Card. A 'Scythe of Semai HMG' has a +3 Modifier to AVV.

The 'Scythe of Semai HMG' may be upgraded as follows, but only 1 'Scythe of Semai HMG' upgrade can be used per Model:
Carcass Launcher: Up to two Models per Squad can add a 'Carcass Launcher' to their 'Scythe of Semai' for free. The Carcass Launcher can be fired instead of the 'Scythe of Semai HMG' in a Shooting Action.

CARCASS LAUNCHER

R	ST	ROF	AVV	TYPE
18/SE	13	1	0	Blast (G)

Active: Rigor Mortis Gas Canisters: 'Turn to Burn' 1 Resource Card, to load the 'Carcass Launcher' with 'Rigor Mortis Gas Canisters'. Resolve the Ranged Attack as normal, but any Models on a Small or Medium Base which receive a Wound Effect also receive a 'Stun Effect'.
Hindenburg Incinerator: Up to two Models per Squad can add a 'Hindenburg Incinerator' to their 'Scythe of Semai HMG' for +10 Points per Model. The 'Hindenburg Incinerator' can be fired instead of the 'Scythe of Semai HMG' in a Shooting Action.

HINDENBURG INCINERATOR

R	ST	ROF	AVV	TYPE
FT	10	2	10	Blast (A)

Passive: Corrosion: This weapon has Critical Damage (2).
Passive: Slow to Reload: RoF cannot be increased by any means.

SQUAD OPTIONS: Up to 5 Praetorian Stalkers can be added to the Squad for 50 points per Model.
Any member of the Squad can replace their Reaper of Semai with a Scythe of Semai HMG, Bayonet, Claws and Teeth for 10 points per Model.
All Models in the Squad can be upgraded with the 'Rapid Deployment' Special Skill for 5 Points per Model.
A Goliath purchased as a Squad Commander upgrade can be upgraded with the Rapid Deployment special skill for 10 points instead of 5.
EQUIPMENT: Reaper of Semai, Praetorian Armour

CLOSE COMBAT WEAPONS:

BAYONET, CLAWS AND TEETH

R	ST	ROA	AVV	TYPE
1	+1	2	0	Piercing

REAPER OF SEMAI

R	ST	ROA	AVV	TYPE
1.5	+4	2	6	Piercing

Passive: Reaper: Natural rolls of 1, 2 or 3 in CC give this Attack 'Critical Force (2)' and Critical Damage (2).
Passive: Power of Symmetry: Models armed with a 'Reaper of Semai' gain Impenetrable Armour (11).

SPECIAL SKILLS: Fear (3), Stalkers, Bonded in Birth, Flesh in the Shell, Infiltrate, Savage Charge
Passive: Bonded in Birth: For every 2 Praetorian Stalkers alive in the Squad, all Praetorian Stalker Models in the Squad gain (+1) modifiers to CC and RS.
Passive: Stalkers: Praetorian Stalker Squads ignore the effects of rolling a natural 20 when taking the Rapid Deployment test.
Passive: Flesh in the Shell: Praetorian Stalkers ignore the 'Critical Force (X)' Special Skill on received Wound Effects.
Active: Savage Charge: Turn to Burn 1 Resource Card. If the Pretorian Stalker makes an Engage Action this turn, it ignores any movement penalties, and any CC weapon it uses receives a (+1) modifier to ROA and (+1) to ST until the end of turn.

STATISTICS — PRAETORIAN GOLIATH

M	CC	RS	ST	CON	WP	LD	W	A
5	15	11	12	10	12	17	3	16 (12)

STATISTICS — PRAETORIAN IMP

M	CC	RS	ST	CON	WP	LD	W	A
5	15	13	8	10	16	17	1	10 (8)

TYPE: Praetorian Stalker Squad Commander upgrade (Praetorian Goliath: Large Base (50mm), Imp: Small base (30mm).

The Praetorian Stalker Squad Commander may be upgraded to Praetorian Goliath for +55 points. The Praetorian Goliath is joined by the Praetorian Imp (counts as a Praetorian Stalker) for free.

EQUIPMENT: Praetorian Goliath: Colossus Reaper of Semai. Imp: Paired Hand Reapers

ARMOUR: Praetorian Goliath: Praetorian Armour. Imp: Sneak and Cunning. Both: (no negative weapon modifiers taken)

CLOSE COMBAT WEAPON:

COLOSSUS REAPER OF SEMAI

R	ST	ROA	AVV	TYPE
2	+5	2	6	Piercing

Passive: Colossus Reaper: Natural rolls of 1, 2 or 3 in CC give this attack Critical Force (+1) and Critical Damage (2)

PAIRED HAND REAPERS

R	ST	ROA	AVV	TYPE
B2B	+5	2	6	Piercing

Active: Strike of the Imp: Turn to Burn 1 Resource Card. CC attacks by the Imp are St 17 and cannot be increased by any means. Models that receive Wound Effects from a Strike of the Imp CC attack may not use Impenetrable Armour but otherwise may take armour tests as normal

SPECIAL SKILLS: As Praetorian Stalkers, Brutal, Shrouded, Fraternal Bond, Drawn to their Doom

Passive: Shrouded: The Imp is always kept in reserve. The moment the Praetorian Goliath is in CC with an enemy model place the Imp in B2B contact (or as near to it as possible) with the Praetorian Goliath. When it deploys the Imp may instantly complete a CC attack if deployed engaged with an enemy model for free. The Imp may additionally complete a second CC attack in its own activation phase as normal.

Passive: Fraternal Bond: Wound Effects allocated to the Imp can be allocated to any other Stalker (including the Praetorian Goliath) in B2B contact with the Imp. If the Imp is removed from play as a casualty the Praetorian Goliath gains the Berserk special skill and a -2 modifier to LD.

Passive: Drawn to their Doom: The nearest non-vehicle enemy model not in CCWR of the Praetorian Goliath, but within LOS and Engage range and with LOS to the Praetorian Goliath must complete a LD test with a -4 modifier (even if already engaged with another friendly model) at the beginning of the Game Turn before the first squad is activated. If the test is failed the model must use its first Action Point to Engage the Praetorian Goliath. If a model completes an Engage action against the Praetorian Goliath, the Praetorian Goliath receives an Engage bonus as if it itself had engaged.

MERCURIAN MACULATORS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	14	13	14	14	16	3	16(13)	85

TYPE: Support or Monster, Large Base (50mm)
SQUAD COMPOSITION: 1-3 Mercurian Maculators
SQUAD SIZE: 1 Mercurian Maculator Squad Commander
EQUIPMENT: Attachia Hand Cannon, Maculator's Giant Fists and Tough Mercurian Maculator Skin.

ARMOUR: Tough Mercurian Maculator Skin (No negative Weapon Type Modifiers taken)
SQUAD UPGRADES: May add up to 2 Mercurian Maculators for 85 points each.
Squad Special Rule: Mercurian Maculators may be taken as either Support or Monster choices. All Maculator units in an army must be taken as the same Type (all Support or all Monster).

RANGED WEAPONS:

ATTACHIA HAND CANNON

R	ST	ROF	AVV	TYPE
20/SE	14	2	3	Blast (S)

CLOSE COMBAT WEAPONS:

MACULATOR'S GIANT FISTS

R	ST	ROA	AVV	TYPE
2	+1	2	4	Piercing

Active: Great Punch: Turn to Burn 1 Resource Card per model. Models cannot use Impenetrable Armour against attacks made with Maculator's Giant Fists. Only normal Armour Rolls are allowed.

SPECIAL SKILLS: Camouflage (2), Fear (5), Stalk, Touched by Dark Symmetry, Ranger, Regenerate, Pre-emptive Strike, Lean Green Giant

Passive: Touched by Dark Symmetry: A Mercurian Maculator Squad receives Heal (4) instead of Heal (2) due to the Necrotechnology Dark Legion Special Rules.

Passive: Regenerate: Mercurian Maculator Models can re-roll failed Heal rolls. Additionally, at the beginning of Squad Activation, roll a d20 per model. On a result of 1-8, the model recovers a previously lost wound in the Game.

Passive: Pre-emptive Strike: After the initial setup at the start of the game (including infiltration), any Models in the Squad may be redeployed within 6" of their original position (this can take them outside of their Deployment Zone). If both armies contain Squads with this skill, the Player who has won the Initial Initiative can choose to move all their eligible Squads first or last. This Skill cannot be used by Squads with any Models deployed outside of their own Deployment Zone.

Active: Lean Green Giant: Turn to Burn 1 Resource Card. Any Model making a Ranged Attack against the Mercurian Maculator squad receives a (-2) modifier to their RS.

BEHEMOTH

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	14	13	15	15	10	16	8	18	220

TYPE: Monster, Large Base (80mm)
SQUAD COMPOSITION: 1 Praetorian Behemoth
SQUAD SIZE: 1 Praetorian Behemoth

RANGED WEAPONS:

DECIMATOR HANDCANNON

R	ST	ROF	AVV	TYPE
24	16	4	1	Piercing (A)

Active: Heavy Maggot Shell: 'Turn to Burn' 1 Resource Card to fire a 'Heavy Maggot Shell'.

DECIMATOR HANDCANNON - HEAVY MAGGOT SHELL

R	ST	ROF	AVV	TYPE
18/SE	18	1	10	Blast (G)

Passive: Slow to Reload: RoF cannot be increased by any means.

EQUIPMENT: Decimator Handcannon, Monstrous Fists and Heavy Armour Plates.
ARMOUR: Heavy Armour Plates (No negative Weapon Type Modifiers taken).

CLOSE COMBAT WEAPONS:

MONSTROUS FISTS

R	ST	ROA	AVV	TYPE
2	+4	4	6	Piercing

Passive: Punch Through: This weapon has Critical Damage (2).

SPECIAL SKILLS: Fear (4), Unstoppable Mass, Pick up and Throw, Incoming, Flesh in the Shell, Ranger, Relentless

Passive: Flesh in the Shell: Praetorian Behemoth ignores the 'Critical Force (X)' Special Skill on received Wound Effects.

Active: Unstoppable Mass: Spend 2 Action Points to perform a 'Charge' Action (this counts as a Run action). Move the Behemoth by 12" in a straight line. Each Model in the path of the Behemoth receives a S16 AVV10 Piercing Autohit. Vehicles are hit on the 19-20 Location. Surviving Models on Small Bases hit by the 'Charge' are placed within 4" of their starting position as it they have been thrown by a 'Throw' Special Action (although they do not take extra damage). The 'Charge' is stopped when the Behemoth reaches its maximum distance, Impassable Terrain, a Heavy Vehicle or another Model on a Large Base, whichever is reached first.

Active: Pick-up and Throw: If there is a Terrain piece within 3" and in the front facing of the Behemoth, Turn to Burn 1 Resource Card and spend 1 AP to perform a Shooting Action using the 'Improvised Projectile' profile. If the terrain piece's footprint is 2"x2" and less than 2" tall, remove this terrain piece from the table. If the terrain is larger than this, it suffers 1SP of damage every time this skill is used.

IMPROVISED PROJECTILE

R	ST	ROF	AVV	TYPE
St/LE	15	1	4	Piercing (G)

NECROBEAST RIDERS

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Body / AV		SP Rider / AV		SP Legs / AV		SP Head / AV		AV Front	AV Back	AP	PTS
6	14	12	10	16	4	14	4	14	4	14	4	13	0	-4	4	125
					If SP=0 or less, the Necrobeast Rider Model is Destroyed but remains in play as a piece of Light Terrain.		If SP=0 or less, the Centurion Riding the Necrobeast is dead and the Necrobeast Rider Model cannot make any form of Ranged Attack.		If SP=0 or less, the Necrobeast Rider's M is equal to 2 and cannot be increased by any means. It also loses the 'Beast' Special Skill.		If SP=0 or less, the Necrobeast Rider Model is removed from game.					

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

SQUAD COMPOSITION: 1 Necrobeast Rider Squad Commander.

SQUAD SIZE: 1-2 Necrobeast Riders.

SQUAD OPTIONS: 1 Necrobeast Rider can be added to the Squad for 125 points.

EQUIPMENT: Voriche Pistol, Necrobeast Bite, Necrotechnological Armour.

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

RANGED WEAPON:

VORICHE AUTO PISTOL

R	ST	ROF	AVV	TYPE
18	10	3	0	Piercing (A)

Passive: Headshot: On a roll of a 'natural 1', the Ranged Attack gains Critical Force (2).

CLOSE COMBAT WEAPON:

NECROBEAST BITE

R	ST	ROA	AVV	TYPE
1.5	15	4	2	Piercing

Passive: Necrotic Enzymes: Heal rolls cannot be made against Wound Effect caused by Necrobeast Bite.

Active: Acidic Saliva: 'Turn to Burn' 1 Resource Card, the 'Necrobeast Bite' Close Combat Attacks are made with AVV4.

SPECIAL SKILLS: Fear (3), Predator Senses, Beast, Charge

Passive: Beast: Necrobeast Riders ignore any Vehicle (Bike) penalties for moving through Light or Heavy Terrain and do not have to make any AV tests for moving in there. They can also make a 'Free Jump' up to 3" and 'Jump across Gaps' in the same way as Models on Large bases. Necrobeast Riders can 'climb' without having to make Con Tests, however after each 'Climb', a Necrobeast Rider receives an AVV0 Piercing Autohit on the 'Legs' Location Necrobeast Riders cannot use the "Full Throttle" Vehicle Special Action.

Active: Charge: 'Turn to Burn' 1 Resource Card. The Model can make a 'Charge' Close Combat Special Action with St16.

BLACK WIDOW

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Body / AV		SP Head / AV		SP Legs / AV		SP Core / AV		AV Front	AV Back	AP	PTS
6	14	12	–	–	5	19	4	18	5	17	5	16	0	-2	4	295
					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.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a Range D20/2". Each Model within this range takes a S14 AVV 4Piercing Autohit on a roll of 1-15.					

TYPE: Heavy Vehicle (Heavy Walker), No base

SQUAD COMPOSITION: 1 Black Widow

SQUAD SIZE: 1 Black Widow

EQUIPMENT: Head-Mounted Ashnagaroths, Tarsus, Biotech Carapace Armour.

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

RANGED WEAPONS:

HEAD-MOUNTED ASHNAGAROTHS				
R	ST	ROF	AVV	TYPE
18	15	5	2	Piercing (A)

Passive: Screech of Algeroth: Models on small or medium bases removed from play as a casualty by a Ranged attack from an Ashnagaroth HMG must pass a Con test. If the test is failed their Squad becomes Pinned (Models with fearless still become pinned but autopass their recovery attempt on their activation).

Active: Burst Fire Mode: Turn to Burn 2 Resource Cards. The RoF of the Head-Mounted Ashnagaroths doubles. This skill cannot be used in the same turn as any kind of Movement action.

CLOSE COMBAT WEAPONS:

TARSUS				
R	ST	ROA	AVV	TYPE
3	16	4	6	Piercing

SPECIAL SKILLS: **Fear (6), Fearless, Regenerate (4), Venomous Strike, Aura of Madness, Undead Birth, Just an Irritation**

Passive: Regenerate (4): At the beginning of Activation roll a D20. On a result of 1-4, the Black Widow regains the last SP lost.

Passive: Venomous Strike: If a natural 1 is rolled in CC the Wound Effect receives Critical Force (3) and Critical Damage (3).

Passive: Aura of Madness: Enemy Models within 10" of the Black Widow have an additional -4 Modifier to WP.

Active: Undead Birth: One Squad of Legionnaires in the army can start the Game unborn inside the Black Widow. In any of the Black Widow's Activation phases 'Turn to Burn' 1 Resource Card and use 1 Action Point to 'Birth' the Legionnaire Squad. The Squad enters play within 2" of the Black Widow in its Rear Facing. The Legionnaire Squad can Activate as normal the Game Turn it enters play but only has 1 Action Point per Model. If the Black Widow is destroyed or explodes the unbirthed Squad is automatically 'Birthed'. Additionally, if the Black Widow explodes, and the Legionnaires are yet to be 'Birthed', each model in the Squad receives an instant S14 Blast Autohit.

Passive: Just an Irritation: If the Black Widow begins its activation Engaged with Models on Small Bases only, it receives the full number of Action Points.