BAUHAUS
ARMY ABILITIES

Doubtless Precision: Bauhaus models do not suffer the normal effects of a Fumble, (e.g. lose remaining AP) but all rolls of natural 20 are still considered a failure.

Officer's Judgement: All Bauhaus Troop and Support Models within 6" of a Kapitan and/or 12" of a Marshal receive a non-cumulative (+1) to CC, RS and LD.

Combat Doctrines: Bauhaus forces use a number of different Combat Doctrines depending the situation and opponents they are engaged with. When building a Bauhaus Force players may choose to follow a particular Doctrine and may equip each Troop, Support or Light Vehicle Squad with up to two abilities from the Doctrine Lists below for the points cost listed. All models must buy the same ability and no ability may be purchased more than once per Model.
Players may not mix Doctrines under any circumstances.

ROMANOV DOCTRINE

Iron Will (+2 PTS per model): The Squad gains Fearless (2).

Schnell! Schnell! Schnell! (+3 PTS per Troops model, +5 PTS per Support model, +10 PTS per LV model): The Squad receives (SP+1).

Smoke Flare (+10 PTS per Squad): RES(1): Once per game, place a Smoke Flare temporary token within 3" of the squad commander or acting squad commander by spending AP(1). All models within 3" of the token may not draw LOS to any point, nor can LOS be drawn to any model within 3".

The Moment Has Come (+2 PTS per model): RES(1): All models in the squad receive SP(+1) and if performing a Charge Action, the maximum movement allowance is increased to unmodified SP x3.

Advanced Hand to Hand Combat Training (+3 PTS per model): RES(1). The squad gains RoA(+1) to CC attacks only.

Long Bayonets (+1 PTS per model): The Squad gains ST (+2).

Precise Positioning (+5 PTS per Troops model, +7 PTS per Support model): The squad can be deployed using Rapid Deployment but ignores the effect of rolling a natural 20 (treat as result of 19). A maximum of 1 squad per army may take this ability. If the squad already has Rapid Deployment or Infiltrate, the cost is reduced by 2 PTS per Model.

BERNHEIM DOCTRINE

Marksmanship (+3 PTS per model): The squad gains Crackshot (1).

Special Weapons Training (+10 PTS per squad): The squad can re-roll failed 'Get the Gun' rolls.

Steady Aim (+3 PTS per model): RES(2): If no models in the squad are engaged at the beginning of the squads activation, all of the squads Ranged Weapons are R(+6).

Motion Beacon (+15 PTS per squad): RES(1): Once per game the squad commander or acting squad commander may spend AP(1) to place a permanent token anywhere within 18" and scatter it D20/4". Friendly models making Ranged Attacks at enemy models within 3" of the Beacon may ignore all negative modifiers to RS but still need LOS.

Extended Magazines (+3 PTS per model): Ranged Attacks by the squad gain Pinning.
Targeting Flare (+10 PTS per squad): RES(1): The squad may re-roll any failed RS tests for (GR) type weapons.

Tarnung (+2 PTS per model): RES(2): All models gain Camouflage(1) and Gunslinger.

RICHTHAUSEN DOCTRINE

Blitzkreig (+10 PTS per model): RES(1): Light Vehicle only. All models in the squad gain SP(+2).

Field Repair Kit (+10 PTS per squad): RES(1). Troops and Support only. One model in the squad may spend AP(1) to attempt to repair one W (owners choice) to a Vehicle it is in B2B with. The Wound is restored on a D20 roll of 1-10. A Vehicle can only regain W(1) per turn in this way.

Reinforced Armour Plates (+20 PTS per model): Light Vehicles only. All Vehicle Armour Locations gain A +1, any negative modifier to rear Armour is reduced by 2 to a maximum of 0.

Field Medic Training (+15 PTS per squad): The squad commander gains Medic (4) or (+2) if they already have Medic.

Sandbag Equipment (+20 PTS per squad): RES(1): Each game turn, the entire squad may spend AP(1) per model to use Sandbag Equipment. Place 3 Sandbag permanent tokens in a straight line and in B2B with each other up to 3" away from the activated model in the squad. Each token counts as .5" high terrain and provides cover.

Flank Deployment (+10 PTS per Support model, +20 PTS per LV model): The squad may be deployed using Flank Deployment. Only 1 squad per army may take this ability.

Panzergruppe (+15 PTS per model): One squad of Light Vehicles can be taken as a Support slot. The squad still counts as Light Vehicles for purposes of any game effects, cards or abilities.

VENUSIAN MARSHAL

STATISTICS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
7	15/3	15	8	10	16	16	3	22(10)	2	140
	12/-	-	8							

VENUSIAN KAPITAN

STATISTICS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
7	14/2	14	8	10	14	15	2	21	2	30
	12/-	-	8							

TYPE: Character, Cavalry, Large Base

DEPLOYMENT OPTIONS: Regular

EQUIPMENT: Marshal/Kapitan: AG-17 Panzerknacker Assault Rifle, Gas Mask, HG-14 Hagelsturm Shotgun, Violator Blade, Guardsman Mk.III Armour. Mount: Kick and Bite

OPTIONS: None.

RANGED WEAPON:

AG-17 PANZERKNACKER ASSAULT RIFLE

R	ST	ROA	TYPE
24	10	1	A

Deathbolt Ammunition

Deathbolt Ammunition: RES(1): ST(+1) and ROA(+1)

HG-14 HAGELSTURM SHOTGUN

R	ST	ROA	TYPE
ST	11	1	ST

CLOSE COMBAT WEAPON:

VIOLATOR BLADE

R	ST	ROA	TYPE
1	+3	2	CC

KICK AND BITE

R	ST	ROA	TYPE
B2B	+2	1	CC

MARSHAL ABILITIES: Advanced Supply Chain, Communications Blocker, Discipline Baton, Duelist, Frenzy, Gas Mask, M.A.X

Advanced Supply Chain: Once per game turn, at any point, spend RES(X) place an equal number of Advanced Supply markers on the Marshal. Advanced Supply markers remain in play until the Marshal is removed as a casualty. At the beginning of the model's activation, you may remove the appropriate number of Advanced Supply markers from the Marshal to access the following abilities. Each ability may only be used once per game turn:

- **Seize the Moment:** (1-3 Markers) Remove up to 3 Advanced Supply markers, each marker gives the player a +1 modifier to their Initiative roll for the next game turn.
- **Intelligence Report:** (2 Markers) The Marshal gains Espionage for this turn.
- **Boosted Supplies:** (3 Markers) Nominate 1 friendly squad within 12" and LOS, reduce the RES cost of any abilities for the Squad by (1) (to a minimum of 0)
- **Emergency Redistribution:** Un-spend up to 5 RES that have already been used this Game Turn, each un-spent RES costs 2 markers. These reclaimed Resources cannot be used to generate Supply markers this turn.
- **Double Up:** (3 Markers) Nominate one Marshal or Kapitan in the army, that model doubles their Supply markers.

KAPITAN ABILITIES: Supply Chain

Supply Chain: Once, at any point in the Game Turn, spend RES(X) place an equal number of Supply markers on the Kapitan. Supply markers remain in play until the Kapitan is removed as a casualty. At the beginning of the Kapitan's activation, you may remove the appropriate number of Supply markers from the model to give the squad one of the following special abilities for one turn. Each ability may only be used once per game turn:

- **Weapon Cooling Packs:** (4 Markers) ROA(+1) to all (A) Type weapons.
- **Stimule T-2000:** (1 Marker) ST(+1).
- **Boostjab:** (1 Marker) CON(+2).
- **Reinforced Armour Plates:** (1 Marker) A(+1)
- **Med Pack:** (4 Markers) Heal(+4)
- **Armour Piercing Ammunition:** (3 Markers) Armour-Piercing (3) to all (A) type weapons.
- Rail Ammo: (4 Markers) Type (A) weapons become Type (R), ROA(1), and Slow to Reload.

Communication Blocker: At the beginning of activation, for 1 Advanced Supply marker, place a permanent token within 24" and LOS of the Marshal. Models within 4" of the token cannot use any abilities that have a RES cost. Only one Communications Blocker token may be in play at any one time. Once the token is destroyed, the Marshal may place a new one. At the beginning of the Marshal's activation, the token can be placed within 3" of its original location.

Discipline Baton: Spend AP(1) and nominate a single friendly Troop or Support squad within 10". The squad must be activated immediately after the Marshal (and before the opponent's activation). A squad that has already been activated this turn cannot be nominated. The Marshal must not be attached to a squad this turn and cannot attach to one either.

M.A.X.: One Squad of Hussars not led by a Bauhaus Marshal or Kapitan may Deploy with Infiltrate.

HUSSARS

STATISTICS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/0	13	6	8	13	15	1	20	0	13

TYPE: Troop, Infantry, Small Bases
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 5-12
EQUIPMENT: AG-17 Panzerknacker w/ GW-170 UBGL, Combat Knife, Gas Masks, Hussar Mk.IV Armour
SQUAD OPTIONS: 1 in 5 models may swap their AG-17 Panzerknacker Assault Rifle for an ARG-17 Rocket Launcher for 20 PTS or for an MG-40 LMG for 10 PTS.
The squad may be upgraded with Guardsmen for 1 PTS per model.

RANGED WEAPON:

AG-17 PANZERKNACKER ASSAULT RIFLE

R	ST	ROA	TYPE
24	10	1	A

GW-170 UBGL

R	ST	ROA	TYPE
12/SE	9	1	GR

Pinning

MG-40 LMG

R	ST	ROA	TYPE
24	12	2	H

ARG-17 ROCKET LAUNCHER

R	ST	ROA	TYPE
24	13	1	ML

Armour-Piercing (5), Critical Force (2)

CLOSE COMBAT WEAPON:

COMBAT KNIFE

R	ST	ROA	TYPE
B2B	+1	1	CC

ABILITIES: Grenade Launchers, Trained Efficiency

Grenade Launchers: RES(1): 50% of the squad may use AG-17 gain Weapon Mode (GW-170 UBGL).
Trained Efficiency: May 'Get the Gun' on a roll of 1-15.

VULKAN BATTLESUIT

STATISTICS

SP	CC/DEF	RS	WP	LD	Hull A/W	Wpns A/W	Legs A/W	Eng A/W	A-Rear	SZ	PTS
5	15/0	14	12	14	28/4	27/3	27/4	27/3	-4	3	110

TYPE: Light Vehicle, Light Walker, Large Base
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1-3
EQUIPMENT: MG-80 HMG, JS66 'Prometheus Variant' Heavy Flamethrower, Exo-mech Legs, Strang Industries Vulkan Armour
SQUAD OPTIONS: A Vulkan Battlesuit may swap its MG-80 HMG and JS66 'Prometheus Flamethrower for a pair of Hydraulic Powered Fists for (0) PTS per Model.

RANGED WEAPON:

MG-80 HMG

R	ST	ROA	TYPE
24	12	4	H

Weapon Mode (Full Metal Jacket)

JS66 'PROMETHEUS VARIANT' HEAVY FLAMETHROWER

R	ST	ROA	TYPE
FT	13	1	F

MG-80 HMG (FULL METAL JACKET)

R	ST	ROA	TYPE
24	12	2	H

Armour-Piercing (6)

CLOSE COMBAT WEAPON:

EXO-MECH LEGS

R	ST	ROA	TYPE
B2B	12	1	CC

Concussive (1), Cannot target flyers or jetbikes

HYDRAULIC FISTS

R	ST	ROA	TYPE
2	14	3	CC

Armour-Piercing (1), Critical Force (2)

ABILITIES: Repair (5), Brawler

Brawler: Vulkans equipped with Hydraulic Fists gain DEF(+2) and start their activation with 2 AP if they are Engaged.

Capitol Army Abilities:

M50 Grenade Launcher: RES(1): 3 in 5 models armed with an M50 Assault Rifle can use its grenade launcher.

STATISTICS

M50 GRENADE LAUNCHER

R	ST	ROA	TYPE
15/SE	10	1	GR

Slow to Reload

Battalions: Capitol forces are organized into Battalions, each one specific to a style of warfare. The Battalion type modifies, in some instances, the allocation of some types of units, changing them to Troop, Support, or Light Vehicle slots in the OOC.
It also determines what upgrades and benefits Light Infantry units for that specific Battalion receive, as well as what Enhanced Tactics can be purchased for units in the army.
Enhanced Tactics benefit the entire squad when purchased. Only 1 Enhanced Tactic may be purchased per squad.
Any attached Characters or Advisors do not benefit from this unless otherwise stated.

LINE BATTALION

Light Infantry gain CC(+1) and Crackshot (2).
Enhanced Tactics:

Dig In (15 PTS): Infantry only. The squad can be deployed in foxholes. Only models using Regular Deployment may use this tactic. Place a Foxhole token next to every model in the squad immediately after the models are deployed. The models count as being in cover and gain A(+1) against ranged attacks. If the model moves for any reason, it loses this benefit. Any Infantry model (including enemy models) in B2B contact with the token may climb into the foxhole for SP(2) to gain the above bonuses.

Combat Drugs (15 PTS): RES(1): The model gains Heal (3), and CC(+2) and ROA(+1) to Close Combat actions. At the end of their activation, they receive a ST(8) Autohit with no Heal rolls allowed.

Rifle Drill (10 PTS): Infantry and Cavalry only. When performing a Battle Focus action, all failed RS tests may be rerolled. This only applies to A-type weapons.

Psy-Ops (15 PTS): The squad gains the Contempt (All) ability.

Artillery Support (15 PTS): Once per game, the squad commander can make a Ranged action to call in an artillery barrage with the following profile. There is no RS test involved and it always scatters 20/2. Any vehicle touched by the template counts as taking the hit on its Rear Facing.

STATISTICS

ARTILLERY STRIKE

R	ST	ROA	TYPE
32/LE	10	1	LE

Armour-Piercing (5)

Forward Supplies (20 PTS): The squad commander provides RES(+1) to the pool. If the squad commander is killed, this Resource is lost as well.

ASSAULT BATTALION

Light Infantry gain Frenzy and Impetuous(2).
One Squad of Air Cavalry may be taken as a Troop slot
Enhanced Tactics:

Rapid Advance (15 PTS): The squad gains the Pre-emptive Strike Deployment Option.

Go For Broke (15 PTS): The gains Boost(1) and a ROA(+1) to close combat actions when making a Charge action.

Hard Training (15 PTS): The squad gains (+2) to both ST and CON.

Knife Fighters (10 PTS): Light Infantry. Equipped with an additional Combat Knife and gains Paired Weapon (Combat Knife).

Tough Grit (20 PTS): The squad gains Fearless (2), Disposable, and Relentless.

Sustained Attack (10 PTS): The squad gains Follow Up and Predator Senses.

AIRMOBILE BATTALION

Light Infantry gain a 15" Coherency and CON(+1).
Air Cavalry become Troops, but Heavy Infantry may only be taken as Support.
Enhanced Tactics:

On-Target Drop (50 PTS): The squad gains Rapid Deployment as a Deployment Option. They may also reroll a failed Rapid Deployment roll and ignore a roll of a 20. Units that already use Rapid Deployment may purchase this Tactic for 20 PTS.

CAS Helicopter Missile Strike (15 PTS): RES(2): Once per game, the squad commander (or acting squad commander) may make a Ranged action to place a token within 18". Place an LE template and scatter it 20/4. For every model touched by the template, they suffer a ST(13), Concussion(2) Autohit on the roll of a 1-10.

Dropped Supplies (15 PTS): Rapid Deployment squads only. Once per game, choose either an Ammo Dump token or Med Kit token and scatter it using Rapid Deployment with the Squad Commander as the drop point. Ammo Dump allows any friendly non-vehicle model within 3" to make two Shooting actions, but gains Slow to Reload if they use this. The Med Kit counts as having Medic (5).

Evac Chopper (20 PTS): If no models in the squad are engaged at the beginning of the squad's activation and they are not carrying an Objective token, they may be removed from the table. They must be redeployed into the owning player's deployment zone using Rapid Deployment the next turn. If they are not on the table when the game ends, they count as destroyed.

Eyes in the Sky (15 PTS): The squad gains Predatory Senses and does not need LOS when shooting template weapons, but receives a RS(-4) when doing this.

Shark Assault (15 PTS): One squad of Purple Sharks may use a Support slot in the OOC. It remains a Light Vehicle type for in-game effects.

ENGINEER BATTALION

Light Infantry gain Ranger and Hard to Hit(1).
One K-9 Team may be taken as Troops.
Enhanced Tactics:

Breacher (15 PTS): One model per turn may spend 2 actions to make a ST(+5) test to remove 2 Wounds from any piece of terrain it is in B2B with.

Controlled Demolition (15 PTS): After sides have been chosen, but before deploying any squads, nominate one piece of terrain on the board no larger than 6"x6" and remove it from the game. This Enhanced Tactic may only be taken once per army.

Medic (10 PTS): Infantry only. Designate a model in the squad. It gains Medic (4). If the model already has the Medic ability, it is increased by (+2) to a maximum of (8).

Minefield (20 PTS): After sides have been chosen, but before deploying any squads, place a 1/4/12 Minefield Trap token anywhere on the board, but outside of the opponent's deployment zone. Up to 3 Minefields may be purchased in one army.

Sweepers (15 PTS): The squad may ignore the effects of any token within 6" of it. If a model from this squad moves into B2B with a permanent token, they may use 2 actions to remove it from the game.

SPEC OPS BATTALION

Light Infantry gain Fearless (3) and LD(+2).
Up to two squads of either Free Marines, Sea Lions, or Martian banshees (choose one unit type only) may be taken as Troops for +15 PTS per squad.
Enhanced Tactics:

Deadeyes (15 PTS): The squad gains Crackshot (1) and Eagle Eye (1).

Napalm Strike (20 PTS): Once per game, the squad commander (or acting squad commander) can make a Ranged action to call in an artillery barrage with the following profile. Place a temporary token within 30" of the active model. There is no RS test involved and it always scatters D20/4". Place a second temporary token within 8" of the first and scatter it D20/4". Once both tokens are placed, draw 30mm Napalm Wall template line between them. Any models that are touched by this template receive a ST(14) autohit. The Napalm Wall counts as SZ(3), blocks LOS through it, and is considered Impassible Terrain.

Scouts (15 PTS): The squad gains Ranger.

Smoke Bombardment (5 PTS): Once per game, the squad commander (or acting squad commander) may call in a smoke screen. At any point during the squad activation, place a temporary token within LOS of the active model. Any ranged attack drawing LOS within 3" of the token receives a RS(-4). Effects of Smoke Bombardment tokens are not cumulative.

Stealth (15 PTS): Infantry and Cavalry only. The squad gains Camouflage (2).

ARMOURED BATTALION

Light Infantry gain A(24) and Disposable
One squad of Light Vehicles may use a Support slot in the OOC. It remains a Light Vehicle type for in-game effects.
Enhanced Tactics:

Call the Shot (20 PTS): Once per game, the squad commander (or acting squad commander) may spend 1 action and make an RS test to nominate an enemy squad within LOS. If successful, place a token next to the target squad. Until the end of the turn, any friendly vehicle that targets the squad gains RS(+2) and Eagle Eye (4). This counts as a Shooting action.

Field Repairs (15 PTS): Infantry only. Once per turn, a single model in the squad may attempt to repair a vehicle they are in B2B with. Roll a die. On a 1-10, the target vehicle regains SP(+1) up to its starting maximum on a location chosen by the player. Any additional models of the squad that are in B2B may also spend an action to give a (-2) modifier to this roll.

Overcharge (10 PTS per model): Vehicles only. Once per game, the vehicle gains Armour-piercing (+6) and SP(+2). At the end of its activation, it takes a ST(16) hit to its 19-20 location.

Spall Lining (20 PTS per model): Vehicles only. The vehicle may reroll Armour tests against weapons that do not have Armour-piercing.

Up Close and Personal (30 PTS): Cavalry and Infantry only. The squad is equipped with Anti-Vehicle Bombs. They may only be used against vehicles and if a successful CC attack is made, the hit counts against the rear armour.

STATISTICS

ANTI-VEHICLE BOMBS

R	ST	ROR	TYPE
B2B	10	1	CC

Armour-Piercing (10), Slow to Reload

'BIG' BOB WATTS

STATISTICS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/3	17	10	12	15	16	4	24 (11)	1	175

TYPE: Character, Doomtrooper, Infantry, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Atlas Megacannon, 2 Combat Knives, HFMPS-93 Tortoise Armor Mk.1
OPTIONS: None

RANGED WEAPON:

STATISTICS

ATLAS MEGACANNON

R	ST	ROA	TYPE
28	14	4	H

Headshot, Armour-Piercing (6)

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	TYPE
B2B	+1	1	CC

ABILITIES: Fearless (5), Gunslinger, Heal (5), Leader (2/Free Marines), Paired Weapons (Combat Knife), Rally Point, Ranger, Target Sense, The Chopper, Unbreakable

Rally Point: Any squads suffering from Broken or Pinning automatically recover if they are within LOS of Bob when he kills a model.

The Chopper: RES(2): Before making a Ranged action, place a marker within 2" of the primary target. No model may receive terrain cover bonuses within 3" of the marker. This marker remains the rest of the game, though new terrain may be built over it.

LIGHT INFANTRY

STATISTICS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/0	12	6	8	13	13	1	20	0	12

TYPE: Troop, Infantry, Small Bases
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 5-12
EQUIPMENT: M50 Assault Rifle, Combat Knife, HFMPS-93 Tortoise Armor Mk.1
SQUAD OPTIONS: One model may be designated as a Medic (3) for 8 PTS.

RANGED WEAPON:

STATISTICS

M50 ASSAULT RIFLE

R	ST	ROA	TYPE
24	10	1	A

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	TYPE
B2B	+1	1	CC

ABILITIES: Guide Them In

Guide Them In: RES(1): Any unit using Rapid Deployment within 12" of this squad may reroll the RD test and treating the roll of a 20 as a fail.

PURPLE SHARK

STATISTICS

SP	CC/DEF	RS	WP	LD	Rider A/W	Weapon Control A/W	Drive System A/W	Eng A/W	A-Rear	SZ	PTS
7	14/0	12	12	14	26/2	26/2	25/3	26/2	-4	3	50

TYPE: Light Vehicle, Jetbike, Large Base
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular, Flank
SQUAD COMPOSITION: 1-4
EQUIPMENT: Quad-mounted M606 LMG, Automated Grenadier Unit, Shark Rider Combat Knife, Chobham Industries Recon Vehicle Armour
SQUAD OPTIONS: None

MAIN WEAPON:

STATISTICS

QUAD-MOUNTED M606 LMG

R	ST	ROA	TYPE
24	12	4	H

CLOSE COMBAT WEAPON:

STATISTICS

SHARK RIDER COMBAT KNIFE

R	ST	ROA	TYPE
B2B	8	1	CC

ABILITIES: **Automated Grenadier Unit, Blaze of Glory, Hard to Hit (4)**

Automated Grenadier Unit: When making a Fast Move action, the model may drop up to 2 automated grenades along its movement path by targeting a point within 2" of its path. Roll to hit as normal. The Purple Shark is immune to its own grenades, as well as any Free Slashes while using this ability.

STATISTICS

AUTOMATED GRENADES

R	ST	ROA	TYPE
2"/SE	10	1	GR

Armour-Piercing (5)

Blaze of Glory: When the model is destroyed, but does not explode, roll a die. On a 1-10, it immediately makes a Ram action. At the end of the action, it counts as destroyed and becomes terrain.

Cybertronic Army Abilities:

Every Cybertronic squad has the following ability:
Resistant to Dark Symmetry: This model receives WP (+4) if targeted by any psychic power from the Dark Legion symmetry books (Algeroth, Ilian, Demnogonis, Muawijhe and Semai).

CYBERTRONIC UPGRADES

Any Cybertronic non-vehicle squad may take up to two of the following enhancements. All models in the squad must take the same enhancements and no enhancement can be taken more than once per Squad.
Any character attached to a squad can take different enhancements than the squad. In case of enhancements available to and taken by a squad commander only, each such enhancement reduces the number of enhancements which the rest of the squad can take by one.
Custom characters who purchased the "enhancement" equipment can use all the enhancements listed below, ignoring the stated squad type limitations.

Hardware Upgrades

Any non-vehicle Troop or Support type squad may take up to two hardware upgrades for the cost per model stated in the table below. Characters may take one upgrade for the second cost stated. The same upgrade cannot be taken twice. Each hardware upgrade counts as an enhancement choice.

(+1/+5) PTS: CON(+2), WP(+2), LD(+1)
(+2/+10) PTS: SP(+1), CC(+2), RS(+2), ST(+2), A(+1)

Annihilator Micro-Device

Any character: (5 PTS)
When a model with the 'Annihilator Micro-Device' is reduced to W(0), all models within 3" receive a ST(12) autohit.

Stinger-System Implant

Any character or a troop or support squad commander: (5 PTS)
The model receives an additional ranged weapon with the below profile. The weapon can be used between the actions of any model once per game and its use does not count as any action.

STINGER-SYSTEM IMPLANT

R	ST	ROA	TYPE
6	11	1	HG

EMP Overload Device

Any character or a troop or support squad commander: (5 PTS)
RES (2): Once per game per EMP Overload Device, all vehicles within 12" of this model begin their next activation with 2AP less than normal, to a minimum of 1. Additionally, any permanent tokens within 12" lose W(1). Temporary tokens are removed.

Early Warning System

Any character or a troop or support squad commander: (10 PTS)
Once per turn, the model may immediately use an action point as if it was on Sentry (even if the model has been activated earlier in the turn) for free immediately after any enemy model is deployed within 12" of this model's base. This cannot be used if the Model is stunned, or is pinned or broken.

Weapons Overhaul

Troop or support models on small bases: (3 PTS); Troop or Support models on medium or large bases: (5 PTS)
All of the model's weapons receive ST(+1).

Enhanced Sensor Array

Any character or a troop or support squad commander: (5 PTS)
The model can make a target identify roll on each mission objective marker within 6", exactly as though it were in base contact. The model still needs to be in base contact with the marker to interact with it in any other way.

Dermal Mirror Shards

Models on small bases: (2 PTS); Models on medium or large bases: (4 PTS)
The model gains Camouflage (2).

Cell Neogenesis Acceleration

Models on small bases: (2 PTS); Models on medium or large bases: (4 PTS)
The model gains Camouflage (2).

Filter Systems

Models on small bases: (1 PTS); Models on medium or large bases: (3 PTS)
The model gains Gas Mask as Equipment.

DR. DIANA CLONE

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	13/1	13	7	10	15	14	2	22 (10)	0	55

TYPE: Character, Infantry, Medium Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: P1000E Handgun, Enhanced Auto-Injector, Subdermal Enhanced Titanium Implants
OPTIONS: None

RANGED WEAPON:

P1000E HANDGUN

R	ST	ROA	TYPE
12	11	1	HG

CLOSE COMBAT WEAPON:

AUTO-INJECTOR

R	ST	ROA	TYPE
1.5	+2	3	CC

RES(1): Armour Piercing (5)
RES(1): Deadly, Con tests must be made instead of Armour tests against hits caused by this weapon.

ABILITIES: **Heal (6), Medic (4), Fearless (3), Ranger, Partner (Active), Stimulants, 'Oh, she´s lovely'**

Stimulants: Spend AP(1) to select a friendly non-vehicle squad within 8". All squad members without 'The Core' ability receive one of the following effects :
SP(+2), CC(+2), RS(+2), ST(+2), CON(+3) or WP(+3).
Models can be affected by this Skill only once per turn.

'Oh, She´s Lovely': Models wishing to target this model with a ranged attack must first make a LD test. If failed, they cannot target her and the AP is lost.

DR. DIANA NEOCLONE

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	11/1	12	6	8	14	14	1	19	0	25

TYPE: Character, Infantry, Medium Base, Advisor
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: P1000E Handgun, Auto-Injector Mk.0, Subdermal Implants
OPTIONS: None.

RANGED WEAPON:

P1000E HANDGUN

R	ST	ROA	TYPE
12	11	1	HG

CLOSE COMBAT WEAPON:

AUTO-INJECTOR MK. 0

R	ST	ROA	TYPE
B2B	+2	2	CC

RES(1): Armour-Piercing (4)
RES(1): Deadly, Con tests must be made instead of Armour tests against hits caused by this weapon.

ABILITIES: **Heal (4), Ranger, 'Oh, she´s lovely', Advanced Medical Protocol**

'Oh, She´s Lovely': Models wishing to target this model with a ranged attack must first make a LD test. If failed, they cannot target her and the AP is lost.

Advanced Medical Protocol: Any troop type squad to which this model is added as advisor gains Heal (+3).

CHASSEURS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/0	12	7	10	14	15	1	19	0	15

TYPE: Troops, Infantry, Small Bases
DEPLOYMENT OPTIONS: Regular
COHERENCY: 8"
SQUAD COMPOSITION: 5-12 Chasseurs
EQUIPMENT: AR3501 'Chain Carbine', Electric Fists
SQUAD OPTIONS: Up to 2 in 5 squad members may replace their AR3501 'Chain Carbine' with either a SSW 5500 Rocket Launcher for 10 points or a PR4000 Blaster for 10 points.
For 15 points, the squad may be joined by a Dr. Diana Neoclone as an advisor.
For 85 points, the squad may be joined by a Cuirassier 'Attila' as an advisor.

RANGED WEAPON:

AR3501 'CHAIN CARBINE'

R	ST	ROA	TYPE
24	10	1	A

Armour Piercing (2)
When shooting at targets within 18", this weapon gains ROA(+1)

SSW5500 ROCKET LAUNCHER

R	ST	ROA	TYPE
24	14	1	ML

Armour Piercing (3), Critical Force (2)
Weapon mode (Anti-Personnel Ammo)

ANTI-PERSONNEL AMMO

R	ST	ROA	TYPE
24/SE	13	1	ML

PR4000 'BLASTER'

R	ST	ROA	TYPE
24	12	3	H

Plasma
RES(1): This weapon gains Type:R instead and 'slow to reload'

CLOSE COMBAT WEAPON:

ELECTRIC FIST

R	ST	ROA	TYPE
B2B	+1	1	CC

Concussive (0)

ABILITIES: Ranger, Mirage Generator MK1

Mirage Generator MK1: RES(1): At any point during the (acting) squad commander's activation place one mirage generator MK1 permanent token within 2" of him. Every friendly model within 3" of the token gains a A(+2) against ranged attacks. During the squad's activation, the token can be removed from the table by spending RES(1). It can then be re-deployed in a later turn unless it was destroyed. Each additional Mirage Generator MK1 in range of a model affected by a different one increases A(+1).

EXTERMINATEUR 'ATTILA' MK.I

SP	CC/DEF	RS	WP	LD	Body A/W	Weapon A/W	Drive A/W	Core A/W	A-Rear	SZ	PTS
5	13/1	14	-	18	28/3	28/3	28/3	29/3	-5	3	135

TYPE: Light Vehicle (Light Walker), Large Base (50mm)
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1-2 Exterminateur 'Attila' Mk.I
EQUIPMENT: SSW4200P 'Master-Blaster' HMG, Intelligent Alloy
SQUAD OPTIONS: None

MAIN WEAPON:

SSW4200P 'MASTER-BLASTER' HMG

R	ST	RoA	TYPE
24	12	3	H,R

Armour Piercing (3)
RoA may be increased by up to 3. For each RoA increased, this model receives a ST(14) autohit on its Core location.

CLOSE COMBAT WEAPON:

HEAD BUTT

R	ST	RoA	TYPE
1	12	2	CC

Armour Piercing (3)

ABILITIES: Fear (2), Repair (8), Power Cell Discharge, Ultrasonic Resonation Device

Ultrasonic Resonation Device: The range of the Ultrasonic Resonation ability skill for friendly Cuirassier 'Attila' MK.III is increased from to 24".

Power Cell Discharge: RES(1): Each other model within 6" receives a ST(15) autohit. At the end of this model´s activation, roll a D20. On a roll of 1-10 this model loses W(2) from its Core Location.

Mishima Army Abilities:

Death Before Dishonour: All Mishima models within the LD value in inches of the Army Commander gain the Fearless (2) ability. They also reroll morale checks.

Ki Training: Each Mishima squad may purchase up to a total of 2 Ki Powers from a single Temple. This maximum includes any Ki they may have included in their profile. Attached characters purchase their own. Only squad commanders, acting squad commanders and characters may cast Ki powers. They also purchase Psychic Mastery (B) for (+10) points.

SOSHOMARA TEMPLE: PSYCHIC (B)

All Ki Powers from this temple have the following profile:

R	ST	ROA	TYPE
Squad	-	1	B

Ushi no Pawa (10 PTS): This squad gains ST(+2).

Hebi no Sutoraiki (5 PTS): This squad gains CC(+2).

Taka no Me (5 PTS): This squad gains RS(+2).

Batta no Choyaku (15 PTS): RES(1): This squad gains Leap (8).

Tora no Haikai (10 PTS): This squad gains Ranger.

Uma no Supido (10 PTS): This squad gains Boost (2/2). SP cannot be increased further this turn.

Ratto no Pasu (10 PTS): This squad gains Hard to Hit (2).

Sai no Kawa (10 PTS): This squad gains Heal (5).

YORAMA TEMPLE: PSYCHIC (S)

Harikenburasuto (10 PTS):

HARIKENBURASUTO

R	ST	ROA	TYPE
24/LE	1	1	LE

Pinning

Hakai-tekina Yogan no Chikara (15 PTS):

HAKAI-TEKINA YOGAN NO CHIKARA

R	ST	ROA	TYPE
24	4	4	H

Raimei Eko (5 PTS):

RAIMEI EKO

R	ST	ROA	TYPE
SFT	2	1	LF

Teritsukeru Taiyo (5 PTS):

TERITSUKERU TAIYO

R	ST	ROA	TYPE
30	3	1	A

Ignores cover and range modifiers

Rairyu no Sutoraiki (10 PTS):

RAIRYU NO SUTORAIKI

R	ST	ROA	TYPE
20	2	1	R

Armour-Piercing (3)

Shirii Temple: Psychic (D)

All Ki Powers from this temple have the following profile:

R	ST	ROA	TYPE
18	-	1	D

Taishu no Yokusei (15 PTS): Target enemy squad must make a pinning test at LD(-5).

Kakushi no Shomei (20 PTS): Any squad targeting models from this squad with a ranged attack does not get its RS (or WP) modified due to cover.

Oni no Noroi (15 PTS): Target enemy Infantry or Cavalry squad gains Frenzy and RS(-4).

Namakkokoro (10 PTS): Models in the squad cannot use RES to gain additional AP.

CAPTAIN NOBOU HIROKO

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/4	15	8	10	15	17	3	24 (10)	1	125

TYPE: Character, Doomtrooper, Infantry, Unique, Medium Base
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Tambu No.17 Yumi Sniper Rifle, 2 Tambu No.4 Windrider SMGs, Samurai Sword, Enhanced Mishiman Samurai Battlesuit
OPTIONS: None

RANGED WEAPON:

TAMBU NO.17 SNIPER RIFLE

R	ST	ROA	TYPE
26	15	3	S

Concussive (2), Pinning

TAMBU NO.4 WINDRIDER SMG

R	ST	ROA	TYPE
18	9	2	HG

CLOSE COMBAT WEAPON:

SAMURAI SWORD

R	ST	ROA	TYPE
1	+2	2	CC

Deadly

ABILITIES: Camouflage (2), Grappling Hook (6), Paired Weapons (HG)

Ki Powers: Kyudo, Feet of the Muddied

Kyudo: Psychic (B). Target friendly squad within 12" gains Eagle Eye (3).
Feet of the Muddied: Psychic (D). Target enemy squad within 18" now has SP(2).

RONIN SAMURAI

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/2	12	6	8	12	13	1	20	0	13

TYPE: Troop, Infantry, Small Bases
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 5-12 Ronin Samurai
EQUIPMENT: Tambu No.1 Shogun Assault Rifle, Samurai Sword, Mishiman Samurai Battlesuit
SQUAD OPTIONS: Meditation: (+2) PTS per model: WP(15).

RANGED WEAPON:

TAMBU NO.1 SHOGUN ASSAULT RIFLE

R	ST	ROA	TYPE
24	9	1	A

CLOSE COMBAT WEAPON:

SAMURAI SWORD

R	ST	ROA	TYPE
1	+2	2	CC

ABILITIES: **Disposable, Martial Prowess, Ranger**
Martial Prowess: RES(2): The entire squad gains SP(+1) and Frenzy until the end of the turn.

MEKA

SP	CC/DEF	RS	WP	LD	Hull A/W	Wpns A/W	Legs A/W	Eng A/W	A-Rear	SZ	PTS
5	15/2	14	15	16	29/5	27/4	28/4	28/4	-4	3	150

TYPE: Light Vehicle, Walker, Large Base
COHERENCY: 10"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1-3 Meka
EQUIPMENT: Tambu No.66 Dragonfang Autocannon, Edge-Crusher Powerblade, Layered Mercurian Alloy Armour
SQUAD OPTIONS: Any Meka may swap the Tambu No.66 Dragonfang Autocannon for a Tambu No.86A Daimyo Rocket Launcher for free.

MAIN WEAPONS:

TAMBU NO.66 DRAGONFANG AUTOCANNON

R	ST	ROA	TYPE
24	14	4	H

TAMBU NO.85A DAIMYO ROCKET LAUNCHER

R	ST	ROA	TYPE
26	13	2	ML

Armour Piercing (8)

CLOSE COMBAT WEAPON:

EDGE-CRUSHER POWERBLADE

R	ST	ROA	TYPE
2	14	2	CC

Critical Force (3), Deadly, Silenced, Armour Piercing (8)

ABILITIES: Beacon of Inspiration, Brutal, Fear (3), Ranger

Beacon of Inspiration: RES(1): When making a Charge Action, the Meka gains ST(+1) and ROA(+1) to Close Combat Attacks. Any friendly squads within 6" that activate after the Meka receive this bonus when making a Charge Action as well.

Imperial: Ministry of War

Army Abilities:

Military Hierarchy: All MOW Infantry and Cavalry squads have Stay Frosty.

Campaign Medals: Each MOW Troop and Support type squad may take one Campaign Medal for (+2) PTS per Troop model, and (+3) PTS per Support model. The same Medal must be taken by every model in the squad.

Medal of Honour: If the army only takes campaign medals from one location (e.g. Martian or Frontier) the Army Commander may take the respective Medal of Honour once for the points cost listed.

Medals of Honour

Martian Medal of Honour (20 PTS): Up to 1 squad of either Greyhounds or Barracudas may be taken as a Support choice. Support choice Greyhounds or Barracudas may not take Campaign Medals.

Venusian Medal of Honour (30 PTS): Up to 2 squads of Blood Berets may be taken as Troop choices.

Luna Medal of Honour (10 PTS): While the army commander is in play, Imperial Strategy Cards cost -1 RES Card to play to a minimum of 1.

Mercurian Medal of Honour (15 PTS): Up to 1 squad of Grey Ghosts may be taken as a Troop choice.

Frontier Medal of Honour (20 PTS): While the army commander is in play, it generates one additional Resource.

Campaign Medals

MARTIAN CAMPAIGN MEDALS

Strathgordon: The model gains LD(+2) when making Fear tests.

Kingsport: The model gains CON(+3) for Con tests made against Gas type weapons

Somne: While shooting, the squad ignores negative range modifiers.

Raven Crag: The squad gains A(+2) against Ranged attacks.

Valley Forge: The squad's ranged weapons gain Armour-Piercing(3) and Slow to Reload.

VENUSIAN CAMPAIGN MEDALS:

Lakshmi Planum: The squad gains Camouflage (2) or Camouflage (+1) if they already have Camouflage.

McGuire Crater: Every model in the squad may complete a Sentry action.

Aphrodite: The Model gains Predator Senses.

Graveton Archipelago: The squad has the 'Dispersible'.

McKenzie Base: The squad gains DEF(+2).

Mercurian Campaign Medals:

Fukido: The squad gains WP(+2) against Psychic (S) attacks.

Longshore: The squad counts CC rolls of 1–2 as power shots.

Solar Surface: The squad receives A(+2) when hit by FT and R type weapons.

The Dragon Peninsula: The squad gains Target Sense.

Terminator Line: The model may reroll failed Heal rolls.

Luna Campaign Medals:

Mare Frigoris: When a Model with this Medal removes an enemy Model from play as a casualty via a Close Combat action, it generates an Extraordinary Achievement Ribbon that can be allocated to any friendly NCO on the battlefield. Extraordinary Achievement Ribbons generated in this way also generate additional Extraordinary Achievement Ribbons if earned by a squad affected by the NCOs Company Banner special skill.

Defence of the Light: When the model is targeted by a ranged attack and is in open Terrain, it gains Heal (2), or Heal (+1) if it already has Heal.

Mare Vaporum: If the model rolls a natural '1' when making an RS test, the shot gains Critical Force (2). If the model rolls a 20 when rolling to hit, the model making a Ranged Attack receives a "Stun" effect.

Luna City: The squad gains A(+1) and IA(+1) when in Difficult Terrain. When in Open Terrain, the squad receives A(–1) and IA(–1).

Frontier Campaign Medals:

Dark Eden: The squad receives a LD(+2).

Diemansland: The squad gains Brutal.

Ganymede Conquest: The squad gains CON(+3).

Outer Planets: The squad gains Gunslinger.

Harbinger: Roll a D20 at the beginning of the squad's activation.
1–15: The squad gains SP(+2).
16–20: Each model in the squad receives a Stun Effect.

IMPERIAL OFFICER

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	13/1	16	6	10	16	16	3	22 (10)	0	110

TYPE: Character, Infantry, Medium Base
DEPLOYMENT OPTIONS: Regular
EQUIPMENT: Aggressor Handgun, Gas Mask, Chain Ripper, Reinforced Mk.I Light Combat Armour
OPTIONS: May be upgraded with the Imperial Banner for (+15) PTS.

RANGED WEAPON:

AGGRESSOR HANDGUN

R	ST	ROA	TYPE
12	10	2	HG

CLOSE COMBAT WEAPON:

CHAIN RIPPER

R	ST	ROA	TYPE
1	+4	2	CC

ABILITIES: **Crackshot (2), Unbreakable, For the Serenity!, Ranger, Imperial Banner, Forward Observer, Ammo Dump**

Imperial Banner: Any Imperial model within LOS to this model gains LD(+2). Additionally, every friendly NCO with a Company Banner skill within 12" of this model will generate an additional ribbon marker when they generate a token normally.

For the Serenity: Each Trencher NCO within 6" generates an additional ribbon token.

Forward Observer: Reduce the scatter distance of any L16/81mm Mortar or Slinger 160mm Mortar to D20/4 if this model can draw LOS to the target point.

Ammo Dump: RES(2): Once per game this model may place a permanent Ammo Dump token within 3". Any MOW non-vehicle Model within 2" of the token may complete an additional shooting action at the normal AP cost. If the model does, its ranged weapons gain 'Slow to Reload'. If the Ammo Dump is destroyed, all models within D20/4" receive a ST(14) autohit.

NCO

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/1	12	6	8	13	13	2	20	0	35

TYPE: Character, Infantry, Medium Base
DEPLOYMENT: Regular
EQUIPMENT: Aggressor Handgun, Chain Ripper, Gas Mask, Mk.I Light Combat Armour
OPTIONS: May be upgraded with the Company Banner for (+10) PTS.

RANGED WEAPON:

AGGRESSOR HANDGUN

R	ST	ROA	TYPE
12	10	2	HG

CLOSE COMBAT WEAPON:

CHAIN RIPPER

R	ST	ROA	TYPE
1	+4	2	CC

ABILITIES: **Ranger, Company Banner, Forward Observer, Extraordinary Achievement Medal**

Company Banner: The NCO upgraded with a company banner generates an additional ribbon marker for every model removed by the NCO or his squad of trenchers.

Forward Observer: Reduce the scatter distance of any L16/81mm Mortar or Slinger 160mm Mortar to D20/4 if this model can draw LOS to the target point.

Extraordinary Achievement Medal: For every enemy Model removed from the game by the NCO or his squad place a ribbon marker next to the NCO. At the beginning this model´s activation, for AP(1) each, the NCO may issue one or more of the following orders:

- "Move it you 'lags!" (2 ribbons) The squad gains SP(+1).
- "Don't you die on me" (3 ribbons) The NCO gains Medic (4).
- "Incoming!" (5 ribbons) The squad receives A(+2). This bonus is lost if any model from the squad completes any type of Movement action.
- "I need artillery on this segment NOW!" (7 ribbons) The NCO calls in a gas artillery strike. Place a LE template anywhere on the board within LOS of the NCO and scatter D20/2. Every model within the template receives a ST(4) Gas autohit.
- "Take that down!" (9 ribbons) The squad's ranged weapons gain ROA(+1) and 'slow to reload'.
- "Nighthawk strike" (12 ribbons) Place a permanent 'Nighthawk' token anywhere on the battlefield. Any model finishing its activation within 6" of the token takes a ST(2) Gas autohit. At the beginning of each game turn, the player controlling the token can move it up to 3" in any direction. This token may not be targeted.

TRENCHERS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	12/0	12	6	8	13	13	1	20	0	12

TYPE: Troops, Infantry, Small Bases
COHERENCY: 8"
DEPLOYMENT: Regular
SQUAD COMPOSITION: 5–12 Trenchers
EQUIPMENT: Invader Assault Rifle, Bayonet, Gas Mask, Mk.I Light Combat Armour
SQUAD OPTIONS: 1 in 5 squad members must replace its Invader Assault Rifle with a Charger HMG for 15 points.

RANGED WEAPON:

INVADER ASSAULT RIFLE

R	ST	ROA	TYPE
24	10	1	A

45mm UBGR

45mm UBGR: RES(1): Place a temporary token within 12" of this model , then select one effect. This counts as a Shooting attack.

- **Smoke Screen:** Enemy models targeting any Model within 2" of the token receive an RS(–2).
- **Targeting Flare:** Models targeting any model within 2" of the token receive an RS(+2).
- **Tracking Beacon:** Subsequent ranged attacks by any friendly L16/81mm mortar and Slinger 160mm mortar targeted at models or target spots within 5" of the token scatter D20/4 instead of D20/2.

CHARGER HMG

R	ST	ROA	TYPE
24	11	3	H

RES(1): ROA(1) Armour Piercing (5)

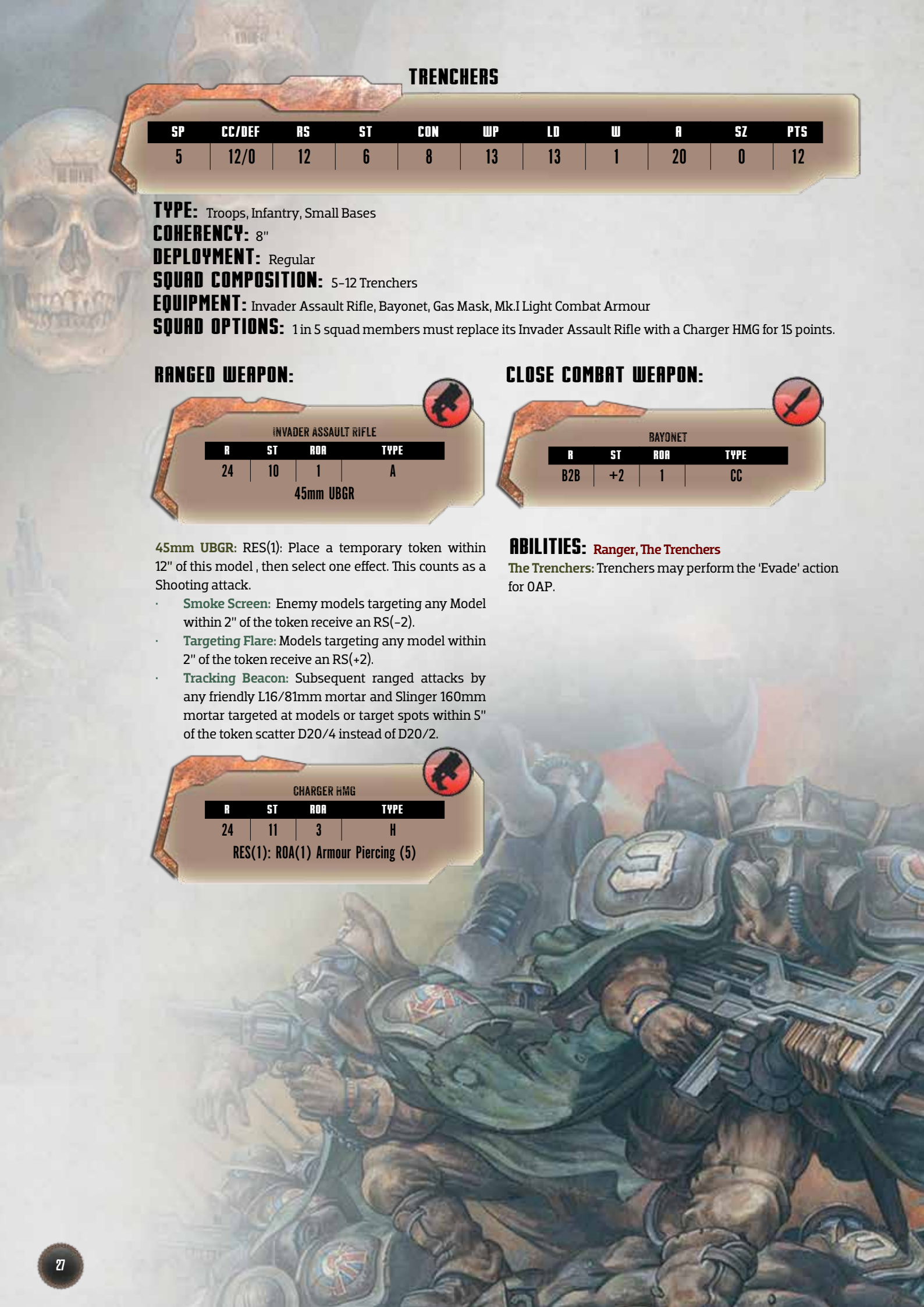
CLOSE COMBAT WEAPON:

BAYONET

R	ST	ROA	TYPE
B2B	+2	1	CC

ABILITIES: Ranger, The Trenchers

The Trenchers: Trenchers may perform the 'Evade' action for 0AP.



GREYHOUND LAFV

SP	CC/DEF	RS	WP	LD	Hull A/W	Wpns A/W	Legs A/W	Eng A/W	A-Rear	SZ	PTS
5	12/0	14	13	16	28/3	28/3	28/3	27/3	-3	2	75

TYPE: Light Vehicle (Tank), Large Base (50mm), MOW
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular
SQUAD COMPOSITION: 1-4 Greyhound LAFV
EQUIPMENT: 'Chimney' Gas Cannon and Aggressor Handgun, Heavily Armoured Hull.
SQUAD OPTIONS: Any Greyhound LAFV may replace his 'Chimney' Gas Cannon with a 'Slinger' 160mm mortar for free.

MAIN WEAPONS:

'CHIMNEY' GAS CANNON

R	ST	ROA	TYPE
12/FT	2	1	GR

Gas
Treat the landing point of the grenade as the shooting model for placing the flamer template.
RES(1): Armour Piercing (14)

AGGRESSOR HANDGUN

R	ST	ROA	TYPE
12	10	2	HG

'SLINGER' 160MM MORTAR

R	ST	ROA	TYPE
6-32/LE	10	1	GR

After this weapon has been fired, move the shooter backwards 3". If the Greyhound collides with anything, apply the rules for 'ram'.

The 'Slinger' 160mm Mortar may be fired indirectly without LOS to a target point with an RS(-12) modifier to RS. This skill may not be used inside Structures with an intact ceiling. When fired indirectly, the shot scatters D20/2".

ABILITIES: Toxic Discharge

Toxic Discharge: RES(2): Any model ending its activation within 6" of this Greyhound receives a ST(2) Gas autohit. Ranged attacks against this Greyhound receive an additional RS(-4). Use this only at the beginning of the squad activation.

Imperial: Wolfbane

Army Abilities:

Pack Attack: Each activated Wolfbane´s close combat weapons receive ST(+1) (maximum of 3) for each friendly Wolfbane model engaged with the same target.

Small Unit Tactics: Each Wolfbane squad deployed with no more than 5 models gain Coherency (+3).

Lick the Wounds: Every Wolfbane model within a terrain piece receives Heal (2).

Our own way!: Wolfbane squads may not be joined by MOW characters.

Silent Roar: Each Wolfbane squad deployed on the battlefield generates the number of Silent Roar points listed below. Silent Roar points are generated at the beginning of each Game Turn. Any points remaining at the end of the Game Turn are lost. The Silent Roar points can be used to activate Rites or Howls as described in the Rites and Howl sections. Only Models from squads able to generate the Silent Roar points can use a Rite or Howl.

Characters: 💀💀

Troops:
Wolfbane Commandos: 💀
Mourning Wolves: 💀

Support:
Headhunters: 💀💀
Warhounds: 💀
Strathgordon Varg Riders: 💀

Light Vehicles:
Necromower: 💀
Fenris Bike: 💀

RITES:

Wolfbane rites and rituals are often long and difficult to perform ceremonies involving potions, lotions and stanzas. They usually require long preparation and presence of magically-linked individuals of high standing, connection with the lay lines and a lot of alcohol. They result in a higher plane of understanding and a furor for battle.
The Rites are abilities, that must be allocated to a squad before the game starts. Only one Rite can be allocated to a squad.
At the beginning of the Game Turn, the controlling player must pay the upkeep cost in Silent Roar points for each Rite at the cost specified. If for any reason the controlling player does not pay the upkeep, the Rite is lost for the rest of the game.
💀- upkeep cost.

💀💀💀💀 **Rite of the Eternal Night:**
Any ranged attack made against this receives RS(-4) (or WP in case of Psychic (S) attacks).

💀💀💀 **Rite of the Tempest:**
Every squad deploying via Rapid Deployment within 8" of this model receives (+4) to their RD die roll and a ST(5) autohit after deploying.

Rite of Uneditable Death:
When this model is reduced to W(0), make a WP test. If the test is passed the model gains W(+1). Any model that regains a W in this way is removed from play at the end of the turn as a casualty. If the model is forced to make another WP test in the same Game Turn from any source, remove the model immediately from the Game as a casualty before the test is made. A model can only regain 1 W this way per game

Rite of Ghostly Strike:
This model can make a close combat attack against a model within 6" and LOS. The weapon has ROA (1) and 'slow to reload'. Other of the model's and its weapon's abilities cannot be used while performing this attack.

Rite of the Revenge:
Any enemy model that causes the removal of this model via a ranged attack receives a St12 autohit at the end of their activation.

Rite of the Black Wolf:
The squad with this Rite may be deployed using the Stalk rules. Reveal the squad immediately if the upkeep cost is not paid for.

Rite of the Sacrifice:
This model has W(+1). If the upkeep cost is not paid for, this model loses one W. Also, at the beginning of each of the squad activations it receives a St10 autohit.

Howls
The centre of a wolf's universe is its pack and howling is the glue that keeps the pack together. Wolfbanes often use howls to communicate during battles and in many a social situation. Just like in wolf society, Wolfbanes have different Howls for each occasion, some strike fear into the hearts of their enemies and others fill the Wolfbanes themselves with fury, frenzy and hatred.
A Howl can be activated by spending Silent Roar Points at the beginning of the squad activation and affects all models from the howling squad. 2 Howls can be used per squad per turn (including the same Howl twice) and their effects are cumulative. Characters may only be affected once by each Howl per turn. Howls last until the end of the Game Turn.

– cost in Silent Roar tokens

Howl of Fury:
The Model's close combat weapon receive ROA(+1). The models gain A(-2)

Call to Hunt:
The models receive CC(+2).

Growl of Determination:
The models receive A(+1).

Death Song:
The models receive WP(+4).

Warcry:
Each of this model´s close combat weapons with Power Shot has its die range increased by one.
(e.g. Power Shot 1-2 becomes 1-3).

Bone-chilling Howl:
The models receive Fear (+2).

Howl of Fate:
The models may re-roll one failed CC or RS roll per turn.

MASTER PATHFINDER

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	15/3	13	9	13	14	15	3	22 (10)	0	115

TYPE: Character, Infantry, Medium Base, Wolfbane
DEPLOYMENT OPTIONS: Regular, Infiltrate
EQUIPMENT: Howler Grenade Launcher (Fragmentation Grenades), Bastard Sword, Improved Mk.I Light Armour and Protective Tattoos
SQUAD OPTIONS: May replace his Bastard Sword with a Clansman´s Claymore for 10 points.

RANGED WEAPON:

HOWLER GRENADE LAUNCHER (FRAG)

R	ST	ROA	TYPE
12/SE	10	1	GR

Weapon Mode (Smoke / Electro Shock)

HOWLER GRENADE LAUNCHER (SMOKE)

R	ST	ROA	TYPE
12/SE	-	1	GR

Place a temporary token on the point where the grenade lands. Any model targeting any Model within 2" of the token receive RS(-4) (not cumulative).

HOWLER GRENADE LAUNCHER (ELECTRO SHOCK)

R	ST	ROA	TYPE
12/SE	-	1	GR

Concussive (0), Vehicles within the template lose AP(2) this turn (to a minimum of 1).

CLOSE COMBAT WEAPON:

BASTARD SWORD

R	ST	ROA	TYPE
1	+2	2	CC

This model may make 1 close combat attack at ROA(1) against every model in its CCWR instead of using its normal ROA.

CLANSMAN´S CLAYMORE

R	ST	ROA	TYPE
1.5	+4	2	CC

The wielder gains frenzy.
RES(1): Critical Force (2), Headshot, RoA(+1) and Slow to Reload

ABILITIES: Ranger, Camouflage (4), Greater Battle Chant, Spotter

Greater Battle Chant: RES(3) All friendly non-vehicle models that starts their activation within 8" of Master Pathfinder receive SP(+1) and Ranger (not cumulative with other battle chants).

Spotter: RES(1): Spend AP(1) to place a 'Spotted' marker next to the nearest enemy squad in LOS of this model. All subsequent ranged attacks against the spotted squad receive RS(+2)(not cumulative).

PATHFINDER

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	13/2	12	7	12	14	14	2	18	0	30

TYPE: Infantry, Advisor (any Wolfbane squad), Small Base, Wolfbane
DEPLOYMENT: Regular, Infiltrate
EQUIPMENT: Howler Grenade Launcher (Fragmentation Grenades), Bastard Sword, Mk.I Light Armour and Protective Tattoo
SQUAD OPTIONS: May replace his Bastard Sword with a Clansman´s Claymore for 10 points.

RANGED WEAPON:

HOWLER GRENADE LAUNCHER (FRAG)

R	ST	ROA	TYPE
12/SE	10	1	GR

Weapon Mode (Smoke / Electro Shock)

HOWLER GRENADE LAUNCHER (SMOKE)

R	ST	ROA	TYPE
12/SE	-	1	GR

Place a temporary token on the point where the grenade lands. Any model targeting any Model within 2" of the token receive RS(-4) (not cumulative).

HOWLER GRENADE LAUNCHER (ELECTRO SHOCK)

R	ST	ROA	TYPE
12/SE	-	1	GR

Concussive (0), Vehicles within the template lose AP(2) this turn (to a minimum of 1).

CLOSE COMBAT WEAPON:

BASTARD SWORD

R	ST	ROA	TYPE
1	+2	2	CC

This model may make 1 close combat attack at RoA(1) against every model in its CCWR instead of using its normal ROA.

CLANSMAN´S CLAYMORE

R	ST	ROA	TYPE
1.5	+4	2	CC

The wielder gains frenzy.
RES(1): Critical Force (2), Headshot, RoA(+1), and Slow to Reload

ABILITIES: Ranger, Camouflage (2), Greater Battle Chant, Spotter

Battle Chant: RES(1): This model and any squad he is attached to receive SP(+1) and Ranger (not cumulative with other battle chants).

Spotter: RES(1): Spend AP(1) to place a 'Spotted' marker next to the nearest enemy squad in LOS of this model. All subsequent ranged attacks against the spotted squad receive RS(+2)(not cumulative).

WOLFBANE COMMANDOS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	14/1	10	7	12	15	13	1	20	0	14

TYPE: Troops, Infantry, Small Bases, Wolfbane
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular, Infiltrate
SQUAD COMPOSITION: 5–12 Wolfbane Commandos
EQUIPMENT: Bastard Sword, Mk I. Light Combat Armour
SQUAD OPTIONS: Any squad member may replace their Bastard Sword with an Aggressor Handgun and Hand Ripper for +2 points.

RANGED WEAPON:

AGGRESSOR HANDGUN

R	ST	ROA	TYPE
12	10	2	HG

CHARGER HMG

R	ST	ROA	TYPE
24	11	3	H

RES(1): ROA(1), Armour-Piercing (5)

CLOSE COMBAT WEAPON:

HAND RIPPER

R	ST	ROA	TYPE
B2B	+1	2	CC

A model equipped with a hand ripper has DEF(+1).
RES(1): Armour-Piercing (4), Headshot

BASTARD SWORD

R	ST	ROA	TYPE
1	+2	2	CC

This model may make 1 close combat attack at ROA(1) against every model in its CCWR instead of using its normal ROA.

ABILITIES: Duelist, Stay Frosty, Impetuous (3), Seeking the Best Battles

Seeking the Best Battles: 1 squad of Wolfbane Commandos may be taken in a Bauhaus, Capitol, or Brotherhood force as a support choice for (+2) PTS each model.

HEDGEHOG 'NECROMOWER'

SP	CC/DEF	RS	WP	LD	Hull A/W	Wpns A/W	Legs A/W	Eng A/W	A-Rear	SZ	PTS
6	14/1	12	14	14	27/3	26/3	24/3	26/3	-4	3	80

TYPE: Light Vehicle, Bike, Large Base (50mm), Wolfbane
COHERENCY: 8"
DEPLOYMENT OPTIONS: Regular, Preemptive Strike
SQUAD COMPOSITION: 1-4 Hedgehog ATVs
EQUIPMENT: Ultracharger HMG, Clansman Driver´s Claymore, Necromower Chassis
SQUAD OPTIONS: Any vehicle may replace their Ultracharger HMG with a Brainbuster Grenade Launcher for free.

MAIN WEAPON:

ULTRACHARGER HMG

R	ST	RoA	TYPE
18	11	5	H

RES(1): RoA(1), Armour-Piercing (5)

BRAINBUSTER GRENADE LAUNCHER

R	ST	RoA	TYPE
12/LE	10	1	GR

Concussive (3)

CLOSE COMBAT WEAPON:

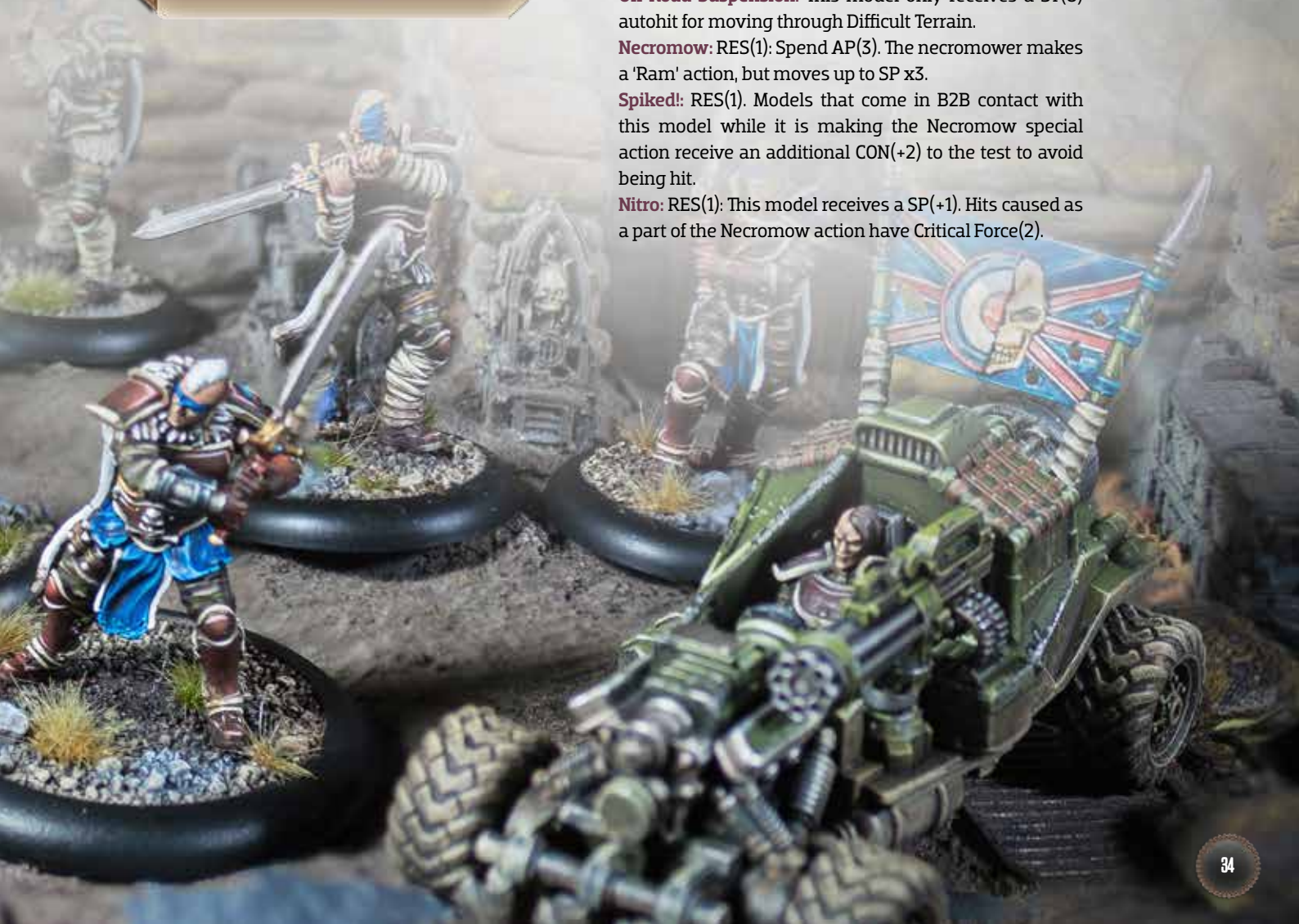
CLANSMAN DRIVER´S CLANSMAN´S CLAYMORE

R	ST	RoA	TYPE
1	14	2	CC

The wielder gains frenzy.
RES(1): Critical Force (2), Headshot, RoA(+1), and Slow to Reload .

ABILITIES: Off-Road Suspension, Necromow, Spiked, Nitro

Off Road Suspension: This model only receives a ST(8) autohit for moving through Difficult Terrain.
Necromow: RES(1): Spend AP(3). The necromower makes a 'Ram' action, but moves up to SP x3.
Spiked!: RES(1). Models that come in B2B contact with this model while it is making the Necromow special action receive an additional CON(+2) to the test to avoid being hit.
Nitro: RES(1): This model receives a SP(+1). Hits caused as a part of the Necromow action have Critical Force(2).



Brotherhood Army Abilities:

Stand Against the Darkness: All Brotherhood squads have Contempt (Dark Legion)

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.

Advisors and squad commanders 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 advisor or squad commander). 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.

ART OF CHANGELING

Censure (15 PTS): Psychic (S)

AGGRESSOR HANDGUN

R	ST	ROA	TYPE
18	2	1	S

If a SZ(0) or (1) model is removed as a casualty by this power, the squad it belongs to may not use any abilities until the end of the Turn.

Cleansing Light (10 PTS): Psychic (B). The squad gains Fear (2) and may not be targeted by any Ranged attacks from further than 18".

Confusion (5 PTS): Psychic (D). The target model within 18" receives WP(-1) and LD(-1). This can happen up to 3 times.

Empathic Heart (5 PTS): Psychic (D). Target model within 18" must pass a WP test to perform any attack. If failed the Model loses AP(1). It may make a 2'nd attempt to perform the same Action but if failed is immediately Deactivated.

Luminous Cage (10 PTS): Psychic (D). Target squad within 12" that moves further than 1" during their turn is immediately Stunned.

Purifying Aura (10 PTS): Psychic (B). Enemy models within 2" of the Caster cannot use Heal and receive a (-2) to CC, RS, and CON.

ART OF MENTALISM

Dominion (15 PTS): Psychic (D). Target a single, non-vehicle enemy Model within 24". Target model performs AP(1) as if on Sentry, immediately after the caster finishes their activation, even if they have already activated this turn.

Guiding Visions (10 PTS): Psychic (B). The squad does not need LOS and can make RS attacks through all terrain, but their RS or WP is halved and their Ranged Weapon is ST(-2). Enemy models do not benefit from Cover.

Might of Reckoning (5 PTS): Psychic (B). The squad gains ST(+2) or CON(+4).

Sacred Supremacy (10 PTS): Psychic (B). The squad gains IA(8) and (+2) to either CC, RS or WP. If the Squad already has IA it uses the higher value.

Spiritual Resilience (5 PTS): Psychic (B). The squad gains (+4) to CON, LD, and WP for one Turn when testing against enemy attacks, cards or abilities.

The Message (10 PTS): Psychic (D). The target model within 18" may not use one specific type of Action (determined by the Caster) for 1 Turn. (e.g. Walk, Charge, Cast, Shooting etc.).

ART OF ELEMENTS

Adjusted Materiality (15 PTS): Psychic (B). Place a temporary token within 12". Gain (+2) Cover Modifiers for all Terrain within 3" of the token.

Fire Flower (10 PTS): Psychic (S)

ULTRACHARGER HMG

R	ST	ROA	TYPE
FT	12	1	FT

Armour-Piercing (6)

Rushing Tide (10 PTS): Psychic (D). Target squad within 12". Move all models in the squad SZ(0) and lower 4" directly away from the Caster. Any models that are moved into Difficult or Impassable Terrain by this suffer a ST(8) autohit.

Sliver of the Abyss (15 PTS): Psychic (S). Place a permanent token within 18". Centre a SE template on the token and scatter it D20/4. All SZ(1) and lower models touching the Template receive a ST(8) Autohit and must take a CON test or be Stunned. At the beginning of every turn that the token is in play, place a SE template, scatter and apply effects. Up to 3 Sliver of the Abyss Tokens may be in play at any time.

Time Suppression (20 PTS): Psychic (B). The squad receives AP(+1) which cannot be increased by any means.

The Master of Metals (10 PTS): Psychic (D). Target SZ(1) and lower model within 24" may not use one of its Ranged or CC Weapons (Casters choice).

ART OF KINETICS

Burden of Sins (20 PTS): Psychic (D). Target squad receives SP(-1), ST(-2) and cannot perform Run Actions. Cleared Path (10 PTS): Psychic (B). Target non-vehicle model may add the Battle Focus bonuses to all its ROA when using a Battle Focus Action.

Holy Ground (10 PTS): Psychic (D). Nominate a piece of terrain within 12". All enemy models within the terrain take a ST(8) autohit.

Levitation (10 PTS): Psychic (B). The squad gains Predator Senses and Ranger. This even allows them to move through Impassable Terrain. They may not end their movement in Impassable Terrain.

Reprimand (15 PTS): Psychic (S)

R	ST	ROA	TYPE
24	12	2	A

Critical Force (2)

Ruby Light (15 PTS): Psychic (S)

R	ST	ROA	TYPE
24	14	1	A

Critical Force (2), Armour-Piercing (4)

ART OF EXORCISM

Emerald Bastion (15 PTS): Psychic (B). Place a temporary token within 5". All friendly models within 5" of the token gain Hard to Hit (2). A Model can benefit from up to 2 Emerald Bastion Tokens.

Fortitude of the Penitent (15 PTS): Psychic (B). The squad gains A(+2) and IA(8). If it already has IA, it gains a (+2).

Healing Hand (15 PTS): Psychic (B): The squad gains Heal (6). If it already has Heal or Medic, it gains a (+2).

Hymn of Durand (10 PTS): Psychic (B). The squad gains Fear (2). If it already has Fear, it gains (+2) and Dissention.

Presence (5 PTS): Psychic (D). Target model within 24" may not perform any Actions while in Sentry (can be cast on Models already in Sentry).

Unbinding (5 PTS): Psychic (D). A squad that has Heal (X) loses it and has its CON and WP values reduced by (X).

INQUISITOR MAJORIS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	16/3	16	8	12	18	16	3	24 (10)	0	80

TYPE: Character, Infantry, Medium Base
DEPLOYMENT: Regular
EQUIPMENT: AC-40 Justifier, Gas Mask, Holy Disemboweller Chainblade, Inquisitor Armour
OPTIONS: None

RANGED WEAPON:

AC-40 JUSTIFIER

R	ST	ROA	TYPE
24	12	2	A

Armour piercing (4), Short Range, Power Up

Short Range: When firing the AC-40 at a target within 6" the weapon is ST(14)
Power Up: RES(1): ST(+2)

CLOSE COMBAT WEAPON:

HOLY DISEMBOWELLER CHAINBLADE

R	ST	ROA	TYPE
1	+3	2	CC

Armour-Piercing (4), Disembowel

Disembowel: RES(1): Critical Force (2)

ABILITIES: **Book of Law, Brutal, Fear (3), Fearless (3), Guardsmen, Psychic Mastery (B), Unbreakable**
Brotherhood Book of Law: RES(1): The player may select an enemy squad within 8" of the Inquisitor that is activating this Ability. The enemy squad must pass a LD test, if failed the squad is pinned.

INQUISITORS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	13/1	15	7	10	18	16	2	22 (9)	0	35

TYPE: Infantry, Support, Medium Base
COHERENCY: 16"
DEPLOYMENT: Regular
SQUAD COMPOSITION: 1-6 Inquisitors
EQUIPMENT: AC-40 Justifier, Gas Mask, Holy Disemboweller Chainblade, Inquisitor Armour
SQUAD OPTIONS: Squads of 3 or more Inquisitors can take 1 of their Art Powers for free.

RANGED WEAPON:

AC-40 JUSTIFIER

R	ST	ROA	TYPE
24	12	2	A

Armour-Piercing (4), Short Range, Power Up

Short Range: When firing the AC-40 at a target within 6" the weapon is ST(14)
Power Up: RES(1): ST(+2)

CLOSE COMBAT WEAPON:

HOLY DISEMBOWELLER CHAINBLADE

R	ST	ROA	TYPE
1	+3	2	CC

Armour-Piercing (4), Disembowel

Disembowel: RES(1): Critical Force (2)

ABILITIES:

Book of Law, Fear (2), Fearless (3), Guardsmen, Stay Frosty

Brotherhood Book of Law: RES(1): The player may select an enemy squad within 8" of the Inquisitor that is activating this Ability. The enemy squad must pass a LD test, if failed the squad is pinned.

TROOPERS

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
5	13/0	12	6	8	15	13	1	20	0	12

TYPE: Infantry, Troops, Small Base
COHERENCY: 8"
DEPLOYMENT: Regular
SQUAD COMPOSITION: 5-12 Troopers
EQUIPMENT: AC-19 Volcano Assault Rifle, Combat Knife, Gas Masks , Brotherhood Trooper Armour.
SQUAD OPTIONS: Any model in the squad may swap their AC-19 Volcano and Combat Knife for a Retaliator Sword and Guardian Shield for free.
Squads that only contain models equipped with Retaliators and Shield may be upgraded with one Psychic(B) type Art Power for free (this counts towards the normal allowance of 2 Powers).
Up to 2 Models per 5 may upgrade their AC-19 Volcanos with Scopes for (+5) PTS each.
The squad commander may be upgraded with the Medic (4) Special Skill for (+10) PTS.
An Inquisitor may be added as the squad commander for (+25) PTS. The Inquisitor loses Stay Frosty.

RANGED WEAPON:

AC-19 VOLCANO ASSAULT RIFLE

R	ST	ROA	TYPE
24	10	1	A

SCOPED AC-19 VOLCANO ASSAULT RIFLE

R	ST	ROA	TYPE
28	12	1	A

Armour-Piercing (4)

CLOSE COMBAT WEAPON:

COMBAT KNIFE

R	ST	ROA	TYPE
B2B	+1	1	CC

RETALIATOR SWORD

R	ST	ROA	TYPE
1	+3	2	CC

GUARDIAN SHIELD

+3/1

ABILITIES: Bringers of Light, Guiding Beacon

Bringers of Light: Up to 1 Squad of Brotherhood Troopers may be taken in a Capitol, Bauhaus or Imperial army as a Support Choice for (+1) PTS per Model. This squad has full access to the normal squad upgrades and Brotherhood Art Powers.

Guiding Beacon: RES(1): During the squad's activation any model in the squad may place a temporary token within 12". Friendly models using Rapid Deployment within 3" of the token receive a (-2) to the RD test.

JUDICATOR BATTLE WALKER

SP	CC/DEF	RS	WP	LD	Hull A/W	Wpns A/W	Legs A/W	Eng A/W	A-Rear	SZ	PTS
4	14/2	14	14	14	28/4	28/3	27/4	28/4	-4	3	125

TYPE: Light Vehicle, Light Walker, Large Base
COHERENCY: 10"
DEPLOYMENT: Regular
SQUAD COMPOSITION: 1-3 Judicators
EQUIPMENT: AC100 Crusader Cannon, Retaliator Broadsword, Judicator Battle Walker Armour.
SQUAD OPTIONS: A Judicator may swap its Retaliator Broadsword for a second AC100 Crusader Cannon and Armoured Legs for 25 points. The second AC100 counts as another Main Weapon.

MAIN WEAPON:

AC-100 CRUSADER CANNON

R	ST	ROA	TYPE
18	12	5	A

Armour-Piercing (4), Double Tap

Double Tap: RES(2). One Model in the Squad may re-roll all failed RS tests.

CLOSE COMBAT WEAPON:

RETALIATOR BROADSWORD

R	ST	ROA	TYPE
2	12	2	CC

Armour-Piercing (8), Electro-Magnetic Shock

Electro-Magnetic Shock: Models SZ(1) and lower that are hit must pass a CON test or be Stunned.

ARMOURED LEGS

R	ST	ROA	TYPE
1	12	2	CC

Concussive (1)

ABILITIES: **Brutal, Fervent Assault, Thunderous Advance**

Fervent Assault: RES(1). Increase the Retaliator Broadsword's ROA to 4.

Thunderous Advance: RES(1): At the end of any movement action performed by a Judicator (except Pivots), all models within 8" of it receive RS(-4) (not cumulative).

Dark Legion

Algeroth Army Abilities:

Necrotech Enhancements: Every model in a Dark Legion army has Heal (2), Fear (0), and Fearless (5).
Dark Symmetry Powers: Every character in a Dark Legion army is able purchase and use Dark Symmetry Psychic Powers.

DARK SYMMETRY: ALGEROTH POWERS

Banishment of Steel (20 PTS): Psychic (S)

BANISHMENT OF STEEL

R	ST	ROA	TYPE
24	10	1	R

Critical Force (2), Dark Beam

Dark Beam: Place a marker next to each model hit by the power. For each marker, the model receives A(-1) and IA(-1). This lasts until the model is killed.

Blindness (10 PTS): Psychic (D). Cast on a target within 18". The model gets a Blindness temporary token. It's LOS is reduced to B2B and CC is halved.

Cleansing of the Void (15 PTS): Psychic (B). A squad within 12" gains Heal (8).
Indigestion (15 PTS): Psychic (S)

INDIGESTION

R	ST	ROA	TYPE
30	15	1	A

Explosion

Explosion: If a model is removed from play by this power, it explodes. Centre an LE template on the odel. Any models touching the template receive a ST(X) autohit, where (X) is equal to the CON of the exploding model.

Infernal Shield (10 PTS): Psychic (B). A squad within 18" gains WP(18).

Necrovisual Link (10 PTS): Psychic (B). A squad within 12" may make Ranged attacks without LOS and no negatives to Cover, but R is halved.

Threshold of Horror (15 PTS): Psychic (D). Place a temporary token within 24". Any enemy model finishing its activation within 3" of the token must pass a LD(-6) test or be Stunned. Fearless models are not Stunned, but instead take a ST(10) autohit.

NECROMUTANT KOHORT LEADER

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	15/2	15	10	11	15	16	2	24 (10)	0	65

TYPE: Character, Infantry, Medium Base
DEPLOYMENT: Regular
EQUIPMENT: Belzarach Assault Rifle, Gas Mask, Necroblade, Crude Metal Armour
OPTIONS: May take up to 2 Dark Symmetry Powers.

RANGED WEAPON:

BELZARACH ASSAULT RIFLE

R	ST	ROA	TYPE
24	11	2	A

CLOSE COMBAT WEAPON:

NECROBLADE

R	ST	ROA	TYPE
1	+2	2	CC

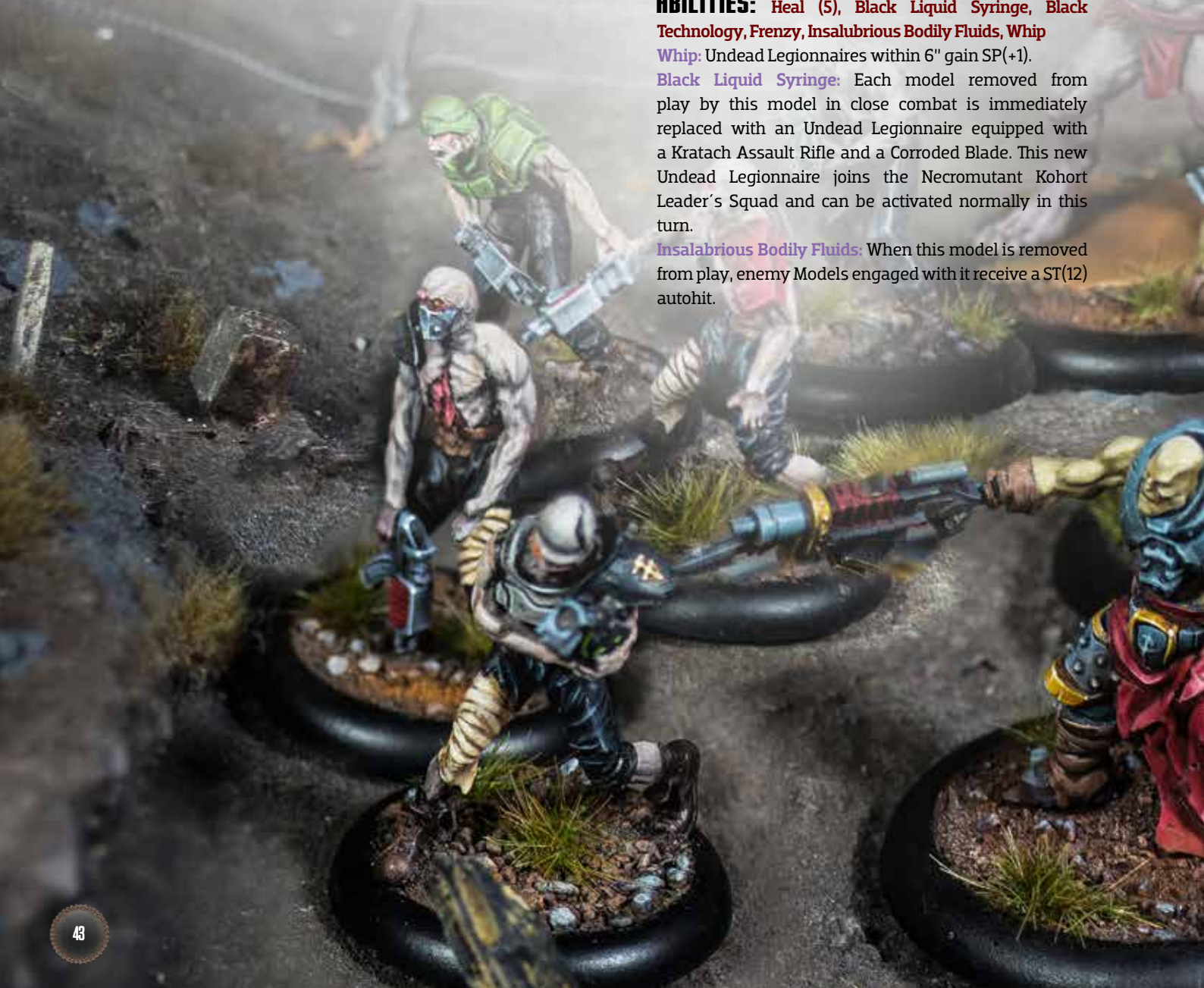
Deadly

ABILITIES: **Heal (5), Black Liquid Syringe, Black Technology, Frenzy, Insalubrious Bodily Fluids, Whip**

Whip: Undead Legionnaires within 6" gain SP(+1).

Black Liquid Syringe: Each model removed from play by this model in close combat is immediately replaced with an Undead Legionnaire equipped with a Kratach Assault Rifle and a Corroded Blade. This new Undead Legionnaire joins the Necromutant Kohort Leader´s Squad and can be activated normally in this turn.

Insalabrious Bodily Fluids: When this model is removed from play, enemy Models engaged with it receive a ST(12) autohit.



NECROMUTANT LEADER

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	14/2	14	9	10	15	15	1	24	0	30

TYPE: Character, Infantry, Medium Base
DEPLOYMENT: Regular
EQUIPMENT: Belzarach Assault Rifle, Gas Mask, Necroblade, Crude Metal Armour
OPTIONS: May not take Dark Symmetry Powers.

RANGED WEAPON:

BELZARACH ASSAULT RIFLE

R	ST	ROA	TYPE
24	11	2	A

CLOSE COMBAT WEAPON:

NECROBLADE

R	ST	ROA	TYPE
1	+2	2	CC

Deadly

ABILITIES: **Leash, Heal (5), Black Liquid Syringe, Black Technology, Insalubrious Bodily Fluids**

Leash: Undead Legionnaires in this model´s squad gain SP(+1).

Black Liquid Syringe: Each model removed from play by this model in close combat is immediately replaced with an Undead Legionnaire equipped with a Kratach Assault Rifle and a Corroded Blade. This new Undead Legionnaire joins the Necromutant Leader's Squad and can be activated normally in this turn.

Insalabrious Bodily Fluids: When this model is removed from play, enemy Models engaged with it receive a ST(10) autohit.

UNDEAD LEGIONARIES

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
4	11/0	12	6	8	10	13	1	20	0	10

TYPE: Troops, Infantry, Small Bases
COHERENCY: 8"
DEPLOYMENT: Regular
SQUAD COMPOSITION: 5-12 Undead Legionnaires
EQUIPMENT: Kratach Assault Rifle, Corroded Blade, Light Armour
SQUAD OPTIONS: Up to 2 in 5 squad members may replace their Kratach Assault Rifle with either a Valcheck HMG for (+8) PTS or a Plaguedealer for (+5) PTS.

RANGED WEAPON:

KRATACH ASSAULT RIFLE

R	ST	ROA	TYPE
24	10	1	A

PLAGUEDEALER

R	ST	ROA	TYPE
FT	12	1	FL

Armour Piercing (4)

VALCHECK HMG

R	ST	ROA	TYPE
24	11	3	H

CLOSE COMBAT WEAPON:

CORRODED BLADE

R	ST	ROA	TYPE
B2B	+2	1	CC

Deadly

ABILITIES: Brainless, Black Bullets, Unbreakable

Brainless: Undead Legionnaires cannot perform actions that cost AP(2). Also, Undead Legionnaires do not provide a Resource unless a Necromutant Leader is attached to the squad.

Black Bullets: RES(1): The squad's ranged weapons gain Deadly.

RAZIDE

SP	CC/DEF	RS	ST	CON	WP	LD	W	A	SZ	PTS
6	15/1	13	9	13	13	15	3	26	1	70

TYPE: Support, Infantry, Medium Bases
COHERENCY: 8"
DEPLOYMENT: Regular
SQUAD COMPOSITION: 1-3 Razides
EQUIPMENT: Plaguedealer HMG, Fists & Claws, Gas Mask, Bio-Armour
SQUAD OPTIONS: Any Razide may swap its Plaguedealer HMG for a Nazgaroth for (0) PTS.

RANGED WEAPON:

PLAGUEDEALER HMG

R	ST	ROA	TYPE
24	13	3	H

RES(1): Weapon mode (Flamer)

FLAMER

R	ST	ROA	TYPE
FT	11	1	FL

NAZGAROTH

R	ST	ROA	TYPE
30	13	2	H

Critical Force (2)

CLOSE COMBAT WEAPON:

FISTS AND CLAWS

R	ST	ROA	TYPE
1	+2	3	CC

RES(1): Weapon mode (Tearing Rampage)

TEARING RAMPAGE

R	ST	ROA	TYPE
1	+3	4	CC

Armour Piercing (4)

ABILITIES: **All-seeing, Brutal, Relentless, Bodyguard, Eagle Eye (6), Unnatural Leap**

All-seeing: Razides always succeed when trying to 'spot' enemy stalking squads.

Unnatural Leap: RES(1): This model can ignore movement modifiers for Difficult Terrain when performing a Charge Action