MUTANT CHRONICLES

WARZONE

The Forces of War

TARGET GAMES

F56
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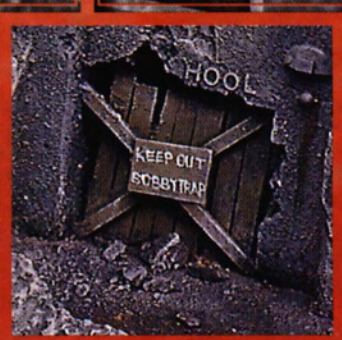
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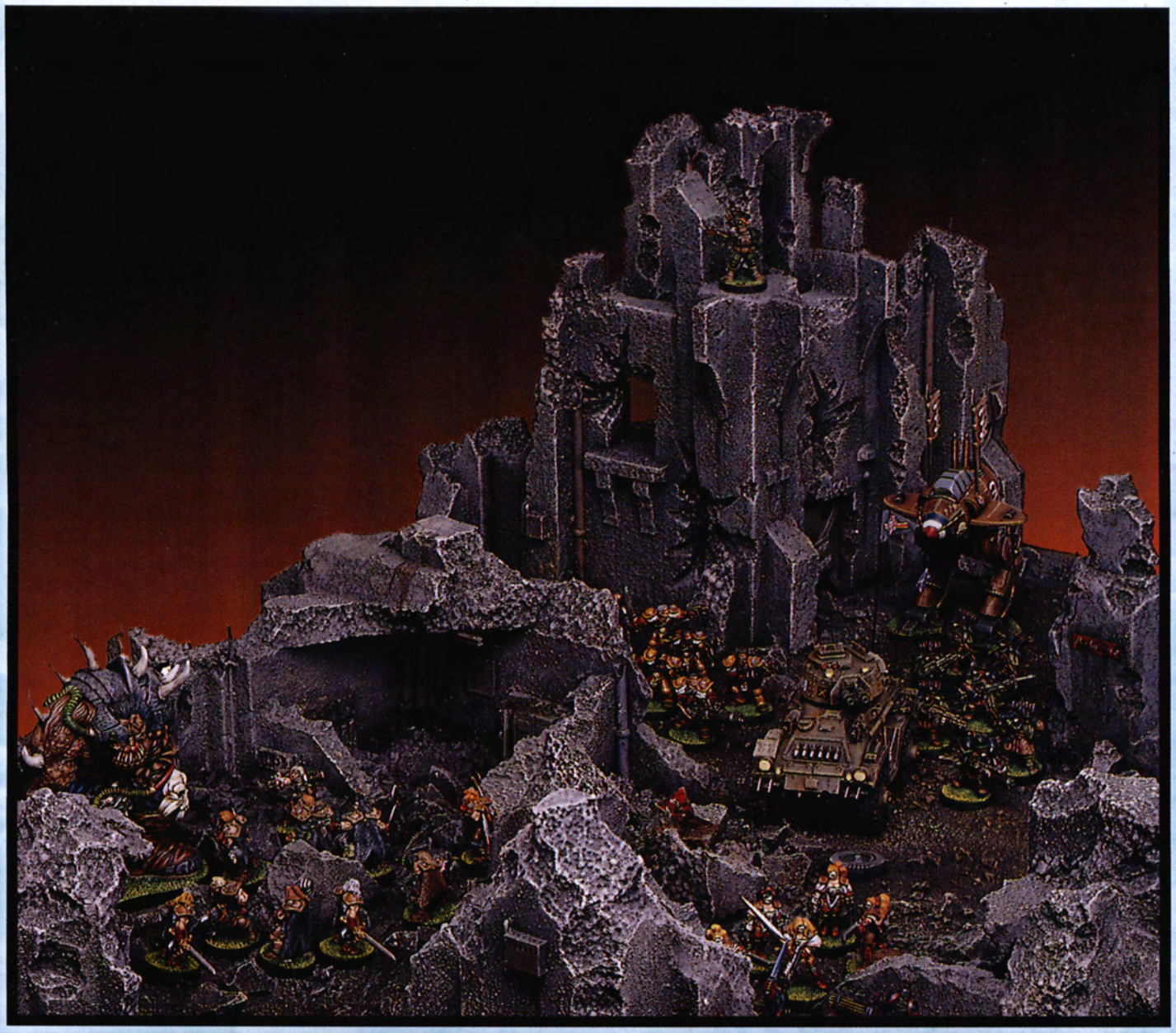
The Army Lists

This book contains the army lists for all the armies in Warzone, each of which has its own identity and structure. All the army lists follow the same basic format. First you will find the Buying Criteria which tells you the proportions in which particular Units may be bought. Next you will find a brief description of each army to give you an idea of the armies character and the nature of the warriors that fight in its ranks. Following this are the Stat Lines and Profiles for all the models in the army. Each of the army lists has its own Armory, a list of the weapons that they use and this too varies from army to army. Finally some armies have a list of Supernatural Powers which can be bought for certain models in your army.

Choosing your army is as much a part of Warzone as fighting the battle itself. Your choice will depend on the type of battle you are going to play. If you are fighting indoors then good Close Combat troops will be essential. If you are playing a large-scale battle with little Cover then Snipers and models with good Ranged Combat will be the order of the day. If the battlefield presents a wide variety of combat situations then you will need to choose a versatile force that can deal with any eventuality.

You must try to anticipate what your opponent will choose and decide on the best force to meet the threat and emerge victorious. Skilled models with deadly, heavy weapons can be devastating but they are also expensive. Models with Supernatural Powers might swing the battle in your favor but they are just one model and if they die then the Powers you bought for them will die too. There is no such thing as the perfect model in Warzone. They are each effective in certain circumstances and balancing the effectiveness and cost of one model compared to another is a large part of the fun and a large part of the skill of Warzone. So choose your forces well for once the battle begins it is too late to change your mind.



Capitol Army

Buying Criteria

- You may never have more Special Forces Squads than you have Grunt Squads.
- You may not have more Individuals than Squads and some Individuals can only be purchased in conjunction with particular Squads.
- You may never have more than one of a particular Personality in your army.

Capitol

Grunt Squads

- Light Infantry
- Heavy Infantry

Special Forces

- Free Marines
- Desert Scorpions
- Martian Banshees
- Sea Lions
- Sunset Strikers
- Airborne Rangers

Individuals

- Squad-Linked Individuals
- Capitol Covert Operations Specialist

Personalities

- Mitch Hunter
- Big Bob Watts
- Sgt. Carter
- Jake Kramer

Vehicles

- KA-67 Great Grey
- Purple Shark
- Pegasus Scout Bike

Capitol

Capitol has one of the largest forces in the solar system with a number of special forces units. However, before conscripts can move into the ranks of the special forces units they must serve their term in the infantry. The light infantry is made up of young soldiers straight out of boot camp. They soon lose their bravado and innocence for the arena of war does not look kindly on either. Together with the more armored heavy infantry they are quickly shipped out to whichever warzone needs them most.

When it comes to a life in the military the Free Marines are at the opposite end of the scale to the new recruits. These seasoned soldiers have seen it all and lost much of their self-esteem during long years of horror in the field. Now they are determined to end their service by regaining the honor they have lost. They do not speak of the things that drive them but they will go to great lengths, moving behind enemy lines and creeping up on the enemy before attacking with great ferocity.

The Desert Scorpions are used against the Dark Legion on Mars, as are the famous Martian Banshees. The Martian Banshees have booster back-packs that allow them to fly over the battlefield giving them a distinct advantage over ground based troops. They have a reputation for victory and this keeps the unit highly motivated.

The Sea Lions are an elite marine unit mostly restricted to the wars on Venus where their camouflage training can be used to the full. While in the caverns of Mercury the Sunset Strikers do battle with Mishima using the same Close Combat martial arts for which they are renowned. Long ago they earned the right to bear the katana, the sword of a Samurai warrior and they wear them with pride and wield them with skill.

Capitol has always maintained a reputation for logistical expertise and the Airborne Rangers are the perfect example of how they use this skill on the battlefield. The Rangers are deployed by parachute behind enemy lines, a tactic that time and time again has thrown the enemy into confusion.

Apart from the normal individuals that enhance a units combat ability, such as the heavy infantry grenade launchers and tank-buster individuals there are the Covert Operations Specialists who are trained to compromise enemy positions and take out specific targets.

The citizens of Capitol love a celebrity and they have a number to choose from in the armed forces. Sergeant Carter, a hard nosed veteran who, despite his regime of brutal discipline, has a reputation for achieving his objectives and bringing back his troops in one piece. Then there is Big Bob Watts a large black guy with a deep hatred for the Dark Legion. He remains calm, even in the most fierce battles and packs an enormous amount of firepower with his twin mounted HMG's. Jake Kramer is a bit of a loose cannon, which is not the most desirable thing considering his favored weapon is a flame-thrower. Then again this individual found salvation in the Free Marines and gets a kick out of danger. Mitch Hunter is the guy all new conscripts want to be. He is a natural leader a sworn enemy of the Dark Legion and famous for pulling off missions that were deemed impossible. If you were going to war this is one man you would want in your army.

Capitol has three flying vehicles in its armory, the KA-67 Great Grey, the Purple Shark and the Pegasus Scout Bike. The Great Grey and the Pegasus Scout Bike are both one-man vehicles while the Purple Shark carries two. Whether strafing the battlefield with machine gun fire or dropping grenades on the enemy below, these vehicles can have a great impact on the outcome of a battle.

Light Infantry

Light Infantry — Cost 16

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

Light Infantry LMG Specialist — Cost 19

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	6	6	9	3	1	7	3	7	2

Light Infantry Sergeant — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	11	3	1	7	3	7	2

Structure: SQUAD

4-12 Light Infantry
Up to 1 Light Infantry LMG Specialist
Up to 1 Light Infantry Sergeant

Equipment:

Light Infantry: Assault Rifle
LMG Specialist: LMG
Sergeant: Assault Rifle, Chainsword, Pistol

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Heavy Infantry

Heavy Infantry — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Heavy Infantry HMG Specialist — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Heavy Infantry Sergeant — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	1	7	3	8	2

Structure: SQUAD

4-12 Heavy Infantry
Up to 1 Heavy Infantry HMG Specialist
Up to 1 Heavy Infantry Sergeant

Equipment:

Heavy Infantry: Assault Rifle
HMG Specialist: HMG
Sergeant: Assault Rifle, Chainsword, Pistol

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Light Infantry Captain

Light Infantry Captain — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	2	8	3	7	2

Structure: INDIVIDUAL

1 Light Infantry Captain

Equipment:

Assault Rifle, Shotgun

Special Abilities:

Tactical Sense, Rally Others

Special Rules:

You may purchase Light Infantry Captains just like any other Individual so long as you have at least one Squad of Light Infantry in your army.

Heavy Infantry Captain

Heavy Infantry Captain — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Heavy Infantry Captain

Equipment:

Assault Rifle, Shotgun

Special Abilities:

Tactical Sense, Rally Others

Special Rules:

You may purchase Heavy Infantry Captains just like any other Individual so long as you have at least one Squad of Heavy Infantry in your army.

Light Infantry Sergeant

Light Infantry Captain

Light Infantry

Light Infantry

Free Marine

Free Marine

Heavy Infantry Captain

Heavy Infantry Sniper

Heavy Infantry Sniper — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	8	7	10	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Heavy Infantry Sniper

Equipment:

Sniper Rifle

Special Abilities:

Sniper, Camouflage

Special Rules:

You may purchase Heavy Infantry Snipers just like any other Individual so long as you have at least one Squad of Heavy Infantry in your army.

Heavy Infantry Tankbuster

Heavy Infantry Tankbuster — Cost 47

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Heavy Infantry Tankbuster

Equipment:

Rocket Launcher, Pistol

Special Abilities:

Tactical Sense

Special Rules:

You may purchase Heavy Infantry Tankbusters just like any other Individual so long as you have at least one Squad of Heavy Infantry in your army.

Heavy Infantry Grenade Launcher

Heavy Infantry Grenade Launcher — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	10	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Heavy Infantry Grenade Launcher

Equipment:

Grenade Launcher, Pistol

Special Abilities:

None

Special Rules:

You may purchase Heavy Infantry Grenade Launchers just like any other Individual so long as you have at least one Squad of Heavy Infantry in your army.

Free Marines

Free Marine — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	7	2

Free Marine LMG Specialist — Cost 30

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	7	2

Free Marine Sergeant — Cost 30

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	1	7	3	7	2

Structure: SQUAD

4-8 Free Marines

Up to 1 Free Marine LMG Specialist

Up to 1 Free Marine Sergeant

Equipment:

Free Marines: Sword, Assault Rifle

LMG Specialist: Sword, LMG

Sergeant: Sword, Assault Rifle

Special Abilities:

Free Marines: Camouflage, Infiltrate

LMG Specialist: Camouflage, Infiltrate

Sergeant: Camouflage, Infiltrate, Tactical Sense

Special Rules:

None

Free Marines

Free Marine Hero

Free Marine Hero — Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	10	14	3	2	8	3	7	2

Structure: INDIVIDUAL

1 Free Marine Hero

Equipment:

Sword, HMG

Special Abilities:

Camouflage, Infiltrate, Tactical Sense

Special Rules:

You may purchase Free Marine Heroes just like any other Individual so long as you have at least one Squad of Free Marines in your army.

Desert Scorpion Hero

Desert Scorpion Hero — Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	11	10	14	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Desert Scorpion Hero

Equipment:

HMG, Pistol

Special Abilities:

Infiltrate, Tactical Sense

Special Rules:

You may purchase Desert Scorpion Heroes just like any other Individual so long as you have at least one Squad of Desert Scorpions in your army.

Desert Scorpions

Desert Scorpion — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	9	8	11	3	1	7	3	9	2

Desert Scorpion Sergeant — Cost 30

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	10	9	13	3	1	7	3	9	2

Structure: SQUAD

4-8 Desert Scorpions

Up to 1 Desert Scorpion Sergeant

Equipment:

Desert Scorpions: Assault Rifle, Sword

Sergeant: Assault Rifle, Sword

Special Abilities:

Desert Scorpions: Infiltrate

Sergeant: Infiltrate, Tactical Sense

Special Rules:

None

Martian Banshees

Martian Banshee — Cost 50

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	10	9	10	3	1	7	3/5	10	2

Martian Banshee Sergeant — Cost 56

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	11	10	12	3	1	7	3/5	10	2

Structure: SQUAD

4-8 Martian Banshees

Up to 1 Martian Banshee Sergeant

Equipment:

Martian Banshees: Assault Rifle

Sergeant: Assault Rifle

Special Abilities:

Martian Banshees: High Morale +2

Sergeant: High Morale +2, Tactical Sense

Special Rules:

The Martian Banshees are flying models.

Free Marine Hero

Free Marine Sergeant

Martian Banshee Sergeant

Desert Scorpion

Desert Scorpion

Martian Banshee

Martian Banshee

Martian Banshee Hero

Sea Lion Hero

Sea Lion LMG Specialist

Light Infantry Captain

Martian Banshee Hero

Martian Banshee Hero — Cost 65

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	12	11	13	3	2	8	3/5	10	2

Structure: INDIVIDUAL

1 Martian Banshee Hero

Equipment:

Assault Rifle, Pistol

Special Abilities:

High Morale +2, Tactical Sense

Special Rules:

The Martian Banshee Hero is a flying model. You may purchase Martian Banshee Heroes just like any other Individual so long as you have at least one Squad of Martian Banshees in your army.

Sea Lions

Sea Lion — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Sea Lion LMG Specialist — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Sea Lion Sergeant — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	1	7	3	9	2

Structure: SQUAD

4-8 Sea Lions
Up to 1 Sea Lion LMG Specialist
Up to 1 Sea Lion Sergeant

Equipment:

Sea Lions: Sword, Assault Rifle
LMG Specialist: Sword, LMG
Sergeant: Sword, Assault Rifle

Special Abilities:

Sea Lions: Camouflage
LMG Specialist: Camouflage
Sergeant: Camouflage, Tactical Sense

Special Rules:

None

Sea Lion Hero

Sea Lion Hero — Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	10	14	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Sea Lion Hero

Equipment:

Sword, SMG

Special Abilities:

Camouflage, Tactical Sense

Special Rules:

You may purchase Sea Lion Heroes just like any other Individual so long as you have at least one Squad of Sea Lions in your army.

Airborne Rangers

Airborne Ranger — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Airborne Ranger LMG Specialist — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Airborne Ranger Sergeant — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	1	7	3	9	2

Structure: SQUAD

4-8 Airborne Rangers
Up to 1 Airborne Ranger LMG Specialist
Up to 1 Airborne Ranger Sergeant

Equipment:

Airborne Rangers: Pistol, Assault Rifle
LMG Specialist: Pistol, LMG
Sergeant: Pistol, Assault Rifle

Special Abilities:

Airborne Rangers: Parachute Deployment
LMG Specialist: Parachute Deployment
Sergeant: Parachute Deployment, Tactical Sense

Special Rules:

None

Sunset Strikers

Sunset Striker — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	9	11	3	1	8	3	9	2

Sunset Striker Sergeant — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	10	13	3	1	8	3	9	2

Structure: SQUAD

4-8 Sunset Strikers
Up to 1 Sunset Striker Sergeant

Equipment:

Sunset Strikers: Assault Rifle, 2 Katana
Sergeant: Assault Rifle, 2 Katana

Special Abilities:

Sunset Strikers: 1 Extra CC Attack, Enhanced Charge
Sergeant: 1 Extra CC Attack, Enhanced Charge

Special Rules:

None

Sunset Striker Hero

Sunset Striker Hero — Cost 54

CCRC	PW	LD	AC	W	ST	MV	A	S
1010	11	14	3	2	9	3	9	2

Structure: INDIVIDUAL

1 Sunset Striker Hero

Equipment:

Flame-Thrower, Pistol

Special Abilities:

1 Extra CC Attack, Enhanced Charge

Special Rules:

You may purchase Sunset Striker Heroes just like any other Individual so long as you have at least one Squad of Sunset Strikers in your army.

Covert Operations Specialist

Covert Operations Specialist — Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	2	8	3	8	2

Structure: INDIVIDUAL

1Covert Operations Specialist

Equipment:

Shotgun, Assault Rifle

Special Abilities:

Infiltrate, Climb, Camouflage

Special Rules:

None

Sgt. Carter

Sgt. Carter — Cost 43

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	11	13	14	3	2	9	3	10	2

Structure: INDIVIDUAL

Sgt. Carter

Equipment:

Assault Rifle

Special Abilities:

Rally Others, Inspirational Leadership, 1 Extra CC Attack, Immune to Fear

Special Rules:

Sgt. Carter is a Personality

Sea Lion Sergeant

Light Infantry Captain

Covert Operations Specialist

Big Bob Watts

Jake Kramer

Mitch Hunter

Big Bob Watts

Big Bob Watts — Cost 79

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	12	12	12	3	2	8	3	11	2

Structure: INDIVIDUAL

Big Bob Watts

Equipment:

Shoulder Mounted Twin LMG, Pistol

Special Abilities:

Camouflage, Infiltrate, Inspiring Leadership, High Morale +4, Give Orders to Free Marines only, Immune to Fear

Special Rules:

Big Bob Watts is a Personality

Jake Kramer

Jake Kramer — Cost 80

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	12	12	3	2	8	3	11	2

Structure: INDIVIDUAL

Jake Kramer

Equipment:

Flame-Thrower, Pistol

Special Abilities:

Camouflage, High Morale +2, Infiltrate, 1 Extra CC Attack, Jungle Fighter

Special Rules:

Jake Kramer is a Personality

Mitch Hunter

Mitch Hunter — Cost 59

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	11	12	16	3	2	9	3	12	2

Structure: INDIVIDUAL

Mitch Hunter

Equipment:

Sword, Hi-Power Shotgun

Special Abilities:

Inspiring Leadership, 1 Extra CC Attack, 1 Extra RC Attack, Rally Others, Give Orders, Immune to Fear

Special Rules:

Mitch Hunter is a Personality

KA-67 Great Grey

KA-67 Great Grey Vehicle — Cost 72

MP	W	MV	A	S
3	4	0/9	12	4

Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Structure: INDIVIDUAL

1 KA-67 Great Grey

Type:

Open / Flying

Hit Allocation:

1-15 = Vehicle, 16-20 = Crew

Equipment:

Vehicle: Mounted LMG

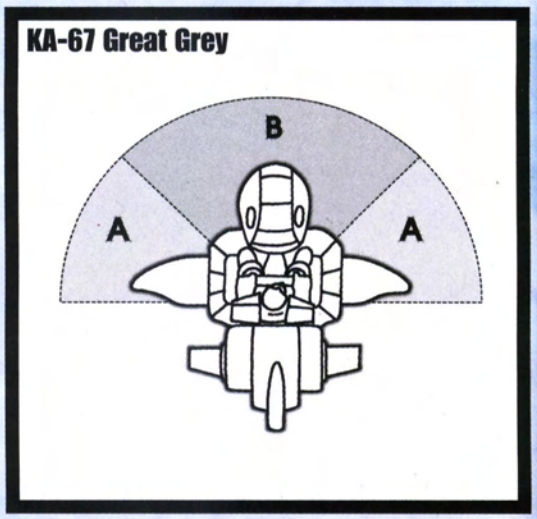
Driver: Pistol

Special Abilities:

None

Special Rules:

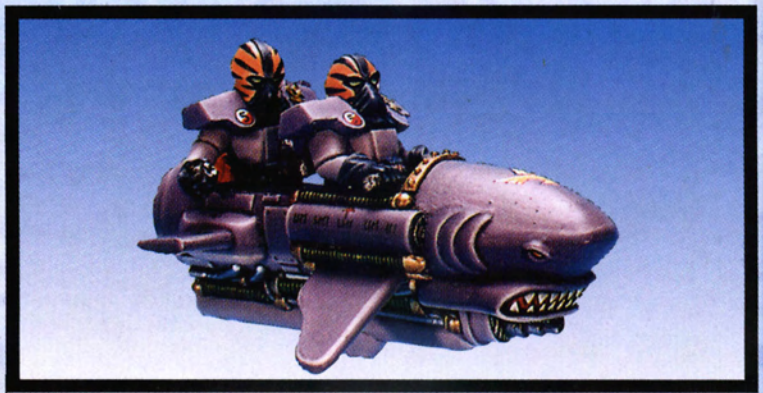
None



Firing Arcs.

- Areas A and B show the driver's 180 degree Firing Arc.
- Area B shows the vehicle's 90 degree Firing Arc.

KA-67 Great Grey



Purple Shark

Pegasus Scout Bike

Pegasus Scout Bike Vehicle — Cost 61

MP	W	MV	A	S
3	3	0/7	10	3

Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Pegasus Scout Bike

Type:

Open / Flying

Hit Allocation:

1-13 = Vehicle, 14-20 = Crew

Equipment:

Vehicle: None

Driver: Machine Pistol, Hand Grenades

Special Abilities:

The Driver may drop grenades anywhere within Short Range of the vehicle's tabletop position. Roll to hit as normal with a penalty of -1 to hit per Height-band. If the attack misses the target then roll for Deviation as normal. To calculate the range, add the altitude of the vehicle to the horizontal distance to the target.

Special Rules:

None

Purple Shark

Purple Shark Vehicle — Cost 123

MP	W	MV	A	S
2	4	0/6	12	4

Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Gunner

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Purple Shark

Type:

Open / Flying

Hit Allocation:

1-15 = Vehicle, 16-20 = Crew

Equipment:

Vehicle: Mounted HMG

Driver: Pistol

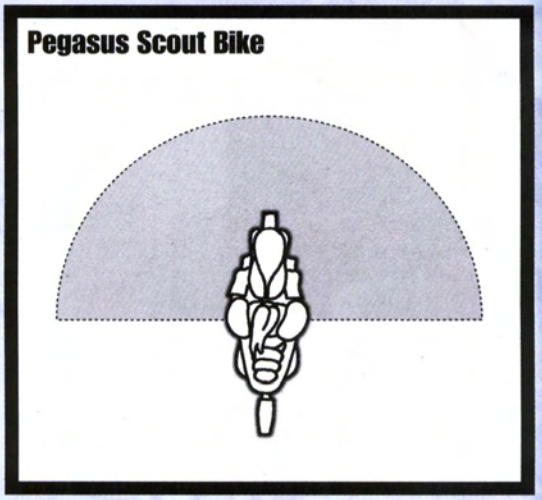
Gunner: Pistol, Grenades

Special Abilities:

None

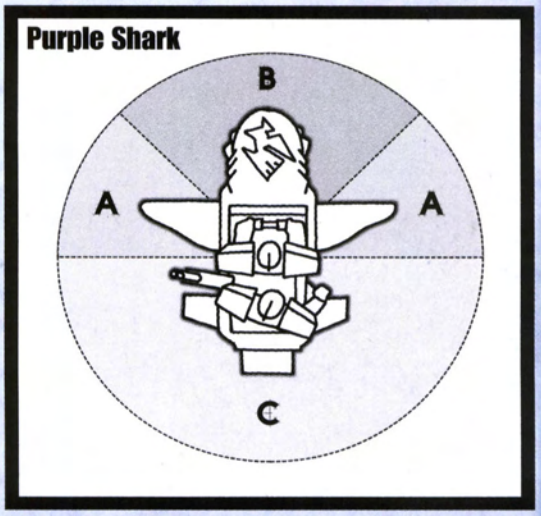
Special Rules:

The Gunner may drop grenades anywhere within Short Range of the vehicle's tabletop position. Roll to hit as normal with a penalty of -1 to hit per Height-band. If the attack misses the target then roll for Deviation as normal. To calculate the range, add the altitude of the vehicle to the horizontal distance to the target.



Firing Arc

- The shaded area shows the driver's 180 degree Firing Arc.



Firing Arcs.

- Areas A and B show the driver's 180 degree Firing Arc.
- Area B shows the vehicle's 90 degree Firing Arc.
- Areas A, B and C show the gunner's 360 degree Firing Arc.

Capitol Armory

Assault Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	0	10	-3	8	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	8	+2	8	0	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Machine Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	8	+2(x2)	8	+1(x2)	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sub Machine Gun (SMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	9	+1(x2)	9	-2	8	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Light Machine Gun (LMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+1(x2)	11	-1	11	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Heavy Machine Gun (HMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	13	+3(x3)	13	+1(x2)	13	-1	13	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Shotgun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2	8(x2)	0	7(x2)	-1	6	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Rocket Launcher (RL)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-4	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Type:
Two-Handed, Direct Fire, Missile Weapon, Anti-Tank
Special Rules:
None

Flame-Thrower

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
The Flame-Thrower uses the Flamer Template DAM 12. The Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Vehicle Mounted LMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	11	+3(x3)	11	+1(x2)	11	0(x2)	11	-2	9

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None

Vehicle Mounted HMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x3)	13	+1(x2)	13	0(x2)	13	-2	11

Type:

Mounted, Direct Fire, Missile Weapon

Special Rules:

None

Sniper Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-1	10(x2)	-2	9

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

Chainsword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0(x2)	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Katana

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+1	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Hi-Power Shotgun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	11	+2	10(x2)	0	9(x2)	-1	8	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

Shoulder Mounted Twin-LMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	+4(x4)	12	+2(x3)	12	0	12	-	-	-	-

Type:

Two-Handed, Direct Fire, Missile Weapon

Special Rules:

None

Grenade Launcher

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	10	-2	10	-4	10	-6	10

Type:

Two-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon

Special Rules:

Uses Small Explosion Template

Hand Grenade

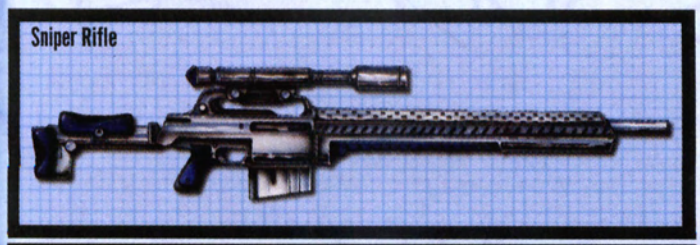
CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0	10	-2	10	-	-	-	-	-	-

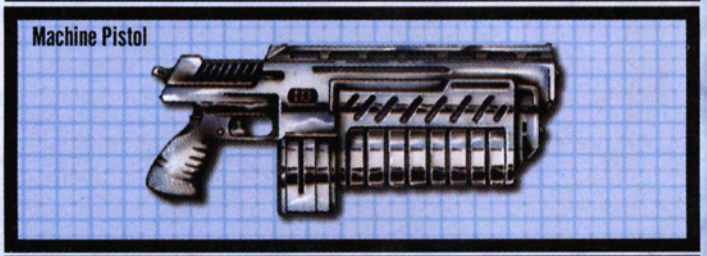
Type:

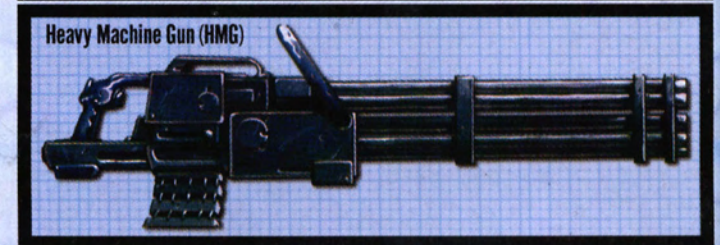
One-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon

Special Rules:

Uses Small Explosion Template







Bauhaus Army

Buying Criteria

- You may not buy more Elite Squads than you have Regular Squads.
- You may not buy more Individuals than you have Squads and some Individuals can only be purchased in conjunction with particular Squads.
- Unless otherwise stated you may not have more than 1 of a particular Personality in your army.

Bauhaus

Regular Squads

- Ducal Militia
- Hussars

Elite Squads

- Venusian Rangers
- Blitzers
- Dragoons
- Etoiles Mortants

Individuals

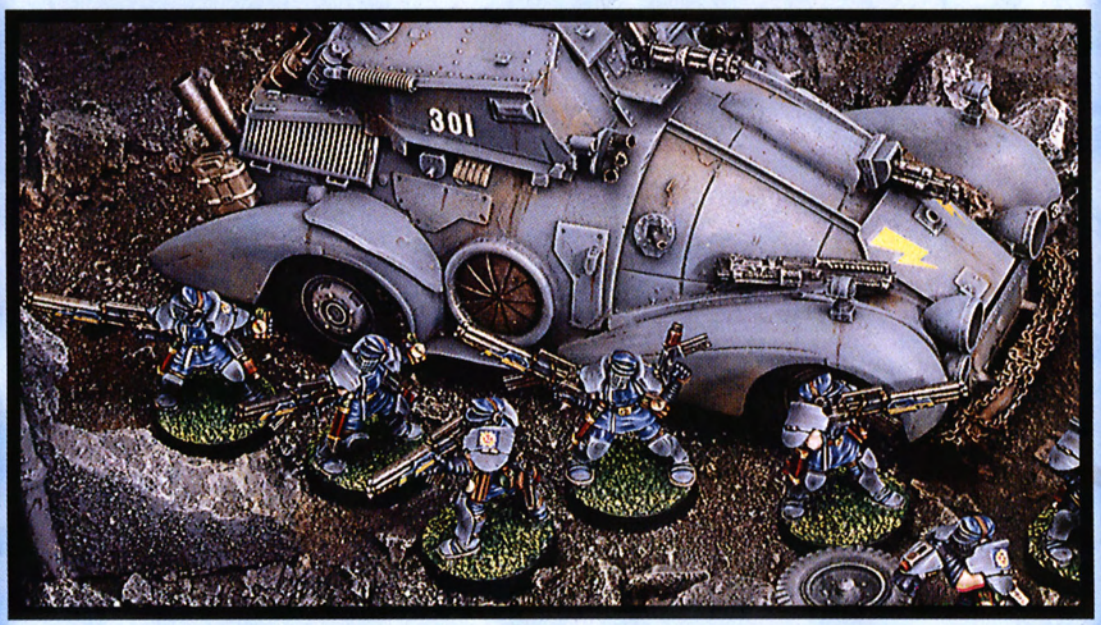
- Squad-Linked Individuals
- Etoiles Mortant Hero
- Venusian Marshal
- HMG-85/T with Gunner

Personalities

- Max Steiner
- Valerie Duval

Vehicles

- GT-Offroad



Bauhaus

The Bauhaus reputation for efficiency and quality engineering extends onto the battlefield. Their equipment and armor is considered to be amongst the finest available. The Ducal Militia marks the first tier of military service in the armies of the Four Duke Electors. Although new recruits they are well trained and well armed and because of the incessant ferocity of the Second Corporate Wars they don't remain new recruits for long. Within a few months the surviving members of the Ducal Militia are given additional training and raised into the ranks of the Hussars.

The Hussars form the main body of the Bauhaus military machine giving Bauhaus the best-trained regular army in the solar system, which in many cases is a match for some of the other corporation's more elite forces.

Rising above the ranks of the regular troops are several elite Bauhaus divisions. The Venusian Rangers were formed centuries ago to help defeat the Dark Legion on Venus and to this day they remain one of the most versatile and efficient divisions in existence. It is their expertise in jungle warfare that enables Bauhaus to maintain its firm hold on the jungle covered planet of Venus. The Bauhaus Blitzers are explosive specialists trained to take out vehicles and gain access to even the most heavily guarded buildings and fortifications. The Blitzers are often deployment by parachute allowing them to drop behind enemy lines and outflank the enemy.

The Dragoons are the Bauhaus shock troops. They are better armored than other divisions and fight with unshakable confidence and when supported by the Dragoon Rocket Launcher specialist they make a formidable force.

The Etoiles Mortant, 'The Dying Stars', are close assault troops. Armed with swords and pistols this all-female division uses the art of camouflage to get close to the enemy before attacking in concerted groups. They are often used against the Dark Legion for these fierce volunteers know no fear.

Supporting the Rangers on Venus are the Venusian Marshals. These highly trained mounted troops often act in isolation from the main army carrying out reconnaissance missions and lightning-fast attacks. Therefore only the most capable warriors ever become Marshals.

When it comes to defensive hardware there is no better piece of ordnance than the HMG-85/T. These heavy mounted machine guns pack an awesome punch and are often used to enhance the defenses of the famous Bauhaus bunkers.

Certain individuals in the Bauhaus army have gained such a reputation for outstanding military service that they have attained the status of heroes. Max Steiner was once a member of the Venusian Rangers but now he fights independently, blazing away with his two hi-power machine pistols. Valerie Duval rose to eminence from the Etoiles Mortant and her star is still rising. In close combat she is truly devastating, dealing out death with her bladed nightsticks.

Finally the GT-Offroad reconnaissance vehicle complements the Bauhaus army. This sturdy armored car carries a hood-mounted machine gun and carries a driver and gunner. Its flexibility makes it the ideal support vehicle for a wide range of battlefield situations.

Ducal Militia

Ducal Militia — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	6	9	3	1	7	3	7	2

Ducal Militia HMG Specialist — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	6	9	3	1	7	3	7	2

Ducal Militia Sergeant — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	7	2

Structure: SQUAD

4-12 Ducal Militia
Up to 1 HMG Specialist
Up to 1 Sergeant

Equipment:

Ducal Militia: Assault Rifle
HMG Specialist: HMG
Sergeant: Assault Rifle

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Hussars

Hussar — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Hussar HMG Specialist — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Hussar Sergeant — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	13	3	1	7	3	8	2

Structure: SQUAD

4-12 Hussars
Up to 1 Hussar HMG Specialist
Up to 1 Hussar Sergeant

Equipment:

Hussars: Assault Rifle, Pistol
HMG Specialist: HMG
Sergeant: Assault Rifle, Shotgun

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Hussar Kapitan

Hussar Kapitan — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Hussar Kapitan

Equipment:

SMG

Special Abilities:

Tactical Sense, Give Orders

Special Rules:

You may purchase Hussar Kapitans just like any other Individual so long as you have at least one Squad of Hussars in your army.

Hussar Kapitan HMG

Hussar Kapitan HMG — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Hussar Kapitan HMG

Equipment:

HMG

Special Abilities:

Tactical Sense, Give Orders

Special Rules:

You may purchase a Hussar Kapitan HMG just like any other Individual so long as you have at least one Squad of Hussars in your army.

Hussar Grenade Launcher

Hussar Grenade Launcher — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Hussar Grenade Launcher

Equipment:

Grenade Launcher, Pistol

Special Abilities:

Tactical Sense

Special Rules:

You may purchase Hussar Grenade Launchers just like any other Individual so long as you have at least one Squad of Hussars in your army.

Ducal Militia Sergeant

Ducal Militia

Ducal Militia

Ducal Militia HMG Specialist

Hussar

Hussar HMG Specialist

Hussar Kapitan

Venusian Rangers

Venusian Ranger — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	12	3	1	7	3	9	2

Venusian Ranger HMG Specialist — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	8	12	3	1	7	3	9	2

Venusian Ranger Sergeant — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	1	7	3	9	2

Structure: SQUAD

4-8 Venusian Rangers
Up to 1 Venusian Ranger HMG Specialist
Up to 1 Venusian Ranger Sergeant

Equipment:

Venusian Rangers: Assault Rifle
HMG Specialist: HMG
Sergeant: Assault Rifle, Shotgun

Special Abilities:

Venusian Rangers: Jungle Fighter
HMG Specialist: Jungle Fighter
Sergeant: Jungle Fighter, Tactical Sense

Special Rules:

None

Venusian Ranger Kapitan

Venusian Ranger Kapitan — Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	10	15	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Venusian Ranger Kapitan

Equipment:

LMG, Pistol

Special Abilities:

Jungle Fighter, Tactical Sense, Give Orders

Special Rules:

You may purchase Venusian Ranger Kapitans just like any other Individual so long as you have at least one Squad of Venusian Rangers in your army.

Venusian Rangers

Blitzers

Blitzer — Cost 35

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	9	2

Blitzer PLR Specialist — Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	9	2

Blitzer Grenadier Specialist — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	9	2

Blitzer Sergeant — Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	9	9	14	3	1	7	3	9	2

Structure: SQUAD

4-8 Blitzers
Up to 1 Blitzer Specialist
Up to 1 Blitzer Sergeant

Equipment:

Blitzers: Machine Pistol, Explosive Charges, Assault Rifle
PLR Specialist: Machine Pistol, Explosive Charges, PLR
Grenadier Specialist: Machine Pistol, Explosive Charges, Hand Grenades
Sergeant: Machine Pistol, Explosive Charges, Assault Rifle

Special Abilities:

Blitzers: Parachute Deployment
PLR Specialist: Parachute Deployment
Grenadier Specialist: Parachute Deployment
Sergeant: Parachute Deployment, Tactical Sense

Special Rules:

None

Blitzer Kapitan

Blitzer Kapitan — Cost 75

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	10	10	15	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Blitzer Kapitan

Equipment:

Machine Pistol, Explosive Charges, Flame-Thrower

Special Abilities:

Parachute Deployment, Tactical Sense, Rally Others

Special Rules:

You may purchase Blitzer Kapitans just like any other Individual so long as you have at least one Squad of Blitzers in your army.

Dragoons

Dragoon — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

Dragoon RL Specialist — Cost 52

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

Dragoon Sergeant — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	9	14	3	1	7	3	10	2

Structure: SQUAD

4-8 Dragoons
Up to 1 Dragoon RL Specialist
Up to 1 Dragoon Sergeant

Equipment:

Dragoons: Assault Rifle, Pistol
RL Specialist: Rocket Launcher, Pistol
Sergeant: Shotgun, Assault Rifle

Special Abilities:

Dragoons: High Morale +2
RL Specialist: High Morale +2
Sergeant: High Morale +2, Tactical Sense

Special Rules:

None

Dragoon Kapitan

Dragoon Kapitan — Cost 47

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	11	10	15	3	2	8	3	10	2

Structure: INDIVIDUAL

1 Dragoon Kapitan

Equipment:

LMG, Pistol

Special Abilities:

High Morale +2, Tactical Sense, Give Orders

Special Rules:

You may purchase Dragoon Kapitans just like any other Individual so long as you have at least one Squad of Dragoons in your army.

Dragoon Kapitan

Dragoon

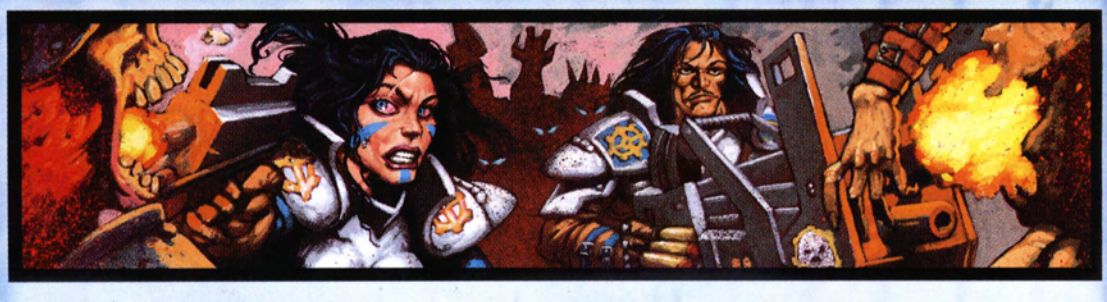
Blitzer PLR Specialist

Dragoon Sergeant

Dragoon

Etoiles Mortant Sergeant

Etoiles Mortant Hero



Etoiles Mortant

Etoiles Mortant — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	8	3	9	2

Etoiles Mortant Sergeant — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	9	14	3	1	8	3	9	2

Structure: SQUAD

4-8 Etoiles Mortant

Up to 1 Etoiles Mortant Sergeant

Equipment:

Etoiles Mortant: Sword, Pistol

Sergeant: Sword, Pistol

Special Abilities:

Etoiles Mortant: Group Attack, Camouflage, Immune to Fear

Sergeant: Group Attack, Camouflage, Immune to Fear

Special Rules:

None

Etoiles Mortant Hero

Etoiles Mortant Hero — Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	8	10	15	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Etoiles Mortant Hero

Equipment:

Sword, Pistol

Special Abilities:

Group Attack, Camouflage, Immune to Fear

Special Rules:

You may purchase Etoiles Mortant Heroes just like any other Individual so long as you have at least one Squad of Etoiles Mortant in your army.

Venusian Marshal

Venusian Marshal — Cost 62

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	10	15	3	2	8	5	11	4

Structure: INDIVIDUAL

1 Venusian Marshal

Equipment:

Assault Rifle, Shotgun, Pistol

Special Abilities:

Tactical Sense, Give Orders, Rally Others

Special Rules:

The Venusian Marshal is a Mounted model.

Venusian Marshal

Etoiles Mortant

HMG-85/T Gunner

HMG-85/T Gunner — Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	11	3	1	7	3	8	2

Structure: INDIVIDUAL

1 HMG-85/T Gunner

Equipment:

Mounted HMG, Machine Pistol

Special Abilities:

None

Special Rules:

The HMG-85/T Gunner always counts as being in Cover. The HMG-85/T has a 90 degree Firing Arc to its Front Facing. The Gunner may spend 1 Action to rotate the gun up to 90 degrees. The gun can only be moved when dismantled and it takes one full Turn to dismantle the gun. It also takes a full Turn to reassemble the gun.

Max Steiner

Max Steiner — Cost 45

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	12	10	15	3	2	8	3	12	2

Structure: INDIVIDUAL

Max Steiner

Equipment:

Two Hi-Power Machine Pistols

Special Abilities:

Jungle Fighter, Tactical Sense, High Morale +2, Rally Others

Special Rules:

Max Steiner is a Personality

Valerie Duval

Valerie Duval — Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
13	8	10	16	3	2	9	3	10	2

Structure: INDIVIDUAL

Valerie Duval

Equipment:

Two Bladed Nightsticks

Special Abilities:

Group Attack, Immune to Fear Camouflage, 2 Extra CC Attacks, First Strike, Killing Stroke, Give Orders to Etoiles Mortant only

Special Rules:

Valerie Duval is a Personality

GT-Offroad

GT-Offroad Vehicle — Cost 159

MP	W	MV	A	S
3	5	6	12	5

Dragoon Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	12	3	1	7	3	10	2

Kapitan Gunner

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	11	10	15	3	2	8	3	10	2

Structure: INDIVIDUAL

1 GT-Offroad

Type:

Open / Wheeled

Hit Allocation:

1-16 = Vehicle, 17-20 = Crew

Equipment:

Vehicle: Mounted HMG

Driver: Pistol

Gunner: Pistol

Special Abilities:

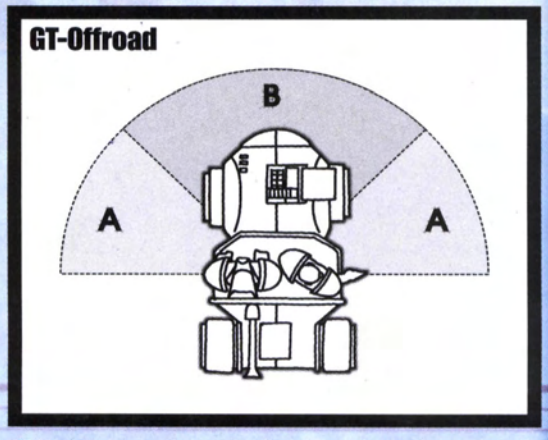
Vehicle: Weapon Immunity 10

Driver: High Morale +2

Gunner: High Morale +2, Tactical Sense, Give Orders

Special Rules:

None

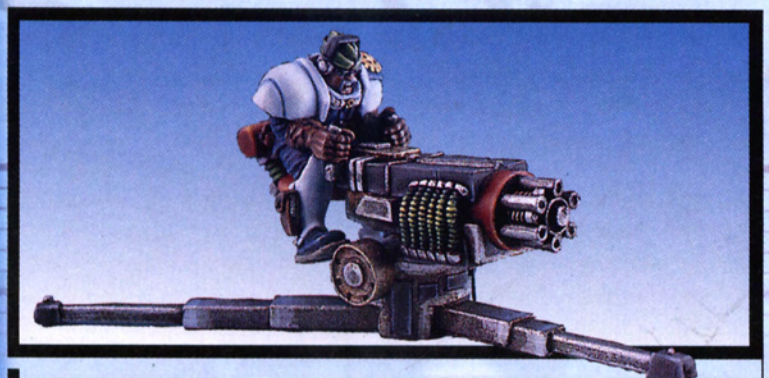


Firing Arcs.

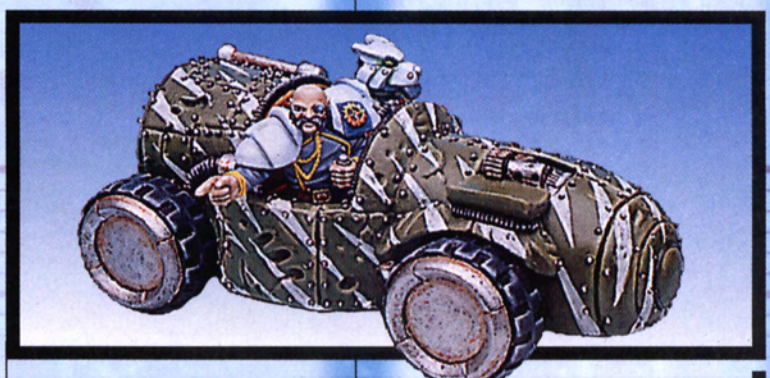
- Areas A and B show the driver's and gunners 180 degree Firing Arc.
- Area B shows the vehicle's 90 degree Firing Arc.

Valerie Duval

Max Steiner



HMG-85/T Gunner



GT-Offroad

Bauhaus Armory

Assault Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	0	10	-2	8	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	8	+2	8	+1	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Personal Light Rocket Launcher (PLR)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	10	+1	10	0	10	-1	10	-3	10	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
The PLR is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Sub Machine Gun (SMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	9	+1(x2)	9	-1	8	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Machine Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	8	+2(x2)	8	+1(x2)	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Light Machine Gun (LMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+2(x2)	11	-1	11	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Heavy Machine Gun (HMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	13	+3(x3)	13	+2(x2)	13	-1	13	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Mounted Heavy Machine Gun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	14	+3(x3)	14	+2(x3)	14	0(x2)	14	-2	12

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
The HMG-85/T Gunner always counts as being in Cover. The HMG-85/T has a 90 degree Firing Arc to its Front Facing. The Gunner may spend 1 Action to rotate the gun up to 90 degrees. The gun can only be moved when dismantled and it takes one full Turn to dismantle the gun. It also takes a full Turn to reassemble the gun.

Shotgun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2	8(x2)	0	7(x2)	-1	6	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Bladed Night Sticks

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Hi-power Machine Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	10	+2(x2)	10	+1(x2)	10	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Rocket Launcher (RL)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-3	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Type:
Two-Handed, Direct Fire, Missile Weapon, Anti-Tank
Special Rules:
None

Flame-Thrower

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
The Flame-Thrower uses the Flamer Template, DAM 12. The Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Vehicle Mounted HMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x3)	13	+2(x2)	13	0(x2)	13	-2	11

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None

Explosive Charges

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Special
Special Rules:
When in base contact with a Covered vehicle, building or door, a model armed with Explosive Charges may spend 1 Action to place 1 Explosive Charge. Place an Explosives Counter beside the target to show that a Charge has been placed. Before rolling for Initiative at the start of the next Turn roll on the following table for each Explosive Charge placed.

1-15: Explosives detonate, causing Dam 14(x3); remove the counter.
16-19: Explosives fail to detonate, nothing happens; remove the counter.
20: Explosives do not detonate this Turn; leave the counter in place and roll again next Turn.

Grenade Launcher

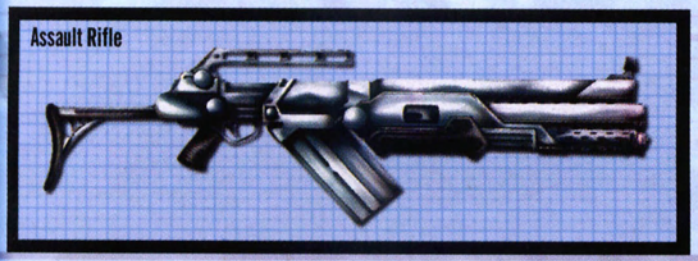
CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	10	-2	10	-4	10	-6	10

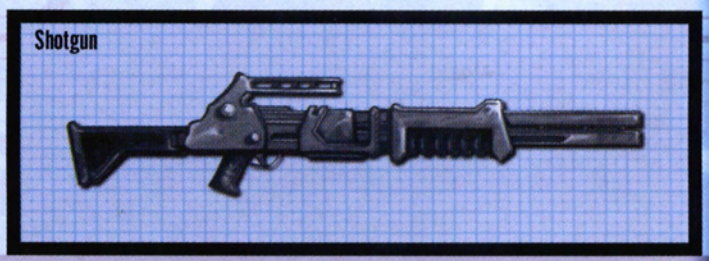
Type:
Two-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon
Special Rules:
Uses Small Explosion Template

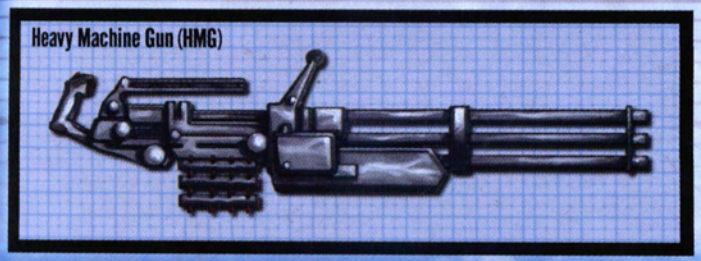
Hand Grenade

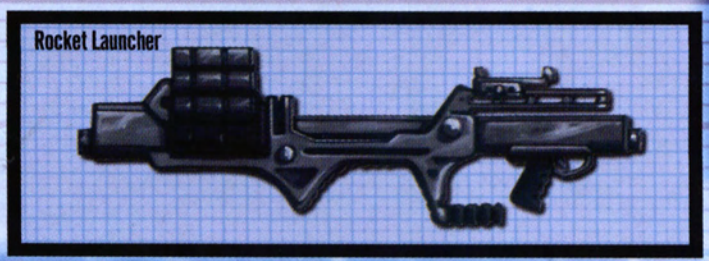
CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0	10	-2	10	-	-	-	-	-	-

Type:
One-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon
Special Rules:
Uses Small Explosion Template









Mishima Army

Buying Criteria

- You may never have more Tokugawa Squads than you have Kamakura Squads.
- You may not have more Individuals than Squads and some Individuals can only be purchased in conjunction with particular Squads.
- You may never have more than 1 of a particular Personality in your army.

Mishima

Kamakura Squads

- Ashigaru
- Ronin Samurai
- Bushido Samurai

Tokugawa Squads

- Hatamoto
- Tiger Dragons
- Crimson Devils
- Combat Warheads
- Suicide Warheads
- Shadow Walkers

Individuals

- Squad-linked Individuals
- Deathbringer
- Demon Hunter
- Meka

Personalities

- Tatsu
- Toshiro

Vehicles

- Dragonbike

Mishima

The army of Mishima is as much a part of their ancient culture as any other aspect of life. Honor is paramount. The code of Bushido 'The Way of the Warrior' is still the dominant theme behind the Mishima war machine. However, there are many in the corporation that see that if they cannot adapt to modern tactics then the future of Mishima maybe short indeed. This quandary plays a part in the power struggles of the Lord Heirs who must weigh tradition against military success and failure.

The lowest of the military units are the Ashigaru, poorly trained but great in number they are not so concerned with the code of Bushido. They may be common folk but they still serve the corporation with duty and honor. The Ronin Samurai have lost face in society and have given up the Bushido code to a large extent, combining traditional forms of combat with modern firearms. The Bushido Samurai frown upon ranged combat as dishonorable and cowardly. They insist on facing the enemy in Close Combat despite the losses they suffer by adopting such a tactic. However, once they have the enemy in sword's reach there are few that can stand before them.

Next upon the path to enlightenment are the Tokugawa units. The Hatamoto are often used as the elite guard of the Lord Heirs. Because of the tasks they perform they are permitted to use assault rifles without losing face. And yet, given the opportunity, they always favor dispatching the enemy with a lighting-fast charge and a swift sword-cut from their katana.

The Tiger Dragons are awesome shock troops. Armed with the power naginata and clad in superior armor they are used to infiltrate enemy lines before attacking in close quarters. The Crimson Devils are the most versatile of all Mishima units, using the full range of armaments available. Although they serve the corporation with great efficiency still they feel the need to hide their faces and their identity behind ornate masks.

The Combat Warheads do not hide behind masks despite the fact that they are armed with heavy machine guns. There is no hiding when the weapon you use is so fearsome. For the Suicide Warheads there is no point in hiding like the Tiger Dragons, for they rarely survive a battle. They are fanatical in their devotion to Mishima and go into battle covered in explosives; human bombs willing to give their lives if it means taking the enemy with them. No matter what a Mishima citizen has done their honor can be restored by giving their life as a Suicide Warhead.

The art of assassination has always been a part of Mishima life and the Shadow Walkers continue the tradition. They are assigned difficult objectives where normal units would never be able to get close to the enemy. Similar to the Shadow Walkers but acting alone are the Deathbringers. These assailants are much feared by the enemy as they have passed through the Schools of Enlightenment and possess mystical powers that enable them to pass through locked doors and even solid walls, or so their paranoid targets are led to believe.

The Demon Hunters are warriors who have dedicated themselves to the slaughter of the Dark Legion. Students of the martial arts they also pack a heavy machine gun for the more stubborn of the Dark Souls minions.

The armor of the Samurai Warlords has always been revered for its quality and effectiveness but now it would seem to have been surpassed by the Meka. The Meka is a suit of powered armor, using miniaturized combustion and micro-mechanics to give the wearer enhanced abilities.

The old proverb that the nail that raises its head will get hammered down still holds true in Mishima society but there are certain individuals that have so far escaped the hammer. Tatsu, a swordmaster of strong presence and great skill, he has cheated death and is now afforded great respect through all levels of Mishima society. And the notorious Toshiro whose skill as an assassin is feared even among his own people. There are many rumors about which of the Lord Heirs he is loyal to but many suspect that his loyalty is to the Mishima Overlord a suspicion that seems unlikely considering the fact that most view the Overlord as nothing more than a ceremonial figurehead.

The only vehicle of note in the Mishima arsenal is the Dragonbike. An exquisite one-man vehicle fashioned after the ornate dragon symbolism of old. This high-speed hovering vehicle provides some serious firepower with its twin mounted rocket launchers and heavy machine gun.

Ashigaru

Ashigaru — Cost 17

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	9	3	1	7	3	7	2

Ashigaru LMG Specialist — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	9	3	1	7	3	7	2

Ronin Samurai Ashigaru Leader — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	7	12	3	1	7	3	8	2

Structure: SQUAD

4-12 Ashigaru
Up to 1 Ashigaru LMG Specialist
Up to 1 Ronin Samurai Ashigaru Leader

Equipment:

Ashigaru: Assault Rifle
LMG Specialist: LMG
Leader: 2 Katana, Assault Rifle

Special Abilities:

Leader: Tactical Sense, Enhanced Charge

Special Rules:

None

Ronin Samurai

Ronin Samurai — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	7	10	3	1	7	3	8	2

Ronin Samurai HMG Specialist — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	7	10	3	1	7	3	8	2

Ronin Samurai Leader — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	8	12	3	1	7	3	8	2

Structure: SQUAD

4-12 Ronin Samurai
Up to 1 Ronin Samurai HMG Specialist
Up to 1 Ronin Samurai Leader

Equipment:

Ronin Samurai: 2 Katana, Assault Rifle
HMG Specialist: 2 Katana, HMG
Leader: 2 Katana, Shotgun

Special Abilities:

Ronin Samurai: Enhanced Charge
HMG Specialist: Enhanced Charge
Leader: Enhanced Charge, Tactical Sense

Special Rules:

None

Ashigaru

Ashigaru

Ashigaru

Ronin Samurai Hero

Ashigaru LMG Specialist

Ronin Samurai Leader

Ronin Samurai HMG Specialist

Ronin Samurai

Ronin Samurai

Ronin Samurai Hero

Ronin Samurai Hero — Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	9	9	13	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Ronin Samurai Hero

Equipment:

2 Katana, Assault Rifle

Special Abilities:

Enhanced Charge, Tactical Sense

Special Rules:

You may purchase Ronin Samurai Heroes just like any other Individual so long as you have at least one Squad of Ronin Samurai in your army.

Ronin Sniper

Ronin Sniper — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	7	10	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Ronin Sniper

Equipment:

Sniper Rifle, 2 Katana

Special Abilities:

Enhanced charge, Sniper, Camouflage

Special Rules:

You may purchase Ronin Snipers just like any other Individual so long as you have at least one Squad of Ronin Samurai in your army.

Ronin Grenade Launcher

Ronin Grenade Launcher — Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	7	10	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Ronin Grenade Launcher

Equipment:

Grenade Launcher, 2 Katana

Special Abilities:

Enhanced Charge, Tactical Sense

Special Rules:

You may purchase Ronin Grenade Launchers just like any other Individual so long as you have at least one Squad of Ronin Samurai in your army.

Bushido Samurai

Bushido Samurai — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	6	7	11	3	1	8	3	8	2

Bushido Samurai Flame-Thrower Specialist — Cost 52

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	6	7	11	3	1	8	3	8	2

Bushido Samurai Leader — Cost 19

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	6	8	13	3	1	8	3	8	2

Structure: SQUAD

4-12 Bushido Samurai
Up to 1 Bushido Samurai Flame-Thrower Specialist
Up to 1 Bushido Samurai Leader

Equipment:

Bushido Samurai: 2 Katana
Bushido Specialist: 2 Katana, Flame-Thrower
Leader: 2 Katana

Special Abilities:

Bushido Samurai: Enhanced Charge, First Strike, 1 Extra CC Attack, High Morale +2
Flame-Thrower Specialist: Enhanced Charge, First Strike, 1 Extra CC Attack, High Morale +2
Leader: Enhanced Charge, First Strike, 1 Extra CC Attack, High Morale +2

Special Rules:

None

Bushido Samurai Hero

Bushido Samurai Hero — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	6	9	14	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Bushido Samurai Hero

Equipment:

2 Katana

Special Abilities:

Enhanced Charge, First Strike, 1 Extra CC Attack, High Morale +2

Special Rules:

You may purchase Bushido Samurai Heroes just like any other Individual so long as you have at least one Squad of Bushido Samurai in your army.

Hatamoto

Hatamoto — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	7	8	13	3	1	8	3	9	2

Hatamoto Leader — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	7	9	14	3	1	8	3	9	2

Structure: SQUAD

4-8 Hatamoto
Up to 1 Hatamoto Leader

Equipment:

Hatamoto: Assault Rifle, 2 Katana
Leader: Assault Rifle, 2 Katana

Special Abilities:

Hatamoto: First Strike, 1 Extra CC Attack, Enhanced Charge
Leader: First Strike, 1 Extra CC Attack, Enhanced Charge

Special Rules:

None

Hatamoto Hero

Hatamoto Hero — Cost 53

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	7	10	15	3	2	9	3	9	2

Structure: INDIVIDUAL

1 Hatamoto Hero

Equipment:

HMG

Special Abilities:

First Strike, 1 Extra CC Attack, Enhanced Charge, Tactical Sense, Give Orders

Special Rules:

You may purchase Hatamoto Heroes just like any other Individual so long as you have at least one Squad of Hatamoto in your army.

Tiger Dragon

Tiger Dragons

Tiger Dragon — Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	6	8	12	3	1	8	3	10	2

Tiger Dragon Leader — Cost 34

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	6	9	13	3	1	8	3	10	2

Structure: SQUAD

4-8 Tiger Dragons
Up to 1 Tiger Dragon Leader

Equipment:

Tiger Dragons: Power Naginata, SMG
Leader: Power Naginata, SMG

Special Abilities:

Tiger Dragons: Enhanced Charge, Infiltrate, First Strike
Leader: Enhanced Charge, Infiltrate, First Strike

Special Rules:

None

Crimson Devils

Crimson Devil — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	11	3	1	7	3	9	2

Crimson Devil Grenadier Specialist — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	11	3	1	7	3	9	2

Crimson Devil HMG Specialist — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	11	3	1	7	3	9	2

Crimson Devil Leader — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	7	3	9	2

Structure: SQUAD

4-8 Crimson Devils
Up to 1 Crimson Devil Specialist
Up to 1 Crimson Devil Leader

Equipment:

Crimson Devils: 2 Katana, Assault Rifle
Grenadier Specialist: 2 Katana, Assault Rifle, Hand Grenades
HMG Specialist: 2 Katana, HMG
Leader: 2 Katana, Assault Rifle

Special Abilities:

Crimson Devils: Enhanced Charge, High Morale +2
Grenadier Specialist: Enhanced Charge, High Morale +2
HMG Specialist: Enhanced Charge, High Morale +2
Leader: Enhanced Charge, High Morale +2, Tactical Sense

Special Rules:

None

Crimson Devil

Crimson Devil

Hatamoto

Tiger Dragon

Suicide Warhead

Suicide Warhead

Deathbringer

Shadow Walker

Combat Warheads

Combat Warhead — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	13	3	1	8	3	10	2

Structure: SQUAD

2-4 Combat Warheads

Equipment:

Combat Warheads: HMG, Katana

Special Abilities:

Combat Warheads: Tactical Sense

Special Rules:

None

Suicide Warheads

Suicide Warhead — Cost 14

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	5	6	8	3	1	6	3	6	2

Structure: SQUAD

4-8 Suicide Warheads

Equipment:

Suicide Warheads: Explosives, Tanto Dagger

Special Abilities:

Suicide Warheads: High Morale +4

Special Rules:

The Suicide Warheads go into battle with high explosives strapped to their bodies. By spending an Action they can attempt to detonate the explosives thus sacrificing their lives for the good of the Mishima Corporation. See the Explosives Special Rules for details on detonating the explosives.

Shadow Walkers

Shadow Walker — Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	7	8	10	3	1	7	3	7	2

Structure: SQUAD

2-4 Shadow Walkers

Equipment:

Shadow Walkers: 2 Katana

Special Abilities:

Shadow Walkers: Stalk, Enhanced Charge, First Strike, Camouflage

Special Rules:

You may not have more than 1 Squad of Shadow Walkers in your army.

Deathbringer

Deathbringer — Cost 93

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	7	9	11	3	2	8	3	7	2

Structure: INDIVIDUAL

1 Deathbringer

Equipment:

Katana, Machine Pistol

Special Abilities:

Enhanced Charge, Unseen Assailant, First Strike, 1 Extra CC Attack, Killing Stroke, Camouflage

Special Rules:

You may not have more than 1 Deathbringer in your army.

Demon Hunter

Demon Hunter — Cost 55

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	9	9	14	3	2	9	3	8	2

Structure: INDIVIDUAL

1 Demon Hunter

Equipment:

HMG, 2 Katana

Special Abilities:

Enhanced Charge, Infiltrate, First Strike, Immune to Fear, Killing Stroke

Special Rules:

None

Meka

Meka — Cost 55

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	8	11	3	3	10	4	13	4

Structure: INDIVIDUAL

1 Meka

Equipment:

LMG, Heavy Hammer

Special Abilities:

High Morale +4, Enhanced Charge

Special Rules:

The Meka may not Go Prone or Dive For Cover.

Combat Warhead

Combat Warhead

Tatsu

Tatsu — Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	9	11	14	3	2	9	3	10	2

Structure: INDIVIDUAL

Tatsu

Equipment:

2 Katana, Assault Rifle

Special Abilities:

First Strike, Enhanced Charge, 1 Extra CC Attack, Give Orders

Special Rules:

Tatsu is a Personality.

Toshiro

Toshiro — Cost 76

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	13	16	3	2	8	3	8	2

Structure: INDIVIDUAL

Toshiro

Equipment:

Katana, Machine Pistol

Special Abilities:

Enhanced Charge, Stalk, First Strike, Killing Stroke, 2 Extra CC Attacks

Special Rules:

Toshiro is a Personality.

Dragon Bike

Dragon Bike Vehicle — Cost 136

MP	W	MV	A	S
3	4	6	12	5

Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	7	10	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Dragon Bike

Type:

Open / Hovering

Hit Allocation:

1-16 = Vehicle, 17-20 = Crew

Equipment:

Vehicle: Mounted Twin Linked Rocket Launchers, Vehicle Mounted HMG

Driver: SMG

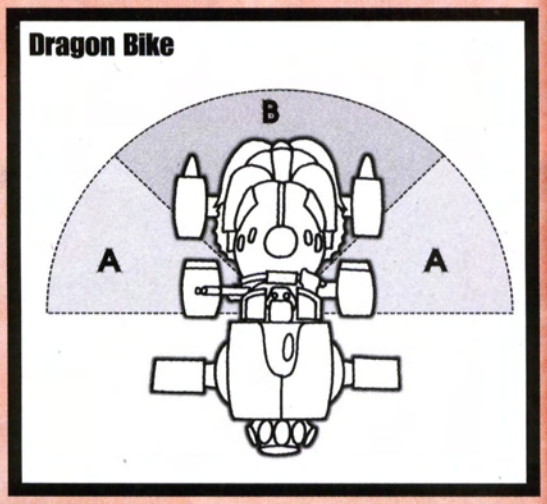
Special Abilities:

Vehicle: Weapons Immunity 5

Driver: None

Special Rules:

None



Firing Arcs.

Areas A and B show the driver's 180 degree Firing Arc.
Area B shows the vehicle's 90 degree Firing Arc.

Demon Hunter

Tatsu

Dragon Bike

Dragon Bike

Mishima Armory

Assault Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	-1	9	-3	8	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sub machine Gun (SMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	9	+0(x2)	9	-2	8	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Light Machine Gun (LMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+1(x2)	11	-2	10	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Heavy Machine Gun (HMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	13	+3(x3)	13	+1(x2)	13	-2	12	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Machine Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	8	+2(x2)	8	+0(x2)	7	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Shotgun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2	8(x2)	0	7(x2)	-2	6	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Mounted Twinlinked Rocket Launcher

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-4	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Type:
Mounted, Direct Fire, Missile Weapon, Anti-Tank
Special Rules:
May shoot twice with the same Action. Roll to hit for both rockets. Must be targeted at the same model.

Flame-Thrower

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
Uses the Flamer Template DAM 12. The Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Vehicle Mounted HMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x3)	13	+1(x2)	13	-1(x2)	13	-3	11

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None

Sniper Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-2	10(x2)	-3	9

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Heavy Hammer

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+2	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Power Naginata

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+2	-	-	-	-	-	-	-	-	-	-

Type:

Two-Handed, Melee Weapon

Special Rules:

A model using this as its primary weapon in Close Combat gets +1 to Dam for each additional Action spent to increase its chance to hit.

Katana

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+1	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Tanto Dagger

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST-1	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Explosives

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:

Special

Special Rules:

By spending an Action the model equipped with the explosives may attempt to detonate them. Roll on the following table:

1-18: The Explosives detonate automatically killing the model armed with them. Center the Small Explosion Template on the exploding model. Any model touched by the template suffers a hit, Dam 10(x2).

19-20: The Explosives fail to detonate and may not be used again.

Grenade Launcher

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	10	-2	10	-4	10	-6	10

Type:

Two-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon

Special Rules:

Uses the Small Explosion Template.

Hand Grenade

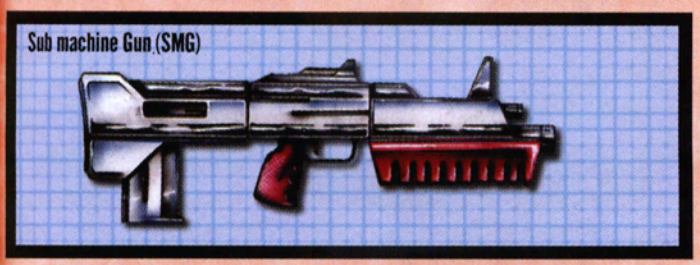
CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0	10	-2	10	-	-	-	-	-	-

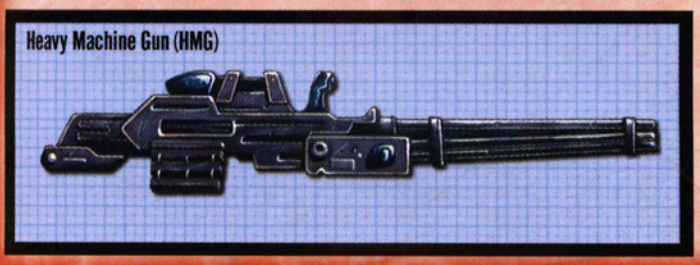
Type:

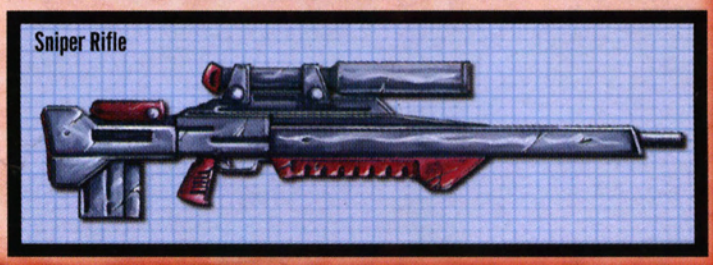
One-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon

Special Rules:

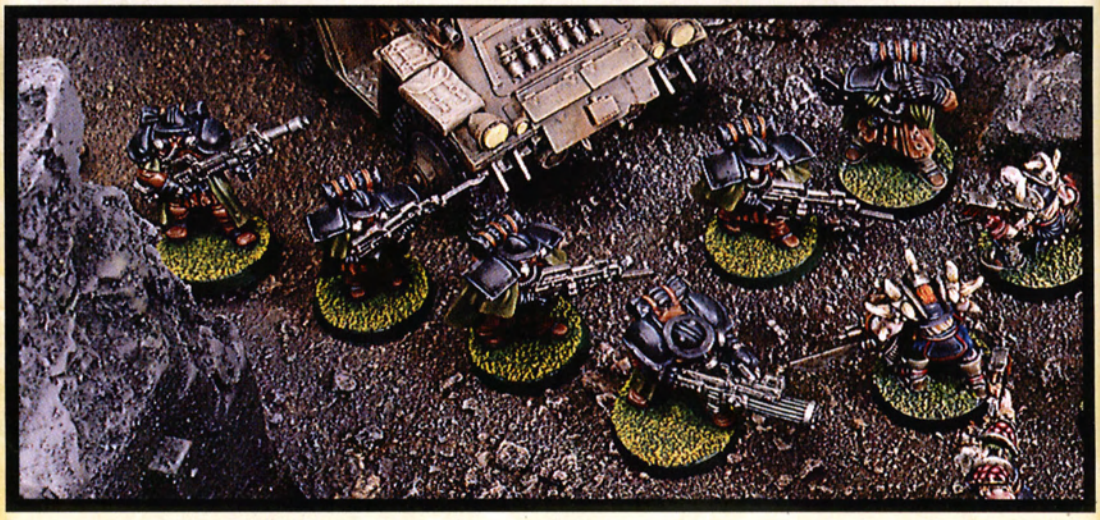
Uses the Small Explosion Template.







Imperial Army



Army Buying Criteria

- You may not have more Army Guards Squads than Army Regimental Squads.
- You may not have more Army Individuals than you have Army Squads and some Individuals can only be purchased in conjunction with particular Squads.

Wolfbane Buying Criteria

- You may not have more Wolfbane Veteran Squads than Wolfbane Clansmen Squads.
- You may not have more Wolfbane Individuals than you have Wolfbane Squads and some Individuals can only be purchased in conjunction with particular Squads.

General Buying Criteria

- You may not have more than 1 of a particular Personality in your army.

The Army

Regimental Squads

- Regulars
- Trenchers

Guards Squads

- Blood Berets
- Golden Lions

Individuals

- Squad-linked Individuals
- Imperial Ordnance Officers
- Gray Ghosts
- Rams Air Cavalry

Personalities

- Edward S. Murdoch
- Timothy McGuire

Vehicles

- Hurricane Walker

Choosing an Imperial Army

The army of the Imperial Corporation is divided into two distinct forces, the Army and the Wolfbanes. An Imperial army may consist of any proportion of Army and Wolfbane forces so long as you follow the buying criteria for each force.

The Army

The Army has no illusions about war. They know it is a theater of blood, violence, mud and sweat. But they also know it can be bring forth the most astounding acts of heroism and self sacrifice. However, most members of the Army are content to fight well and their only concern is that they do not let their comrades down.

The Regulars form the main body of the Army and although they are new recruits they are still required to serve on some of the most bloody battle-lines in the solar system. Soldiers that show promise are raised from the massed ranks of the Regulars into the more specialized units such as the Trenchers. These fierce fighters have a well deserved reputation for discipline and a gritty resilience.

Those who can endure the savage training regimes might qualify for service in the system renowned ranks of the Blood Berets or the Golden Lions. The Blood Berets were formed over a thousand years ago to fight the Dark Legion in the jungles of Venus. Time and again they have shown why the unit has endured the test of time. The Golden Lions do not have the same glorious legacy but they are forging a reputation of their own. They are a versatile unit that specializes in outmaneuvering the enemy and coming upon them from an exposed flank.

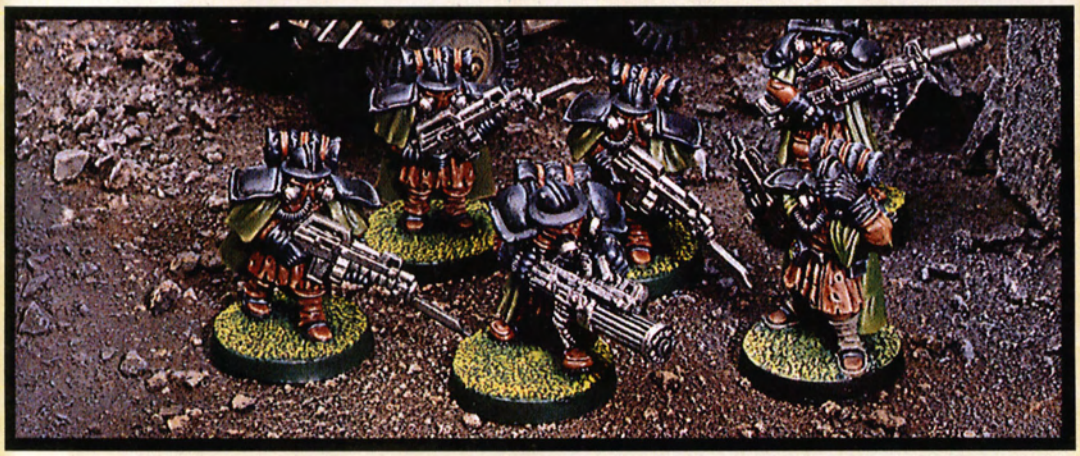
Within these units are specialist troops and individuals who act as an example for new recruits and veterans alike. There is no explanation for these heroes it is simply the case that certain individuals make damn good soldiers.

The Imperial Ordnance Officers for example have begun to make a name for themselves as good leaders capable of handling command in the field as well as the logistical requirements for Imperial bases. The Gray Ghosts are more like commando units working alone behind enemy lines to disrupt supply lines and draw enemy fire. It takes a particular type of courage to operate as a Gray Ghost.

One unit now giving the Imperial Army a definite advantage is the Rams Air Cavalry. These individuals fly over the battlefield moving quickly over any type of terrain to reach their priority targets, normally enemy vehicles or large Dark Legion creatures, which they take out with their twin rocket launchers.

Besides the normal individual units there are specific characters that have made a name for themselves. Edward S. Murdoch is a famous tactician who first rose to prominence in the Golden Lions. However, his uncompromising attitude and hotheaded temper have made him unpopular with the conservative powers that be. Timothy McGuire on the other hand has had a dramatic impact since he transferred to the Golden Lions. He has proven to be a natural leader and contributes greatly to the morale of the troops during these dark times.

In recent years some of the most hard fought fronts have witnessed a new weapon from the Imperial engineers. The Hurricane Walker is a massive bi-pedal vehicle that is having a notable effect on such battle-lines as the McCraig Line on Mars, which has seen no progress for many years. With this vehicle now adding to the determination of the Trenchers they may yet be able to extend the McCraig Line and push the enemy back.



Regulars

Regular — Cost 17

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	11	3	1	7	3	7	2

Regular HMG Specialist — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	11	3	1	7	3	7	2

Regular Sergeant — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	12	3	1	7	3	7	2

Structure: SQUAD

4-12 Regulars
Up to 1 Regular HMG Specialist
Up to 1 Regular Sergeant

Equipment:

Regulars: Assault Rifle
HMG Specialist: HMG
Sergeant: Assault Rifle, Pistol

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Trenchers

Trencher — Cost 19

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	12	3	1	7	3	8	2

Trencher HMG Specialist — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	12	3	1	7	3	8	2

Trencher Sergeant — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	13	3	1	7	3	8	2

Structure: SQUAD

4-12 Trenchers
Up to 1 Trencher HMG Specialist
Up to 1 Trencher Sergeant

Equipment:

Trenchers: Assault Rifle
HMG Specialist: HMG
Sergeant: Assault Rifle, Pistol

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Trencher

Trencher

Trencher HMG Specialist

Regular HMG Specialist

Regular

Regular

Regular Sergeant

Trencher Hero

Trencher Sniper

Trencher Sergeant

Trencher Hero

Trencher Hero **Cost 34**

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Trencher Hero

Equipment:

Assault Rifle, Pistol, Sword

Special Abilities:

Give Orders

Special Rules:

You may purchase Trencher Heroes just like any other Individual so long as you have at least one Squad of Trenchers in your army.

Trencher Sniper

Trencher Sniper **Cost 35**

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	7	12	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Trencher Sniper

Equipment:

Sniper Rifle

Special Abilities:

Camouflage, Sniper

Special Rules:

You may purchase Trencher Sniper just like any other Individual so long as you have at least one Squad of Trenchers in your army.

Trenchers

Trencher Grenade Launcher

Trencher Grenade Launcher — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	12	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Trencher Grenade Launcher

Equipment:

Grenade Launcher, Pistol

Special Abilities:

None

Special Rules:

You may purchase Trencher Grenade Launcher just like any other Individual so long as you have at least one Squad of Trenchers in your army.

Blood Berets

Blood Beret — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	13	3	1	7	3	10	2

Blood Beret HMG Specialist — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	13	3	1	7	3	10	2

Blood Beret Sergeant — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	14	3	1	7	3	10	2

Structure: SQUAD

4-8 Blood Berets
Up to 1 Blood Beret HMG Specialist
Up to 1 Blood Beret Sergeant

Equipment:

Blood Berets: Assault Rifle
HMG Specialist: HMG
Sergeant: Chain Sword, Machine Pistol, Assault Rifle

Special Abilities:

Blood Berets: Jungle Fighter
HMG Specialist: Jungle Fighter
Sergeant: Jungle Fighter, Tactical Sense

Special Rules:

None

Blood Beret Hero

Blood Beret Hero — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	9	14	3	2	8	3	10	2

Structure: INDIVIDUAL

1 Blood Beret Hero

Equipment:

Shotgun, Assault Rifle

Special Abilities:

Jungle Fighter, Tactical Sense, Give Orders

Special Rules:

You may purchase Blood Beret Heroes just like any other Individual so long as you have at least one Squad of Blood Berets in your army.

Golden Lions

Golden Lion — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	13	3	1	7	3	9	2

Golden Lion Grenadier Specialist — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	13	3	1	7	3	9	2

Golden Lion LMG Specialist — Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	8	13	3	1	7	3	9	2

Golden Lion Sergeant — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	10	9	14	3	1	7	3	9	2

Structure: SQUAD

4-8 Golden Lions
Up to 1 Golden Lion Specialist
Up to 1 Golden Lion Sergeant

Equipment:

Golden Lions: SMG, Pistol
Grenadier Specialist: SMG, Hand Grenades, Pistol
LMG Specialist: LMG, Pistol
Sergeant: SMG, Chain Sword

Special Abilities:

Golden Lions: Infiltrate
Grenadier Specialist: Infiltrate
LMG Specialist: Infiltrate
Sergeant: Infiltrate, Tactical Sense

Special Rules:

None

Imperial Ordnance Officer

Imperial Ordnance Officer — Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	11	10	14	3	2	8	3	10	2

Structure: INDIVIDUAL

1 Imperial Ordnance Officer

Equipment:

Assault Rifle, Pistol

Special Abilities:

Tactical Sense, Give Orders

Special Rules:

None

Gray Ghost

Gray Ghost — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	10	13	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Gray Ghost

Equipment:

Assault Rifle, Pistol

Special Abilities:

Infiltrate, Climb, Camouflage

Special Rules:

None

Blood Beret

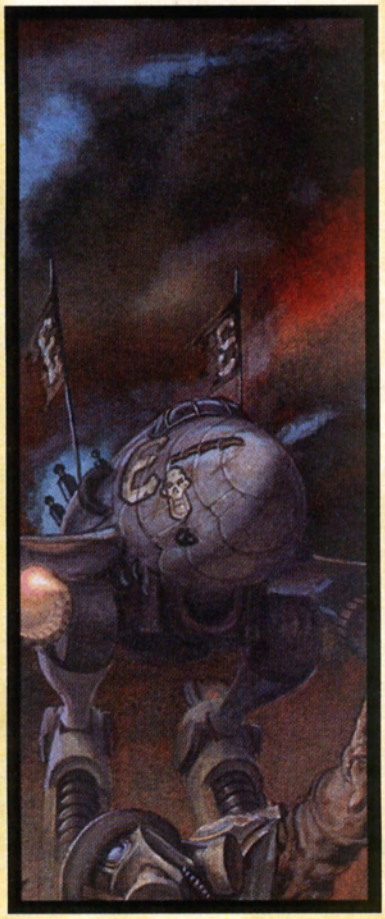
Blood Beret Sergeant

Blood Beret Hero

Blood Beret HMG Specialist

Rams Air Cavalry

Edward S. Murdoch



Rams Air Cavalry

Rams Air Cavalry — Cost 108

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	13	3	1	7	3/5	10	2

Structure: INDIVIDUAL

1 Rams Air Cavalry

Equipment:

Twin Rocket Launcher, Pistol

Special Abilities:

Tactical Sense

Special Rules:

The Rams Air Cavalry are flying models. They have a Firing Arc of 90 degrees to their Front Facing.

Edward S. Murdoch

Edward S. Murdoch — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	10	12	16	3	2	8	3	11	2

Structure: INDIVIDUAL

Edward S. Murdoch

Equipment:

Assault Rifle, Pistol

Special Abilities:

Infiltrate, Rally Others

Special Rules:

Edward S. Murdoch is a Personality.

Timothy McGuire

Timothy McGuire — Cost 41

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	11	13	14	3	2	7	3	11	2

Structure: INDIVIDUAL

Timothy McGuire

Equipment:

Assault Rifle

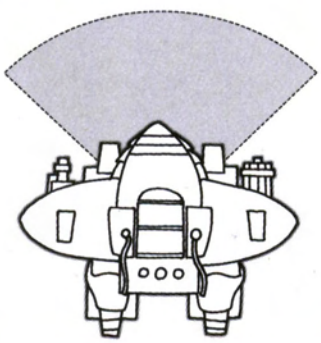
Special Abilities:

High Morale +2, Tactical Sense, Give Orders

Special Rules:

Timothy McGuire is a Personality.

Hurricane Walker



Firing Arc

- The shaded area shows the 90 degree Firing Arc.

Hurricane Walker

Hurricane Walker Vehicle — Cost 114

MP	W	MV	A	S
3	6	4	12	6

Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	11	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Hurricane Walker

Type:

Closed / Walker

Hit Allocation:

1-20 = Vehicle

Equipment:

Twin Mounted HMG

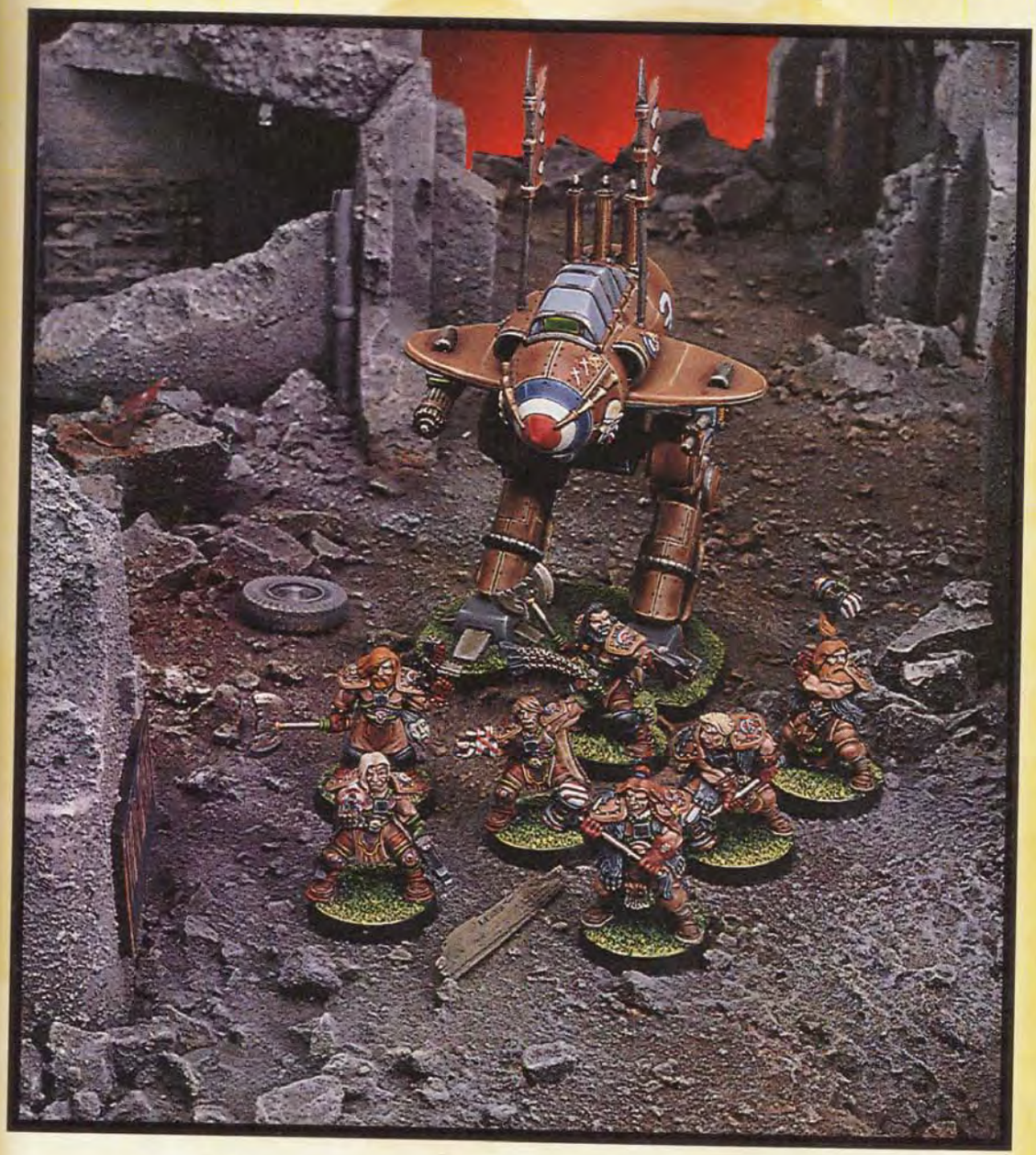
Special Abilities:

Weapons Immunity 10

Special Rules:

When in Close Combat the Hurricane Walker may spend an Action to make a Stomp Attack against enemy models in base contact, with a penalty of -2 to hit, Dam 12.

Hurricane Walker



LUPI

La storia dei Lupi nacque molti secoli fa, ai tempi in cui molte delle Corporazioni Imperial si ridefinirono come Clan. Lo spirito dei Lupi ha le sue origini nella Terra, è uno spirito guerriero nato per combattere.

Coloro che appartengono al primo cerchio di fedeltà sono noti con il nome di uomini del Clan e le Reclute dei Lupi sono i soldati più giovani che prendono parte alle battaglie non appena raggiungono la giusta età. Solo quelli che dimostrano il loro valore sul campo possono ambire ad entrare a far parte dei Commandos dei Lupi. Questi combattenti da mischia costituiscono l'ossatura dell'esercito e sono famosi perché prima di impegnare il nemico in corpo a corpo lanciano i loro terribili urli di guerra e agitano le loro grosse spade.

Coloro che riescono a sopravvivere a queste battaglie sono veramente i migliori. Molti valorosi guerrieri perdono la vita sul campo e questo spinge le vedove ad imbracciare le armi in memoria del loro amato scomparso. Queste donne guerriere sono note con il nome di Lupe Piangenti e il loro unico scopo è la vendetta, attaccano in gruppo e non conoscono la paura.

I Mastini hanno il compito di scovare le creature dell'Oscura Legione abbattendole con i loro Martelli a due Mani Potenziati.

I Cacciatori di Teste sono altrettanto brutali. Infatti prendono le teste dei loro nemici come trofeo, con le loro asce. Ci sono poi i Berserker che seguono l'antica tradizione della ferocia. Non si curano minimamente per la loro incolumità, l'unico scopo di vita è quello di distruggere l'avversario. Gli Apripista sono l'ultima Unità di Veterani, hanno l'abilità di infiltrarsi dietro alle linee nemiche svolgendo attacchi di rappresaglia con i loro Lanciarazzi.

Molte delle Unità dei Clan e dei Veterani hanno capi ed eroi tra le loro fila, ma il personaggio più famoso è senza dubbio Sean Gallagher. Rinomato per il suo odio nei confronti dell'Oscura Legione la sua sola presenza sul campo di battaglia può portare le forze Imperial a gloriose vittorie.

I Lupi utilizzano due Veicoli per la manovrabilità ed il supporto pesante. La Motocicletta Fenris; che richiama la sagoma di un lupo ed è armata con il più volte sperimentato Lanciafiamme Lupus e lo Necrofalciatrice, così chiamata per la sua peculiarità di falciare i Legionari Non Morti e i Necromutanti dell'Oscura Legione.

LUPI

SQUADRE DEI CLAN

- Reclute
- Commando

SQUADRE DI VETERANI

- Lupi Piangenti
- Mastini
- Cacciatori di Teste
- Berserker
- Apripista

SINGOLI

- Singoli legati alle Squadre

Personaggi

- Sean Gallagher

Veicoli

- Motocicletta Fenris
- Necrofalciatrice

Specialista con Fucile a Pompa dei Commando dei Lupi

Eroe dei Commando Lupi

Capitano dei Commando dei Lupi

Reclute dei Lupi

Recluta dei Lupi — Costo 18

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	6	8	11	3	1	7	3	7	2

Reclute dei Lupi: Specialista HMG — Costo 25

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	6	8	11	3	1	7	3	7	2

Lupi: Capo Commando — Costo 23

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	9	14	3	1	8	3	7	2

Struttura: SQUADRA

4-12 Reclute dei Lupi
Fino ad 1 Specialista HMG delle Reclute dei Lupi
Fino ad 1 Capo Commando dei Lupi

Equipaggiamento:

Recluta: Pistola, Spada
Specialista HMG: Mitrgliatrice Pesante, Spada
Capo: Pistola, Spada a due mani

Abilità Speciali:

Recluta: Mimetismo
Specialista HMG: Mimetismo, Formare Squadre
Capo: Mimetismo, Impeto Omicida, 1 Attacco CC Extra

Regole Speciali:

Nessuna

Specialista HMG dei Commando dei Lupi

Commando dei Lupi

Commando dei Lupi — Costo 21

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	8	12	3	1	8	3	7	2

Commando dei Lupi: Specialista HMG — Costo 31

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	8	12	3	1	8	3	7	2

Commando dei Lupi: Specialista Fucile a Pompa — Costo 23

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	8	12	3	1	8	3	7	2

Commando dei Lupi: Capo — Costo 23

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	9	14	3	1	8	3	7	2

Struttura: SQUADRA

4-12 Commando dei Lupi
Fino ad 1 Specialista HMG dei Commando dei Lupi
Fino ad 1 Specialista Fucile a Pompa dei Commando dei Lupi
Fino ad 1 Capo Commando Lupi

Equipaggiamento:

Commando dei Lupi: Spada, Pistola
Specialista HMG: Mitragliatrice Pesante, Spada
Specialista Fucile a Pompa: Fucile a Pompa, Spada
Capo: Spada a due mani, Pistola

Abilità Speciali:

Commando dei Lupi: Mimetismo, Impeto Omicida, 1 Attacco CC Extra
Specialista HMG: Mimetismo, Impeto Omicida, 1 Attacco CC Extra, Formare Squadre
Specialista Fucile a Pompa: Mimetismo, Impeto Omicida, 1 Attacco CC Extra
Capo: Mimetismo, Impeto Omicida, 1 Attacco CC Extra

Commando dei Lupi

Eroe dei Commando dei Lupi

Eroe dei Commando dei Lupi — **Costo 29**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
9	8	10	15	3	2	9	3	7	2

Struttura: SINGOLO

1 Eroe dei Commando dei Lupi

Equipaggiamento:

Spada a due mani

Abilità Speciali:

Mimetismo, Impeto Omicida, 2 Attacchi CC extra, Impartire Ordini solo ai Lupi

Regole Speciali:

Potete comprare un Eroe dei Commando dei Lupi esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra di Lupi sia inclusa nel vostro esercito.

Lupe Piangenti

Lupa Piangente — **Costo 14**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	6	8	12	3	1	8	3	7	2

Lupe Piangenti: Capo — **Costo 25**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	6	9	14	3	1	8	3	7	2

Struttura: SQUADRA

4-8 Lupe Piangenti

Fino a 1 Capo delle Lupe Piangenti

Equipaggiamento:

Lupe Piangenti: Catena, Artiglio di Lupo

Capo: Catena, Fucile d'Assalto

Abilità Speciali:

Lupe Piangenti: Impeto Omicida, Attacco di Gruppo, Immune alla Paura

Capo: Impeto Omicida, Attacco di Gruppo, Immune alla Paura

Regole Speciali:

Nessuna

Eroina delle Lupe Piangenti

Eroina delle Lupe Piangenti — **Costo 25**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
9	6	10	15	3	2	9	3	7	2

Struttura: SINGOLO

1 Eroina delle Lupe Piangenti

Equipaggiamento:

Spada a due mani

Abilità Speciali:

Impeto Omicida, Attacco di Gruppo, Immune alla Paura, 1 Attacco CC Extra

Regole Speciali:

Potete comprare una Eroina delle Lupe Piangenti esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra delle Lupe Piangenti sia inclusa nel vostro esercito.

Commando dei Lupi

Lupa Piangente

Lupa Piangente

Lupe Piangenti

Capitana delle Lupe Piangenti

Eroina delle Lupe Piangenti

Mastini

Mastini

Mastini

Mastino — Costo 21

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	7	9	13	3	1	8	3	7	2

Mastini: Capo — Costo 22

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
9	8	10	14	3	1	8	3	7	2

Struttura: SQUADRA

4-8 Mastini
Fino ad 1 Capo dei Mastini

Equipaggiamento:

Mastini: Martello a due Mani Potenziato
Capo: Martello a due Mani Potenziato

Abilità Speciali:

Mastini: Impeto Omicida, Attacco di Gruppo, Infiltrazione, Immune alla Paura
Capo: Impeto Omicida, Attacco di Gruppo, Infiltrazione, Immune alla Paura

Regole Speciali:

Nessuna

Cacciatori di Teste

Cacciatore di Teste — Costo 27

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	7	10	12	3	1	8	3	7	2

Cacciatori di Teste: Capo — Costo 28

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
9	7	11	14	3	1	8	3	7	2

Struttura: SQUADRA

4-8 Cacciatori di Teste
Fino ad 1 Capo dei Cacciatori di Teste

Equipaggiamento:

Cacciatori di Teste: Pistola, Spada o Ascia
Capo: Pistola, Ascia

Abilità Speciali:

Cacciatori di Teste: Impeto Omicida, 1 Attacco CC Extra, Immune alla Paura, Infiltrazione
Capo: Impeto Omicida, 1 Attacco CC Extra, Immune alla Paura, Infiltrazione

Regole Speciali:

Nessuna

Eroe dei Cacciatori di Teste

Eroe dei Cacciatori di Teste — Costo 38

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
10	7	12	15	3	2	9	3	7	2

Struttura: SINGOLO

1 Eroe dei Cacciatori di Teste

Equipaggiamento:

Ascia

Abilità Speciali:

Impeto Omicida, 1 Attacco CC Extra, Immune alla Paura, Infiltrazione

Regole Speciali:

Potete comprare un Eroe dei Cacciatori di Teste esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra di Cacciatori di Teste sia inclusa nel vostro esercito.

Berserker

Berserker — Costo 23

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	7	10	13	3	1	8	3	8	2

Berserker: Portastendardo — Costo 26

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	7	10	13	3	1	8	3	8	2

Berserker: Capo — Costo 23

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
9	7	10	14	3	1	8	3	8	2

Struttura: SQUADRA

4-8 Berserker
Fino ad 1 Portastendardo dei Berserker
Fino ad 1 Capo dei Berserker

Equipaggiamento:

Berserker: Pistola, Spada
Portastendardo: Pistola, Stendardo dei Berserker
Capo: Pistola, Spada

Abilità Speciali:

Berserker: Impeto Omicida, 1 Attacco CC Extra, Immune alla Paura
Portastendardo: Impeto Omicida, 1 Attacco CC Extra, Immune alla Paura, Infondere Disciplina
Capo: Impeto Omicida, 1 Attacco CC Extra, Immune alla Paura

Regole Speciali:

L'Infondere Disciplina del Portastendardo dei Berserker ha effetto solo sugli altri Berserker.

Apripista

Apripista — Costo 30

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
6	8	8	10	3	1	7	3	7	2

Struttura: SQUADRA

4-8 Apripista

Equipaggiamento:

Apripista: Pistola, Catena, Lanciarazzi Leggero

Abilità Speciali:

Apripista: Infiltrazione, Mimetismo

Regole Speciali:

Nessuna

Sean Gallagher

Sean Gallagher — Costo 41

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
12	10	14	16	3	2	10	3	9	2

Struttura: SINGOLO

Sean Gallagher

Equipaggiamento:

Spada a due mani

Abilità Speciali:

Infiltrazione, Infondere Disciplina, Impeto Omicida, 2 Attacchi CC Extra, Impartire Ordini solo ai Lupi

Regole Speciali:

Sean Gallagher è un Personaggio

Motocicletta Fenris

Motocicletta Fenris Veicolo — Costo 62

PM	FE	MO	AR	D
3	3	6	11	43

Conducente

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	9	12	3	1	7	3	9	2

Struttura: SINGOLO

1 Motocicletta Fenris

Tipo:

Aperto / Con Ruote

Colp. Locazione:

1-13 = Veicolo, 14-20 = Equipaggio

Equipaggiamento:

Veicolo: Lanciafiamme Lupus

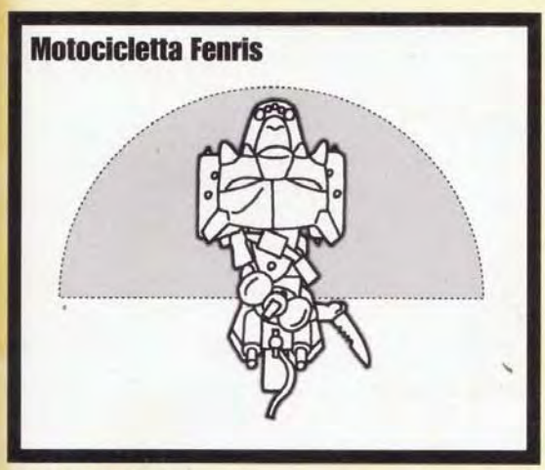
Conducente: Spada, Pistola, Granate

Abilità Speciali:

Conducente: Immune alla Paura, 1 Attacco CC Extra

Regole Speciali:

Nessuna



Arco di Fuoco

- L'area ombreggiata indica l'Arco di Fuoco di 180 gradi del Pilota

Motocicletta Fenris

Necrofalciatrice

Necrofalciatrice

Necrofalciatrice Veicolo — Costo 71

PM	FE	MO	AR	D
3	4	5	12	4

Lupo Conducente

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	9	12	3	1	7	3	9	2

Struttura: SINGOLO

1 Necrofalciatrice

Tipo:

Aperto / Con Ruote

Colp. Locazione:

1-13 = Veicolo, 14-20 = Equipaggio

Equipaggiamento:

Veicolo: Mitagliatrice Pesante Montata su Veicolo

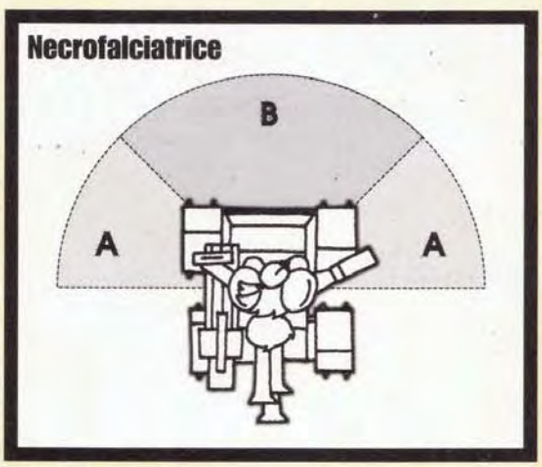
Conducente: Spada a due mani, Pistola

Abilità Speciali:

Conducente: Immune alla Paura, 1 Attacco CC Extra

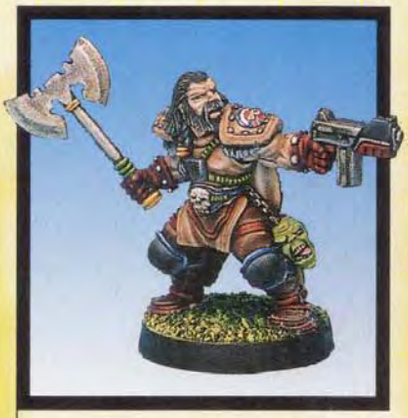
Regole Speciali:

Nessuna



Archi di Fuoco

- Le aree A e B indicano l'Arco di Fuoco di 180 gradi del Pilota.
- L'area B indica l'Arco di Fuoco di 90 gradi del Veicolo.



Eroe dei Cacciatori di Teste

Capitano dei Cacciatori di Teste

Cacciatore di Teste

Sean Gallagher

ARMERIA IMPERIAL

FUCILE D'ASSALTO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-2	10	+2	10	+1	10	-1	10	-3	8	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

PISTOLA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+2	8	+2	8	0	8	-	-	-	-	-	-

Tipo:
Una Mano, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

FUCILE MITRAGLIATORE (SMG)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-1	9	+2(x2)	9	+0(x2)	9	-2	8	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

MITRAGLIATRICE LEGGERA (LMG)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-3	11	+3(x3)	11	+1(x2)	11	-2	11	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

MITRAGLIATRICE PESANTE (HMG)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-4	13	+3(x3)	13	+1(x2)	13	-2	13	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

FUCILE A POMPA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-1	9	+2	8(x2)	0	7(x2)	-1	6	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

SPADA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	FO+0	-	-	-	-	-	-	-	-	-	-

Tipo:
Una Mano, Arma Bianca
Regole Speciali:
Nessuna

LANCIARAZZI DOPPIO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-4	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Tipo:
Montato su veicolo, Fuoco Diretto, Arma da Tiro, Anticarro
Regole Speciali:
Il Lanciarazzi Doppio Spara 2 missili per ogni Azione, che devono essere lanciati contro lo stesso bersaglio ma si tira per colpire separatamente per ogni missile.

LANCIAFIAMME

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-	-	-	-	-	-	-	-

Tipo:
Due Mani, Arma di Effetto Area Diretto
Regole Speciali:
Il Lanciafiamme utilizza l'Indicatore del Lanciafiamme, DANNO 12. E' un'arma incendiaria. Quando un modello è colpito prende fuoco e deve superare un Tiro Armatura altrimenti subisce una Ferita. Se ne ha più di una deve continuare a fare Tiri Armatura finché non si salva o muore.

LANCIAFIAMME LUPUS

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-	-	-	-	-	-	-	-

Tipo:
Montato su veicolo, Arma di Effetto Area Diretto
Regole Speciali:
Il Lanciafiamme Lupus è un'arma incendiaria. Quando un modello è colpito prende fuoco e deve superare un Tiro Armatura altrimenti subisce una Ferita. Se ne ha più di una deve continuare a fare Tiri Armatura finché non si salva o muore.
Il Lanciafiamme Lupus è fissato su una pedana rigida quindi può solo sparare davanti a sé. Quando dovete sistemare l'Indicatore non seguite la solita procedura, ma sistematelo direttamente di fronte alla Motocicletta Fenris. Il Lanciafiamme Lupus utilizza l'Indicatore del Lanciafiamme ma il Danno della fiammata dipende dal risultato ottenuto sulla tabella qui di seguito.

1-10: Ogni modello toccato dall'Indicatore subisce un colpo a DANNO 11.
11-14: Ogni modello toccato dall'Indicatore subisce un colpo a DANNO 12.
15-18: Ogni modello toccato dall'Indicatore subisce un colpo a DANNO 13.
19: Il Lanciafiamme Lupus non si accende, non viene inflitto alcun danno
20: Il Lanciafiamme Lups esplode, distruggendo la Motocicletta Fenris e uccidendo il Pilota. Centrate l'Indicatore della Grande Esplosione sulla Fenris; ogni modello toccato dallíIndicatore subisce un Colpo Incendiario da DANNO 13.

MITRAGLIATRICE LEGGERA MONTATA SU VEICOLO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	0(x2)	11	+3(x3)	11	+1(x2)	11	0(x2)	11	-1	9

Tipo:

Montata su veicolo, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

MITRAGLIATRICE PESANTE MONTATA SU VEICOLO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	0(x2)	13	+3(x3)	13	+1(x2)	13	-1(x2)	13	-2	11

Tipo:

Montata su veicolo, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

MITRAGLIATRICE PESANTE DOPPIA MONTATA SU VEICOLO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	+1(x3)	14	+4(x4)	14	+2(x3)	14	0(x3)	14	-1(x2)	12

Tipo:

Montata sul veicolo, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

FUCILE DI PRECISIONE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-1	10(x2)	-3	9

Tipo:

Due Mani, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

SEGA A CATENA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	F0+0(x2)	-	-	-	-	-	-	-	-	-	-

Tipo:

Una Mano, Arma Bianca

Regole Speciali:

Nessuna

SPADA A DUE MANI

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-2	F0+3	-	-	-	-	-	-	-	-	-	-

Tipo:

Due Mani, Arma Bianca

Regole Speciali:

Nessuna

PISTOLA MITRAGLIATRICE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+2(x2)	8	+2(x2)	8	+1(x2)	8	-	-	-	-	-	-

Tipo:

Una Mano, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

CATENA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	F0+0	-	-	-	-	-	-	-	-	-	-

Tipo:

Una Mano, Arma Bianca

Regole Speciali:

Se un modello usa una Catena come arma primaria in CC, allora gli avversari di Dimensione 4 o meno perdono i bonus di Carica.

MARTELLO A DUE MANI POTENZIATO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-2	F0+3	-	-	-	-	-	-	-	-	-	-

Tipo:

Due Mani, Arma Bianca

Regole Speciali:

Un modello che utilizza quest'arma in CC ottiene un bonus di +1 al Danno per ogni ulteriore Azione spesa per aumentare le possibilità di colpire.

ARTIGLIO DEL LUPO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	F0+1	-	-	-	-	-	-	-	-	-	-

Tipo:

Una Mano, Arma Bianca

ASCIA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	F0+0	-	-	-	-	-	-	-	-	-	-

Tipo:

Una Mano, Arma Bianca

LANCIAGRANATE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	0	10	-2	10	-4	10	-6	10

Tipo:

Due Mani, Arma ad Effetto Area a Raggio, Fuoco Indiretto, Arma da Tiro

Regole Speciali:

Utilizza l'Indicatore della Piccola Esplosione.

GRANATA A MANO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	0	10	-2	10	-	-	-	-	-	-

Tipo:

Una Mano, Arma ad Effetto Area a Raggio, Fuoco Indiretto, Arma da Tiro

Regole Speciali:

Utilizza l'Indicatore della Piccola Esplosione.

LANCIARAZZI LEGGERO (PLR)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-1	10	+1	10	0	10	-1	10	-	-	-	-

Tipo:

Una Mano, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Il Lanciarazzi Leggero è un'arma incendiaria. Quando un modello è colpito prende fuoco e deve superare un Tiro Armatura altrimenti subisce una Ferita. Se ne ha più di una deve continuare a fare Tiri Armatura finché non si salva o muore.

LISTA ESERCITO: CYBERTRONIC

CRITERIO D'ACQUISTO DELLA CYBERTRONIC

- Non si possono avere più Squadre di Retaliator di quante sono le Squadre di Difesa.
- Non si possono avere più Singoli di quante sono le Squadre e alcuni Singoli si possono comprare solo se c'è la presenza di una particolare Squadra.
- Non puoi avere più di un esemplare di ogni Personaggio nel tuo esercito.

Cybertronic

Squadre di Difesa
- Volontari del Popolo
- Cacciatori

Squadre di Retaliator
- Assaltatori
- Machinator
- Corazzieri
- Uomini Specchio

Singoli
- Singoli legati alle Squadre
- Scorpione

Personaggi
- Dr. Diana
- Vince Diamond
- Cyril Dent

Veicoli
- Droide Eradicator
- Ricognitore TA-65000

Cybertronic

L'esercito della Cybertronic cresce più velocemente di quello di ogni altra Corporazione. In qualità di Megacorporazione più giovane di tutte, non ha una tradizione storica secolare come le altre. E' considerata molto avanzata dal punto di vista tecnologico, anche se oggi non è più così vero. La loro predisposizione alla ricerca scientifica gli conferisce un grosso vantaggio per il futuro.

La prima opportunità che i cittadini hanno per servire la propria Corporazione è entrare a far parte dei Volontari del Popolo. Si tratta per lo più di truppe molto fedeli piuttosto che truppe ben addestrate e spesso sono surclassate dal nemico. Nonostante ciò, grazie alla continua campagna pubblicitaria fatta dai media della Cybertronic non mancano mai i militari di leva per queste Unità. L'ossatura principale dell'esercito sono i Cacciatori, soldati che ricevono un intensivo addestramento nei campi militari dislocati sugli asteroidi Troiani.

Le Unità di Retaliator mostrano il grande potenziale della Cybertronic. Sono truppe d'élite ben addestrate e possono contare su un gran numero di specialisti per fronteggiare le diverse situazioni di combattimento. Sono impiegati quando la corporazione non può permettersi di perdere la posizione.

I Machinator sono una truppa specializzata nel Corpo a Corpo. Hanno una fede incrollabile verso la propria corporazione e attaccano in gruppi per eliminare il nemico velocemente. Quando la Cybertronic deve affrontare una grossa minaccia sono impiegati i reparti dei Corazzieri. Questi combattenti potenziati meccanicamente hanno l'aspetto di grossi androidi. Sono in pesante armatura e non temono alcun nemico. Gli Uomini Specchio hanno delle armature trattate in modo speciale da renderli difficilmente localizzabili sul campo di battaglia. Gli Scorpioni, come i Corazzieri, sono impiegati contro nemici molto potenti. Dato che sono equipaggiati con lanciarazzi, spade potenziate e scudi antiproiettile, sono idonei per molte missioni diverse.

I Singoli nella Cybertronic ricoprono un ruolo importante nel motivare la popolazione, ma sul campo di battaglia mantengono alto il morale delle truppe. Dr. Diana è una dottoressa molto rispettata, che ha guadagnato l'ammirazione della gente, perché non ha paura di mettersi in prima linea per soccorrere i feriti. Vince Diamond è un gigante ed è stato uno dei primi a beneficiare dei nuovi miglioramenti meccanici. E' una faccia familiare nei film prodotti dal Dipartimento per l'educazione ed il Tempo Libero. Il sempre popolare Cyril Dent è usato spesso come simbolo ed esempio da seguire per le giovani reclute. E' un leader carismatico e le truppe si impegnano fino allo stremo pur di ottenere la sua approvazione.

Alcuni combattenti feriti in battaglia ma ancora desiderosi di servire la causa della Corporazione possono guadagnare il diritto di pilotare uno dei Droidi Eradicator. Questi imponenti bipodi sono equipaggiati con il terribile Cannone al Fosforo e una Sega a Catena Gigante. In supporto ai Droidi ci sono i TA-65000, Veicoli da Ricognizione Leggeri. Questi veicoli sono equipaggiati con un cannone automatico.

Volontari del Popolo

Volontari del Popolo — Costo 16

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
5	5	6	8	3	1	7	3	7	2

Volontari del Popolo: Specialista LMG — Costo 18

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
5	5	6	8	3	1	7	3	7	2

Volontari del Popolo: Sergente — Costo 19

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
6	6	7	10	3	1	7	3	7	2

Struttura: SQUADRA

4-12 Volontari del Popolo
Fino ad 1 Specialista LMG dei Volontari del Popolo
Fino ad 1 Sergente dei Volontari del Popolo

Equipaggiamento:

Volontari del Popolo: Fucile d'Assalto
Specialista LMG: Mitragliatrice Leggera
Sergente: Fucile d'Assalto

Abilità Speciali:

Sergente: Senso Tattico

Regole Speciali:

Nessuna

Cacciatori

Cacciatore — Costo 18

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	7	9	3	1	7	3	8	2

Cacciatori: Specialista HMG — Costo 22

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	7	9	3	1	7	3	8	2

Cacciatori: Sergente — Costo 21

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	8	11	3	1	7	3	8	2

Struttura: SQUADRA

4-12 Cacciatori
Fino ad 1 Specialista HMG dei Cacciatori
Fino ad 1 Sergente dei Cacciatori

Equipaggiamento:

Cacciatori: Fucile d'Assalto
Specialista HMG: Mitragliatrice Pesante
Sergente: Fucile d'Assalto

Abilità Speciali:

Sergente: Senso Tattico

Regole Speciali:

Nessuna

Eroe dei Cacciatori

Eroe dei Cacciatori — Costo 32

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
9	9	9	12	3	2	8	3	8	2

Struttura: SINGOLO

1 Eroe dei Cacciatori

Equipaggiamento:

Fucile a Pompa

Abilità Speciali:

Senso Tattico, Impartire Ordini

Regole Speciali:

Potete comprare un Eroe dei Cacciatori esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra di Cacciatori sia inclusa nel vostro esercito.

Cecchino dei Cacciatori

Cecchino dei Cacciatori — Costo 35

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	8	7	9	3	1	7	3	8	2

Struttura: SINGOLO

1 Cecchino dei Cacciatori

Equipaggiamento:

Fucile di Precisione

Abilità Speciali:

Cecchino, Mimetismo

Regole Speciali:

Potete comprare un Cecchino dei Cacciatori esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra di Cacciatori sia inclusa nel vostro esercito.

Cacciatore con Lanciarazzi

Cacciatore con Lanciarazzi — Costo 50

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	7	9	3	1	7	3	8	2

Struttura: SINGOLO

1 Cacciatore con Lanciarazzi

Equipaggiamento:

Lanciarazzi, Pistola Mitragliatrice

Abilità Speciali:

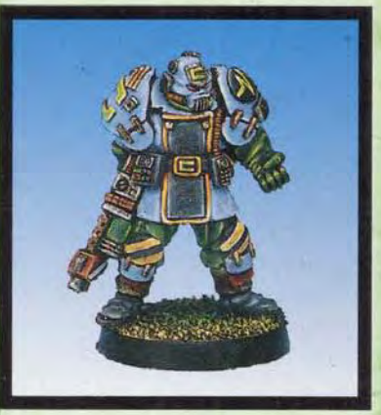
Senso Tattico

Regole Speciali:

Potete comprare un Cacciatore con Lanciarazzi esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra di Cacciatori sia inclusa nel vostro esercito.

Cacciatore

Cacciatore



Sergente dei Cacciatori

Specialista HMG dei Cacciatori

Assaltatore

Sergente degli Assaltatori

Assaltatore

Cacciatore con Lanciagranate

Cacciatore con Lanciagranate — Costo 32

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	7	9	3	1	7	3	8	2

Struttura: SINGOLO

1 Cacciatore con Lanciagranate

Equipaggiamento:

Lanciagranate, Pistola Mitragliatrice

Abilità Speciali:

Senso Tattico

Regole Speciali:

Potete comprare un Cacciatore con Lanciagranate esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra di Cacciatori sia inclusa nel vostro esercito.

Assaltatori

Assaltatori — Costo 27

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	8	10	3	1	7	3	9	2

Assaltatori: Specialista Granatiere — Costo 29

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	8	10	3	1	7	3	9	2

Assaltatori: Specialista LMG — Costo 28

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	8	10	3	1	7	3	9	2

Assaltatori: Sergente — Costo 29

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
9	9	9	12	3	1	7	3	9	2

Struttura: SQUADRA

4-8 Assaltatori

Fino ad 1 Specialista degli Assaltatori, LMG o Granatiere

Fino ad 1 Sergente degli Assaltatori

Equipaggiamento:

Assaltatori: Pistola Mitragliatrice

Specialista Granatiere: Granate a Mano, Pistola Mitragliatrice

Specialista LMG: Mitragliatrice Leggera

Sergente: Fucile d'Assalto

Abilità Speciali:

Assaltatori: Infiltrazione

Specialista Granatiere: Infiltrazione

Specialista LMG: Infiltrazione

Sergente: Infiltrazione, Senso Tattico

Regole Speciali:

Nessuna

Eroe degli Assaltatori

Eroe degli Assaltatori — Costo 77

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
10	10	10	13	3	2	8	3	9	2

Struttura: SINGOLO

1 Eroe degli Assaltatori

Equipaggiamento:

Lanciafiamme, Pistola Mitragliatrice

Abilità Speciali:

Infiltrazione, Senso Tattico, Impartire Ordini

Regole Speciali:

Potete comprare un Eroe degli Assaltatori esattamente come tutti gli altri Singoli, l'importante è che almeno una Squadra di Assaltatori sia inclusa nel vostro esercito.

Machinator

Machinator — Costo 19

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	7	8	11	3	1	9	3	9	2

Machinator: Specialista LMG — Costo 30

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	7	8	11	3	1	9	3	9	2

Struttura: SQUADRA

4-8 Machinator

Fino ad 1 Specialista LMG dei Machinator

Equipaggiamento:

Machinator: Spada Potenziata

Specialista LMG: Mitragliatrice Leggera

Abilità Speciali:

Machinator: Morale Alto +4, Attacco di Gruppo, Immune alla Paura

Specialista LMG: Morale Alto +4, Attacco di Gruppo, Immune alla Paura

Regole Speciali:

Nessuna

Assaltatori

Corazzieri

Corazziere — Costo 37

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	9	12	3	2	9	3	11	3

Struttura: SQUADRA

2-4 Corazzieri

Equipaggiamento:

Corazzieri: Pistola Mitragliatrice, Fucile d'Assalto

Abilità Speciali:

Corazzieri: Immune alla Paura, Morale Alto +2

Regole Speciali:

Nessuna

Uomini Specchio

Uomo Specchio — Costo 31

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	7	9	11	3	1	7	3	9	2

Struttura: SQUADRA

4-8 Uomini Specchio

Equipaggiamento:

Uomini Specchio: Spada, Pistola Mitragliatrice

Abilità Speciali:

Uomini Specchio: Infiltrazione

Regole Speciali:

A causa delle capacità camaleontiche dell'armatura di questi modelli chiunque cerchi di colpirli subisce una penalità di -2 ad ogni distanza diversa dal Tiro Diretto.

Scorpione

Scorpione — Costo 52

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
10	9	10	12	3	2	9	4	11	3

Struttura: SINGOLO

1 Scorpione

Equipaggiamento:

Lanciarazzi Leggero, Spada Potenziata

Abilità Speciali:

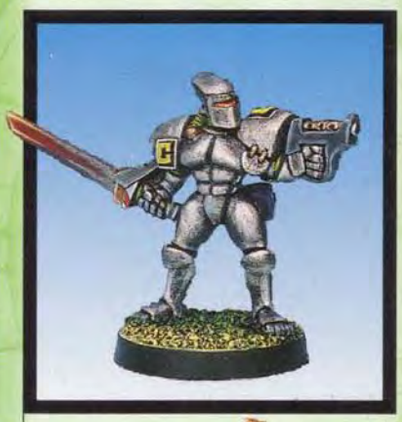
Impartire Ordini, Senso Tattico

Regole Speciali:

A causa dello scudo antiproiettile degli Scorpioni, ogni modello che vuole sparargli contro subisce una penalità di -1 al valore di AT.

Eroe degli Assaltatori

Corazzieri



Uomini Specchio

Uomini Specchio

Scorpione

Dt.ssa Diana

Vince Diamond

Cyril Dent

Dt.ssa Diana

Dt.ssa Diana — **Costo 33**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	8	12	3	2	7	3	7	2

Struttura: SINGOLO

Dr. Diana

Equipaggiamento:

Pistola

Abilità Speciali:

Medico, Riorganizzare i Compagni, Immune alla Paura, Infondere Disciplina

Regole Speciali:

Dr Diana è un Personaggio ed è un Medico molto capace. Può dunque tirare due volte quando cerca di curare la Ferita di un modello colpito.

Vince Diamond

Vince Diamond — **Costo 49**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
11	11	11	14	3	3	10	3	11	3

Struttura: SINGOLO

Vince Diamond

Equipaggiamento:

Mitragliatrice Pesante

Abilità Speciali:

Infondere Disciplina, Immune alla Paura

Regole Speciali:

Vince Diamond è un Personaggio.

Cyril Dent

Cyril Dent — **Costo 49**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
10	11	12	14	3	2	8	3	11	2

Struttura: SINGOLO

Cyril Dent

Equipaggiamento:

Mitragliatrice Leggera, Pistola Mitragliatrice

Abilità Speciali:

Impartire Ordini, Riorganizzare i Compagni, Senso Tattico

Regole Speciali:

Personaggio

Ricognitore TA-65000

Ricognitore TA-65000 Veicolo — **Costo 62**

PM	FE	MO	AR	D
3	4	5	11	4

Conducente

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	9	3	1	7	3	8	2

Struttura: SINGOLO

1 Ricognitore TA-65000

Tipo:

Chiuso / Con Ruote

Colp. Locazione:

1-20 = Veicolo

Equipaggiamento:

Cannone Automatico

Abilità Speciali:

Immunità alle Armi 5

Regole Speciali:

Nessuna

Droide Eradicator

Droide Eradicator Veicolo — **Costo 123**

PM	FE	MO	AR	D
3	6	4	12	6

Conducente

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	12	3	1	7	3	8	2

Struttura: SINGOLO

1 Droide Eradicator

Equipaggiamento:

Cannone al Fosforo, Sega a Catena Gigante, Doppio Lanciarazzi Pesante

Tipo:

Chiuso / Bipode

Colp. Locazione:

1-20 = Veicolo

Abilità Speciali:

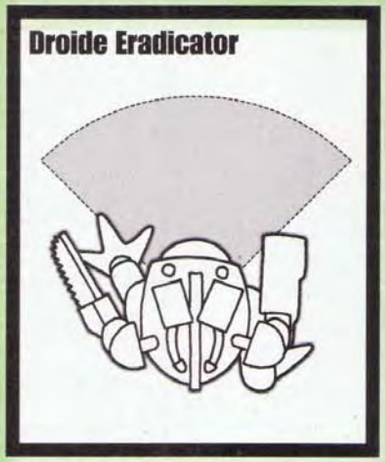
Immunità alle armi 10

Regole Speciali:

Il Droide Eradicator in Corpo a Corpo attacca con la sua Sega a Catena Gigante, Colp. +0, Danno 12(x3).

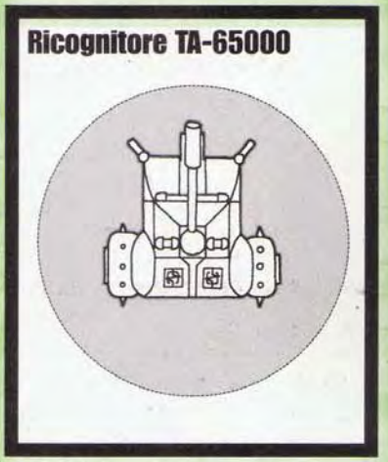
Droide Eradicator

Ricognitore TA-65000



Arco di Fuoco

- L'area ombreggiata indica l'Arco di Fuoco di 90 gradi.



Arco di Fuoco

- L'area ombreggiata indica l'Arco di Fuoco di 360 gradi.

ARMERIA CYBERTRONIC

FUCILE D'ASSALTO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-2	10	+2	10	+1	10	-1	10	-3	8	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

PISTOLA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+2	8	+2	8	0	8	-	-	-	-	-	-

Tipo:
Una Mano, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

FUCILE MITRAGLIATORE (SMG)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-1	9	+2(x2)	9	+1(x2)	9	-1	8	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

MITRAGLIATRICE LEGGERA (LMG)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-3	11	+3(x3)	11	+1(x2)	11	-1	11	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

MITRAGLIATRICE PESANTE (HMG)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-4	13	+3(x3)	13	+1(x2)	13	-1	13	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

FUCILE A POMPA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-1	9	+2	8(x2)	0	7(x2)	-1	6	-	-	-	-

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

SPADA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	F0+0	-	-	-	-	-	-	-	-	-	-

Tipo:
Una Mano, Arma Bianca
Regole Speciali:
Nessuna

SPADA POTENZIATA

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	F0+0(x2)	-	-	-	-	-	-	-	-	-	-

Tipo:
Una Mano, Arma Bianca
Regole Speciali:
Nessuna

LANCIAFIAMME

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-	-	-	-	-	-	-	-

Tipo:
Due Mani, Arma ad Effetto Area Diretto
Regole Speciali:
Il Lanciafiamme utilizza l'Indicatore del Lanciafiamme, DANNO 12. E' un'arma incendiaria. Quando un modello è colpito prende fuoco e deve superare un Tiro Armatura altrimenti subisce una Ferita. Se ne ha più di una deve continuare a fare Tiri Armatura finché non si salva o muore.

FUCILE DI PRECISIONE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-1	10(x2)	-2	9

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro
Regole Speciali:
Nessuna

LANCIARAZZI

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-3	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Tipo:
Due Mani, Fuoco Diretto, Arma da Tiro, Anticarro
Regole Speciali:
Nessuna

CANNONE AL FOSFORO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	0	11(x2)	-1	11(x2)	-2	11(x2)	-3	11(x2)	-	-

Tipo:

Due Mani, Fuoco Diretto, Anticarro, Arma da Tiro, Arma ad Effetto

Regole Speciali:

Usate l'Indicatore del Cannone al Fosforo.

PISTOLA MITRAGLIATRICE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+2(x2)	8	+2(x2)	8	+0(x2)	8	-	-	-	-	-	-

Tipo:

Una Mano, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

LANCIARAZZI LEGGERO (PLR)

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-1	10	+1	10	0	10	-1	10	-3	10	-	-

Tipo:

Una Mano, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Il Lanciarazzi Leggero è un'arma incendiaria. Quando un modello è colpito prende fuoco e deve superare un Tiro Armatura altrimenti subisce una Ferita. Se ne ha più di una deve continuare a fare Tiri Armatura finché non si salva o muore.

DOPPIO LANCIARAZZI PESANTE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	+2(x2)	12	+1(x2)	12	-1 (x2)	12	-	-	-	-

Tipo:

Montata su cavalletto, Fuoco Diretto, Arma da Tiro

Regole Speciali:

E' un'arma incendiaria. Quando un modello è colpito prende fuoco e deve superare un Tiro Armatura altrimenti subisce una Ferita. Se ne ha più di una deve continuare a fare Tiri Armatura finché non si salva o muore.

CANNONE AUTOMATICO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	+1(x2)	11(x2)	+0(x2)	10(x2)	-1	9(x2)	-3	8(x2)	-	-

Tipo:

Montato su veicolo, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

LANCIAGRANATE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	0	10	-2	10	-4	10	-6	10

Tipo:

Due Mani, Arma ad Effetto Area a Raggio, Fuoco Indiretto, Arma da Tiro

Regole Speciali:

Utilizza l'Indicatore della Piccola Esplosione.

GRANATA A MANO

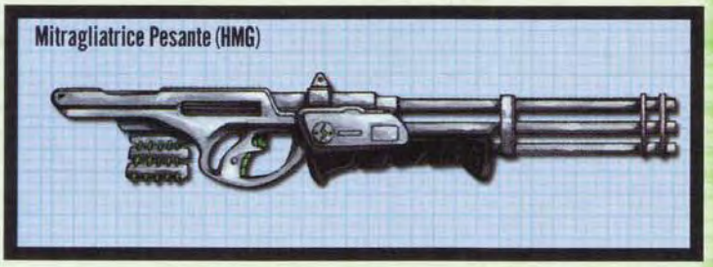
CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	0	10	-2	10	-	-	-	-	-	-

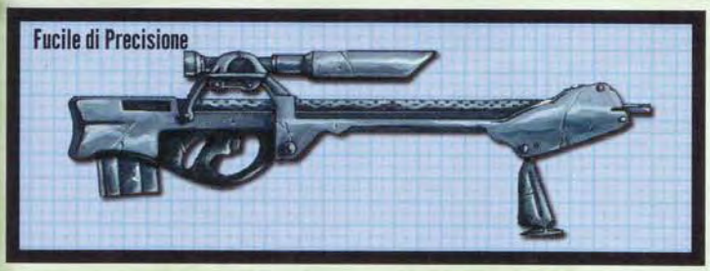
Tipo:

Una Mano, Arma ad Effetto Area a Raggio, Fuoco Indiretto, Arma da Tiro

Regole Speciali:

Utilizza l'Indicatore della Piccola Esplosione.





LE TRIBU' DELLA TERRA

I CRESCENTIANI

Squadre
- Fedele
- Fanteria Jihad
- Guardia del Khan
- Compianti
- Martiri

Singoli
- Profeti

I LUTERANI

Squadre
- Discepoli
- Fucilieri

Singoli
- Corsari
- Addolorati
- Patriarchi

I FIGLI DI RASPUTIN

Squadre
- Soldat
- Shock Soldat
- Figli del Nord

Singoli
- Kommandant
- Portastendardo
- Jaeger Soldat
- Schwerwaffe Soldat
- Flammen Soldat
- Vicario

I TEMPLARI

Squadre
- Soldati dell'Orda
- Gendarmi
- Gendarmi Domatori

Singoli
- Portastendardo
- Gendarmi Cacciatori

CRITERIO D'ACQUISTO DELLE TRIBU' DELLA TERRA

- Non si possono mischiare Unità che appartengono a Tribù differenti.
- Non si possono avere più Singoli di quante sono le Squadre e alcuni Singoli si possono comprare solo se c'è la presenza di una particolare Squadra.
- Quando acquistate le Unità Tribali come mercenari dovete attenervi al Criterio d'Acquisto del vostro esercito.

Ci sono molti modi per combattere con le Tribù della Terra. Anche se i loro eserciti sono piccoli paragonati a quelli delle Megacorporazioni, vivono in mondo di continue lotte intestine e spesso sono l'una contro l'altra. Inoltre spesso le Megacorporazioni le utilizzano come mercenari. Quando giocate con una delle 5 Megacorporazioni potete spendere fino ad un terzo dei Punti a vostra disposizione per acquistare le Unità delle Tribù della Terra. La Fratellanza e l'Oscura Legione invece non le utilizzano.

In alcune rare occasioni le Tribù della Terra si sono ribellate alle corporazioni che le avevano assoldate. Si tratta tuttavia di piccoli gruppi che portano avanti una semplice guerriglia in alcune delle zone più remote dei mondi abitati. Questi piccoli eserciti devono far parte della stessa Tribù.

I CRESCENTIANI

Molte delle Tribù sono legate a precisi antichi insegnamenti religiosi. I Crescentiani seguono dogmi che derivano dagli insegnamenti dell'Islam, benché la saggezza e la purezza della fede siano ormai svanite per lasciare il posto alla Jihad.

I Fedeli costituiscono l'ossatura dell'esercito Crescentiano e in battaglia sono leali e temibili. La Fanteria Jihad fornisce un enorme potenza di fuoco e sono rinomati per il loro impeto omicida nelle mischie.

La Guardia del Khan sono scelti già in tenera età per diventare la Guardia pretoriana del Capo della Tribù. Si dice che i Compianti abbiano visto la loro morte e quindi non conoscano la paura, dato che il Fato è per loro già scritto. I Martiri sono guerrieri che hanno perduto tutto. L'unica cosa che rimane loro è la fedeltà alla Tribù per la quale sono pronti a dare anche la vita.

Rispettati da tutti sono i Profeti. Infondono coraggio tra i combattenti e li guidano personalmente in battaglia con le loro mazze a due mani potenziate.

Fedele

Fedele — **Costo 18**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	9	12	3	1	7	3	7	2

Fedeli: Specialista HMG — **Costo 21**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
7	7	9	12	3	1	7	3	7	2

Fedeli: Sergente — **Costo 20**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	10	13	3	1	7	3	7	2

Struttura: SQUADRA

4-8 Fedele
Fino ad 1 Specialista HMG dei Fedeli
Fino ad 1 Sergente dei Fedeli

Equipaggiamento:

Fedeli: Fucile d'Assalto, Arma ad Asta
Specialista HMG: Mitragliatrice Pesante
Sergente: Pistola Mitragliatrice, Spadone

Abilità Speciali:

Nessuna

Regole Speciali:

Nessuna

Fanteria Jihad

Fanteria Jihad — **Costo 22**

CC	AT	PO	CO	AZ	FE	FO	MO	AR	D
8	8	9	12	3	1	8	3	7	2

Struttura: SQUADRA

4-8 Fanteria Jihad

Equipaggiamento:

Fanteria Jihad: Fucile Mitragliatore, Spadone

Abilità Speciali:

Fanteria Jihad: Immune alla Paura, Impeto Omicida

Regole Speciali:

Nessuna

Khan's Guard

Khan's Guard — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	9	13	3	1	8	3	7	2

Khan's Guard HMG Specialist — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	9	13	3	1	8	3	7	2

Khan's Guard Sergeant — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	10	15	3	1	8	3	7	2

Structure: SQUAD

4-8 Khan's Guard
Up to 1 Khan's Guard HMG Specialist
Up to 1 Khan's Guard Sergeant

Equipment:

Khan's Guard: 2 Pistols
HMG Specialist: HMG
Sergeant: Polearm, Pistol

Special Abilities:

Khan's Guard: Immune to Fear, Ferocious Charge
HMG Specialist: Immune to Fear, Ferocious Charge
Sergeant: Immune to Fear, Ferocious Charge

Special Rules:

None

The Lamented

The Lamented — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	10	15	3	1	7	3	8	2

Structure: SQUAD

4-8 Lamented

Equipment:

The Lamented: LMG

Special Abilities:

The Lamented: Immune to Fear

Special Rules:

None

Martyrs

Martyr — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	12	3	1	7	3	7	2

Structure: SQUAD

4-8 Martyrs

Equipment:

Martyrs: Explosives, Pistol

Special Abilities:

Martyrs: Immune to Fear, High Morale +4, Camouflage

Special Rules:

Martyrs go into battle with high explosives strapped to their bodies. By spending an Action they attempt to detonate the explosives thus sacrificing their lives for the greater glory of the Tribe. See the Explosives Special Rules for details on detonating the explosives. Martyrs are also equipped with a grappling hook launcher, which allows them to Climb twice the normal distance for each Action spent Climbing.

Prophets

Prophet — Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	11	16	3	2	9	3	8	2

Structure: INDIVIDUAL

Equipment:

Two-Handed Power Mace

Special Abilities:

Immune to Fear, Ferocious Charge, Inspiring Leadership to Crescentians only.

Special Rules:

None

Brotherbound

Brotherbound

Jihad Infantry

Prophet

Khan's Guard

The Lamented

Jihad Infantry

Disciple

Fusilier

Patriarch

Greymourn

The Lutherans

The Lutherans follow a creed derived from ancient Christian doctrine but like much about life on Earth, it is now a sickly mutation of the benevolent faith that it was. The Disciples form the greater part of the Lutheran army. Armed with two sawn-off shotguns they are deadly in combat and unshakable in the strength of their faith. Also strong in faith are the Fusiliers who always attempt to outflank the enemy and come upon them unawares.

Striding confidently through the Lutheran ranks are the Corsairs. These strong-willed individuals call out orders even as they cut the enemy down with their two-handed power scythes. The Greymourns provide some much-needed firepower, choosing their targets carefully before firing their grenade launchers. Finally the Patriarchs lend their considerable leadership to the troops but they do not lead from afar, they prefer to get close to the enemy before pulling the trigger on their sawn-off shotguns.

Disciples

Disciple — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	9	11	3	1	7	3	7	2

Disciple Sergeant — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	12	3	1	7	3	7	2

Structure: SQUAD

4-12 Disciples

Up to 1 Disciple Sergeant

Equipment:

Disciples: 2 Sawn-off Shotguns

Sergeant: Sawn-off Shotgun, Power Sickle

Special Abilities:

Disciples: High Morale +4

Sergeant: High Morale +4

Special Rules:

None

Fusiliers

Fusilier — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	12	3	1	7	3	7	2

Fusilier Sergeant — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	11	13	3	1	7	3	7	2

Structure: SQUAD

4-8 Fusiliers

Up to 1 Fusilier Sergeant

Equipment:

Fusiliers: 2 Machine Pistols

Sergeant: Pistol, Power Claw

Special Abilities:

Fusiliers: Infiltrate

Sergeant: Infiltrate, High Morale +2

Special Rules:

None

Corsair

Corsair — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	11	14	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Corsair

Equipment:

Sawn-off Shotgun, Two-Handed Power Scythe

Special Abilities:

1 Extra CC Attack, Give Orders to Lutherans only

Special Rules:

None

Greymourn

Greymourn — Cost 28

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	1	7	3	8	2

Structure: INDIVIDUAL

1 Greymourn

Equipment:

Grenade Launcher, Pistol

Special Abilities:

High Morale +2, Tactical Sense

Special Rules:

None

Patriarch

Patriarch — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	9	11	14	3	2	9	3	8	2

Structure: INDIVIDUAL

1 Patriarch

Equipment:

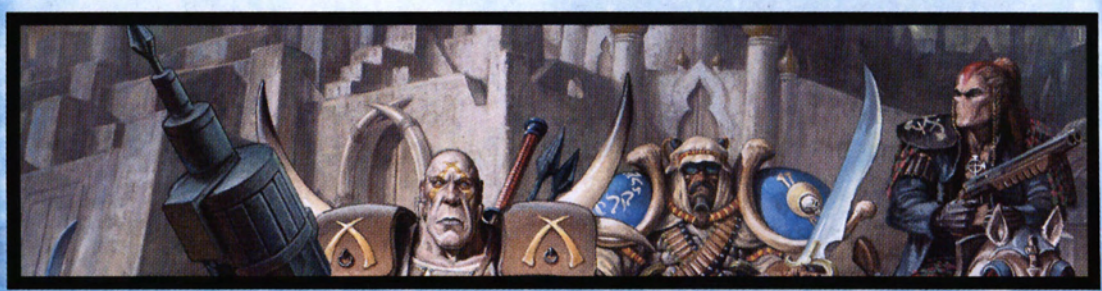
Sawn-off Shotgun

Special Abilities:

Inspiring Leadership for Lutherans only, 1 Extra CC Attack

Special Rules:

None



The Sons of Rasputin

The Sons of Rasputin are a powerful Tribe and the most technologically advanced of all, though even their achievements languish in the dark ages compared to those of the Megacorporations. Unlike the religions of the other Tribes the Sons of Rasputin are governed by an imperialistic code.

The core of the army are the Soldat Troopers who boast an impressive array of weapons for their troops from a shotgun and pistol to the heavy machine gun. Backing up the standard Soldats are the Shock Soldats armed with the much feared Toxic Gas Siphon, a weapon that spews forth a cloud of corrosive gases. The Northern Sons are known for their tactical maneuvers as they attack the enemy from the most unlikely direction causing mayhem with their two machine pistols.

Adding to the strength of the Sons of Rasputin army are a number of individuals. The Soldat Standard Bearer acts as a natural rallying point for troops on the battlefield. The Jaeger Commando Soldat, a gliding warrior that swoops down on unsuspecting foes. The Soldat Schwerwaffe pinning down the enemy with its heavy machine gun and the Soldat Flammen his arms fastened into the awesome Heavy Flame-Thrower. And the Soldat Vicar barking fierce orders and holding the Sons of Rasputin together as they fight for the territory that is rightfully theirs.

Soldat Troopers

Soldat Trooper — Cost 17

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	11	3	1	7	3	8	2

Soldat Trooper HMG Specialist — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	7	11	3	1	7	3	8	2

Soldat Trooper Sergeant — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	8	12	3	1	7	3	8	2

Structure: SQUAD

4-12 Soldat Troopers
Up to 1 Soldat Trooper HMG Specialist
Up to 1 Soldat Trooper Sergeant

Equipment:

Soldat Troopers: Assault Rifle, Sword
HMG Specialist: HMG
Sergeant: Shotgun, Machine Pistol

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Soldat Trooper Kommandant

Soldat Trooper Kommandant — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	13	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Soldat Kommandant

Equipment:

Assault Rifle, 2 Pistols

Special Abilities:

Tactical Sense, Give Orders to Sons of Rasputin only

Special Rules:

You may purchase Soldat Trooper Kommandants just like any other Individual so long as you have at least one Squad of Soldat Troopers in your army.

Shock Soldats

Shock Soldat — Cost 30

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	6	7	13	3	1	7	3	8	2

Shock Soldat Sergeant — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	6	7	14	3	1	7	3	8	2

Structure: SQUAD

4-8 Shock Soldats
Up to 1 Shock Soldat Sergeant

Equipment:

Shock Soldats: Toxic Gas Siphon, Sword
Sergeant: Toxic Gas Siphon, Sword

Special Abilities:

Shock Soldats: Infiltrate
Sergeant: Infiltrate

Special Rules:

None

Northern Sons

Northern Son — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	7	8	12	3	1	7	3	8	2

Structure: SQUAD

4-8 Northern Sons

Equipment:

Northern Sons: 2 Machine Pistols

Special Abilities:

Northern Sons: Infiltrate, 1 Extra RC Attack

Special Rules:

None

Soldat Trooper

Soldat Trooper

Shock Soldat

Shock Soldat

Soldat Trooper Sergeant

Soldat Trooper HMG Specialist

Soldat Flammen

Shock Soldat Sergeant

Soldat Standard Bearer

Soldat Standard Bearer — Cost 38

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	9	15	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Soldat Standard Bearer

Equipment:

Assault Rifle, Machine Pistol, Sword

Special Abilities:

Rally Others, Inspiring Leadership for Sons of Rasputin only

Special Rules:

None

Jaeger Commando Soldat

Jaeger Commando Soldat — Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	9	8	13	3	1	7	3/4	8	2

Structure: INDIVIDUAL

1 Jaeger Commando Soldat

Equipment:

Assault Rifle

Special Abilities:

Tactical Sense

Special Rules:

The Jaeger Commando Soldat is a Gliding model.

Soldat Schwerwaffe

Soldat Schwerwaffe — Cost 38

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	8	8	13	3	1	8	3	8	2

Structure: INDIVIDUAL

1 Soldat Schwerwaffe

Equipment:

Mounted HMG, Machine Pistol

Special Abilities:

Tactical Sense

Special Rules:

The Soldat Schwerwaffe always counts as being in Cover. The Mounted HMG has a 90-degree Firing Arc to its Front Facing. The Soldat Schwerwaffe may spend 1 Action to rotate the gun up to 90 degrees. The gun can only be moved when dismantled and it takes one full Turn to dismantle the gun. It also takes a full Turn to reassemble the gun.

Soldat Schwerwaffe

Soldat Flammen

Soldat Flammen — Cost 41

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	8	8	12	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Soldat Flammen

Equipment:

Heavy Flame-Thrower

Special Abilities:

None

Special Rules:

None

Soldat Vicar

Soldat Vicar — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	10	14	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Soldat Vicar

Equipment:

Machine Pistol, Sword

Special Abilities:

Give Orders to Sons of Rasputin only, Rally Others

Special Rules:

None

Soldat Standard Bearer

The Templars

The Templars boast many claims of divine ancestry but their great physical strength and brutal savagery remain unquestioned. The main body of the Templar army is made up of Horde Troopers who sweep across the barren plains and rally round the Horde Standard Bearer. They are known for their terrifying charge and are lead by the fanatical Centurs strong warriors who wield their swords with deadly skill. When it comes to versatility the Templars have the Gendarmes. These elite warriors have assault rifles and heavy swords and benefit from the support of a light machine gun specialist.

There are many strange animals roaming across the surface of the ruined Earth and the Gendarme Bestal has brought one of them into the ranks of the Templar army. They possess a strong bond with the animals known as Purger Beasts and always go into battle with a brace of these savage creatures by their side. The Gendarme Hunters are skilled in using terrain for cover and now their hunting skills are being brought to bear on the battlefield as they use their heavy harpoons to hunt the enemies of the Templar Tribe.

Horde Troopers

Horde Trooper — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	7	8	13	3	1	9	3	7	2

Horde Centur (Leader) — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	9	15	3	2	9	3	7	2

Structure: SQUAD

4-8 Horde Troopers
Up to 1 Horde Centur

Equipment:

Horde Troopers: Pistol, Assault Rifle
Horde Centur: Pistol, Sword

Special Abilities:

Horde Troopers: Ferocious Charge
Horde Centur: Ferocious Charge

Special Rules:

None

Gendarme

Gendarme — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	14	3	1	9	3	7	2

Gendarme LMG Specialist — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	14	3	1	9	3	7	2

Structure: SQUAD

4-8 Gendarme
Up to 1 Gendarme LMG Specialist

Equipment:

Gendarme: Assault Rifle, Heavy Sword
LMG Specialist: LMG

Special Abilities:

Gendarme: Ferocious Charge
LMG Specialist: Ferocious Charge

Special Rules:

None

Gendarme Bestal

Gendarme Bestal — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	9	13	3	2	9	3	8	2

Purger Beast — Cost 17

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	0	6	11	3	2	8	3	6	1

Structure: SQUAD

1 Gendarme Bestal
2 Purger Beasts

Equipment:

Gendarme Bestal: Pistol
Purger Beast: None

Special Abilities:

Gendarme Bestal: Ferocious Charge
Purger Beast: Ferocious Charge

Special Rules:

The Purger Beasts attack with their savage teeth in CC, Hit +0, Dam ST +0.

Horde Standard Bearer

Horde Standard Bearer — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	9	13	3	2	9	3	8	2

Structure: INDIVIDUAL

1 Horde Standard Bearer

Equipment:

Pistol

Special Abilities:

Ferocious Charge, Inspiring Leadership for Templars only

Special Rules:

None

Gendarme Hunter

Gendarme Hunter — Cost 43

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	10	10	14	3	2	9	3	8	2

Structure: INDIVIDUAL

1 Gendarme Hunter

Equipment:

Heavy Harpoon

Special Abilities:

Camouflage, Immune to Fear, Give Orders to Templars only

Special Rules:

None

Horde Trooper

Gendarme LMG Specialist

Purger Beast

Gendarme Hunter

Tribes of Earth Armory

Assault Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	9	+2	9	+1	9	0	9	-3	7	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	7	+2	7	+0	7	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sub Machine Gun (SMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	8	+2(x2)	8	+1(x2)	8	-2	7	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Machine Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	7	+2(x2)	7	+0(x2)	7	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Light Machine Gun (LMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	10	+3(x2)	10	+1(x2)	10	-2	10	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Heavy Machine Gun (HMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	12	+3(x2)	12	+1(x2)	12	-2	12	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Mounted HMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x2)	13	+1(x2)	13	-1(x2)	13	-3	11

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
The gunner always counts as being in Cover. The Mounted HMG has a 90-degree Firing Arc to its Front Facing. The gunner may spend 1 Action to rotate the gun up to 90 degrees. The gun can only be moved when dismantled and it takes one full Turn to dismantle the gun. It also takes a full Turn to reassemble the gun.

Sawn-off shotgun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	9(x2)	+3	8(x2)	-2	7	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST +0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Heavy Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+1	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Polearm

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST +1	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
None

Two-Handed Power Mace

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	ST +3	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
A model using this as its primary weapon in Close Combat gets +1 to Dam for each additional Action spent to increase its chance to hit.

Two-Handed Power Scythe

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST +2	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
The model using the Two-Handed Power Scythe gets +1 to Dam for each extra Action spent in Close Combat to increase its chance to hit.

Power Sickle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST -2(x3)	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Power Claw

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST +0(x2)	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Explosives

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Special
Special Rules:
By spending an Action the model equipped with the explosives may attempt to detonate them. Roll on the following table:

1-18: The Explosives detonate automatically killing the model armed with them. Center the Small Explosion Template on the exploding model. Any model touched by the template suffers a hit, Dam 10(x2).

19-20: The Explosives fail to detonate and may not be used again.

Toxic Gas Siphon

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
Uses the Corrosive Spray Template DAM 10(x2).

Heavy Flame-Thrower

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	13	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
Uses the Heavy Flamer Template DAM 13. This is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Heavy Harpoon

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	13(x3)	+1	11(x2)	+0	11(x2)	-2	9(x2)	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Shotgun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2	8(x2)	0	7(x2)	-1	6				

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Grenade Launcher

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	9	-3	9	-5	9	-	-

Type:
Two-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon
Special Rules:
Uses the Small Explosion Template.

Hand Grenade

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0	10	-2	10	-	-	-	-	-	-

Type:
One-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon
Special Rules:
Uses the Small Explosion Template.

Brotherhood Army

Buying Criteria

- You may never have more Primaris Squads than you have Secundus Squads.
- You may not have more Individuals than Squads and some Individuals can only be purchased in conjunction with particular Squads.
- For every 3 Units that do not have Supernatural Powers you may have 1 that does.
- You may never have more than 1 of a particular Personality in your army.

Brotherhood

Cohortes Secundus Squads

- Troopers
- Elite Troopers
- Pilgrims

Cohortes Primaris Squads

- Fury Elite Guard
- Sacred Warriors
- Arch Primates
- Mortificators
- Valkyries

Individuals

- Squad-linked Individuals
- Pilgrim Executioners
- Assassins
- Inquisitors
- Inquisitor Majoris
- Mystics
- Keepers of the Art
- Vestals
- Watchmen
- Crucifiers

Personalities

- Blessed Vestal Laura
- Inquisitor Nicodemus
- Crenshaw the Mortificator
- Cardinal Dominic

Vehicles

- The Death Angel

The Brotherhood

The Brotherhood is the only force in the solar system that has even the vaguest understanding of the true nature of the Dark Soul and it is this dreadful understanding that drives them to such extreme and uncompromising vigilance. They will do almost anything in their struggle to defeat the evil of the Dark Soul and its terrible Legions.

The main congregation of the Brotherhood army is made up of the Troopers. Anyone joining the militant arm of the Brotherhood will begin service as a Trooper. Those who show promise and dedication will in time become Elite Troopers or Pilgrims. Elite Troopers are holy warriors equipped and trained to deal with every eventuality while the Pilgrims are fearless warriors often used in dire situations and supported by the Pilgrim Executioner with his awesome power shields.

After years of prayer and stern discipline warriors might enter the ranks of the Fury Elite Guard who act as personal guard to leaders of the church or the Sacred Warriors who are almost exclusively used to combat the Dark Legion. Both these units are Close Combat specialists while the Arch Primates are a more versatile combat unit led by elder brethren that have some knowledge of the Art and are able to use Supernatural Powers.

When the Brotherhood needs to make a surgical attack or seek out evil in a clandestine fashion they send the Mortificators. Small units trained in the art of stealth and disposing of Heretics wherever they may try to hide. The Valkyries are fearsome sisters of the order frequently used at the head of a charge, screaming out their prayers of war as they attack the enemy with their power spears.

Others in the Brotherhood act independently. The Assassins for instance are hand-picked from the Mortificators and used when the Brotherhood cannot afford even the slightest margin of error. The Inquisitors seek out Heresy on the battlefield or anywhere else. They are armed with combination chainsaw-assault rifles and carry the Book of Law which they enforce to the letter. The Inquisitor Majoris are much like their lesser brothers but they carry the flamer-assault rifles and wherever they fight the eternal flame of truth burns brightly.

The supernatural powers of the first Cardinal played a major part in uniting humanity when first they faced the Dark Legion. And what Cardinal Durand I started the Mystics strive to maintain. They are enlightened scholars who have gone a long way to mastering the Art. Those Mystics of outstanding purity may become Keepers of the Art to whom the use of Supernatural Powers comes as easily as speech. Many among the Brotherhood combine their knowledge of the art with the martial skills of combat and the Vestals are such. They are fierce opponents in close quarters and often lead the Valkyries into battle.

Travelling throughout the solar system and joining battle wherever they are needed are the Watchmen. They are constantly alert for the presence of evil and always seek to broaden the extent of the Brotherhood's influence. When it comes to having an influence on the battlefield itself few warriors of light can match the Crucifiers. Whether in close combat or not these individuals are blessed with a talent for combat.

The Brotherhood knows only too well that vanity is a sin and they do not encourage self-glorification. However, there are certain individuals that possess an outstanding reputation. The fearless

Blessed Vestal Laura is an inspiration to the female members of the Brotherhood as she combines a deep knowledge of the Art with outstanding combat ability. Inquisitor Nicodemus on the other hand is renowned for his tireless efforts in hunting down even the slightest shadow of Darkness. Few people have a conscience clear enough to feel comfortable in his presence. When the Brotherhood deems a mission to be impossible yet too dangerous to ignore they send for Crenshaw the Mortificator. This master of assassins has knowledge of Supernatural Powers and a deeper understanding of the art of dealing death. And then there is the Cardinal. Cardinal Dominic is rarely seen upon the field of battle but like his distant predecessor he believes it is important to join his congregation in the struggle against the rancid flesh of the Dark Legion, even as he strives to resist the unholy presence of the Dark Soul. And while many of his congregation surpass his martial skills there are none that come close to his understanding of the Art. He is an uncompromising leader steering humanity through the darkest of times and those who disapprove of his ruthlessness would do well to consider the alternative should he fail.

The only vehicle of any note in the Brotherhood army is the Death Angel. This light reconnaissance vehicle is as much an icon and symbol of the wrath of angels as it is a practical vehicle of war.

Troopers

Trooper — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	10	3	1	7	3	8	2

Trooper LMG Specialist — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	8	10	3	1	7	3	8	2

Trooper Sergeant — Cost 24

CCRC	PW	LD	AC	W	ST	MV	A	S	
8	8	9	12	3	1	7	3	8	2

Structure: SQUAD

4-12 Troopers
Up to 1 Trooper LMG Specialist
Up to 1 Trooper Sergeant

Equipment:

Troopers: Assault Rifle
LMG Specialist: LMG
Sergeant: Assault Rifle, Pistol, Chainsword

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Elite Troopers

Elite Trooper — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	11	3	1	7	3	9	2

Elite Trooper Grenadier Specialist — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	11	3	1	7	3	9	2

Elite Trooper LMG Specialist — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	11	3	1	7	3	9	2

Elite Trooper Sergeant — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	11	13	3	1	7	3	9	2

Structure: SQUAD

4-8 Elite Troopers
Up to 1 Elite Trooper Specialist
Up to 1 Elite Trooper Sergeant

Equipment:

Elite Troopers: Assault Rifle
Grenadier Specialist: Assault Rifle, Hand Grenades
LMG Specialist: LMG
Sergeant: Assault Rifle, Pistol, Chainsword

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Trooper Sergeant

Trooper LMG Specialist

Trooper

Troopers

Elite Trooper

Elite Trooper

Elite Trooper LMG Specialist

Pilgrim

Elite Trooper Sniper

Elite Trooper Sniper — Cost 37

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	9	10	11	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Elite Trooper Sniper

Equipment:

Sniper Rifle

Special Abilities:

Camouflage, Sniper

Special Rules:

You may purchase Elite Trooper Snipers just like any other Individual so long as you have at least one Squad of Elite Troopers in your army.

Elite Trooper Rocket Launcher

Elite Trooper Rocket Launcher — Cost 49

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	11	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Elite Trooper Rocket Launcher

Equipment:

Rocket Launcher, Pistol

Special Abilities:

Tactical Sense

Special Rules:

You may purchase Elite Trooper Rocket Launchers just like any other Individual so long as you have at least one Squad of Elite Troopers in your army.

Elite Trooper Grenade Launcher

Elite Trooper Grenade Launcher — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	11	3	1	7	3	9	2

Structure: INDIVIDUAL

1 Elite Trooper Grenade Launcher

Equipment:

Grenade Launcher, Pistol

Special Abilities:

None

Special Rules:

You may purchase Elite Trooper Grenade Launchers just like any other Individual so long as you have at least one Squad of Elite Troopers in your army.

Pilgrims

Pilgrim — Cost 24

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	11	12	3	1	7	3	9	2

Structure: SQUAD

4-8 Pilgrims

Equipment:

Pilgrims: Assault Rifle

Special Abilities:

Pilgrims: Immune to Fear, Camouflage

Special Rules:

None

Pilgrim Executioner

Pilgrim Executioner — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	11	12	3	1	8	3	9	2

Structure: INDIVIDUAL

1 Pilgrim Executioner

Equipment:

2 Power Shields

Special Abilities:

Immune to Fear, Killing Stroke

Special Rules:

None

Fury Elite Guard

Fury Elite Guard — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	11	12	3	1	8	3	10	2

Fury Elite Guard Sergeant — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	12	14	3	1	8	3	10	2

Structure: SQUAD

4-8 Fury Elite Guard

Up to 1 Fury Elite Guard Sergeant

Equipment:

Fury Elite Guard: Two-Handed Sword, Pistol

Sergeant: Two-Handed Sword, Pistol

Special Abilities:

Fury Elite Guard: Immune to Fear

Sergeant: Immune to Fear

Special Rules:

None

Sacred Warriors

Sacred Warrior — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	8	12	13	3	1	8	3	10	2

Sacred Warrior Sergeant — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	8	12	15	3	1	8	3	10	2

Structure: SQUAD

4-8 Sacred Warriors

Up to 1 Sacred Warrior Sergeant

Equipment:

Sacred Warriors: Sword, Pistol

Sergeant: Sword, Pistol

Special Abilities:

Sacred Warriors: Immune to Fear, Ferocious Charge

Sergeant: Immune to Fear, Ferocious Charge

Special Rules:

Due to the Sacred Warrior Sergeant's Anti-Ballistic Shields any model Firing at it suffers an RC penalty of -1.

Pilgrim Executioner

Pilgrim

Fury Elite Guard

Fury Elite Guard

Sacred Warrior

Sacred Warrior

Sacred Warrior

Fury Elite Guard Sergeant

Arch Primate

Arch Primate

Mortificator

Mortificator

Arch Primates

Arch Primate — Cost 29

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	12	14	3	1	8	3	10	2

Arch Primate F-AR Specialist — Cost 45

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	10	12	14	3	1	7	3	10	2

Arch Primate Sergeant — Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	13	15	3	1	8	3	10	2

Structure: SQUAD

4-8 Arch Primates
Up to 1 Arch Primate F-AR Specialist
Up to 1 Arch Primate Sergeant

Equipment:

Arch Primates: Assault Rifle, Machine Pistol
F-AR Specialist: Flamer-Assault Rifle (F-AR)
Sergeant: Assault Rifle, Machine Pistol

Special Abilities:

Arch Primates: Immune to Fear
F-AR Specialist: Immune to Fear
Sergeant: Immune to Fear, Supernatural Powers 1

Special Rules:

Arch Primate Sergeants may choose 1 Supernatural Power from either the Brotherhood Exorcism or Blessing lists.

Mortificators

Mortificator — Cost 53

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	13	13	3	1	8	3	9	2

Structure: SQUAD

2-4 Mortificators

Equipment:

Mortificators: Machine Pistol, Sword

Special Abilities:

Mortificators: Stalk, 1 Extra CC Attack, First Strike

Special Rules:

You may not have more than 1 Squad of Mortificators in your army.

Valkyrie

Valkyrie — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	12	13	3	1	8	3	9	2

Structure: SQUAD

2-6 Vakyrie

Equipment:

Valkyrie: Two-Handed Power Spear, Pistol

Special Abilities:

Valkyrie: Ferocious Charge, Supernatural Powers 1, Immune to Fear

Special Rules:

Valkyrie may choose 1 Supernatural Power from the Brotherhood Exorcism list. You must purchase a Supernatural Power for each member of the Squad and it must be the same Supernatural Power.

Assassin

Assassin — Cost 62

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	11	14	14	3	2	9	3	9	2

Structure: INDIVIDUAL

1 Assassin

Equipment:

2 Swords

Special Abilities:

Stalk, Killing Stroke, 1 Extra CC attack, Supernatural Powers 1, First Strike

Special Rules:

Assassins may choose 1 Supernatural Power from the Brotherhood Exorcism list. You may not have more than 1 Assassin in your army.

Mortificator

Valkyrie

Valkyrie

Inquisitor

Inquisitor — Cost 43

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	13	15	3	2	8	3	10	2

Structure: INDIVIDUAL

1 Inquisitor

Equipment:

Chainsaw-Assault Rifle (C-AR)

Special Abilities:

Supernatural Powers 2, Immune to Fear, Give Orders

Special Rules:

Inquisitors may purchase Supernatural Powers from the Brotherhood Exorcism list.

Inquisitor Majoris

Inquisitor Majoris — Cost 75

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	14	16	3	2	8	3	10	2

Structure: INDIVIDUAL

1 Inquisitor Majoris

Equipment:

Flamer-Assault Rifle (F-AR)

Special Abilities:

Supernatural Powers 3, Immune to Fear, Give Orders, Rally Others

Special Rules:

The Inquisitor Majoris may purchase Supernatural Powers from the Brotherhood Exorcism list.

Mystic

Mystic — Cost 33

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	15	12	3	2	7	3	9	2

Structure: INDIVIDUAL

1 Mystic

Equipment:

Machine Pistol, Sword

Special Abilities:

Supernatural Powers 2, Immune to Fear

Special Rules:

Mystics may purchase Supernatural Powers from the Brotherhood Blessings list.

Keepers Of The Art

Keeper Of The Art — Cost 35

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	16	13	3	2	7	3	9	2

Structure: INDIVIDUAL

1 Keeper of the Art

Equipment:

Machine Pistol, Heavy Sword

Special Abilities:

Supernatural Powers 3, Immune to Fear

Special Rules:

Keepers of the Art may purchase Supernatural Powers from the Brotherhood Blessings list.

Vestals

Vestal — Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	8	13	14	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Vestal

Equipment:

Two-Handed Power Spear, Pistol

Special Abilities:

Ferocious Charge, Supernatural Powers 2, Immune to Fear, Give Orders to Valkyries only

Special Rules:

Vestals may purchase Supernatural Powers from the Brotherhood Exorcism list.

Watchmen

Watchman — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	12	14	3	2	7	3	8	2

Structure: INDIVIDUAL

1 Watchman

Equipment:

2 Machine Pistols

Special Abilities:

Supernatural Powers 1, Inspiring leadership, Immune to Fear

Special Rules:

Watchmen may purchase Supernatural Powers from the Brotherhood Exorcism list.

Assassin

Inquisitor Majoris

Keeper Of The Art

Watchman

Crucifier

Inquisitor Nicodemus

Crucifiers

Crucifier — Cost 39

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	14	13	3	2	7	3	8	2

Structure: INDIVIDUAL

1 Crucifier

Equipment:

2 Machine Pistols, 2 Swords

Special Abilities:

1 Extra CC Attack, 1 Extra RC Attack, Immune to Fear

Special Rules:

None

Blessed Vestal Laura

Blessed Vestal Laura — Cost 51

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	11	14	15	3	2	9	3	11	2

Structure: INDIVIDUAL

Blessed Vestal Laura

Equipment:

Two-Handed Power Spear, Pistol

Special Abilities:

Supernatural Powers 3, 1 Extra CC Attack, Give Orders, Rally Others, Ferocious Charge, Immune to Fear

Special Rules:

Blessed Vestal Laura is a Personality and may purchase 2 Supernatural Powers from the Brotherhood Exorcism list and 1 from the Brotherhood Blessings list.

Inquisitor Nicodemus

Inquisitor Nicodemus — Cost 46

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	10	15	15	3	2	9	3	11	2

Structure: INDIVIDUAL

Inquisitor Nicodemus

Equipment:

Chainsaw-Assault Rifle (C-AR)

Special Abilities:

Supernatural Powers 4, Give Orders, Immune to Fear, Rally Others, 1 Extra CC Attack

Special Rules:

Inquisitor Nicodemus is a Personality and may purchase Supernatural Powers from the Brotherhood Exorcism list.

Crenshaw the Mortificator

Crenshaw the Mortificator — Cost 88

CC	RC	PW	LD	AC	W	ST	MV	A	S
13	11	14	15	3	2	9	3	11	2

Structure: INDIVIDUAL

Crenshaw the Mortificator

Equipment:

Machine Pistol, Katana

Special Abilities:

Unseen Assailant, Killing Stroke, 2 Extra CC Attacks, Immune to Fear, First Strike, Supernatural Powers 1

Special Rules:

Crenshaw is a Personality and may purchase a Supernatural Power from the Brotherhood Exorcism List.

Cardinal Dominic

Cardinal Dominic — Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	16	16	3	2	7	3	12	2

Structure: INDIVIDUAL

Cardinal Dominic

Equipment:

Two-Handed Sword

Special Abilities:

Supernatural Powers 6, Immune to Fear, Inspiring Leadership, Rally Others

Special Rules:

Cardinal Dominic is a personality and may purchase 3 Supernatural Powers from the Brotherhood Exorcism list and 3 from the Brotherhood Blessings list. If Cardinal Dominic fails a Power roll he may re-roll the attempt. However, he must abide by the second result.

Death Angel

Cardinal Dominic

Death Angel

Death Angel Vehicle — Cost 75

MP	W	MV	A	S
3	4	5	10	5

Driver

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	11	12	3	1	8	3	10	2

Structure: INDIVIDUAL

1 Death Angel

Type:

Open / Wheeled

Hit Allocation:

1-14 = Vehicle, 15-20 = Crew

Equipment:

Vehicle: Mounted HMG

Driver: Pistol

Special Abilities:

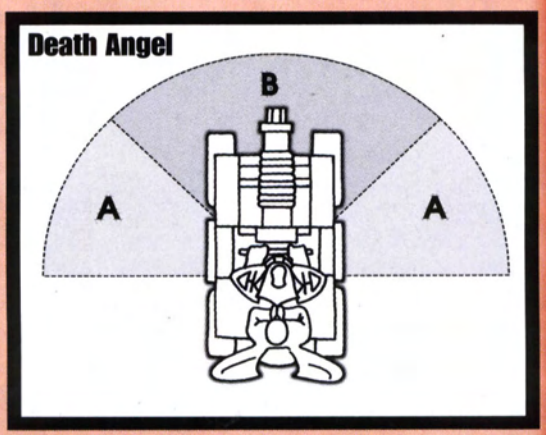
Vehicle: Weapons Immunity 8

Driver: None

Special Rules:

None

Blessed Vestal Laura



Firing Arcs.

- Areas A and B show the driver's 180 degree Firing Arc.
- Area B shows the vehicle's 90 degree Firing Arc.

Brotherhood Armory

Assault Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	-1	10	-3	8	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	8	+2	8	+0	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Machine Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	8	+2(x2)	8	+0(x2)	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Light Machine Gun (LMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+2(x2)	11	-2	11	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Vehicle Mounted HMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0(x2)	13	+3(x3)	13	+1(x2)	13	-1(x2)	13	-3	11

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
None

Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

One-Handed Heavy Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+1	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Rocket Launcher (RL)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-4	14(x3)	-4	14(x3)	-5	14(x3)	-6	14(x3)

Type:
Two-Handed, Direct Fire, Missile Weapon, Anti-Tank
Special Rules:
None

Two-Handed Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	ST+3	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
None

Sniper Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-1	10(x2)	-2	9

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Chainsword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0(x2)	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Chainsaw-Assault Rifle (C-AR)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+1(x2)	+2	10	+1	10	-1	10	-3	8	-	-

Type:

Two-Handed, Direct Fire, Missile/Melee Weapon

Special Rules:

When used in Close Combat the chainsaw is activated and the C-AR becomes a fearsome Melee Weapon.

Flamer-Assault Rifle (F-AR)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	-1	10	-3	8	-	-

Type:

Two-Handed, Direct Fire, Missile and Directly Placed Template Weapon.

Special Rules:

A model armed with this weapon may choose to use either the Assault Rifle or the Flame-Thrower, except in Close Combat where it must use the Assault Rifle. The Flame-Thrower uses the Flamer Template, Dam 12. A model hit by the Flame-Thrower is set on fire and must make an Armor Roll to avoid taking a Wound. If it has more than one Wound it must continue to make Armor rolls until it succeeds or dies.

Power Shield

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+1(x2)	-	-	-	-	-	-	-	-	-	-

Type:

One-Handed, Melee Weapon

Special Rules:

None

Grenade Launcher

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	0	10	-2	10	-4	10	-6	10

Type:

Two-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon

Special Rules:

Uses the Small Explosion Template.

Hand Grenade

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	0	10	-2	10	-	-	-	-	-	-

Type:

One-Handed, Ranged Template Weapon, Indirect Fire, Missile Weapon

Special Rules:

Uses the Small Explosion Template.

Power Spear

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+2	-	-	-	-	-	-	-	-	-	-

Type:

Two-Handed, Melee Weapon

Special Rules:

The model using the Power Spear gets +1 to Dam for each extra Action spent in Close Combat to increase its chance to hit.

Katana

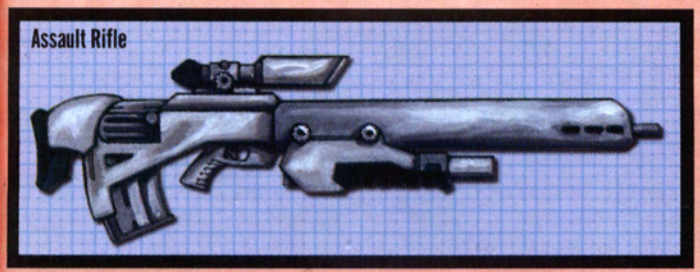
CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+1	-	-	-	-	-	-	-	-	-	-

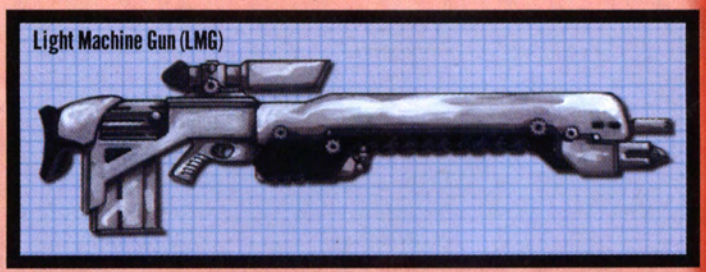
Type:

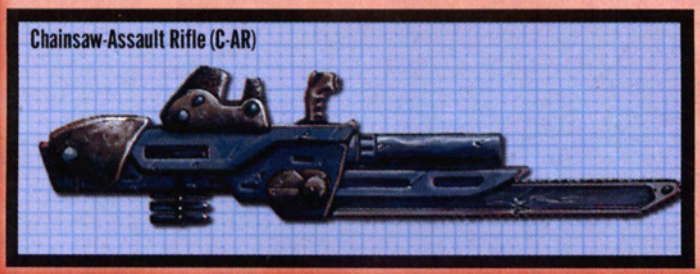
One-Handed, Melee Weapon

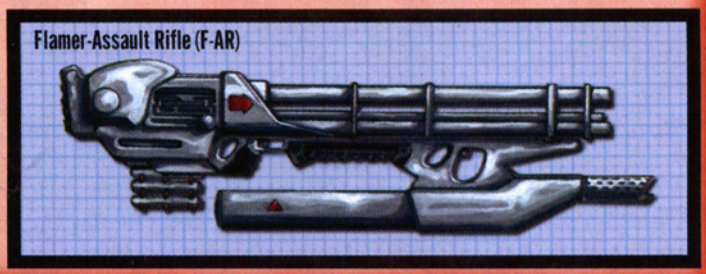
Special Rules:

None









Supernatural Powers

Blessings

Holy Fury

Cost: 15
Range: 24 inches & LOS
Difficulty: 10
Actions: 1
Save: N/A
Effect: The model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the target Unit receives a Close Combat bonus of +1 to hit and +1 Dam. Place a Holy Fury Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Holy Fury Counter is removed. This Supernatural Power can not be used on a Unit that is already under the influence of Holy Fury.

Guiding Hand of the Cardinal

Cost: 21
Range: 16 inches & LOS
Difficulty: 12
Actions: 2
Save: N/A
Effect: The model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the target Unit receives a Ranged Combat bonus of +2 to hit. Place a Guiding Hand of the Cardinal Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Counter is removed. This Supernatural Power can not be used on a Unit that is already under the influence of Guiding Hand of the Cardinal.

Steadfast Faith

Cost: 30
Range: 12 inches & LOS
Difficulty: 11
Actions: 2
Save: N/A
Effect: The model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the target Unit receives the Immune to Panic Special Ability. Place a Steadfast Faith Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Counter is removed.

Shield of Faith

Cost: 30
Range: 18 inches & LOS
Difficulty: 9
Actions: 2
Save: N/A
Effect: The model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the target Unit receives a bonus of +3 to their Armor. Place a Shield of Faith Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Counter is removed. This Supernatural Power can not be used on a Unit that is already under the influence of Shield of Faith.

Righteous Speed

Cost: 27
Range: 20 inches & LOS
Difficulty: 8
Actions: 1
Save: N/A
Effect: The model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the target Unit receives a bonus of +1 to their Movement. Place a Righteous Speed Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Counter is removed. This Supernatural Power can not be used on a Unit that is already under the influence of Righteous Speed.

Exorcism

Gladius Cardinalis

Cost: 6
Range: 24 inches & LOS
Difficulty: 9
Actions: 1
Save: PW

Effect: When a model successfully uses this Supernatural power it may target a single Dark Legion model. If the target fails its Save it takes 1 Wound as the Gladius Cardinalis cuts into it, a physical manifestation of the spiritual Sword of Faith.

Bonds of Justice

Cost: 45
Range: 20 inches & LOS
Difficulty: 10
Actions: 1
Save: PW

Effect: When a model successfully uses this Supernatural power it may target a single Dark Legion model. If the target fails its Save it is held fast by ethereal restraints. The target may still fight in Close Combat and Fire its weapons but it is unable to Move from its current position. Place a Bonds of Justice Counter beside the model. The effects last until the end of the target's next Turn, at which point the Counter is removed.

Holy Bolt

Cost: 35
Range: 24 inches & LOS
Difficulty: 11
Actions: 2
Save: Armor Roll

Effect: When a model successfully uses this Supernatural Power a rift is torn in the fabric of reality and a blinding, incandescent, bolt bursts forth to shrivel and burn any Dark Legion creatures caught in its area of effect. The model using the Supernatural Power target's any point within range and centers the Small Explosion Template on the target point. Any Dark Legion models under the template are successfully hit, Dam 10(x2).

Cleansing Flame

Cost: 41
Range: Directly Placed Template
Difficulty: 9
Actions: 1
Save: Armor Roll

Effect: When a model successfully uses this Supernatural Power a searing burst of blue-white flames shoots forth. Center the Flamer Template on the target as normal. Any Dark Legion models under the template are successfully hit by a Dam 15 incendiary attack. Any model touched by the template is set on fire and must make an Armor Roll to avoid taking a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Blinding Light

Cost: 13
Range: 24 inches & LOS
Difficulty: 13
Actions: 2
Save: PW

Effect: The model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful, the target Unit is blinded by the light of truth and suffers a penalty of -3 to CC and RC. Place a Blinding Light Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Counter is removed. This Supernatural Power can not be used on a Unit that is already under the influence of Blinding Light.

Dark Legion Bio-Giant

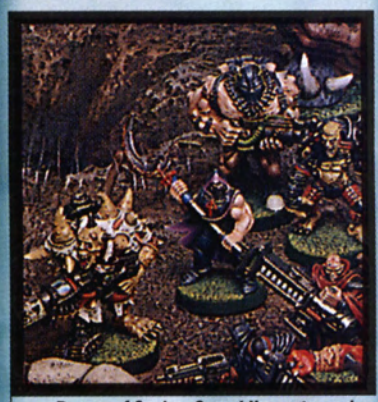
Karak the Keeper and Stahler in Carcass Armor

Dark Legion Necromutants

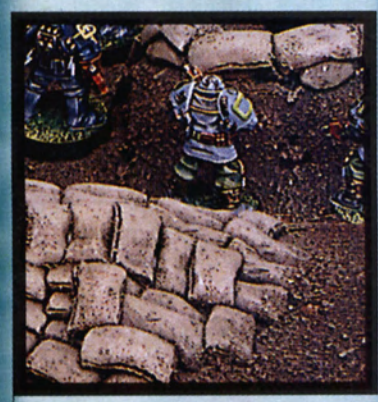
Dark Legion Acolytes and an Immaculate Fury

Dark Legion Necrotech Construct

Golgotha and a Razide



Reaper of Souls a Carnal Harvester and the Spawn of Demnogonis



Cybertronic Chasseurs

Dark Legion Army

Horde Buying Criteria

- You may never have more greater Horde Squads than lesser Horde Squads.
- You may never have more Horde Individuals than Horde Squads.

Cult Buying Criteria

- You may never have more greater Cult Squads than lesser Cult Squads.
- You may never have more Cult Individuals than Cult Squads.

General

- You may not have more Individuals than Squads in your army.
- For every 2 Units that do not have Supernatural Powers you may have 1 that does.
- You may never have more than 1 of a particular Personality in your army.

The Horde

Lesser Squads

- Undead Legionnaires
- Necromutants

Greater Squads

- Centurians
- Unholy Carronade

Individuals

- Golem of Darkness
- Pretorian Stalker
- Razide
- Pretorian Behemoth
- Mercurian Maculator

Choosing a Dark Legion Army

When choosing a Dark Legion army you must first decide on the Dark Apostle you are going to play. The Dark Legion is divided into two main bodies - the Horde and the Cults. Each of the Dark Apostles also have there own specific servants. Once you have decided on a Dark Apostle you may then choose forces from the Horde the Cults and from the servants of your chosen Apostle. The Horde and the Cults are made up of lesser and greater Squads. A Dark Legion army may consist of any proportion of Horde and Cult forces so long as you follow the buying criteria for each force.

The Horde

The Horde is a vast host of unholy creatures that appear in the armies of all the Apostles. The hateful truth is that much of the Horde consists of human beings that fell in battle or were taken alive even as they fought to resist the Dark Legion. Nothing of their humanity remains and they return to the battlefield to kill their former comrades, kept alive by the unholy power of the Dark Symmetry.

The most pitiful of all are the Undead Legionnaires. Little more than shambling corpses they stumble across the battlefield driven by the memory of pain and the instinct to kill. Leading the Legionnaires are the Necromutants. These too were once human and they are cursed with a the merest spark of spiteful intellect. They look upon humans with hate.

Far from being a corpse but further from being human are the Centurions. Taken alive into the Dark Citadels these strong warriors have been defiled in ways beyond description and perverted beyond redemption. Now they fight for the Dark Legion with every beat of their black hearts.

Supporting the Horde and pounding the human defenders are such weapons as the Unholy Carronade. This cannon has an unsettling organic appearance and while quite inaccurate it shakes the battlefield with its impact.

Striding over the field are a number of demonic creatures. The Golems of Darkness, their bodies formed from stone-hard minerals, a walking shield for the more vulnerable ranks of the Horde who march behind them. The Pretorian Stalkers whose frail body and evil mind is fused into powerful, mechanically-enhanced armor. The mighty Razides whose crimson skin is as hard as steel. These powerfully muscled creatures carry the devastating Nazgaroth HMG a truly fearsome weapon. Towering above all is the Pretorian Behemoth. These massive four-armed giants are bristling with wicked spikes and heavy weapons. They stride across the battlefield causing untold damage and literally flinging the bodies of humans aside. And finally the Mercurian Maculator, a nightmare creature originally summoned from a demented plane by Algeroth himself.

NECROMANTIC LEGION

Undead Legionnaires

Undead Legionnaires — Cost 16

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	5	6	7	3	1	6	3	7	2

Necromutant (Leader) — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Structure: SQUAD

8-12 Undead Legionnaires
Up to 1 Necromutant Leader

Equipment:

Undead Legionnaires: Assault Rifle
Necromutant: Assault Rifle

Special Abilities:

Undead Legionnaires: Zombie
Necromutant: Immune to Panic, Immune to Fear

Special Rules:

None

Necromutants

Necromutant — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Necromutant Flame-Thrower Specialist — Cost 42

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Centurion (Leader) — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	9	3	9	2

Structure: SQUAD

4-8 Necromutants
Up to 1 Necromutant Flame-Thrower Specialist
Up to 1 Centurion (Leader)

Equipment:

Necromutant: Assault Rifle
Flame-Thrower Specialist: Tormentor Flame-Thrower, Sword
Centurion: Machine Pistol, Chopper

Special Abilities:

Necromutant: Immune to Fear
Flame-Thrower Specialist: Immune to Fear
Centurion: Immune to Fear

Special Rules:

None

Centurions

Centurion — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	9	13	3	1	9	3	9	2

Structure: SQUAD

4-8 Centurions

Equipment:

Centurions: Machine Pistol, Chopper

Special Abilities:

Centurions: Immune to Fear

Special Rules:

None

Unholy Carronade and Crew

Unholy Carronade — Cost 52

CC	RC	PW	LD	AC	W	ST	MV	A	S
N/A	8	8	8	2	4	N/A	2	10	5

Undead Legionnaire — Cost 16

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	5	6	7	3	1	6	3	7	2

Necromutant (Leader) — Cost 27

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Structure: SQUAD

1 Unholy Carronade
2 Undead Legionnaires
1 Necromutant (Leader)

Equipment:

Unholy Carronade: Carronade Cannon
Undead Legionnaires: Assault Rifle
Necromutant: Assault Rifle

Special Abilities:

Unholy Carronade: Immune to Panic, Immune to Fear, Weapons Immunity 10
Undead Legionnaires: Zombie
Necromutant: Immune to Panic, Immune to Fear

Special Rules:

You may not have more than 1 Unholy Carronade per army. The Unholy Carronade cannot Dive for Cover or Charge. Models automatically hit when attacking the Unholy Carronade in Close Combat. The Unholy Carronade does not count towards the bonus for Multiple Attackers in Close Combat. The Unholy Carronade is a Necrotech Construct.

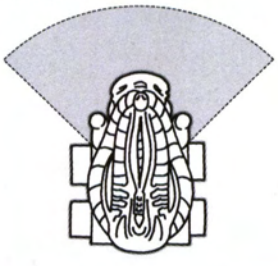
Undead Legionnaires

Undead Legionnaire

Centurion

Necromutant Flame-Thrower Specialist

Unholy Carronade



Firing Arc

- The shaded area shows the 90 degree Firing Arc.

Pretorian Stalker

Golem of Darkness

Golem Of Darkness — Cost 35

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	N/A	10	12	3	3	11	3	13	2

Structure: INDIVIDUAL

1 Golem of Darkness

Equipment:

Chopper

Special Abilities:

Zombie, Weapons Immunity 5

Special Rules:

The Golem of Darkness cannot be Activated unless it is in Command Distance of a friendly Squad Leader or Individual.

Pretorian Stalker

Pretorian Stalker — Cost 54

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	12	11	13	3	2	10	3	12	3

Structure: INDIVIDUAL

1 Pretorian Stalker

Equipment:

Dark Scythe HMG

Special Abilities:

Immune to Panic, Immune to Fear

Special Rules:

None

Pretorian Behemoth

Razide

Razide — Cost 77

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	10	14	3	4	14	3	15	3

Structure: INDIVIDUAL

Equipment:

Nazgaroth HMG

Special Abilities:

Immune to Panic, Immune to Fear, 1 Extra CC Attack

Special Rules:

The Razide can attack in Close Combat with its fists, to Hit +0, Dam ST(x2).

Pretorian Behemoth

Pretorian Behemoth — Cost 165

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	12	11	3	8	14	4	14	7

Structure: INDIVIDUAL

1 Pretorian Behemoth

Equipment:

Giant Azogahr, Decimator Handcannon

Special Abilities:

Immune to Panic, Immune to Fear, Cause Fear, Weapons Immunity 10

Special Rules:

The Pretorian Behemoth cannot Dive for Cover or go Prone. It may throw models of size 3 or less. The Behemoth can spend an Action to throw friendly models in base contact with it. However, in order throw an enemy model, the Behemoth must first make a successful CC hit. The Behemoth can then throw the model up to Short Range, just like a thrown weapon - P.B. Hit +0, Short Range Hit -2.

The player indicates the target point and if the Behemoth misses then roll for Deviation. If the thrown model hits Terrain then calculate the Damage by referring to the Jumping and Falling table in the main rules. Take the distance that the model was thrown as the height of the fall. If the thrown model hits another model calculate the Damage as you would for two Ramming vehicles (see 'Calculating The Damage For Collisions' in the main rules). The thrown model can only ever hit one target model. If two or more models are under the new target point the thrown model hits the model nearest to the target point. If the thrown model and the target model survive then place the thrown model in base contact with the target model. If the Behemoth wants to throw the model through an Open Access Point, roll to hit as normal. The Access Point must be equal to or larger than the model being thrown.

You may not have more than 1 Pretorian Behemoth in your army.

Mercurian Maculator

Mercurian Maculator — Cost 152

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	7	9	9	3	7	13	5	13	7

Structure: INDIVIDUAL

1 Mercurian Maculator

Equipment:

Gatling Cannon

Special Abilities:

Immune to Panic, Immune to Fear, Regenerate 10, Cause Fear

Special Rules:

You may not have more than 1 Mercurian Maculator in your army. The Mercurian Maculator can not Dive For Cover or Go Prone and fights with its fists in CC, Hit +0, Dam ST +0(x4). For the Purpose of Weapons Immunity this counts as an Anti-Tank attack.

THE CULTS

Among the human population there are many who find themselves drawn to the Dark Soul, either by virtue of a malicious heart, driven by pain and a sense of despair or seduced by promises of power beyond their wildest dreams. The Brotherhood brands such people as Heretics but those who give their service to the Dark Soul know they have made the right choice. They know that they will be saved at the end of all, when their master comes to claim the living flesh and eternal souls of those who were foolish enough to oppose him. Members of the Cult meet in secret living out the illusion of corporate loyalty even as they seek to further the goals of the Dark Legion.

Those in the first circle of acceptance are known as Acolytes. They have little in the way of military training and must first prove themselves worthy of greater trust by performing some of the most dangerous missions. Those who survive and remain true become Initiates. They may have a penchant for combat or simply a depth of devotion that allows them to be drawn into the second circle of acceptance. To them are revealed some of the deeper secrets of the Cult and they are often branded with some mark of the Dark Legion or the Apostle to whom they have sworn their loyalty.

The Sacristans are high ranking members of the Cult. They are given additional training and blessed with more extreme stigmata. When moving in normal human circles they are often forced to go to extreme measures to keep the mark of their allegiance hidden. Destroyers are warped beyond any attempt to conceal it. They are hidden away by the Cult and train constantly to maintain themselves in prime condition ready to launch themselves into battle whenever their master has need of them.

Certain Cult members have given themselves so completely to the Darkness that they are able to use Supernatural Powers. The Supreme Necromagus are the strongest of these bonding their souls closely to the Dark Symmetry and leading other members of the Cult into battle.

The Technomancers have a close affinity with the secrets of Necrotechnology and are able to heal Necrotech constructs that are damaged or wounded in battle. The Reaper of the Souls knows nothing of healing. Their gift is for dealing death a task that they perform with ceaseless joy.

There are few in the Cult that are willing to speak their real names openly. But there is one who knows no such modesty and his name is Billy. A spiteful youth from the Capitol Corporation, he has found his calling in the Dark Legion and is often seen leading members of the Cult.

Acolytes

Acolyte — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	10	3	1	6	3	6	2

Acolyte HMG Specialist — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	6	10	3	1	6	3	6	2

Initiates (Leader) — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	11	3	1	7	3	7	2

Structure: SQUAD

4-12 Acolytes
Up to 1 Acolyte HMG Specialist
Up to 1 Initiate (Leader)

Equipment:

Acolyte: Assault Rifle, Pistol
HMG Specialist: HMG
Initiate: Assault Rifle, Sword

Special Abilities:

None

Special Rules:

None

Initiates

Initiate — Cost 18

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	11	3	1	7	3	7	2

Initiate Flame-Thrower Specialist — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	11	3	1	7	3	7	2

Sacristans (Leader) — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Structure: SQUAD

4-8 Initiates
Up to 1 Initiate Flame-Thrower Specialist
Up to 1 Sacristan (Leader)

Equipment:

Initiates: Assault Rifle, Sword
Flame-Thrower Specialist: Flame-Thrower, Pistol
Sacristan: Assault Rifle, Pistol

Special Abilities:

None

Special Rules:

None

Acolytes

The Cults

Lesser Squads

- Acolytes
- Initiates

Greater Squads

- Sacristans
- Destroyers

Individuals

- Supreme Necromagus
- Technomancer
- Reaper of Souls

Personalities

- Billy

Pretorian Stalker

Razide

Initiate

Destroyer

Supreme Necromagus

Reaper of Souls

Technomancer

Sacristans

Sacristan — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Sacristan HMG Specialist — Cost 25

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Destroyer (Leader) — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	9	9	13	3	1	9	3	9	2

Structure: SQUAD

4-8 Sacristans
Up to 1 Sacristan HMG Specialist
Up to 1 Destroyer (Leader)

Equipment:

Sacristans: Assault Rifle, Pistol
HMG Specialist: HMG
Destroyer: Assault Rifle, Heavy Sword

Special Abilities:

None

Special Rules:

None

Destroyers

Destroyer — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	9	9	13	3	1	9	3	9	2

Destroyer Sergeant — Cost 26

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	10	10	14	3	1	9	3	9	2

Structure: SQUAD

4-8 Destroyers
Up to 1 Destroyer Sergeant

Equipment:

Destroyers: Assault Rifle, Heavy Sword
Sergeant: Assault Rifle, Pistol

Special Abilities:

Sergeant: Tactical Sense

Special Rules:

None

Reaper of Souls

Supreme Necromagus

Supreme Necromagus — Cost 47

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	11	13	14	3	2	9	3	10	2

Structure: INDIVIDUAL

1 Supreme Necromagus

Equipment:

LMG

Special Abilities:

Supernatural Powers 2, Immune to Fear, Give Orders to Acolytes, Initiates, Sacristans and Destroyers only

Special Rules:

The Supreme Necromagus may purchase Supernatural Powers from the list of the Apostle you have chosen to play.

Technomancer

Technomancer — Cost 50

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	9	12	13	3	2	8	3	9	2

Structure: INDIVIDUAL

1 Technomancer

Equipment:

Nazgaroth HMG

Special Abilities:

Technomancy, Give Orders to Acolytes, Initiates, Sacristans and Destroyers only

Special Rules:

None

Reaper of Souls

Reaper Of Souls — Cost 36

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	9	9	11	3	1	10	3	8	2

Structure: INDIVIDUAL

1 Reaper of Souls

Equipment:

Soulscythe

Special Abilities:

Stalk, Camouflage, 1 Extra CC Attack, Killing Stroke

Special Rules:

You may not have more than 1 Reaper of Souls in your army.

Billy

Billy — Cost 59

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	10	12	3	2	11	3	11	2

Structure: INDIVIDUAL

Billy

Equipment:

Machine Pistol, Sword

Special Abilities:

Immune to Panic, Immune to Fear, 1 Extra CC Attack, Infiltration, Inspiring Leadership to Acolytes, Initiates and Sacristans only

Special Rules:

Billy is a Personality.

Servants of Algeroth

Algeroth is the Apostle of War and every aspect of his nature expresses the violence of this fact. The Nepharites of Algeroth are amongst the most fearsome of all. Devastating in Close Combat they are able to draw upon the Supernatural Powers of their master. The Infernal Corroders were once human but even as their humanity has wasted away so their Acid-Sprayer-Chainsaws eat into the flesh and armor of those who oppose them.

The demonic Ezoghouls are creatures from beyond nightmare and are often seen herding the Undead Legionnaires into battle. The Carnal Harvesters move quickly over the battlefield, raining death with their heavy machine guns and feasting on their victims to revitalize their strength. The Gamorrian Imasculators are heavily muscled beasts armed with huge power hammers and rocket launchers fused into the flesh of their shoulders. The Nasca Razides are bound to the service of Algeroth, they are faster than the rest of their kind and more brutal in Close Combat. Finally there is the titanic Bio-Giant. These monstrous abominations shake the earth as they lay waste to anything that stands before them. The sound of the Bio-Giant's bellowing can stun opponents, rendering them helpless for many terrifying moments.

There are many notable Individuals in the service of Algeroth - Alakhai the Cunning, the first and one of the most powerful Nepharites ever to reveal itself to mankind. He is the most famous of Algeroth's generals. Golgotha, whose vile arachnoid appearance possesses an unsettling femininity. Stahler, a servant of Algeroth and the Dark Soul who manages to conceal his true allegiance from the Bauhaus Corporation where he still holds a high position. He has the power to transform from a normal, elderly man into a demon of unholy strength, encased in Carcass Armor. Valpurgis is the most favored Nepharite of Alakhai. He is gifted in the use of Supernatural Powers. Finally there is Ragathol a master of intrigue who constantly tries to satisfy his ambition to become Algeroth's warlord.

Nepharite of Algeroth

Nepharite — **Cost 91**

CC	RC	PW	LD	AC	W	ST	MV	A	S
14	11	12	15	4	3	13	3	13	3

Structure: INDIVIDUAL

1 Nepharite of Algeroth

Equipment:

Azogar Powered Polearm

Special Abilities:

Give Orders, Immune to Panic, Immune to Fear, Cause Fear, Supernatural Powers 3, 2 Extra CC Attacks, First Strike

Special Rules:

Nepharites of Algeroth may choose Supernatural Powers from the Algeroth list of Supernatural Powers.

Infernal Corroder

Infernal Corroder — **Cost 44**

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	7	8	12	3	2	9	3	8	3

Structure: INDIVIDUAL

1 Infernal Corroder

Equipment:

Acid-Sprayer-Chainsaw

Special Abilities:

Immune to Fear

Special Rules:

None

Ezoghoul

Ezoghoul — **Cost 100**

CC	RC	PW	LD	AC	W	ST	MV	A	S
13	11	12	14	3	3	12	4	13	5

Structure: INDIVIDUAL

1 Ezoghoul

Equipment:

Handcannon, Dimension Blade

Special Abilities:

Give Orders, Enhanced Charge, 1 Extra CC Attack, Immune to Panic, Immune to Fear, Cause Fear, Supernatural Powers 1

Special Rules:

The Ezoghoul may choose Supernatural Powers from the Algeroth list of Supernatural Powers.

Ezoghoul

Servants of Algeroth

Individuals

- Nepharite
- Infernal Corroder
- Ezoghoul
- Carnal Harvester
- Gomorrian Imasculator
- Nasca Razide
- Bio-Giant

Personalities

- Alakhai
- Golgotha
- Stahler
- Valpurgis
- Ragathol

Infernal Corroder

Nepharite of Algeroth

Carnal Harvester

Gomorrian Emasculator

Nasca Razide (with Hellblazer Shotgun)

Nasca Razide (with Ashnagaroth HMG)

Carnal Harvester

Carnal Harvester — Cost 60

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	8	11	10	3	3	9	4	11	3

Structure: INDIVIDUAL

1 Carnal Harvester

Equipment:

HMG

Special Abilities:

Feast, Immune to Panic, Immune to Fear

Special Rules:

The Carnal Harvester can attack with its fists in CC, Hit +0, Dam ST +0.

Gomorrian Emasculator

Gomorrian Emasculator — Cost 56

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	8	11	11	3	3	11	3	11	3

Structure: INDIVIDUAL

1 Gomorrian Emasculator

Equipment:

Power Hammer, Twin PLR

Special Abilities:

Immune to Panic, Immune to Fear

Special Rules:

None

Nasca Razide

Nasca Razide (with Hellblazer Shotgun) — Cost 64

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	9	10	11	3	4	14	4	15	3

Structure: INDIVIDUAL

1 Nasca Razide

Equipment:

Hellblazer Shotgun

Special Abilities:

Immune to Panic, Immune to Fear

Special Rules:

The Nasca Razide can attack with its fists in CC, Hit +0, Dam ST+0(x2).

Nasca Razide

Nasca Razide (with Ashnagaroth HMG) — Cost 67

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	9	10	11	3	4	14	4	15	3

Structure: INDIVIDUAL

1 Nasca Razide

Equipment:

Ashnagaroth HMG

Special Abilities:

Immune to Panic, Immune to Fear

Special Rules:

The Nasca Razide can attack with its fists in CC, Hit +0, Dam ST+0(x2).

Bio-Giant

Bio-Giant — Cost 199

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	10	9	3	9	15	3	15	7

Structure: INDIVIDUAL

1 Bio-Giant

Equipment:

Bio Cannon

Special Abilities:

Immune to Panic, Immune to Fear, Cause Fear, Weapons Immunity 10

Special Rules:

The Bio-Giant can attack with its fist in CC, Hit +0, DAM ST +0(x5). For the purposes of Weapons Immunity this attack counts as an Anti-Tank attack. The Bio-Giant cannot Dive For Cover or Go Prone. The Bio-Giant may spend 1 Action each Turn to Bellow. Any models of Size 4 or less within 3 inches lose 1 Action during their next Turn. Any Waiting models lose their reserved Action and their Wait Counters are removed. You may not have more than 1 Bio-Giant in your army.

Bio-Giant

Alakhai the Cunning

Alakhai the Cunning — Cost 136

CC	RC	PW	LD	AC	W	ST	MV	A	S
15	13	13	16	4	4	13	3	14	3

Structure: INDIVIDUAL

Alakhai the Cunning

Equipment:

Two-Handed Dimension Blade

Special Abilities:

Give Orders, Immune to Panic, Immune to Fear, Cause Fear, 2 Extra CC Attacks, First Strike, Supernatural Powers 4, Inspiring leadership, Tactical Sense

Special Rules:

Alakhai the Cunning is a Personality and may choose Supernatural Powers from the Algeroth list of Supernatural Powers. Alakhai and Golgotha can not be bought for the same army.

Golgotha

Golgotha — Cost 71

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	10	15	15	4	3	12	3	12	3

Structure: INDIVIDUAL

Golgotha

Equipment:

Necrotech Claw

Special Abilities:

Give Orders, Immune to Panic, Immune to Fear, Cause Fear, Supernatural Powers 4, 1 Extra CC Attack

Special Rules:

Golgotha is a Personality and may choose Supernatural Powers from the Algeroth list of Supernatural Powers. Golgotha and Alakhai can not be bought for the same army.

Alakhai the Cunning

Stahler

Stahler — Cost 81

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	12	13	15	3	2	10	3	10	2

Stahler in Carcass Armor

CC	RC	PW	LD	AC	W	ST	MV	A	S
13	8	13	15	4	2	12	3	13	2

Structure: INDIVIDUAL

Stahler

Equipment:

Stahler: Pistol

Stahler in Carcass Armor: 2 Necrotech Claws

Special Abilities:

Stahler: Give Orders, Immune to Panic, Immune to Fear, 1 Extra RC Attack

Stahler in Carcass Armor: Give Orders, Immune to Panic, Immune to Fear, 2 Extra CC Attacks, First Strike

Special Rules:

Stahler is a Personality and is Deployed as Stahler. When Stahler is reduced to 0 wounds he is transformed by the Carcass.Armor and regains 2 Wounds. If these 2 Wounds are reduced to 0 he is killed and removed from the table.

Valpurgis

Valpurgis — Cost 71

CC	RC	PW	LD	AC	W	ST	MV	A	S
14	11	16	14	4	3	11	3	14	2

Structure: INDIVIDUAL

Valpurgis

Equipment:

Dimension Blade

Special Abilities:

Give Orders, Immune to Panic, Immune to Fear, Supernatural Powers 5

Special Rules:

Valpurgis is a Personality and may choose Supernatural Powers from the Algeroth list of Supernatural Powers. If Valpurgis fails a Power roll he may re-roll the attempt. However, he must abide by the second result.

Ragathol

Ragathol — Cost 109

CC	RC	PW	LD	AC	W	ST	MV	A	S
14	12	13	15	4	4	13	3	13	3

Structure: INDIVIDUAL

1 Ragathol

Equipment:

Blade of Lost Souls

Special Abilities:

Give Orders, Immune to Panic, Immune to Fear, Cause Fear, 2 Extra CC Attacks, First Strike, Supernatural Powers 3

Special Rules:

Ragathol is a Personality and may choose Supernatural Powers from the Algeroth list of Supernatural Powers.

Golgotha

Stahler in Carcass Armor

Stahler

Ragathol

Servants of Demnogonis

Lesser Squads
- Blessed Legionnaires
- Last Ritesmen

Greater Squads
- Kadavers
- Cairaths

Individuals
- Nepharites
- Spawn of Demnogonis
- Curator

Blessed Legionnaire

Blessed Legionnaire

Nepharite of Demnogonis

Servants of Demnogonis

Demonogonis is the Apostle of Disease, the Prince of Pestilence and the abominations that serve his purpose are vile beyond belief. The Blessed Legionnaires are blessed with nothing but decay, their undead flesh is crawling with maggots and the stench of rot precedes them onto the battlefield. The Last Ritesmen are equally nauseating. Stitched together from the rotting remains of corporate soldiers they attack with the blades and spikes which are fused to their hands.

The Kadavers are walking corpses enhanced and made strong by the enhancing diseases of Demnogonis. The Cairath is little more than a pile of rotting flesh animated and armed with mechanical appendages by the power of Necrotechnology.

The Nepharites of Demnogonis use Supernatural Powers in keeping with their master's foul essence. They are host to a multitude of diseases and parasites but their bodies have the power to regenerate themselves after being wounded. The Spawn of Demnogonis are the favorite children of the Prince of Pestilence his eyes and ears on the battlefield. He delights in the corruption they cause. Last but not least are the Curators, depraved surgeons who heal the forces of Demnogonis on the battlefield. Tending the wounded and administering treatments that would devour the flesh of a healthy man but soothe the putrid flesh of this diseased army.

Blessed Legionnaires

Blessed Legionnaire — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	8	8	3	1	7	3	8	2

Structure: SQUAD

8-12 Blessed Legionnaires

Equipment:

Blessed Legionnaires: Assault Rifle

Special Abilities:

Blessed Legionnaires: Zombie, Revolting

Special Rules:

None

Last Ritesmen

Last Ritesman — Cost 15

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	6	8	8	3	1	7	3	7	2

Structure: SQUAD

8-12 Last Ritesmen

Equipment:

None

Special Abilities:

Last Ritesmen: Immune to Panic, Immune to Fear

Special Rules:

The Last Ritesmen do not have equipment as such. They attack in CC with the sharp and blade-like claws that are fused to their hands, Hit -1, Dam ST +0.

Kadavers

Kadaver — Cost 23

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	6	8	7	3	2	9	3	8	2

Structure: SQUAD

2-4 Kadavers

Equipment:

Kadavers: Sword, Pistol

Special Abilities:

Kadavers: Zombie

Special Rules:

None

Cairaths

Cairath — Cost 15

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	-	9	8	2	2	9	3	7	3

Structure: SQUAD

2-8 Cairaths

Equipment:

None

Special Abilities:

Cairaths: 1 Extra CC Attack, Revolting, Feast, Immune to Panic, Immune to Fear

Special Rules:

Cairaths may climb any surface without making Climbing rolls. However, if they take a Wound while Climbing they must make a Climbing roll as normal. They may also squeeze through Size 0 Access points and gaps down to 0.5 inch in diameter. The Cairath attacks in CC with its Pseudopods, Hit +0, Dam ST +0.

Nepharite of Demnogonis

Nepharite of Demnogonis

Nepharite (with Plague Gun) — Cost 154

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	12	13	15	4	4	12	3	12	3

Structure: INDIVIDUAL

1 Nepharite

Equipment:

Plague Gun, Sword

Special Abilities:

Give Orders, Immune to Panic, Immune to Fear, Cause Fear, Supernatural Powers 3, Revolting

Special Rules:

Nepharites of Demnogonis choose Supernatural Powers from the Demnogonis list of Supernatural Powers.

Spawn of Demnogonis

Spawn Of Demnogonis — Cost 43

CCRC	PW	LD	AC	W	ST	MV	A	S
117	10	12	3	3	11	3	12	3

Structure: INDIVIDUAL

1 Spawn of Demnogonis

Equipment:

None

Special Abilities:

Immune to Panic, Immune to Fear, Revolting, Supernatural Powers 1

Special Rules:

The Spawn of Demnogonis may choose Supernatural Powers from the Demnogonis list of Supernatural Powers. It attacks with its clawed hand in CC, Hit +0, Dam ST +0.

Nepharite of Demnogonis

Nepharite (with Azogar Powered Polearm) — Cost 98

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	12	12	15	4	4	12	3	12	3

Structure: INDIVIDUAL

1 Nepharite with Azogar Powered Polearm

Equipment:

Azogar Powered Polearm

Special Abilities:

Give Orders, Immune to Panic, Immune to Fear, Cause Fear, Supernatural Powers 3, Revolting

Special Rules:

Nepharites of Demnogonis may choose Supernatural Powers from the Demnogonis list of Supernatural Powers.

Curator

Curator — Cost 32

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	8	9	11	3	2	8	3	8	2

Structure: INDIVIDUAL

1 Curator

Equipment:

Sword, Pistol

Special Abilities:

Immune to Panic, Immune to Fear, Medic for Demnogonis forces only

Special Rules:

None

Nepharite of Demnogonis

Spawn of Demnogonis

Curator

Servants of Ilian

Lesser Squads
- Children of Ilian
- Scion of Ilian

Greater Squads
- Templars
- Brass Apocalypts

Individuals
- Nepharite

Personalities
- Karak the Keeper

Scion of Ilian

Templar

Templar

Servants of Ilian

Ilian is the First Mistress of the Dark Soul and was the first of the Dark Apostles to be encountered by humankind. She is a creature of the Dark Symmetry living in perfect disharmony with its unfathomable chaos. The Children of Ilian are a vicious parody of human children. They are small in stature and relatively weak compared to a full-grown human soldier but what they lack in size they make up for in numbers, attacking the enemy in concerted groups, dragging them down and beating them to death with their Skull Maces. Leading the Children of Ilian are the Scions of Ilian. Brutish warriors armed with sub machine guns and a crude chopper which they use to dismember those who fall victim to the Children that they lead.

The Templars are an ancient warrior-race that closely resemble human beings. Brought through the rifts from another plane they are powerfully built and fight with an unholy lust for the greater glory of their mistress Ilian. The Brass Apocalypts make up a heavy assault Squad. Bound together by the power of the Dark Symmetry they make a large impact on any battle as they blaze away with their light machine guns.

Of all the Nepharites in the Dark Legion none are more skilled in the use of Supernatural Powers than the Nepharites of Ilian. Whether they wield heavy machine guns or the wicked Dimension Blade they are terrifying foes. Karak the Keeper carries the favor of his mistress. This powerful Individual is often found leading large bands of Templars in the course of his mistresses bloody crusade.

Children of Ilian

Child of Ilian — Cost 9

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	5	9	11	3	1	5	3	6	1

Scion of Ilian (Leader) — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	12	3	1	8	3	6	2

Structure: SQUAD

8-12 Children of Ilian
Up to 1 Scion of Ilian (Leader)

Equipment:

Child of Ilian: Skull Mace
Scion of Ilian: SMG, Chopper

Special Abilities:

Child of Ilian: Group Attack
Scion of Ilian: Group Attack

Special Rules:

None

Scions of Ilian

Scion of Ilian — Cost 21

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	10	12	3	1	8	3	6	2

Structure: SQUAD

4-8 Scions of Ilian

Equipment:

SMG, Chopper

Special Abilities:

Group Attack

Special Rules:

None

Templars

Templar — Cost 31

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	11	13	3	1	9	3	10	2

Templar Void Cannon Specialist — Cost 41

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	10	11	13	3	1	9	3	10	2

High Templar (leader) — Cost 37

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	12	14	3	1	9	3	10	2

Structure: SQUAD

4-8 Templars
Up to 1 Templar Void Cannon Specialist
Up to 1 High Templar (leader)

Equipment:

Templars: Templar Mace, Assault Rifle
Void Cannon Specialist: Void Cannon, Sword
High Templar: Templar Sword, Assault Rifle

Special Abilities:

Templars: Immune to Panic, Immune to Fear
Void Cannon Specialist: Immune to Panic, Immune to Fear
High Templar: Immune to Panic, Immune to Fear, Tactical Sense

Special Rules:

None

Brass Apocalypts

Brass Apocalypt — Cost 41

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	9	10	13	3	2	9	3	12	2

Structure: SQUAD

2-4 Brass Apocalypts

Equipment:

Brass Apocalypts: LMG

Special Abilities:

Brass Apocalypts: Immune to Panic, Immune to Fear

Special Rules:

None

Nepharite of Ilian

Nepharite (with HMG) — Cost 90

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	13	15	15	4	3	11	3	12	3

Structure: INDIVIDUAL

1 Nepharite of Ilian

Equipment:

HMG, Chains of Ilian

Special Abilities:

Supernatural Powers 4, Give Orders, Immune to Panic, Immune to Fear

Special Rules:

Nepharites of Ilian may choose Supernatural Powers from the Ilian list of Supernatural Powers.

Nepharite of Ilian

Nepharite (with Dimension Blade and Pistol) — Cost 77

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	13	15	15	4	3	11	3	12	3

Structure: INDIVIDUAL

1 Nepharite of Ilian

Equipment:

Dimension Blade and Pistol, Chains of Ilian

Special Abilities:

Supernatural Powers 4, Give Orders, Immune to Panic, Immune to Fear

Special Rules:

Nepharites of Ilian may choose Supernatural Powers from the Ilian list of Supernatural Powers.

Karak The Keeper

Karak The Keeper — Cost 122

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	13	14	14	4	3	11	3	13	3

Structure: INDIVIDUAL

Karak The Keeper

Equipment:

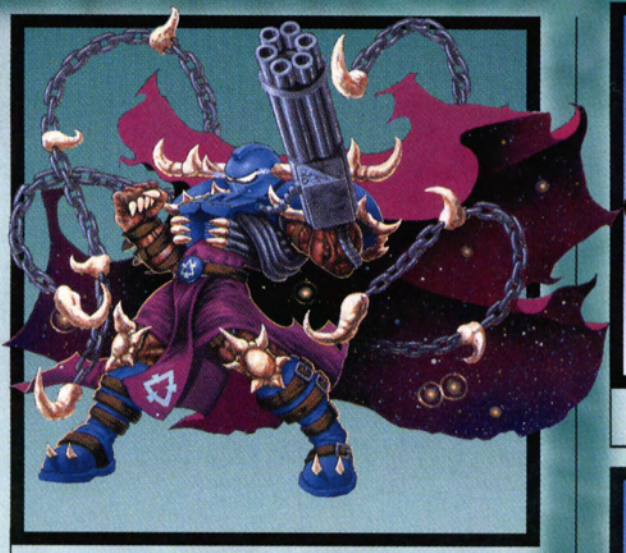
HMG, HMP

Special Abilities:

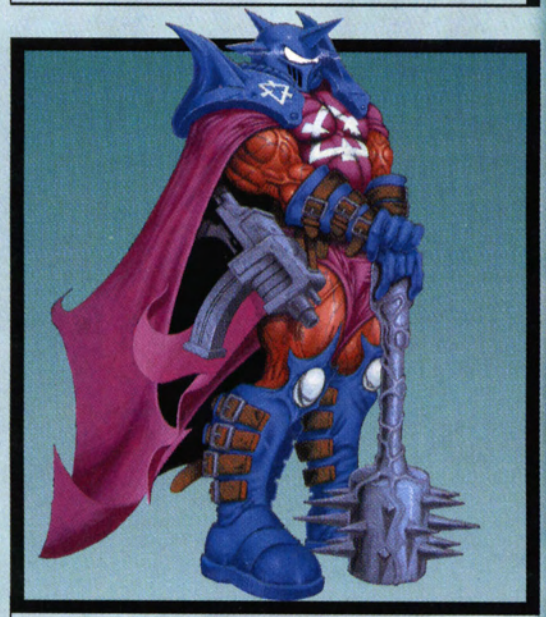
Immune to Panic, Immune to Fear, 1 Extra RC Attack, Inspiring Leadership for Templars only, Give Orders to Templars only, Supernatural Powers 2

Special Rules:

Karak the Keeper is a Personality and may choose Supernatural Powers from the Ilian list of Supernatural Powers.



Nepharite of Ilian



Templar

Nepharite (with Dimension Blade and Pistol)

Templar Void Cannon Specialist

High Templar

Karak The Keeper

Servants of Muawijhe

Lesser Squads
- Karnophages
- Screaming Legionnaires

Greater Squads
- Immaculate Fury
- Zenithian Soulslayer

Individuals
- Nepharite
- Doomsday Proclaimer
- Zenithian Slaughtermaster

Karnophage

Karnophage

Screaming Legionnaire

Servants of Muawijhe

Muawijhe is the Lord of Insanity and wherever his presence is felt madness follows close behind. The Karnophages are humans that were foolish enough to believe they could bargain with insanity. Now they are lost in the twisted halls of the mind with no hope of escape. When they enter battle their naked bodies are animated with manic energy and they tear at the enemy with teeth and claws. Marching with the frantic Karnophages are the Screaming Legionnaires, more pitiful humans whose tortured minds know only confusion, pain and the simple desire to cause harm. The unnerving sound of the Screaming Legionnaires has caused many a hardened veteran to lose his nerve and couch in fear before the forces of Muawijhe.

Adding some heavy firepower to Muawijhe's army are the Immaculate Fury. Dark Legion creatures brought through from a violent realm of madness. The Zenithian Soulslayers are nightmares in the flesh. Large demons with blue-black skin they slash and rend their victims with blade-like claws and rows of sharp teeth. And related to these but many times more powerful are the Zenithian Slaughtermasters larger and stronger than their cousins the Slaughtermasters are able to use Supernatural Powers adding greatly to the fear they instill.

The Nepharites of Muawijhe bring the insanity of their master to the battlefield. The Supernatural Powers they use are all tainted by their Lord's warped mind and in many ways are more terrifying than attacks of the flesh. Also serving his master's quest to corrupt the sound mind of humanity is the Doomsday Proclaimer. This creature floats over the battlefield preying on the insecurity of humankind, questioning their sanity. And in a world so full of suffering and war is anyone completely free of madness?

Karnophages

Karnophage — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
10	N/A	9	12	3	1	9	3	8	2

Structure: SQUAD

4-12 Karnophages

Equipment:

None

Special Abilities:

Karnophages: Enhanced Charge, Extra CC Attack, Immune to Panic, Immune to Fear

Special Rules:

Karnophages use their teeth and claws in CC, Hit +0, Dam ST +0.

Screaming Legionnaires

Screaming Legionnaire — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	8	9	3	1	7	3	7	2

Screaming Legionnaire Nightmare Projector Specialist — Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	6	8	9	3	1	7	3	7	2

Zenithian Soulslayer (Leader) — Cost 38

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	N/A	9	12	3	2	10	4	9	3

Structure: SQUAD

8-12 Screaming Legionnaires
Up to 1 Screaming Legionnaire Nightmare Projector Specialist
Up to 1 Zenithian Soulslayer (Leader)

Equipment:

Screaming Legionnaires: Assault Rifle
Nightmare Projector Specialist: Nightmare Projector, Sword
Zenithian Soulslayer: None

Special Abilities:

Screaming Legionnaires: Zombie
Nightmare Projector Specialist: Zombie
Zenithian Soulslayer: Enhanced Charge, Immune to Panic, Immune to Fear, 1 Extra CC Attack

Special Rules:

Due to their incessant screaming all human models within 6 inches of a Screaming Legionnaire suffer an LD penalty of -2.

Immaculate Fury

Immaculate Fury — Cost 38

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	10	9	12	3	2	8	3	11	3

Immaculate Fury HMG Specialist — Cost 52

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	10	9	12	3	2	8	3	11	3

Structure: SQUAD

2-4 Immaculate Fury
Up to 1 Immaculate Fury HMG Specialist

Equipment:

Immaculate Fury: Scattergun
HMG Specialist: Nazgaroth HMG

Special Abilities:

Immaculate Fury: Immune to Panic, Immune to Fear
HMG Specialist: Immune to Panic, Immune to Fear

Special Rules:

None

Zenithian Soulslayers

Zenithian Soulslayer — Cost 38

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	N/A	9	12	3	2	10	4	9	3

Structure: SQUAD

4-8 Soulslayers

Equipment:

None

Special Abilities:

Soulslayers: Enhanced Charge, Immune to Panic, Immune to Fear; 1Extra CC Attack

Special Rules:

Soulslayers fight with their razor sharp claws in CC, Hit +0, Dam ST +0.

Nepharite of Muawijhe

Nepharite — Cost 65

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	10	13	15	4	3	12	3	12	3

Structure: INDIVIDUAL

1 Nepharite of Muawijhe

Equipment:

None

Special Abilities:

Enhanced Charge, Supernatural Powers 3, Immune to Panic, Immune to Fear, Cause Fear, 1 Extra CC Attack

Special Rules:

Nepharites of Muawijhe may choose Supernatural Powers from the Muawijhe list of Supernatural Powers. They use their teeth and claws in CC, Hit +0, Dam ST +0.

Doomsday Proclaimer

Doomsday Proclaimer — Cost 51

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	10	13	3	2	8	3	10	3

Structure: INDIVIDUAL

1 Doomsday Proclaimer

Equipment:

2 Doomsday Shotguns

Special Abilities:

1 Extra RC Attack, 1 Extra CC Attack, Immune to Panic, Immune to Fear

Special Rules:

The Doomsday Proclaimer floats over the ground so is not affected by rough Terrain and can move over obstructions less than half its height without spending an Action to clamber over them.

Zenithian Slaughtermaster

Zenithian Slaughtermaster — Cost 62

CC	RC	PW	LD	AC	W	ST	MV	A	S
13	N/A	11	14	3	3	12	4	10	3

Structure: INDIVIDUAL

1 Zenithian Slaughtermaster

Equipment:

None

Special Abilities:

Immune to Panic, Immune to Fear, Cause Fear, 1 Extra CC Attack, Supernatural Powers 1, Give Orders to Zenithian Soulslayers only

Special Rules:

Zenithian Slaughtermasters may choose Supernatural Powers from the Muawijhe list of Supernatural Powers. Slaughtermasters fight with their razor sharp claws in CC, Hit +0, Dam ST +0.

Nepharite of Muawijhe

Nepharite of Muawijhe

Immaculate Fury

Zenithian Slaughtermaster

Zenithian Soulslayer

Servants of Semai

Lesser Squads
- Heretic Legionnaires

Greater Squads
- Dark Huntsmen

Individuals
- Nepharite
- Callistonian Sundancer
- Callistonian Intruder
- Eaonian Justifier
- Metropolitan Prophet

Heretic

Heretic Legionnaire

Nepharite of Semai

Servants of Semai

Semai is the Betrayer and the Speaker of Lies. He delights in turning comrades against each other and sowing the seeds of betrayal. He seeks to entrap followers with blatant untruths and such is his skill that his ranks are swelling. The Heretic Legionnaires were seduced by promises of great glory and only when it was too late for them to turn back did they learn the truth of their deception. Now they are bound to their master's cause with no hope of redemption. The Dark Huntsmen are human soldiers and still have a mind of their own, or at least that is what they believe! The web of lies is wound so tightly around them that they are not even aware of the brainwashing they have endured. All they know is the firm belief that humanity should be eradicated.

The Nepharites of Semai follow their master's lead as they use their Supernatural Powers to deceive the enemy tempting even the most steadfast heart to betray his brother and slaying those who prove strong enough to resist. The Callistonian Sundancer prefers a more direct approach. Making the most of camouflage it maneuvers into position until it can dispatch the enemy with a single shot from its sniper rifle. The Callistonian Intruder also likes to engage the enemy in combat it uses its skill to outflank the enemy forces coming up on them from the least expected direction and bringing death along with it.

Eaonian Justifiers are much hated for their cruel minds. They enjoy listening to the lies their torture victims invent when the truth has failed to set them free. But the tragedy is, the better they are at lying the longer their suffering will continue, for to Semai the master of lies, their pitiful attempts at deception are music to his ears.

The Metroploitan Prophet is an assassin that uses the art of illusion to get close to his victims. He might appear as a comrade and friend before taking your life without a second thought. Know that you can never be safe from the Metropolitan Prophet!

Heretic Legionnaires

Heretic Legionnaires — Cost 20

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	7	7	11	3	1	7	3	7	2

Heretic (leader) — Cost 22

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	7	7	12	3	1	7	3	7	2

Structure: SQUAD

8-12 Heretic Legionnaires
Up to 1 Heretic (leader)

Equipment:

Heretic Legionnaires: Assault Rifle
Heretic: Assault rifle, Pistol

Special Abilities:

Heretic Legionnaires: Immune to Fear
Heretic: Immune to Fear

Special Rules:

None

Dark Huntsmen

Dark Huntsman — Cost 40

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Structure: SQUAD

2-4 Dark Huntsmen

Equipment:

Dark Huntsmen: Assault Rifle

Special Abilities:

Dark Huntsmen: Stalk

Special Rules:

You may not have more than 1 Squad of Dark Huntsmen in your army.

Nepharite of Semai

Nepharite — Cost 77

CC	RC	PW	LD	AC	W	ST	MV	A	S
12	12	13	15	4	3	12	3	12	3

Structure: INDIVIDUAL

1 Nepharite of Semai

Equipment:

Dimension Blade, Jahkt Throwing Disc

Special Abilities:

Immune to Panic, Immune to Fear, Give Orders, Supernatural Powers 3

Special Rules:

The Nepharite of Semai may choose Supernatural Powers from the Semai list of Supernatural Powers. When a human model attempts to Fire at a Nepharite of Semai they suffer an RC penalty of -2 due to the incessant whispering voices that fill their mind with seductive lies and false promises.

Callistonian Sundancer

Callistonian Sundancer — Cost 45

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	8	8	12	3	1	8	3	8	2

Structure: INDIVIDUAL

1 Callistonian Sundancer

Equipment:

Sniper Rifle

Special Abilities:

Camouflage, Sniper, Infiltrate

Special Rules:

None

Callistonian Intruder

Callistonian Intruder — **Cost 31**

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	11	9	13	3	1	9	3	9	2

Structure: INDIVIDUAL

1 Callistonian Intruder

Equipment:

Dimension Blade, Jahkt Throwing Disc

Special Abilities:

Infiltrate, Camouflage

Special Rules:

None

Eaonian Justifier

Eaonian Justifier — **Cost 25**

CC	RC	PW	LD	AC	W	ST	MV	A	S
9	7	9	12	3	2	9	3	10	2

Structure: INDIVIDUAL

1 Eaonian Justifier

Equipment:

None

Special Abilities:

Inspiring Leadership for Heretics only, Cause Fear

Special Rules:

Eaonian Justifiers attack with their claws in CC, Hit +0, Dam ST +0.

Metropolitan Prophet

Metropolitan Prophet — **Cost 114**

CC	RC	PW	LD	AC	W	ST	MV	A	S
11	10	10	12	3	3	10	3	11	3

Structure: INDIVIDUAL

1 Metropolitan Prophet

Equipment:

Heavy Machine Pistol

Special Abilities:

Unseen Assailant, 1 Extra CC Attack, Immune to Panic, Immune to Fear

Special Rules:

You may not have more than 1 Metropolitan Prophet in your army.

Eaonian Justifier

Callistonian Intruder

Metropolitan Prophet

Nepharite of Semai

Dark Legion Armory

Assault Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	10	+2	10	+1	10	-1	10	-3	8	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2	8	+2	8	+0	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Machine Pistol

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	8	+2(x2)	8	+0(x2)	8	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Heavy Machine Pistol (HMP)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+2(x2)	9	+2(x3)	9	+0(x2)	9	-	-	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Gatling Cannon

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1(x2)	11(x2)	+2(x2)	11(x2)	+1(x2)	11(x2)	0	10(x2)	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sub Machine Gun (SMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	9	+2(x2)	9	+1(x2)	9	-1	8	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Scattergun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	10	+2(x2)	10	+1(x2)	10	-1	9	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Light Machine Gun (LMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	11	+3(x3)	11	+2(x2)	11	-2	11	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Handcannon

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	12	+3(x3)	12	+2(x2)	12	-2	12	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Decimator Handcannon

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	14	+2(x2)	14(x2)	+1(x2)	14(x2)	-2	14(x2)	-	-	-	-

Type:
One-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Heavy Machine Gun (HMG)

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	13	+3(x3)	13	+1(x2)	13	-1	13	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Dark Scythe Heavy Machine Gun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
0	13(x2)	+3(x3)	13	+1(x2)	13	-1	13	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Ashnagaroth HMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	14	+3(x3)	14	+1(x2)	14	-2	14	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Nazgaroth HMG

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-4	15	+3(x4)	14	+1(x3)	14	-2(x2)	14	-	-	-	-

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Necrotech Claw

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+1	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Jahkt Throwing Disc

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST-1	0	10(x2)	-1	10(x2)	-	-	-	-	-	-

Type:
One-Handed, Melee and Missile Weapon
Special Rules:
None

Chopper

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Heavy Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+1	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Dimension Blade

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+1	ST+0(x2)	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Two-Handed Dimension Blade

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+3(x2)	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
None

Blade of lost Souls

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+2(x2)	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
Whenever a Wound is caused with the Blade of Lost Souls the wielder may attempt to recover a lost Wound by spending an Action and making a successful Leadership Test. If successful the bearer regains a lost Wound though it may never exceed the number of Wounds it started with. If unsuccessful the Bearer loses a Wound due to the random and chaotic effects of the hungry blade as it seeks new souls to devour.

Templar Sword

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+2(x2)	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
None

Templar Mace

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2	ST+3	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
None

Skull Mace

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
None

Azogar Powered Polearm

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+1(x2)	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
None

Giant Azogar

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	ST+0(x4)	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon, Anti Tank
Special Rules:
None

Soulscythe

Scythe

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	+2(x2)	-	-	-	-	-	-	-	-	-	-

Chain

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
+0	+0	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon
Special Rules:
The Soulscythe is a weapon that can change form. Without spending any Actions the wielder of this weapon may transform it into one of two forms, the Scythe or the Chain. It may only ever use one form per attack. When the wielder uses the Chain any opponents of Size 4 or less lose their Charge bonuses when Charging it.

Sniper Rifle

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-3	10	+2	10(x2)	+1	10(x2)	0	10(x2)	-1	10(x2)	-2	9

Type:
Two-Handed, Direct Fire, Missile Weapon
Special Rules:
None

Acid-sprayer-Chainsaw

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+0(x2)	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Melee Weapon, Directly Placed Template Weapon
Special Rules:
Only the Chainsaw can be used to attack models in CC. The Acid-Sprayer uses the Corrosive Spray Template and does Dam 10(x2).

Twin PLR

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	+2(x2)	11	+1(x2)	11	-1(x2)	11	-	-	-	-

Type:
Mounted, Direct Fire, Missile Weapon
Special Rules:
The PLR is an incendiary Weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Power Hammer

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1	ST+2	-	-	-	-	-	-	-	-	-	-

Type:
One-Handed, Melee Weapon
Special Rules:
A model using this as its primary weapon in Close Combat gets +1 to Dam for each additional Action spent to increase its chance to hit.

Flame-Thrower

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
The Flame-Thrower uses the Flamer Template DAM 12. The Flame-Thrower is an incendiary weapon. When a model is hit by an incendiary weapon it is set on fire and must make a successful Armor Roll or take a Wound. If it has more than one Wound it must continue to make Armor Rolls until it succeeds or dies.

Plague Gun

CC		P.B.		Short		Med		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-	-	-	-	-	-	-	-	-	-	-	-

Type:
Two-Handed, Directly Placed Template Weapon
Special Rules:
Uses the Plague Template DAM 11(x2).

LANCIAFIAMME TORMENTOR

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-	-	-	-	-	-	-	-

Tipo:

Due mani, Indicatore ad Effetto Area Diretto

Regole Speciali:

I Lanciafiamme Tormentor utilizza l'Indicatore del Lanciafiamme, DANNO 13. E' un'arma incendiaria. Quando un modello è colpito prende fuoco e deve superare un Tiro Armatura altrimenti subisce una Ferita. Se ne ha più di una deve continuare a fare Tiri Armatura finché non si salva o muore.

PROIETTORE DI INCUBI

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-	-	-	-	-	-	-	-

Tipo:

Due mani, Indicatore ad Effetto Area Diretto

Regole Speciali:

Usare l'Indicatore Proiettore di Incubi, le miniature colpite devono superare 2 test di Comando altrimenti subiscono una Ferita.

CANNONE DEL VUOTO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-	-	-	-	-	-	-	-

Tipo:

Due mani, Indicatore ad Effetto Area Diretto

Regole Speciali:

Usare l'Indicatore del Cannone del Vuoto, Danno 11. I modelli colpiti ma non uccisi devono superare un Test di Comando altrimenti perdono 1 Azione nel loro successivo Turno.

FUCILE INFERNALE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-1	11	+2	10(x2)	0	9(x2)	-1	8	-	-	-	-

Tipo:

Due mani, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

FUCILE DELGIORNO DEL GIUDIZIO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+1	10	+2	9(x2)	0	8(x2)	-1	7	-	-	-	-

Tipo:

Una Mano, Fuoco Diretto, Arma da Tiro

Regole Speciali:

Nessuna

CANNONE SACRILEGO

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	-	-	-1	12	-3	12	-5	12	-7	12

Tipo:

Montato sul veicolo, Arma ad Effetto Area Diretto, Fuoco Indiretto, Arma da Tiro

Regole Speciali:

Usare l'Indicatore del Cannone Sacrilego.

CATENE DI ILLIAN

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
+0	F0+0	-	-	-	-	-	-	-	-	-	-

Tipo:

Arma Bianca

Regole Speciali:

Le Catene di Ilian in Corpo a Corpo sono considerate un'arma addizionale quindi il giocatore deve scegliere qual'è quella primaria. Dopo aver deciso si può procedere con la risoluzione dell'attacco e si ha un bonus di +1 solo se la si utilizza come seconda arma. IIn caso sia quella primaria, tutti gli avversari di Dimensione 4 o meno perdono i bonus di Carica.

BIO-CANNONE

CC		TD		GC		GM		GL		GE	
Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno	Colp.	Danno
-	-	0	11(x2)	-2	11(x2)	-3	11(x2)	-4	11(x2)	-	-

Tipo:

Una Mano, Fuoco Diretto, Arma da Tiro, Arma ad Effetto Area a Raggio

Regole Speciali:

Utilizza l'Indicatore della Piccola Esplosione.

Cannoncino Multiplo

Falce delle Anime

Pistola

Fucile diAssalto

Supernatural Powers

Algeroth

Ultimate Sacrifice

Cost: 12
Range: 12 inches & LOS
Difficulty: 10
Actions: 1
Save: N/A

Effect: A model successfully using this Supernatural Power may target a single friendly model. Place an Ultimate Sacrifice Counter beside the affected model. The next time the model is Activated it receives an MV bonus of +2. It also receives a bonus when fighting in CC, +2 to hit and +2 Dam with any weapons. However, at the end of the target model's Turn it slumps to the ground dead, the last of its life force spent in one final burst of aggression. This cannot be used more than once on the same target.

Dark Enhancement

Cost: 24
Range: 12 inches & LOS
Difficulty: 12
Actions: 2
Save: N/A

Effect: A model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the entire target Unit receives an RC bonus of +1 to hit and +1 Dam. Place a Dark Enhancement Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Counter is removed. This Supernatural Power cannot be used on a Unit that is already under the influence of Dark Enhancement.

Bloodlust

Cost: 15
Range: 8 inches & LOS
Difficulty: 9
Actions: 1
Save: N/A

Effect: A model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the entire target Unit receives a CC bonus of +1 to hit and +1 Dam. Place a Bloodlust Counter beside the affected Unit. The effect lasts until the end of the Unit's next Turn at which point the Counter is removed. This Supernatural Power can not be used on a Unit that is already under the influence of Bloodlust.

Warcry

Cost: 34
Range: 6 inches
Difficulty: 8
Actions: 1
Save: N/A

Effect: When a model successfully uses this Supernatural Power all friendly Units within 6 inches get the Enhanced Charge Special Ability during their next Turn. In order for a Squad to benefit from the Warcry at least one member must be within range of the model using the Power and also in Command Distance of the Leader of their Squad. Place a Warcry Counter beside each affected Unit. The effects last until the end of the Units' next Turn, at which point the Counter is removed. Blocked Access Points and walls in buildings stop the Warcry.

Bloodfest

Cost: 64
Range: 12 inches & LOS
Difficulty: 13
Actions: 3
Save: N/A

Effect: A model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If successful the next time the target Unit is Activated all the models in it, except those in CC, burst into flame and must use all their Actions to Move as far as they can in a direction determined by rolling for Deviation. When all models have Moved they simultaneously explode killing themselves and possibly damaging any other models in the vicinity.

Work out the effect as follows:

- Any affected models killed before all the models in the target Unit have finished Moving do not explode.
- The range of the explosion is 1 inch for every point of Size of the exploding model. The explosion hits any models in range and LOS to the exploding model. The Damage for the explosion is 10 for every 2 of the exploding model's remaining Wounds (rounded up). For example, if the exploding model has 1 Wound the Damage would be 10, if it has 3 Wounds the Damage would be 10(x2).

Demnogonis

Putrescent Spray

Cost: 35
Range: Directly Placed Template
Difficulty: 10
Actions: 1
Save: Armor
Effect: When a model successfully uses this Supernatural Power a gout of putrid and corrosive slime shoots forth, burning and rotting its way through Armor and flesh. Center the PLague Template over the target as normal. Any models touched by the template are hit by the Putrescent Spray, Dam 13, and must make an Armor Roll to avoid taking a Wound. If they have more than 1 Wound they must continue to make Armor Rolls until they succeed or die.

Rebirth

Cost: 29
Range: 6 inches & LOS
Difficulty: 14
Actions: 2
Save: Armor
Effect: When a model successfully uses this Supernatural Power it may target a single, living, enemy model. The target must make an Armor Roll against a Dam 12 attack, rolling once for each of its remaining Wounds. If the model fails to make at least one successful Armor Roll it turns into a seething mound of mutated, rotting flesh under the control of the Demnogonis player. The characteristics of the Reborn depend upon the Size of the target model.

Size 1-2 model

Reborn Cost N/A

CC	RC	PW	LD	AC	W	ST	MV	A	S
5	-	7	6	2	1	7	3	5	1

Size 3-4 model

Reborn Cost N/A

CC	RC	PW	LD	AC	W	ST	MV	A	S
6	-	9	8	2	2	9	3	7	3

Size 5-6 model

Reborn Cost N/A

CC	RC	PW	LD	AC	W	ST	MV	A	S
7	-	11	10	2	4	11	3	9	5

Size 7-8 model

Reborn Cost N/A

CC	RC	PW	LD	AC	W	ST	MV	A	S
8	-	11	10	2	6	12	3	10	7

Equipment:
None
Special Abilities:
Immune to Panic, Immune to Fear, Revolting
Structure: INDIVIDUAL

Special Rules:
The Reborn may climb any surface without making Climbing rolls and must only make a Climbing roll if they take a Wound. They may squeeze through any gap of up to 0.5 inch. The Reborn can only attack in CC, Hit +0, Dam ST+0.

Nauseous Ague

Cost: 42
Range: 14 inches & LOS
Difficulty: 11
Actions: 2
Save: PW
Effect: A model successfully using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If the target fails its Save all the models in the Unit suffer a penalty of -2 to CC, RC, PW, LD, ST. Place a Nauseous Ague Counter beside the affected Unit. The effects last until the end of the Unit's next Turn at which point the Counter is removed. This Supernatural Power can not be used on a Unit that is already under the influence of Nauseous Ague.

Fountain of Filth

Cost: 15
Range: 18 inches & LOS
Difficulty: 12
Actions: 1
Save: Armor
Effect: A model successfully using this Supernatural Power may target any point on the battlefield within the range. The ground at the target point erupts and spews out a cascade of corrosive mucus and puss that showers over any unfortunate models in the vicinity. Center the Fountain of Filth Template on the target point where it remains for the rest of the game. Any models touched by the template suffer a Dam 8 attack. If used in a building this Supernatural Power can only be used on the lowest Level of the building.

Infect

Cost: 22
Range: 8 inches & LOS
Difficulty: 9
Actions: 1
Save: PW
Effect: When a model successfully uses this Supernatural Power it may target a single, living, enemy model. If the target fails its Save it is considered to be Infected. Place an Infected Counter beside it. Once infected the model must make a Save each time it is Activated and if it fails it suffers a Wound.

Any other models that start their Turn within 3 inches of the Infected model must also make a Save or they too will become Infected. When used in buildings Walls and Blocked Access Points stop the effect.

Ilian

Freezing Blast

Cost: 17
Range: Directly Placed Template & LOS
Difficulty: 13
Actions: 2
Save: Armor

Effect: When a model successfully uses this Supernatural Power a vicious blast of frigid air and sharp ice-crystal shards shoots forth. Center the Freezing Blast Template on the target model as normal. Any models touched by the template suffer a Dam 10 attack.

Warpstrike

Cost: 12
Range: Directly Placed Template
Difficulty: 10
Actions: 1
Save: Armor

Effect: When a model successfully uses this Supernatural Power it tears a hole in the fabric of reality and stands at the center of the violent distortion. Center the Warpstrike Template on the model using the Supernatural Power. Any models touched by the template suffer a Dam 13 attack. The model using the Supernatural Power is not affected by the Warpstrike.

Chain Lightning

Cost: 29
Range: 18 inches & LOS
Difficulty: 12
Actions: 2
Save: Armor

Effect: When a model successfully uses this Supernatural Power it may target a single enemy model, calling forth the wild, electro-static energy of the Void. The target model suffers a Dam 8(x2) attack. If the Chain Lightning kills the target model the model using the Supernatural Power may direct the Chain Lighting to the next closest model within range so long as it is within 4 inches of the original target. However, in order to do this it must first make a successful Leadership Test. This may be repeated until there are no models in range or the model using the Supernatural Power fails its Leadership Test.

Vortex

Cost: 39
Range: 10 inches & LOS
Difficulty: 16
Actions: 2
Save: PW

Effect: When a model successfully uses this Supernatural Power it may target any point on the battlefield within the range. The model calls forth a writhing Vortex of despair that sucks the life force out of models that are touched by it before disappearing from whence it came. Center the Vortex Template on the target point. Any models touched by the template must make a Save for each of their remaining Wounds. Affected models take one Wound for each failed Save.

Warp Shield

Cost: 15
Range: Personal
Difficulty: 9
Actions: 1
Save: N/A

Effect: When a model successfully uses this Supernatural Power it begins to phase in and out of reality, making it very difficult to see or hit. Place a Warp Shield Counter beside the model. Any models attempting to target the shielded model suffer a penalty of -2 to CC and RC. If a model wants to shift its target priority to the shielded model it suffers a penalty of -2 to its Leadership roll. The Warp Shield remains intact until the shielded model takes a Wound at which point the counter is removed. This may not be used on a target already affected by Warp Shield.

Muawijhe

Demonic Fiend

Cost: 51
Range: 12 inches & LOS
Difficulty: 13
Actions: 1
Save: Armor

Effect: When a model successfully uses this Supernatural Power it summons a hellish creature from the Plane of Madness and targets a single enemy model. The creature is the size of a small dog but it has the mass of large rhinoceros. The hellish fiend attacks with the speed of a bullet, flashing from victim to victim in the blink of an eye as it attacks with ripping teeth and savage claws.

The presence of the Demonic Fiend diminishes as it attacks. The attacks automatically hit and the first attack is Dam 12(x2). The Damage of subsequent attacks is reduced by 2, until the Dam is 0(x2) at which point the Demonic Fiend disappears. For example, the first attack is Dam 12(x2), the second is 10(x2) etc.

If the original target is killed the Demonic Fiend immediately hits the next nearest model in 6 inches and LOS with any of its remaining attacks. This model could be friendly or enemy the Demonic Fiend does not care. If there are no models in 6 inches or LOS then the Demonic Fiend disappears regardless of whether or not it has remaining attacks.

Carnivorous Swarm

Cost: 36
Range: 18 inches & LOS
Difficulty: 12
Actions: 2
Save: Armor

Effect: When a model successfully uses this Supernatural Power it may target any point in range on the battlefield. A seething swarm of vicious, fist-sized creatures is summoned from the Plane of Insanity. These creatures have large jaws and row upon row of needle sharp teeth. Center the Carnivorous Swarm Template over the target point and all models touched by the template suffer a Dam 6(x2) attack.

Waking Nightmare

Cost: 24
Range: 24 inches & LOS
Difficulty: 9
Actions: 1
Save: LD

Effect: A model successfully using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. The target Unit experiences terrifying visions and will succumb to Panic if they fail their Save. Individuals use their own LD stat for the Save while Squads make one Save for all members using the Leader's LD stat.

Insanity

Cost: 18
Range: 24 inches & LOS
Difficulty: 10
Actions: 2
Save: PW

Effect: When a model successfully uses this Supernatural Power it may target a single, living, human, enemy model. If the model fails its Save it has succumbed to Insanity. Place an Insanity Counter beside the model. The next time it is Activated roll on the following chart to determine the effects of Insanity. The effects last until the end of the target model's next Turn at which point the counter is removed.

Roll	Effect
1-5	Rage: The model will use all available Actions in an attempt to get into Close Combat with the nearest enemy model.
6-10	Confusion: The model will use all available Actions in an attempt to get into Close Combat with the nearest friendly model.
11-15	Paranoia: If the model has Missile Weapons it Fires at the nearest model in LOS. If the model has only Melee Weapons it will use all available Actions in an attempt to get into Close Combat with the nearest model.
16-20	False Sense of Security: The model seems completely unconcerned by the battle and does nothing for the remainder of the Turn.

HellSpawn

Cost: 34
Range: 12 inches & LOS
Difficulty: 14
Actions: 2
Save: Armor

Effect: When a model successfully uses this Supernatural Power it summons a nightmarish creature inside the body of the target. The target must make a successful Armor Roll against a Dam 14 attack, as the summoned entity tries to claw its way out of the host. The target must make an Armor Roll for each remaining Wound it possesses. For each failed Armor Roll the target suffers a Wound. This counts as an Anti-Tank attack when used on models with Weapon Immunity.

Semai

Cloak of Deceit

Cost: 60
Range: 16 inches & LOS
Difficulty: 11
Actions: 2
Save: N/A

Effect: A model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. The Cloak of Deceit is used to conceal friendly Units from the enemy. When successfully used place a Cloak of Deceit Counter beside the affected Unit. Enemy models can not target or Charge a Cloaked Unit unless they first make a successful Leadership Test and if they fail this test they lose the Action. Cloak of Deceit can not be used on Units in Close Combat.

If a Waiting model wants to use its reserved Action to interrupt or Countercharge a Cloaked model it suffers a penalty of -3 to its Leadership test when rolling to see if it can use its reserved Action. If successful it may then target the Cloaked model as normal. The effects of the Cloak of Deceit last until the end of the Cloaked Unit's Turn at which point the counter is removed.

Betrayal

Cost: 70
Range: 14 inches & LOS
Difficulty: 14
Actions: 3
Save: LD

Effect: When a model successfully uses this Supernatural Power it may target a single enemy model. If the target fails its Save, then the next time it is Activated it swaps sides and joins the army of the model that used the Supernatural Power. Place a Betrayal Counter beside the affected model. The model will not deliberately harm itself in any way. If targeted on a model consisting of several components such as a Vehicle with several crew use the highest LD stat among the crew adding +2 for each additional crew-member. The effects of Betrayal last until the end of the target Unit's Turn, at which point the counter is removed.

Illusionary friendship

Cost: 21
Range: Self
Difficulty: 8
Actions: 1
Save: N/A

Effect: When a model successfully uses this Supernatural Power it appears friendly to enemy models. Place an Illusionary Friendship Counter beside the model. If a model wishes to attack the affected model it must spend an Action to attempt to break through the illusion of friendship. The method used to attempt to break the illusion is the same as the method used to make an Armor Roll. Simply replace Damage with the PW of the Illusionary Friend and Armor with the PW of the model attempting to break the illusion. If the Illusionary Friend attacks any enemy model, the effect wears off and the counter is removed.

False Orders

Cost: 28
Range: 24 inches & LOS
Difficulty: 10
Actions: 2
Save: LD

Effect: A model using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. This can only be used on Units that have not yet been Activated in the current Game Turn. If the Squad Leader or Individual fails to Save then this Unit must be the next Unit to be Activated by the enemy.

Veil Of Darkness

Cost: 28
Range: 20 inches and LOS
Difficulty: 9
Actions: 1
Save: PW

Effect: A model successfully using this Supernatural Power needs LOS to the Individual or any member of the target Unit that is in Command Distance of the Leader. When targeting Squad members that are outside Command Distance treat them as Individuals. If the target Unit fails its Save its vision is shrouded in darkness. Place a Veil of Darkness Counter beside the affected Unit. While the Veil remains the Unit can not see further than Short Range. The effect lasts until the end of the Unit's next Turn at which point the counter is removed.

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Warzone 2nd Edition

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- The Brotherhood's soldiers of faith.
- The unholy forces of the Dark Legion.

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Target Games U.S. P.O. Box 544, Secane, PA 19018 U.S.A.
Target Games U.K. 2 Commercial Street. Edinburgh. Scotland. EH6 6JA.
Target Games AB, Åsögatan 121, 5TR, Box 4628, S-116 91 Stockholm, Sweden
Target Games Polska Sp. Z o.o. 28 Krucza Street. 00-522 Warszawa. Poland.

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