

Two-Page Quickplay Rules

Core Rules

Prepare the Battlefield

- Map: 36" x 48"
- Terrain: 2-3 large ($\geq 6" \times 6"$), 3-5 scatter
- Placement: Agree or alternate; $\geq 3"$ apart
- Objectives: Roll off; alternate placing 3. Must be $\geq 12"$ apart center-to-center (may be placed in terrain).
- Scoring: End of each round, gain 1 VP per controlled objective. Control = highest total CT within 6" of its center.

Combat

- Range: Melee $\leq 1"$ (base contact). Ranged uses weapon profile and line of sight.
- Melee: Default = 1 attack per model at Strength 2 unless armed.
- To Hit (D8): $S > T$: 1-3 miss | 4-7 hit | 8 crit
- $S = T$: 1-4 miss | 5-7 hit | 8 crit
- $S < T$: 1-5 miss | 6-7 hit | 8 crit
- Damage: Hit = base damage. Crit = +1 additional damage. Models removed when damage \geq CT.

Turn Structure

- Initiative: Both roll a D8; winner chooses who activates first. The player who had the last activation loses ties.
- Activations: Alternate between players. Units take 2 action (or 2 with Momentum / special abilities)

Momentum & Death Ground

- Gain MP: Holding objectives
 - Killing models
 - Scoring 5+ crits in a single activation
 - Track with a D8. Carries over until next round.
- Spend MP:
 - 1 MP: Reroll 1 die
 - 2 MP: Reroll all 1s
 - 3 MP: Trigger faction ability
- Death Ground:
 - If ahead by ≥ 3 MP, spend all to roll T D8s \rightarrow each 6+ heals 1 CT; each 8 heals 1 CT to an ally within 6".

Factions, Units, and Sample Lists

Faction Abilities



Red Choir

- Purifying Hymn: 3 MP → Allies within 6" of the Cardinal-Marshall gain +1 to hit [end of round].
- Fanatical Zeal: 3 MP → One Charging Red Choir unit gains +1 S and ignores Go to Ground penalties.

Red Choir Units

- Cardinal-Marshall (Solo) | M5" T4 A4 S5 CT6 D3 | Rifle 18" | 160 pts
- Command anchor, Purifying Hymn.
- Dirge Choir (5 models) | M5" T3 A3 S4 CT3 D1 | Rifles 18" | 170 pts
- Includes Sergeant (flail, melee) + 4 Riflemen. Add one Specialist: Heavy Gunner or *Purifier.
- Heavy Gunner (Specialist) | M5" T3 A3 S5 CT3 D2 | LMG 18"/Autocannon 24" | 30 pts
- Braced: ignore cover if stationary.
- Purifier (Attachment) | M6" T4 A3 S5 CT4 D2 | Flamer cone / Grenades 12" | 110 pts
- Scour: Spend 1 MP → make one extra attack.
- Canticle Cannoneer (Solo) | M4" T4 A2 S5 CT4 D3 | Cannon 24" | 130 pts
- Benediction aura debuff trigger.

Veilborn

- Veil Surge: 3 MP → Choose one Veilborn unit within 8" of Nesheph; it immediately performs 1 extra action.
- Shrouded Geometry: 3 MP → Enemies suffer -1 to hit vs Veilborn units >12" away [end of round].

Veilborn Units

- Nesheph (Solo) | M9" T4 A4 S5 CT5 D2 | Veil Rip / Invoker bolt 18" | 130 pts
- Command conduit for faction abilities.
- Prognosticators (10 models) | M7" T3 A3 S4 CT2 D1 | Ritual knives (melee) | 200 pts
- Veil Shroud: enemies shooting from >18" suffer -1 to hit.
- Haruspex (Solo) | M7" T4 A3 S4 CT4 D2 | Blade melee / Veil Tear 12" | 80 pts
- Madness Induction: On crit, enemy -1 action next activation.

Sample 500-pt Armies

Red Choir

- Cardinal-Marshall — 160
- Dirge Choir (5) — 170
 - Sergeant (Flail), 4 Riflemen
- Heavy Gunner (Autocannon) — 30
- Purifier Attachment (Grenades) — 110

Veilborn

- Nesheph — 130
- Prognosticators (10, knives) — 200
- Haruspex — 80
- Haruspex — 80