

**UNDEAD LEGIONNAIRE**  
Trooper, Dark Cult



**SPECIAL ABILITIES**

Group (3), Relentless, Zombie

**DP** | **SP**  
2 | 0

<b>MV</b>	<b>MW</b>	<b>CC</b>	<b>ST</b>	<b>DEF</b>	<b>AR</b>	<b>W</b>	<b>PW</b>	<b>LD</b>
4	10	10	5	+1	18	2	11	8

**WEAPONS**

**CC**

**SHORT RANGE**

**LONG RANGE**

**CF**

**BLADE/BAYONET // Thrust (3)**

+0 ST+5

—

—

—

—

—

—

19

**KRATCH ASSAULT RIFLE**

—

—

12"

+0

12

36"

-1

12

20

**Group (X)** // During Game Setup, X number of Units of this Unit Type must be deployed at the same time all within 6" of each other. When any Unit of this Unit Type is Activated, X Units of this Unit Type without an Activation Counter must be Activated as a single Activation, the player choosing the order in which each of these Units is Activated, performing the Actions of each Unit independent of the other Units in the Group. If a player cannot deploy or activate X number of Units of this Unit Type, the player must deploy or activate as many as possible.

**Relentless** // This Unit cannot receive Pinned Counters.

**Zombie** // This Unit may never receive a Reaction Counter. Additionally, unless this Unit is within range of a Friendly Unit with the Controller Unit Special Ability when Activated, this Unit may perform only the Charge, Move, Shoot, and Strike Actions and may not Reposition.

**Thrust (X)** // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



**NECROMUTANT**  
Trooper, Dark Cult

**SPECIAL ABILITIES**

Controller (6), Fearless

**DP** | **SP**  
4 | 0

<b>MV</b>	<b>MW</b>	<b>CC</b>	<b>ST</b>	<b>DEF</b>	<b>AR</b>	<b>W</b>	<b>PW</b>	<b>LD</b>
4	12	12	6	0	22	2	12	11

**WEAPONS**

CC

SHORT RANGE

LONG RANGE

CF

SECTIONER BAYONET // Thrust (5)

+1 ST+5

—

—

—

—

—

—

19

BELZARACH ASSAULT RIFLE

—

—

12"

+0

14

36"

-2

14

19



**☉ Controller (X)** // Friendly Units with the Zombie Unit Special Ability within X inches of this Unit are not restricted in the Actions they may perform and may Reposition when Activated.

**☉ Fearless** // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

**☉ Thrust (X)** // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



👹 **Fearless** // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

☉ **Cloud (X)** // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

☉ **Continuous** // If a Unit Fails an Armor Test against this Weapon, it immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

☉ **Indirect** // This Weapon may perform Indirect Fire Shoot Actions.

☉ **Projected** // This Weapon is subject to the Projected Area of Effect Weapon rules.

☉ **Smoke** // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.

☉ **Thrust (X)** // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



**NECROMUTANT LEADER**  
Leader (1:Undead Legionnaires)

**SPECIAL ABILITIES**

Command (Undead Legionnaires), Controller (6), Fearless, Inspire

**DP** | **SP**  
4 | +1

<b>MV</b>	<b>MW</b>	<b>CC</b>	<b>ST</b>	<b>DEF</b>	<b>AR</b>	<b>W</b>	<b>PW</b>	<b>LD</b>
4	12	12	6	0	22	2	12	11

**WEAPONS**

CC	SHORT RANGE			LONG RANGE			CF	
<b>SECTIONER BAYONET // Thrust (5)</b>								
+1	ST+5	—	—	—	—	—	19	
<b>BELZARACH ASSAULT RIFLE</b>								
—	—	12"	+0	14	36"	-2	14	19

**☉ Command (X)** // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

**☉ Controller (X)** // Friendly Units with the Zombie Unit Special Ability within X inches of this Unit are not restricted in the Actions they may perform and may Reposition when Activated.

**☉ Fearless** // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

**☉ Inspire** // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

**☉ Thrust (X)** // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.





# CENTURION

Leader

(1:Undead Legionnaires, Necromutants)

## SPECIAL ABILITIES

Command (Necromutants, Undead Legionnaires),  
Controller (9), Fierce Charge, Inspire

**DP** | **SP**  
6 | +4

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	13	15	7	-1	22	3	12	15

## WEAPONS

CC	SHORT RANGE			LONG RANGE			CF
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**SKALAK SWORD** // Reach (1)

+0	ST+7	—	—	—	—	—	—	20
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**VORICHE HANDGUN**

-2	14	6"	+1	14	18"	-1	14	19
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**SMOKE GRENADES** // Cloud (2), Indirect, Smoke

—	—	—	—	—	ST+4"	+0	—	20
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**Command (X)** // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

**Controller (X)** // Friendly Units with the Zombie Unit Special Ability within X inches of this Unit are not restricted in the Actions they may perform and may Reposition when Activated.

**Fierce Charge** // This Unit gains an additional +2 DAM on Strike Actions performed as part of a Charge Action.

**Inspire** // If this Unit is neither Engaged nor has a Pinned Counter, it may

spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

**Cloud (X)** // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

**Indirect** // This Weapon may perform Indirect Fire Shoot Actions.

**Reach (X)** // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

**Smoke** // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.



# PRETORIAN STALKER

Support

## SPECIAL ABILITIES

Aggressive, Camouflage (1),  
Pack Hunter (Pretorian Stalkers), Precise Senses

**DP** | **SP**  
10 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	14	14	7	-1	23	3	13	14

## WEAPONS

CC	SHORT RANGE			LONG RANGE			CF	
<b>SECTIONER BAYONET // Thrust (5)</b>								
+1	ST+5	—	—	—	—	—	19	
<b>SCYTHE OF SEMAI LMG // Burst (3), Recoil (3)</b>								
—	—	12"	+1	12	36"	+0	12	18
<b>CARCASS GRENADE LAUNCHER // Continuous, Explosive (2), Indirect</b>								
—	—	12"	-1	11	36"	-4	11	18
<b>INCINERATOR // Continuous, Projected</b>								
—	—	10"	+3	13	—	—	—	17



**Aggressive** // After this Unit completes a Shoot Action it may be moved 2" toward any Enemy Unit to which it has non-Blocked LOS.

**Camouflage (X)** // Any Obstruction modifiers to the TN for a Shoot Action Test targeting this Unit are increased by +X.

**Pack Hunter (X)** // While within 8" of another Unit of Unit Type X and possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

**Precise Senses** // This Unit ignores the Camouflage Unit Special Ability when performing Shoot Action Tests.

**Burst (X)** // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

**Continuous** // If a Unit Fails an Armor Test against this Weapon, it

immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

**Explosive (X)** // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

**Indirect** // This Weapon may perform Indirect Fire Shoot Actions.

**Projected** // This Weapon is subject to the Projected Area of Effect Weapon rules.

**Recoil (X)** // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.

**Thrust (X)** // When performing a Strike Action as part of a Charge Action, increase the DAM of this Weapon by X.



**SPECIAL ABILITIES**

Driven, Firing Stance, Shake it Off

**DP** | **SP**  
12 | -3

<b>MV</b>	<b>MW</b>	<b>CC</b>	<b>ST</b>	<b>DEF</b>	<b>AR</b>	<b>W</b>	<b>PW</b>	<b>LD</b>
4	12	14	10	+2	25	4	13	14

**WEAPONS**

<b>CC</b>	<b>SHORT RANGE</b>	<b>LONG RANGE</b>	<b>CF</b>
—	24" +0 15	48" -1 15	19

NAZGAROTH HMG // Burst (3), Recoil (4)



**🔫 Driven** // The Suppressive Weapon Special Ability is ignored when targeting this Unit.

**🔫 Firing Stance** // This Unit ignores the Recoil Weapon Special Ability when making a Shoot Action.

**🔫 Shake It Off** // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

**🔫 Burst (X)** // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

**🔫 Recoil (X)** // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.



**SPECIAL ABILITIES**

Driven, Firing Stance, Shake it Off

**DP** | **SP**  
12 | -3

<b>MV</b>	<b>MW</b>	<b>CC</b>	<b>ST</b>	<b>DEF</b>	<b>AR</b>	<b>W</b>	<b>PW</b>	<b>LD</b>
4	12	14	10	+2	25	4	13	14

**WEAPONS**

<b>CC</b>	<b>SHORT RANGE</b>	<b>LONG RANGE</b>	<b>CF</b>	
ASHNAGAROTH HMG // Burst (4), Recoil (3)	24"	+0 13	48" -3 13	19



**🔫 Driven** // The Suppressive Weapon Special Ability is ignored when targeting this Unit.

**🔫 Firing Stance** // This Unit ignores the Recoil Weapon Special Ability when making a Shoot Action.

**🔫 Shake It Off** // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

**🔫 Burst (X)** // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

**🔫 Recoil (X)** // The TN for any Shoot or Strike Actions performed with this Weapon suffer a -X penalty.



# RAZIDE—HELLBLASTER

Support



## SPECIAL ABILITIES

Driven, Firing Stance, Shake it Off

DP | SP  
12 | -2

<b>MV</b>	<b>MW</b>	<b>CC</b>	<b>ST</b>	<b>DEF</b>	<b>AR</b>	<b>W</b>	<b>PW</b>	<b>LD</b>
4	12	14	10	+2	25	4	13	14

## WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

HELLBLASTER LAUNCHER // Explosive (2), Suppressive, Vicious

—

—

12"

+0

13

36"

-1

13

17



**🔫 Driven** // The Suppressive Weapon Special Ability is ignored when targeting this Unit.

**🔫 Firing Stance** // This Unit ignores the Recoil Weapon Special Ability when making a Shoot Action.

**🔫 Shake It Off** // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

**💣 Explosive (X)** // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

**🔫 Suppressive** // If all of the Shoot or Strike Tests from a Shoot or Strike Action using this Weapon target the same Enemy Unit (this must be a Primary Target for Area of Effect Weapons), that Enemy Unit receives a Pinned Counter after the action, regardless of the Success of the Shoot or Strike Action.

**💣 Vicious** // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.



**NEPHARITE**  
 Leader  
 (4:Undead Legionnaires, Necromutants)

## **SPECIAL ABILITIES**

Awareness, Command (Any Algorith),  
 Controller (12), Inspire, Nerves of Steel, Shake it Off

**DP** | **SP**  
 13 | +2

<b>MV</b>	<b>MW</b>	<b>CC</b>	<b>ST</b>	<b>DEF</b>	<b>AR</b>	<b>W</b>	<b>PW</b>	<b>LD</b>
5	13	16	10	0	24	4	15	18

## **WEAPONS**

<b>CC</b>	<b>SHORT RANGE</b>			<b>LONG RANGE</b>			<b>CF</b>
<b>AZOGAR</b> // Multi-Strike (3), Reach (2), Vicious	-2	ST+7	—	—	—	—	19
<b>THE DEVOURING DARKNESS</b> // Symmetry, Terrifying	—	—	18"	-4	4	—	20

**☉ Awareness** // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.

**☉ Command (X)** // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

**☉ Controller (X)** // Friendly Units with the Zombie Unit Special Ability within X inches of this Unit are not restricted in the Actions they may perform and may Reposition when Activated.

**☉ Inspire** // If this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to remove a Reaction or Pinned Counter from a Friendly Unit within 12" and non-Blocked LOS.

**☉ Nerves of Steel** // This Unit may declare an Action that moves them closer to enemies in LOS even if they have a Pinned Counter.

**☉ Shake It Off** // This Unit automatically removes any Pinned Counters it possesses during the Start Turn Phase.

● **Multi-strike (X)** // For each Strike Action with this Weapon, a Strike Action Test may be assigned to up to X Enemy Units.

● **Reach (X)** // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

● **Symmetry** // Shoot and Strike Action Tests with this Weapon are TN (PW) Tests, instead of TN (MW) or TN (CC) as normal.

● **Terrifying** // Armor Tests performed against this Weapon's Shoot and Strike Actions are TN (LD) Tests, instead of TN (AR) as normal.

● **Vicious** // This Weapon's DAM increases by +2 per Wound Counter on an Enemy Unit targeted by a Strike or Shoot Action using this Weapon. Strike Actions additionally receive +2 to the Unit's CC Rating per Wound Counter.

