

UNDEAD LEGIONNAIRE

Trooper, Dark Cult



SPECIAL ABILITIES

Group (3), Relentless, Zombie

DP | SP
2 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
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 Set-up, 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

MV	MW	CC	ST	DEF	AR	W	PW	LD
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.



NECROMUTANT TORMENTOR

Support

SPECIAL ABILITIES

Fearless

DP | SP
4 | -1

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

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
SECTIONER BAYONET // Thrust (5)								
+1	ST+5	—	—	—	—	—	—	19
TORMENTOR FLAMETHROWER // Continuous, Projected								
—	—	10"	+3	14	—	—	—	17
GAS GRENADES // Cloud (2), Continuous, Indirect, Smoke								
—	—	—	—	—	ST+4"	-1	9	19

🔴 **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

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

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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SECTIONER BAYONET // Thrust (5)

+1	ST+5	—	—	—	—	—	19
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BELZARACH ASSAULT RIFLE

—	—	12"	+0	14	36"	-2	14	19
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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 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

SKALAK SWORD // Reach (1)

+0

ST+7

—

—

—

—

—

—

20

VORICHE HANDGUN

-2

14

6"

+1

14

18"

-1

14

19

SMOKE GRENADES // Cloud (2), Indirect, Smoke

—

—

—

—

—

ST+4"

+0

—

20

☉ 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
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SECTIONER BAYONET // Thrust (5)

+1	ST+5	—	—	—	—	—	19
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SCYTHE OF SEMAI LMG // Burst (3), Recoil (3)

—	—	12"	+1	12	36"	+0	12	18
---	---	-----	----	----	-----	----	----	----

CARCASS GRENADE LAUNCHER // Continuous, Explosive (2), Indirect

—	—	12"	-1	11	36"	-4	11	18
---	---	-----	----	----	-----	----	----	----

INCINERATOR // Continuous, Projected

—	—	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.



RAZIDE—NAZGAROTH

Support

SPECIAL ABILITIES

Driven, Firing Stance, Shake it Off

DP | SP
12 | -3

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

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

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

—

—

24"

+0

15

48"

-1

15

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—ASHNAGAROTH

Support

SPECIAL ABILITIES

Driven, Firing Stance, Shake it Off

DP | SP
12 | -3

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

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
ASHNAGAROTH HMG // Burst (4), Recoil (3)			
—	24"	48"	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

MV	MW	CC	ST	DEF	AR	W	PW	LD
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.



NEPHRITE

Leader

(4:Undead Legionnaires, Necromutants)

SPECIAL ABILITIES

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

DP | **SP**
13 | +2

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

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

AZOGAR // Multi-Strike (3), Reach (2), Vicious

-2

ST+7

—

—

—

—

—

—

19

THE DEVOURING DARKNESS // 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.

