

12"

Group (3), Relentless, Zombie

MV | MW | CC | ST | DEF | AR | W | PW | LD | 4 | 10 | 10 | 5 | +1 | 18 | 2 | 11 | 8

WEAPONS

OHLAF	OILS		
cc	SHORT RANGE	LONG RANGE	CF
BLADE/BA	YONET // Thrust (3)		
+0 ST+5			19
KRATACH	ASSAULT RIFLE		

12

36"

12 20

+0

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

- Ozombie // 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.



Controller (6), Fearless

CC ST DEF 6

@ WEADONS

O III			
СС	SHORT RANGE	LONG RANGE	CF
SECTIONER	BAYONET // Thrust (5)		
+1 ST+5			19
BELZARACI	H ASSAULT RIFLE		

36"



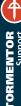




Controller (X) // Friendly Units with the Zombie Unit Special Ability within X inches of this Unit are not restricted in the Actions they may perform and may Reposition when Activated.

♣ 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

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

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

- ◆ 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.



Command (Undead Legionnaires), Controller (6),

Fearless, Inspire

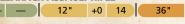
MV	MW	CC	ST	DEF	AR	W	PW	LD
4	MW 12	12	6	0	22	2	12	11

WEAPONS

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

+1 ST+5 - - - 19

BELZARACH ASSAULT RIFLE



- 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 Friendy 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.



(1:Undead Legionnaires, Necromu

A SPECIAL ABILITIES

Command (Necromutants, Undead Legionnaires),

Controller (9), Fierce Charge, Inspire

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

WEAPONS

CC SHORT RANGE **LONG RANGE**

SKALAK SWORD // Reach (1)

+0 ST+7 **VORICHE HANDGUN**

18"

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

ST+4"

CF

- ☼ 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.
- O 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.



Aggressive, Camouflage (1),

@ WEAPONS

Pack Hunter (Pretorian Stalkers), Precise Senses

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

- William Control of the Control						
СС	SHORT	RAN	LONG	RANG	ìΕ	
SECTIONER		Thru	st (5)			
+1 ST+5	_	_	-	_	_	-
SCYTHE OF	SEMAI LMG	// Bu	rst (3), F	Recoil (3)		
	12"	+1	12	36"	+0	

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

INCINERATOR // Continuous, Projected



CF

- 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.





Driven, Firing Stance, Shake it Off

24"

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

WEAPONS

CC LONG RANGE CF SHORT RANGE NAZGAROTH HMG // Burst (3), Recoil (4) 15

48"

+0





15 19



- Opriven // 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.
- O 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.





Driven, Firing Stance, Shake it Off

CC | ST | DEF | AR | W | PW | 25 | 4 | 13 14 10

WEAPONS

ССС	SHORT	RAN	GE	LONG	CF		
ASHNAGAR	OTH HMG	// Bu	rst (4),	Recoil (3)			
	~	_	4.0		_	40	







- Opriven // 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.
- O 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.





Driven, Firing Stance, Shake it Off

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





- O 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.
- O 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.

Awareness, Command (Any Algeroth),

Controller (12), Inspire, Nerves of Steel, Shake it Off

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

WEAPONS

CC SHORT RANGE

LONG RANGE

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

18"

-2 ST+7 THE DEVOURING DARKNESS // Symmetry, Terrifying

- Awareness // While possessing no more than one Reaction Counter, this Unit may be assigned a Reaction Counter.
- Command (X) // Once per Tum, 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 Friendy 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.

- 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.

