



MORTIFICATOR

Trooper, Seconding

SPECIAL ABILITIES

Camouflage (2), Dodge, Executioner (2),
First Strike, Gymnastic, Shadowed

DP | **SP**
6 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
6	14	16	6	-2	20	2	13	13

WEAPONS

CC

SHORT RANGE

LONG RANGE

CF

MORTIS BLADE // Reach (1), Vicious

+1

ST+7

—

—

—

—

—

—

20

SILENCED NEMESIS HANDGUN // Silenced

+0

11

6"

+1

11

18"

+0

11

20

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

—

—

—

—

—

ST+4"

+0

—

20

UNIT ABILITIES

Mortificator

30

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

☉ **Dodge** // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

☉ **Executioner (X)** // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

☉ **First Strike** // This Unit's Weapons receive a x1 Damage Multiplier for Strike Actions targeting Enemy Units that have not been assigned an Activation Counter this Turn.

☉ **Gymnastic** // This Unit halves the distance of any fall and treats all Terrain Features as having the Climbable Terrain Trait.

☉ **Shadowed** // Enemy Units may not declare an Ambush Reaction in response to this Unit's Move or Charge Actions or Reposition.

☛ **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.

☛ **Silenced** // Shoot Actions performed with this Weapon do not trigger Counterattack Reactions from any Enemy Unit who has Obstructed LOS to this model.

☛ **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.

☛ **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.





MORTIFICATOR LEADER

Leader (1:Mortificators)

SPECIAL ABILITIES

Camouflage (2), Command (Mortificators),
Dodge, Executioner (2), First Strike,
Gymnastic, Inspire, Shadowed

MV	MW	CC	ST	DEF	AR	W	PW	LD
6	15	17	6	-2	20	2	13	15

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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MORTIS BLADE // Reach (1), Vicious

+1	ST+7	—	—	—	—	—	20
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SILENCED NEMESIS HANDGUN // Silenced

+0	11	6"	+1	11	18"	+0	11	20
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SMOKE GRENADES // Cloud (2), Indirect, Smoke

—	—	—	—	—	ST+4"	+0	—	20
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DP | **SP**
7 | +2

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

🕒 **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.

🕒 **Dodge** // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

🕒 **Executioner (X)** // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead

of only on a natural roll of "1."

🕒 **First Strike** // This Unit's Weapons receive a x1 Damage Multiplier for Strike Actions targeting Enemy Units that have not been assigned an Activation Counter this Turn.

🕒 **Gymnastic** // This Unit halves the distance of any fall and treats all Terrain Features as having the Climbable Terrain Trait.

🕒 **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.

🕒 **Shadowed** // Enemy Units may not declare an Ambush Reaction in response to this Unit's Move or Charge Actions or Reposition.

WEAPON ABILITIES

Mortificator Leader

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☉ **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.

☉ **Silenced** // Shoot Actions performed with this Weapon do not trigger Counterattack Reactions from any Enemy Unit who has Obstructed LOS to this model.

☉ **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.

☉ **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.





REDEMPTION ASSASSIN

Trooper, Unique, Seconding

SPECIAL ABILITIES

Advanced Deploy, Camouflage (2), Dodge, Executioner (2), Fearless, First Strike, Gymnastic, Shadowed

DP | SP
7 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
6	15	17	6	-2	20	2	13	15

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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MORTIS BLADE // Reach (1), Vicious

+1	ST+7	—	—	—	—	—	—	20
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AVALANCHE HANDGUN // Accurate (3)

-1	12	6"	+1	13	18"	+0	12	20
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SMOKE GRENADES // Cloud (2), Indirect, Smoke

—	—	—	—	—	ST+4"	+0	—	20
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UNIT ABILITIES

Redemption Assassin

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👤 **Advanced Deploy** // In the Start Turn Phase of the first Turn, this Unit may be relocated to anywhere within 6", including outside of this Force's Deployment Area.

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

👤 **Dodge** // When this Unit performs a Dive for Cover Reaction, perform a Test with a TN equal to the lowest die result of the Enemy Unit's Shoot Action. On a Success, this Unit does not receive a Reaction Counter.

👤 **Executioner (X)** // This Unit's Strike Actions score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

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

👤 **First Strike** // This Unit's Weapons receive a x1 Damage Multiplier for Strike Actions targeting Enemy Units that have not been assigned an Activation Counter this Turn.

👤 **Gymnastic** // This Unit halves the distance of any fall and treats all Terrain Features as having the Climbable Terrain Trait.

👤 **Shadowed** // Enemy Units may not declare an Ambush Reaction in response to this Unit's Move or Charge Actions or Reposition.

🎯 **Accurate (X)** // Shoot Actions performed with this Weapon score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

☁️ **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.

🎯 **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.



SACRED WARRIOR Trooper



SPECIAL ABILITIES

Duelist (-2), Faith (1), Fearless

DP | **SP**
4 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	14	5	-1	23	2	13	13

WEAPONS

CC	SHORT RANGE			LONG RANGE			CF
AVENGER SWORD // Reach (1), Thrust (2)							
+0	ST+8	—	—	—	—	—	20
R75 RETRIBUTOR CARBINE // Accurate (2)							
—	—	8"	+2	12	24"	+1	20

Duelist (X) // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

Faith (X) // During Game Setup, this Unit adds X tokens to their Force's central Faith Pool. At any time, a Friendly Unit with this Unit Special Ability can spend a token from the pool to re-roll any of their Tests.

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

Accurate (X) // Shoot Actions performed with this Weapon score Critical Successes on a natural roll of X or lower, instead of only on a natural roll of "1."

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.

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

SACRED WARRIOR LMG Support



SPECIAL ABILITIES

Duelist (-2), Faith (1), Fearless

DP | **SP**
4 | -2

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	12	14	5	-1	23	2	13	13

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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AVENGER SWORD // Reach (1), Thrust (2)

+0	ST+8	—	—	—	—	—	—	20
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ERUPTOR LMG // Burst (2), Recoil (3)

—	—	12"	+1	13	36"	+0	12	18
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ERUPTOR FLAMETHROWER // Continuous, Projected

—	—	10"	+3	11	—	—	—	18
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👤 **Duelist (X)** // This Unit modifies the Rating of its DEF Characteristic by X when targeted by an Enemy Unit's Strike Action.

👤 **Faith (X)** // During Game Setup, this Unit adds X tokens to their Force's central Faith Pool. At any time, a Friendly Unit with this Unit Special Ability can spend a token from the pool to re-roll any of their Tests.

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

🔫 **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.

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

🔫 **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.

🔫 **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.

FURY ELITE GUARD

Trooper



SPECIAL ABILITIES

Faith (1), Fierce Charge

DP | **SP**
6 | 0

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	16	5	-1	23	3	14	16

WEAPONS

CC		SHORT RANGE			LONG RANGE			CF
DELIVERER BATTLEBLADE // Reach (2), Thrust (2)								
-1	ST+9	—	—	—	—	—	—	20
PUNISHER HANDGUN								
-2	12	6"	+0	13	18"	-2	12	20

Faith (X) // During Game Setup, this Unit adds X tokens to their Force's central Faith Pool. At any time, a Friendly Unit with this Unit Special Ability can spend a token from the pool to re-roll any of their Tests.

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

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.

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

FURY ELITE GUARD LEADER

Leader (1:Any Brotherhood)



SPECIAL ABILITIES

Command (Any Brotherhood), Faith (1),
Fierce Charge, Inspire

DP | **SP**
6 | +3

MV	MW	CC	ST	DEF	AR	W	PW	LD
4	13	16	5	-1	23	3	14	16

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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DELIVERER BATTLEBLADE // Reach (2), Thrust (2)

-1	ST+9	—	—	—	—	—	20
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PUNISHER HANDGUN

-2	12	6"	+0	13	18"	-2	12	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.

☉ Faith (X) // During Game Setup, this Unit adds X tokens to their Force's central Faith Pool. At any time, a Friendly Unit with this Unit Special Ability can spend a token from the pool to re-roll any of their Tests.

☉ 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.

☉ 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.

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