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MUTANT CHRONICLES® WARZONE RESURRECTION

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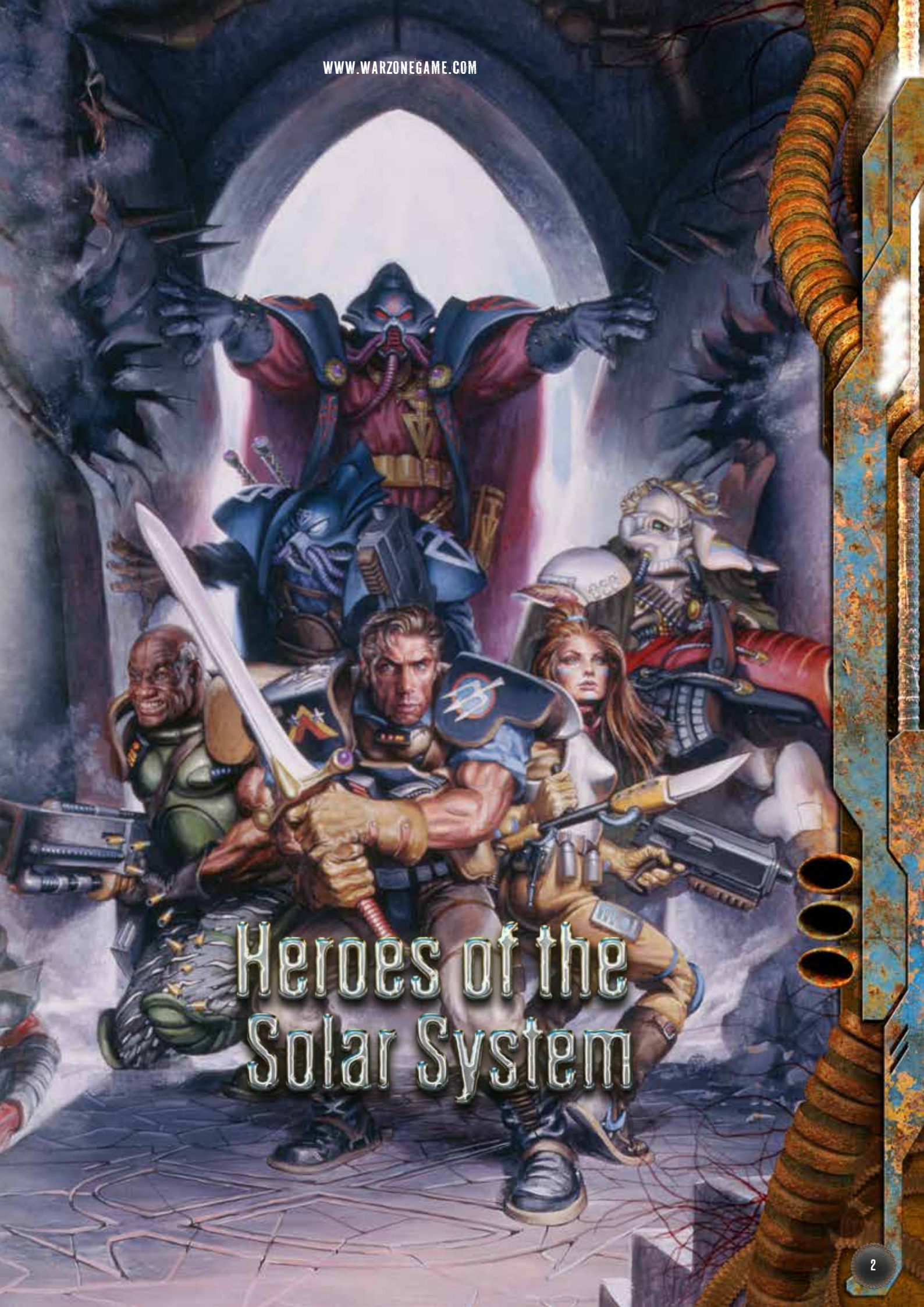
"We stand on the brink of dark times. Perhaps the darkest we have ever faced as a race since His Sacredness, Cardinal Durand I, took last took breath. The enemies of Mankind are vast. They will, if left to their own devices, consume the Universe. I swear to you, all is not lost. Yes, we stand on the precipice of annihilation. We do not however stand there unarmed, nor unarmoured, against our enemy. Ages of turmoil are remembered not for their devastation, but for the brave men and women which stop that devastation in its tracks. We shall not go quietly. Those who would fight, those brave enough to brace against the hazard; they may be few compared to what allies itself against them, but they will not falter. Willpower is the greatest armour against our enemy. Our enemy hopes we will run and hide, to be picked off one by one. I swear to you this will not happen. Heroes will stand against the darkness. Heroes will stand against the forces that would see our race extinguished. Heroes will stand on every world in the solar system, defending it from monstrosities that taint our lives just by breathing our air and walking on our soil. But, most importantly, I promise you... Heroes will stand!"

-Cardinal Dominic's
speech to the Cartel Advisory
Committee, J289VC



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Heroes of the Solar System

The Custom Warlord Builder

This section will enable you to build and design your own Warlord to lead your Warzone Resurrection army. (To build a Lord or for a quick simple Warlord for a non-competitive game see the 'Heroes of the Solar System' section in the main rulebook). There are 8 stages to building your own Custom Warlord:

1. Choose your Warlord Type.

- From the tables below, choose the Squad Type you want to base your Warlord on. Your Warlord will have all the Army and Squad Special Skills listed for the chosen entry. The Warlord counts as a squad of that kind for the purposes of targeting and using Cards in Advanced Games. So if you have a Juggernaut Warlord you may use Juggernaut Cards (including Bonded Cards) and Cards that target Juggernauts can be played on the Juggernaut Warlord. Cards that target troop and support types cannot target a HotSS Warlord as they are no longer occupying that force organization slot. They are now Warlords.
- Take the basic stat line and increase the Wound stat to 3.
- Upgrade the model from a 30mm to 40mm base (models on 40mm or larger stay on their Squad designated base)
- Replace any weapon type modifiers on the Armour with (no negative weapon type modifiers taken)
- All Warlords have the Fearless and Target Sense special skills. Psychic Warlords additionally have the Psychic (3) special skill. Warlords also lose the ability to ignore the effect of critical force
- If the option has no value it cannot be chosen. The number is the starting cost of the Warlord in points. The total Custom Warlord's cost (including all upgrades and equipment) may not exceed 25% of your total Army cost.

For example, Richard wants to choose a Hussar Close Combat Warlord for his 1000 point Army. This option is not viable so he changes his choice to a Hussar Ranged Warlord which costs him 55 points, he can then upgrade to a maximum of 250 points.



BAUHAUS

	CLOSE COMBAT	RANGED	TECH	PSYCHIC
Hussar	–	55	55	–
Etoiles Mortant	60	–	60	–
Venusian Ranger*	75	75	75	–
Juggernaut	120	–	120	–
Marshall	–	200	200	–

*Remove the Booby-Traps Special Skill.



CAPITOL

	CLOSE COMBAT	RANGED	TECH	PSYCHIC
Light Infantry	–	55	55	–
Heavy Infantry	70	70	70	–
Free Marine	85	85	–	–
Sea Lion	–	80	80	–
Martian Banshee	85	–	85	–



CYBERTRONIC

	CLOSE COMBAT	RANGED	TECH	PSYCHIC
Chasseur	60	60	60	–
Armoured Chasseur	75	75	75	–
Dr. Diana (Neo-clone)*	70	70	70	–
Mirrorman	85	–	85	–
Cuirassier Attila Mk.III	120	120	120	–
Scorpion	180	–	180	–

*Change Passive: Advanced Medical Protocol: to "One squad within 6" of Dr Diana Neoclone gains the 'Heal (3)' Special Skill.



IMPERIAL

	CLOSE COMBAT	RANGED	TECH	PSYCHIC
Imperial Officer	135	135	135	-
Trencher	60	60	60	-
Storm Trencher	75	75	75	-
ISF*	90	90	90	-
Blood Beret**	70	70	-	-
Golden Lion	100	-	100	-
Life Dragoon**	-	75	75	-
Grey Ghost	-	90	90	-
Master Pathfinder	175	-	-	-
Wolfbane	65	-	-	-
Mourning Wolves	65	-	-	-
Warhounds	80	-	-	-
Head Hunters	100	-	-	-

*ISF Warlords may choose ISF Specialisations as normal according to their type.

**Blood Beret and Life Dragoon Warlords remove their Anti Vehicle Mines Special Skill and their Claymore Mines Special Skill.



MISHIMA

	CLOSE COMBAT	RANGED	TECH	PSYCHIC
Ronin	60	60	-	60
Hatamoto	75	75	-	75
Demon Hunter	95	-	95	95
Tiger Dragon	70	-	-	70



BROTHERHOOD

	CLOSE COMBAT	RANGED	TECH	PSYCHIC
Crucifier	190	-	190	190
Trooper	55	55	55	55
Sacred Warrior	70	-	70	70
Inquisitor	80	80	-	80
Valkyrie	75	-	-	75



DARK LEGION

	CLOSE COMBAT	RANGED	TECH	PSYCHIC
Nepharite*	120	120	-	110
Heretic	-	-	60	60
Necromutant Leader (SC)	75	75	-	-
Praetorian Stalker	105	105	-	-
Praetorian Goliath**	150	150	-	-

*Any Nepharite Close Combat and Ranged Warlords add an additional wound.

**Only the Praetorian Goliath (not the Imp) is the Warlord, if the Praetorian Goliath is removed from play additionally remove the Imp.

2. Modify the Stat Line:

Each stat point is worth 5 points (Wounds cost 15 points). You can add or remove to maximum shown in the relevant Stat Box (i.e. +2/-1 means that the Hero's Stat can be increased by up to +2 for a total of 10 pts or can be reduced by 1 reducing the cost of the Warlord by 5 pts). A Warlord cannot be reduced to below the initial cost listed in Section 1 and no Stat can be increase beyond 18 (17 for ST).

For example a Valkyrie Warlord cannot be reduced below 75 points in this section.

	M	CC	RS	ST	CON	WP	LD	W	A
Close Combat	0	+2/-1	0/-1	+2/0	+1/-1	0	+1/-1	+1/0	+1/-1
Ranged	0	0/-1	+2/-1	0	+1/-1	0	+1/-1	+1/0	+1/-1
Tech	0	+1/-1	+1/-1	+1/-1	+1/-1	+1/-1	+1/-1	+1/0	+1/-1
Psychic	0	0	0	0	+1/-1	+2/0	+1/-1	+1/0	0

3. Choose 1 Ranged Weapon for the points listed below.

Your Warlord's Ranged Weapon will have all the Weapon Special Skills listed for the chosen weapon, except for Weapon Special Skills which refer to a specific Warlord/Lord in the Special Skill Text (unless otherwise stated) or Weapon Special Skills which refer to the owner being a member of a specific squad (unless the Warlord is also based on that squad type.) You may add any additions to the weapon at the points cost listed in the squad entry. If the Gehenna Puker is selected as a ranged weapon it gains the passive 'Slow to Reload'.

For example, the M66 Autocannon is listed in the Heavy Infantry Stat page. In that page it states that the weapon can be upgraded with a chain ripper for 5pts.

Note: The weapons you choose in this section and section 5 replace the weapons the squad come with. At the end of section 6 your Warlord will have a Ranged and a Close Combat weapon and no more.



WEAPON	MP-105 HANDGUN	ENHANCED MP-25 HANDGUN	P60 HANDGUN	SILENCED P60 HANDGUN	AG-17 ASSAULT RIFLE	MG-40 LMG	MG-70 HMG*	MG-80 HMG*	DEATH-LOCK-DRUM*	ARG-17 ROCKET LAUNCHER	GEHENNA PUKER
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	ARTILLERY KORPS	ANGELIKA DRACHEN	ETOILES MORTANT	VALERIE DUVAL	HUSSAR	HUSSAR	JUGGERNAUT	VULKAN	MAX STEINER	HUSSAR	ETOILES MORTANT
Hussar	0	5	0	5	0	5	10	20	20	15	10
Etoiles Mortant	0	5	0	0	0	10	-	-	-	-	10
Venusian Ranger	0	5	-	-	0	5	10	20	20	15	10
Juggernaut	May only take weapons listed for the Juggernauts										
Marshall	0	0	0	0	0	10	15	20	20	20	20

*Cannot be taken by a Close Combat Warlord

WEAPON	M14 HANDGUN	M14 BOLTER HANDGUN X2	M50 ASSAULT RIFLE	M50 SPEC OPS AMMO	M66 AUTO-CANNON*	M606 LMG	M89 HMG*	DPAT-9 ROCKET LAUNCHER*	IN-14 LIGHT FLAME THROWER	GEHENNA PUKER
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	MITCH HUNTER	HENRY THOMAS	LIGHT INFANTRY	SEA LIONS	HEAVY INFANTRY	FREE MARINES	ORCA	FREE MARINES	HEAVY INFANTRY	ETOILES MORTANT
Light Infantry	0	5	0	-	15	10	20	10	10	15
Light Infantry - Air Cav.	0	5	0	-	-	-	-	10	20	25
Heavy Infantry	-	-	-	-	0	-	20	10	0	5
Free Marine	0	5	0	5	15	10	20	10	15	20
Sea Lion	0	5	0	0	-	10	-	10	10	15
Martian Banshee	0	5	0	0	-	-	-	-	20	25

*Cannot be taken by a Close Combat Warlord

I understand now. It's not enough to stop hideous weapons of war. You must stop those willing to use them. It's simply proactive triage: excising a cancer before it destroys anything else.

- Florence Grantham, *The Iron Lady*.



WEAPON	P1000 HANDGUN	P1000E HANDGUN	CAW2000 NAILGUN SMG	P4000 BLASTER	CAW2500 ENHANCED SMG	AR3501 CHAIN CARBINE	TSW4000 RAPID BLASTER LMG	TSW4000 ENHANCED RAPID BLASTER LMG*	SSW4200P SUPPRESSOR HMG*	SSW550 ROCKET LAUNCHER*	GEHENNA PUKER
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	DR. DIANA NEO-CLONE	DR. DIANA CLONE	ARMOURED CHASSEUR	CHASSEUR	ATILLA	CHASSEUR	ARMOURED CHASSEUR	ATILLA	ENHANCED MACHINATOR	ARMOURED CHASSEUR	ETOILES MORTANT
Chasseur	0	0	10	10	15	0	15	—	—	20	15
Armoured Chasseur	—	—	0	—	—	—	5	25	20	15	20
Dr. Diana (Neo-clone)	0	0	—	10	—	5	—	—	—	—	15
Mirrorman	0	5	10	5	—	0	10	—	—	15	20
Cuirassier Atilla Mk.III	—	—	0	0	—	—	5	15	10	10	15
Scorpion	May only take weapons listed for the Scorpion										

*Cannot be taken by a Close Combat warlord



WEAPON	AGGRESSOR HANDGUN	INTERCEPTOR SMG	MANDIBLE AUTOSHOT-GUN	INVADER ASSAULT RIFLE	LYON & ATKINSON PLASMA CARBINE	HOWLER GRENADE LAUNCHER	ASSAILANT SNIPER RIFLE*	CHARGER HMG	SOUTHPAW ROCKET LAUNCHER*	GEHENNA PUKER	GEHENNA BELCHER
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	NCC	BLOOD BERETS	ISF	TRENCHER	BLOOD BERETS	MOURNING WOLVES	GREY GHOST	TRENCHER	BARRACUDA	ISF	STORM TRENCHER
Imperial Officer (WL)	0	5	10	0	10	—	20	5	10	10	5
Trencher	0	5	15	0	10	—	20	5	10	10	5
Storm Trencher	—	0	0	—	—	—	—	—	15	15	10
ISF	0	5	10	0	5	—	20	15	15	15	10
Blood Beret	0	5	5	0	0	—	20	15	15	10	5
Golden Lion	May only take all weapons listed for the Golden Lions										
Life Dragoon	0	5	10	0	10	—	—	10	—	—	—
Gray Ghost	0	5	10	0	10	—	0	—	—	—	—
Pathfinder	0	—	—	—	—	0	—	—	—	—	—
Wolfbane	0	—	10	5	—	10	—	5	—	—	—
Mourning Wolf	0	—	—	—	—	0	—	—	—	—	—
Warhound	0	—	—	—	—	10	—	—	—	—	—
Head Hunter	0	—	—	—	—	10	—	—	—	—	—

*Cannot be taken by a Close Combat Warlord

**Any Warlord Selecting a Nephrite Hammer as a CC weapon must chose "no weapon" for their Ranged Weapon selection.



WEAPON	TAMBU NO.3 HANDGUN	TAMBU NO.4 SMG	TAMBU NO.4 SMG X2	TAMBU NO.1 ASAULT RIFLE	TAMBU NO.17 SNIPER RIFLE*	TAMBU NO.45 HMG*	TAMBU NO.66 AUTOCANNON*	TAMBU NO.22F FLAME-THROWER	GEHENNA PUKER
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	NOZAKI	TIGER DRAGON	HIROKO	RONIN	HIROKO	DEMON HUNTER	MEKA	DEMON HUNTER	ETOILES MORTANT
Ronin	0	10	15	0	15	15	20	10	15
Hatamoto	0	10	15	0	—	10	20	15	20
Demon Hunter	—	—	—	0	—	0	5	0	5
Tiger Dragon	0	0	5	0	—	10	15	—	20

*Cannot be taken by a close combat warlord

WEAPON	PIRANHA HANDGUN	P60 PUNISHER HANDGUN	P65 PUNISHER HANDGUNS X2	AC-19 VOLCANO ASSAULT RIFLE	AC-19 VOLCANO ASSAULT RIFLE SCOPED	AC-40 JUSTIFIER*	AC-100 CRUSADER CANNON (*)(**)	AC-31 CLEANSING FLAMETHROWER	GEHENNA PUKER
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	MORTIFI-GATORS	VALKYRIES	CRUCIFIER	TROOPERS	TROOPERS	INQUISITOR	JUDICATOR	VALKYRIES	ETOILES MORTANT
Crucifier	May only take weapons listed for the Crucifier								
Trooper	0	0	10	0	5	—	20	5	15
Sacred Warrior	0	0	10	0	—	—	—	5	15
Inquisitor	—	0	0	0	0	0	25	5	15
Valkyrie	5	0	15	5	—	—	—	0	20

*Cannot be taken by a close combat warlord.

**Remove Double Tap ability.

WEAPON	VORICHE AUTO PISTOL	KRATACH	BELZ-ARACH	VALCHECK	HELL BLASTER*	PLAGUE DEALER HMG*	ASHNAGA-ROTH HMG*	FIST OF MALICE (*)(**)	SCYTHE OF SEMAI HMG*	NAZGA-ROTH*	PLAGUE DEALER	HEAVY PLAGUE DEALER*	GEHENNA PUKER
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	NECROBE-AST RIDER	UNDEAD LEGION-AIRES	NEC-ROMU-TANTS	UNDEAD LEGION-AIRES	NASCA RAZIDE	RAZIDE	NASCA RAZIDE	NEPHARITE	PRAETORIAN STALKER	RAZIDE	UNDEAD LEGION-AIRES	NEC-ROMU-TANTS	ETOILES MORTANT
Nepharite	—	—	0	—	5	0	5	0	0	0	—	0	5
Heretic	0	0	10	10	—	—	—	—	—	—	10	15	20
Necromutant Leader (SC)	0	0	0	0	10	—	—	—	—	15	5	10	15
Praetorian Stalker	—	—	—	—	5	5	10	5	0	0	—	—	—
Praetorian Goliath	—	—	—	—	0	—	10	5	5	0	—	—	—

*Cannot be taken by a Close Combat Warlord

**May be taken by a Close Combat Nepharite, but not any other Close Combat Warlord

4. Modify the Ranged Weapon Stat line:

A maximum of 3 upgrades (+) and 2 downgrades (-) may be applied to the Weapon.

Only one Ranged Weapon (of your choice) may be modified (including for Juggernaut, Demon Hunter, Golden Lion, Scorpion or Crucifier Warlords). 2" of R points cost 5 pts, St points cost 10 pts, RoF and AVV cost 15 pts. A Ranged Weapon cannot be reduced below the initial cost of the weapon in Section 3. St cannot be increased beyond 17. AVV cannot be increased beyond 10. (if the stat has a standard St or AVV above these values they cannot be positively modified at all). The R and RoF of Template weapons cannot be modified with the exception of Rail type Template weapons.

	R	ST	ROF	AVV
Close Combat	0	0	0	0
Ranged	+4"/0	+2/0	+1/0	+2/2
Tech	+4"/-2"	+1/-2	+1/0	+3/-1
Psychic	0	0	0	0

5. Choose 1 Close Combat Weapon for the points listed below.

Your Warlord's Close Combat Weapon will have all the Weapon Special Skills listed for the chosen weapon, except for Weapon Special Skills which refer to a specific Warlord/Lord in the Special Skill Text (unless otherwise stated) or Weapon Special Skills that refer to the owner being a member of a specific squad (unless the warlord is also based on that squad type.) You may add any additions to the weapon at the points cost listed in the squad entry



WEAPON	PUNISHER SHORT SWORD		RANGER KNIFE	DUELLING SABRE	VIOLATOR BLADE	EN-13 NIGHTSTICKS (*)**	HERSTEIN & BECKER INDUSTRIES NEURLASH *
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	COMBAT KNIFE	COMBAT KNIFE	COMBAT KNIFE	COMBAT KNIFE	COMBAT KNIFE	COMBAT KNIFE	COMBAT KNIFE
	HUSSAR	ETOILES MORTANT	VENUSIAN RANGER	MAX STEINER	FIELD MARSHALL	VALERIE DUVAL	ANGELICA DRACHEN
Hussar	0	5	5	5	—	—	—
Etoiles Mortant	0	0	—	—	5	10	15
Venusian Ranger	0	—	0	0	5	10	—
Juggernaut	May only take weapons listed for the Juggernauts						
Marshall	0	—	0	0	0	10	15

*Cannot be taken by a ranged warlord.

**Replace ROA 1* with ROA 3



WEAPON	COMBAT KNIFE	PUNISHER SHORT SWORD	MACHETE	POWERED GAUNTLET	CHAIN RIPPER BAYONET	CHAIN RIPPER SWORD*	CAPITOL SWORD OF HONOR*
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	LIGHT INFANTRY	FREE MARINES	SEA LIONS	HEAVY INFANTRY	HEAVY INFANTRY	HEAVY INFANTRY	MITCH HUNTER
Light Infantry	0	5	5	—	10	10	15
Light Infantry - Air Cav.	0	5	5	—	10	10	15
Heavy Infantry	—	—	—	0	5	5	10
Free Marine	0	0	5	—	10	10	15
Sea Lion	0	5	0	—	10	10	15
Martian Banshee	0	5	5	—	10	10	20

*Cannot be taken by a Ranged warlord



WEAPON	SAMURAI SWORD	CEREMONIAL BLADES	DEMONTOOTH KATANA X2	POWERED HAGINATA*
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	RONIN SAMURAI	HATAMOTO	DEMON HUNTER	TIGER DRAGON
Ronin	0	5	15	—
Hatamoto	0	0	10	15
Demon Hunter**	—	0	0	10
Tiger Dragon	0	0	5	0

*Cannot be taken by a Ranged warlord.

** additionally the Demonhunter has a Demontooth Katana for free.



WEAPON	COMBAT KNIFE	BAYO-NET	WOLF CLAW & TANGLE CHAIN	PUNISHER BLADE*	HAND RIPPER	CHAIN RIPPER*	HEAVY CHAIN RIPPER*	BASTARD SWORD	CLANSMAN CLAYMORE*	GALLAGHER CLAYMORE (RUNE-STAFF)**)	NEPHARITE HAMMER (*)(***)	HEAD-HUNTERS BATTLE-AXE*
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	TRENCHER	ISF	MOURNING WOLFES	WOLF-BANES	WOLFBANE COMMANDOS	NGO	BLOOD-BERETS	WOLF-BANES	PATHFINDERS	GALLAGHER	WAR-HOUNDS	HEAD-HUNTERS
Imperial Officer	0	0	—	5	0	5	10	5	15	20	—	—
Trencher	0	0	—	5	0	5	10	5	15	20	—	—
Storm Trencher	0	0	—	5	0	5	15	5	15	20	—	—
ISF	0	0	—	0	0	5	15	5	20	20	—	—
Blood Beret	0	0	—	0	0	0	0	—	—	—	—	—
Golden Lion	May only take all weapons listed for the Golden Lions											
Life Dragoon	0	—	—	—	0	5	10	5	15	20	—	—
Gray Ghost	0	—	—	5	5	15	—	—	—	—	—	—
Master Pathfinder	0	—	—	0	—	—	—	0	0	5	35	15
Wolfbane	0	0	—	0	—	—	—	0	10	15	35	15
Mourning Wolf	0	—	0	0	—	—	—	0	0	5	35	10
Warhound	0	—	—	0	—	—	—	0	0	0	0	5
Head Hunter	0	—	—	0	—	—	—	0	0	0	10	0

*Cannot be taken by a Ranged Warlord

** Change- Parry Master passive ability from (Sean Gallagher) to (This Model), and remove Tirade of the dead passive ability.

*** A Warlord that chooses Nepharite Hammer can not have a ranged weapon chosen from the HotSS list.

WEAPON

WEAPON	ELECTRIC FIST	AUTO INJECTOR	CSR400 SWORD	CSR400 HEAT SWORD	CYBERNETIC FISTS	ELECTROSHOCK FISTS	SERVMOTOR FIST
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	CHASSEUR	DR. DIANA NEO-CLONE	MIRKORMEN	MIRKORMEN	ATILLA MK.III	ENHANCED MACHINATOR	EVERASSUR
Chasseur	0	10	5	10	—	—	—
Armoured Chasseur	0	—	—	—	5	5	15
Cr. Diana (Neo-clone)	0	0	5	15	10	10	15
Mirrorman	0	5	0	5	—	—	—
Cuirassier Atilla Mk.III	0	—	0	—	0	—	5
Scorpion	Has the weapons listed for the Scorpion						

WEAPON

WEAPON	COMBAT KNIFE	RETLIATOR SWORD	HOLY DISEMBOWLER CHAIN BLADE*	CASTIGATOR POWER SPEAR*	MORTIS SWORD	AVENGER SWORD	MORTIS SWORDS*
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	TROOPERS	TROOPERS	INQUISITORS	VALKYRIES	MORTIFICATORS	SACRED WARRIORS	CRUCIFIER
Crucifier	Is equipped with the weapons listed in the Crucifier Entry						
Trooper	0	0	10	—	10	10	20
Sacred Warrior	0	0	—	—	—	0	—
Inquisitor	0	5	0	—	—	10	—
Valkyrie	0	5	—	0	10	15	20

*Cannot be taken by a Ranged Warlord

WEAPON

WEAPON	CORRODED BLADE	BAYONET	PAIRED HAND REAPERS	NECROBLADE	FISTS AND CLAWS	HEAVY CHAIN RIPPER	REAPER OF SEMAI*	COLOSSUS REAPER OF SEMAI*	AZOGAR[*] (**)
WEAPON STAT CAN BE FOUND IN SQUAD ENTRY:	UNDEAD LEGIONNAIRES	NECROMUTANTS	PRAETORIAN GOLIATH	NECROMUTANTS (SC)	RAZIDE	BLOOD BERETS	PRAETORIAN STALKER	PRAETORIAN GOLIATH	NEPHARITE
Nepharite	—	—	0	0	—	—	0	5	0
Heretic	0	5	—	10	10	15	—	—	—
Necromutant Leaders (SC)	0	5	10	0	10	15	—	—	—
Praetorian Stalker	0	0	0	0	—	—	0	15	—
Praetorian Goliath***	0	0	—	0	—	—	—	0	10

*Cannot be taken by a Ranged Warlord

**May be taken by a Ranged Nepharite, but not any other Ranged Warlord

***Imp is armed with the weapons in its unit entry. They may not be customized by HotSS.



6. Modify the Close Combat Weapon Stat line:

A maximum of 3 upgrades (+) and 2 downgrades (-) may be applied to the Weapon.

Only one Close Combat Weapon (of your choice) may be modified (including for Juggernaut, Demon Hunter, Golden Lion, Scorpion or Crucifier Warlords)

Each St point cost 10 pts, RoA and AVV cost 15pts.

A Close Combat Weapon cannot be reduced below the initial cost of the weapon in Section 5.

Combined Strength of the warlord and his Close Combat Weapon cannot be increased above 16 AVV cannot be increased beyond 10.

(if the stat has a standard St or AVV above these values they cannot be positively modified at all).

	R	ST	ROA	AVV
Close Combat	0	+2/0	+2/0	+2/2
Ranged	0	0	0	0
Tech	0	+3/2	+1/0	+3/2
Psychic	0	0	0	0

7. You may add up to three special skills to the Warlord at the cost listed:

SPECIAL SKILL	BERSERK	CAMOUFLAGE (2)	CONTEMPT (X)*	CRACKSHOT	DISSENTION	DUELLIST	ESPIONAGE	FEROCITY
COST	10	15	5 PER ENEMY (MAX 2)	5	15	5	5	5
SPECIAL SKILL	GUNSLINGER	HEAL (3)	INSPIRING PRESENCE	LEAP (4)	PATHFINDER	RANGER	RELENTLESS	TARGET IDENTIFIER
COST	10	15	5	10	5	15	5	5

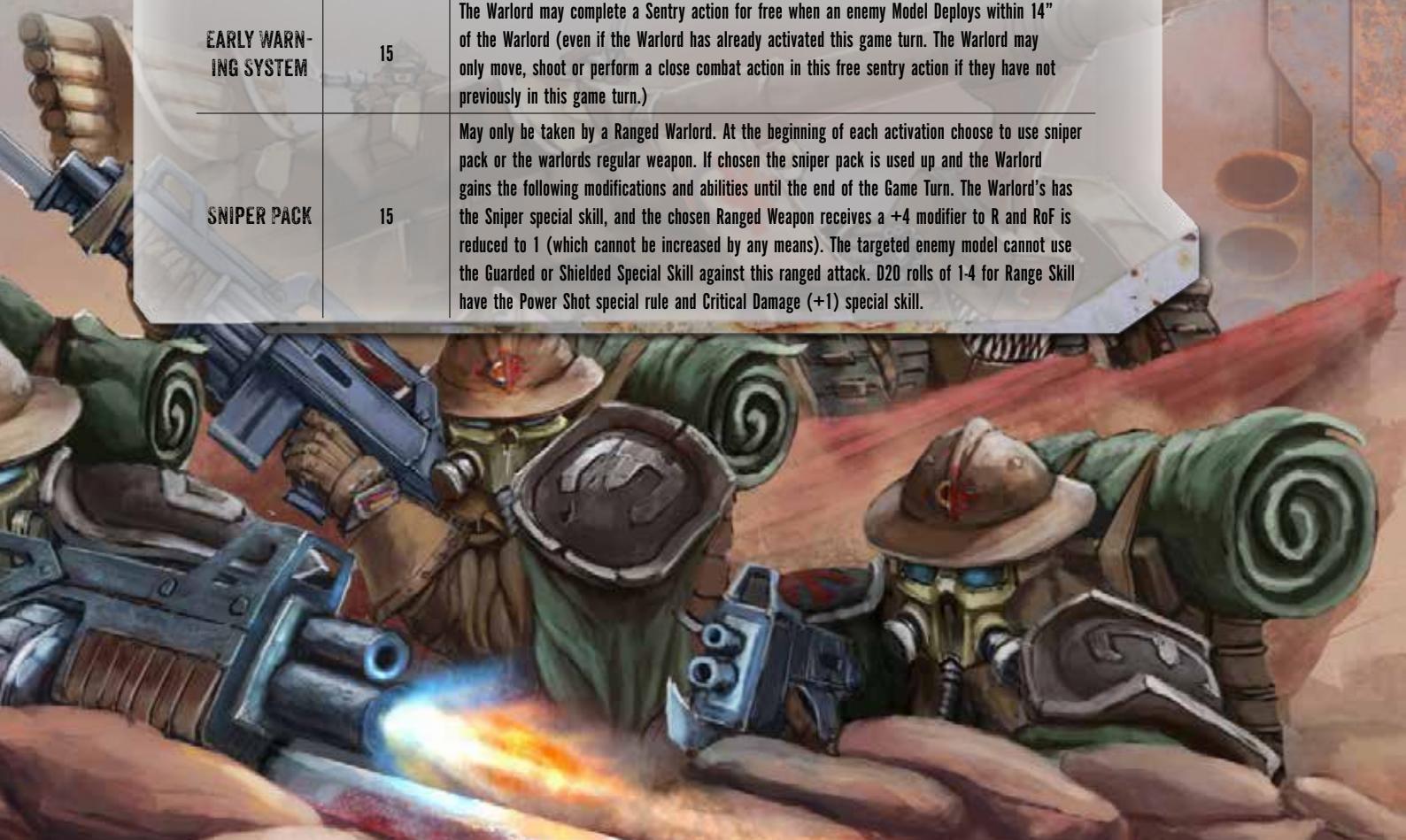
* to a maximum of 2



8. You may add up to 3 pieces of equipment from the following four tables to your Warlord at the costs listed:

REUSABLE EQUIPMENT	POINTS	RULES
MULTIFIRE MAGAZINE	10	A weapon equipped with a Multifire Magazine can swap between Piercing, Blast and Plasma weapon types. It takes one Action Point to change weapon types. (the weapon starts the game with the weapon type it is listed with)
ANCESTRAL BLADE	15	The Close Combat weapon counts as Piercing, Blast and Plasma
WEAPON OF FINESSE	5	The Warlord may reroll the first failed Ranged attack roll per Game Turn
HYMNS OF PERSEVERANCE	10	The Warlord has the Medic (4) special skill
TALISMAN OF PROTECTION	5	The Warlord receives a +2 modifier to WP against Psychic attacks
ENHANCEMENT	10	The Warlord may take one Cybertronic Enhancement at the cost listed (additional to the 10 Points listed here). Not available to Brotherhood or Dark Legion Warlords. Cybertronic Warlords may take up to 3 Enhancements (each counts as 1 Equipment Choice) and do not pay the additional 10 points listed here.
DEFENCE SHIELD	15	The Warlord has Impenetrable Armour (12) against Ranged and Close Combat attacks originating in their front facing.
GASK MASK	5	The Warlord may reroll any failed Con test against Gas weapons.
SEASONED LEADER	5	The LD radius of the Warlord is increased by an additional 5"
REINFORCED WARLORD ARMOUR	10	The Warlord gains Impenetrable Armour (10)

ONE USE ONLY EQUIPMENT	POINTS	RULES
FUG 300	20	At the beginning of the Warlord's activation place a 30mm FUG 300 token anywhere on the Battlefield. Enemy models that Rapid Deployment within 8" of the FUG 300 token receive a St10 Blast AVVO autohit. May be taken twice (each counts as 1 Equipment choice).
ENIGMA 3000 MACHINE	25	May only be taken by a Tech Warlord. Once per game the owning player may reroll their Initiative roll (cannot be used for the initial Initiative roll).
U-BOOST SHOT	15	At the beginning of the Warlord's activation the Warlord regains one wound previously lost in the game turn.
OBSERVATION SCOPE	35	May only be taken by a Tech Warlord. During the Warlord's activation nominate an enemy squad within at least 1 model within 24". All failed Ranged Attacks against the target squad by the Warlord may be rerolled.
FIELD RATIONS	5	Increase Heal for one model within 3" by 2. May be taken more than once (each counts as 1 Equipment Choice)
POISONED TINCTURE	5	A Poisoned Tincture token may be placed on any enemy model that receives a Wound Effect from the Warlord in Close Combat. When the affected model is activated it must make a Con test. If the test is passed the token is removed. If the test is failed the model receives a St12 Plasma autohit and the token remains.
CHEMICAL RESUSCITATOR	15	When the Warlord is reduced to 0 Wounds roll a D20. On a roll of 1-10 the model regains 1 wound
ARMOUR PIERCING SHOT	5	When the Warlord completes an Aim action it may activate this equipment. The Warlord receives an additional +2 modifier to AVV for the aimed shot
ARTILLERY BOMBARDMENT	20	Counts as a Shooting attack. Place a Large template in LOS and scatter D20/2. Anything within the template receives a St14 Blast AVV1 autohit
OVERCHARGE CELL	10	Activate at the beginning of a Close Combat action. The Warlord receives a +1 modifier to St and Critical Damage +1. At the end of the Warlord's activation roll a D20. On a roll of 20 the Warlord receives a St8 AVV1 Piercing Autohit.
EARLY WARNING SYSTEM	15	The Warlord may complete a Sentry action for free when an enemy Model Deploys within 14" of the Warlord (even if the Warlord has already activated this game turn. The Warlord may only move, shoot or perform a close combat action in this free sentry action if they have not previously in this game turn.)
SNIPER PACK	15	May only be taken by a Ranged Warlord. At the beginning of each activation choose to use sniper pack or the warlord's regular weapon. If chosen the sniper pack is used up and the Warlord gains the following modifications and abilities until the end of the Game Turn. The Warlord's has the Sniper special skill, and the chosen Ranged Weapon receives a +4 modifier to R and RoF is reduced to 1 (which cannot be increased by any means). The targeted enemy model cannot use the Guarded or Shielded Special Skill against this ranged attack. D20 rolls of 1-4 for Range Skill have the Power Shot special rule and Critical Damage (+1) special skill.



**FACTION SPECIFIC
ONE USE ONLY
EQUIPMENT**

POINTS

RULES

BURNING STAR INCENDIARY GEL	20	May only be taken by an Imperial Warlord. The Burning Star Incendiary Gel may be placed on a chosen location on a Heavy, Tank or Walker vehicle or an Intact Structure in B2B or footprint contact with the Warlord for 1 Action Point. For another Action Point at any point in the game the Warlord may trigger the Burning Star Incendiary Gel. When triggered the target receives an AVV10 Plasma autohit with Critical Damage (3) to the chosen location.
REROUTED COM- MUNICATIONS	20	May only be taken by a Cybertronic Warlord. When the Warlord is removed from play (as a casualty) nominate a non-vehicle squad commander. Allocate the Warlord's Resource Cards to the nominated Squad Commander. If the nominated Squad Commander is removed from play (as a casualty) all Resource Cards allocated to it are removed from play.
NECROFRENZY	20	May only be taken by a Dark Legion Warlord. Turn to Burn 1 Resource card. All non-vehicle Dark Legion models within 8" of the Warlord receive a +1 modifier to RoA until the end of the Game Turn. May be taken as many times as the Warlord has equipment slots.

**FACTION SPECIFIC
REUSABLE EQUIP-
MENT**

POINTS

RULES

ONI DESTROYER MASK	15	May only be taken by a Mishima Warlord. Turn to Burn 1 Resource Card when the Warlord completes an Engage Action. The Warlord counts as a model on a Large base until the end of the Game Turn
PROTECTION OF THE LIGHT	15	May only be taken by a Brotherhood Warlord. Once per Game Turn one model in the army may reroll a single Psychic Test.
TACTICAL EXPERT	10	May only be taken by a Capitol Warlord. The Warlord may choose Tactics allocated to a different Warlord type (for example a Tech Warlord may choose Tactics from the Ranged or Close Combat Warlord list).
DISCIPLINE BATON	20	May only be taken by a Bauhaus Warlord. The Warlord may spend an Action Point during the warlord's activation to nominate a single friendly Troop or Support Squad within 10 inches. The nominated Squad must be activated immediately after the Warlord's activation (and before the opponents next activation). A squad that has already been activated cannot be nominated.
PATHFINDER'S BLESSING	20	May only be taken by a Wolfbane Army Warlord. At the beginning of the Game select 1 Wolfbane Army Rite. That Rite is free for the rest of the game, but it is still subject to the normal Rite rules. Designers note: It is lost if the upkeep on all other Rites (except for the selected free Rite) cannot be paid.

Translated (and truncated) from the Annals of Archinquisitor Salvatore Nikodemus

...Those prone to violence: Streets gangers, ex-military and even serving soldiers often swear themselves into the service of Algeroth, as his warlike nature fits their own tendencies perfectly...The Cults of Ilian seem to take perverse pleasure in corrupting members of the Brotherhood turning them into Apostates; though the Dark Mistress also attracts those seeking power for a variety of reasons...Demnogonis preys on the ill of body, snatching the many lost souls who have been neglected by the Light or suffered mutation due to the many polluted environs found across the Solar System, (especially on Dark Eden). His brother prefers those damaged of mind, mental defect or fractured psyche, it matters not, all are easy prey for Muawijhe...Last of all, but certainly not least comes Semai, the Lord of Lies. He has never been picky and takes in all who are foolish or gullible enough listen...



Debrief statement of Sebastian Moeller, formerly of the 2nd Life Dragoons

As I sat, handcuffed to the metal desk, I contemplated my predicament and my recent past. I, Sergeant Sebastian Moeller of the Endotherm Tribute Guard, was once again a prisoner of the Bauhaus Corporation, having escaped only days earlier. I was caught unarmed and asleep by a bunch of off duty Artillery Korps. The weeks I had previously spent being force marched, had taken their toll. I had let my guard down and now, captive once again, I prepared to pay the ultimate price for my failure.

As I stirred from an involuntary slumber a large golden eye dilated directly in front of me. I startled; terror griped my confused mind as I struggled to make sense of what I was seeing. Gradually it started to dawn on me; a bird, a raptor...an eagle...or damned big hawk? Here in my makeshift gaol? My mind saw it, but didn't understand it.

'Hans' squawked an elderly Bauhausian voice from behind the bird. The hawk cawed and flapped its enormous wings. I glimpsed the speaker between wing beats; the man seeming to flicker as the bird's wings rhythmically broke my vision. 'Hans, give the boy room to breathe. Here Hans have brotwurst'. The bird lolloped away from me towards my interrogator. The gentleman threw a piece of blood red meat at the hawk; the bird replied by crapping on the desk. 'So, Hans, what shall we do with this young guard.'

The bird cawed again and the man nodded his head, responding as if in conversation with the animal. The nod became a shake of the head, subtly at first, then more and more aggressively. 'Nein!' the man shouted, standing up 'Nein! Hans, you disgust me! We cannot do that. I shall not do that.' The chap paced around the table to look at me, and bowed his head. 'Entschuldigung, Herr Moeller. Hans should not have suggested such depravity. We are, after all, civilized people. Goodness, my manners! Would you like some tea, Herr Moeller? Here, let me uncuff you'.

For hours thereafter I watched the man engage in a one way argument with his bird. Avian logic seemed to infuriate, surprise and enlighten him in equal measure. The man spent much of the time looking into a small lens-less brass microscope or winding a broken music box, all the while muttering to himself, or his bird, while making senseless scribbles on his tatty maps and ink covered parchments. The smell of the bird's guts filled the room as it continually emptied them from its perch atop the open door. Its predatory glare never left me for all those hours. I wondered if this was some new Bauhausian interrogation technique, but quickly I learned that the man, and quite possibly the bird, was just plain mad.

In time, a grease-covered artillery officer entered the room.

'Baron von Jaeger, Sir!' he saluted. 'Sir, the Imperials are on the move'. My interrogator looked up from his scribbling and a smile of excitement lifted his ridiculous moustache.

'The hunt is on Hans' he exclaimed as he shovelled his maps and instruments into his arms. He skipped from the room like an excited child, laden with his trinkets. The grease monkey barely contained a snigger before following the madman. The bird continued to stare at me. A full minute after his disappearance I heard the Baron calling his companion. Hans squawked, eyed me again, dropped from the door and flew from the room. Minutes past and I realised there was no sentry, so I stood up and calmly walked away from my open prison.

It appears that Moeller was captured by the BAK responsible for the pinpoint artillery strike that destroyed six Hurricane Walkers at the Battle of the Somme. Could the insane musings detailed here instead be a firsthand account of genius at work?

0BERSTOFFIZIERS

As is to be expected of the higher military ranks of the noble Bauhaus Corporation, officers, from Kapitän to Grand Marshal, have a high standing in society. What is also interesting to note is that they also have, literally, a high position on the battle field; accompanying every Oberstoffizier is a trusty steed. One would expect this beast to be a resplendent thoroughbred of significant stature and finery. This expectation would be wrongly placed, for each and every officer instead rides a stocky, robust Fjord horse. The equine-pedigree can be traced all the way back to Old Earth and specifically the Scandinavian region of Europe, from where a small herd was brought to Venus at the request of the infant heiress of the Noble house Richthausen. Since then the line has been bred to be the perfect mode of transportation on rocky and rugged ground, where finer horses would break a leg or a Vinciano-Traffaux Cardinal armoured car would ground. The Fjord's short, stocky legs have made it so surefooted that the Cybers briefly attempted to surgically mirror the technique in its Diamondisation and Enhancement protocols. The human volunteers did prove to be exceedingly well-footed, but also prohibitively slow. While often called 'ponies' by soldiers in the other corporations, the Oberstoffiziers see their 'kleines Pferd' as a badge of honour, a dear friend and mourn their death much more than they ever would their men's.

As Venusian Marshal Gustav Schiele posed for the artist above the small polar village of Tulln he contemplated many things; the war he had just won, this masterpiece commemorating his glory and how important it would be to the megacorporation and most importantly, how much his arse hurt. Sven, his horse, was a beautiful beast, his pride and joy and his badge of honour, but sitting still on him for eight solid hours was not pleasant. He was glad that he had drugged the beast beforehand; at least Sven wouldn't have to endure the boredom.

Schiele was startled by a clattering sound behind him. He turned in time to see the Kaiser Grizzly commander jump down from his mega-tank chasing the weapon he had obviously just dropped. Schiele contemplated the court martial the buffoon would shortly receive.

As something of an artist in his spare time, Schiele had to acknowledge that this artist really did have a talent for framing his piece, the positioning of the tank and the village were sublime, but the masterstroke was the placement of the Nepharite skull in the immediate foreground. Such a shame he moved it with his bare hands. Schiele wondered if the artist would finish his work before the Dark Symmetry started to take hold. The Venusian Marshal considered one last thing while he waited for the artist to finish; would the painter be surprised that the last stroke he would experience this day would not be from his own brush, but instead from Schiele's blade? Such a foolish waste.



MARSHAL

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
7	15	15	10	13	16	18	4	14(12)	200

TYPE: Bauhaus Warlord (Ranged), Large Base (50mm).

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, HG-14 Hagelsturm Shotgun and Violator Blade.

ARMOUR: Superior Quality Guardsman Mk.III (no negative weapon type modifiers taken)

RANGED WEAPONS:

AG-17 'PANZERKNACKER' ASSAULT RIFLE

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: Deathbolt ammunition: Turn to Burn 1 Resource Card. The Marshal's AG-17' Panzerknacker' Assault Rifle receives a +1 modifier to Strength and RoF.

CLOSE COMBAT WEAPON:

VIOLATOR BLADE

R	ST	RoR	AVV	TYPE
1,5	+3	2	0	Piercing

Passive: Mounted Assault: On the turn the Marshal Engages the Violator Blade gains an additional +1 modifier to RoA.

HG-14 HAGELSTURM SHOTGUN

R	ST	RoF	AVV	TYPE
ST	13	1	1	Blast (A)

Passive: Slow to Reload: The RoF of the HG-14 Hagelsturm Shotgun cannot be increased by any means.

SPECIAL SKILLS: As Hussars, Gas Mask, M.A.X. Communication Blocker, The Best of the Best, Advanced Supply Chain

Passive: M.A.X.: One Squad of Hussars not led by a Bauhaus Kapitän gains the Infiltrate special skill.

Passive: Communication Blocker: At the beginning of the Venusian Marshal activation, for one Advanced Supply token, place a 30mm token (AV12 SP2) within 24" and LOS of the Venusian Marshal. Models within 4" of the token cannot use or gain any special skills that required a Turn to Burn activation. Only one Communication Blocker token per Warlord can be in the game. At the beginning of Venusian Marshal activation, the token can be placed within 3" of its original location. Once the token is destroyed the Marshal can place a new one.

Passive: The Best of the Best: Each model removed from the game by the Venusian Marshal generates an Advanced Supply Token.

Active: Advanced Supply Chain: At any point in the game Turn to Burn X Resource Cards to place X Advanced Supply tokens on the Venusian Marshal. At any point in the game remove the appropriate number Advanced Supply tokens from the Venusian Marshal to give the next activated squad the following special skill until the end of the game turn. Each squad may only gain one Advanced Supply Chain special skill per game turn. Advanced Supply Tokens stay in play until used or the Venusian Marshal is removed from play as a casualty.

Active: Only for the Best of the Best: Cost 2 Advanced Supply tokens. The Kapitän in the target squad gains a Supply Chain token for each model removed from game by him or the target squad.

Active: Scheduled Distribution: Cost 1 Advanced Supply token. All Kapitäns in the army may give another Kapitän in the army any number of Supply Tokens. This can only be done when the Kapitän is activated.

Active: Double up: Cost 3 Advanced Supply tokens: The target Kapitän doubles their Supply Tokens.

Active: Discipline Baton: The Warlord may spend an Action Point to nominate a single friendly Troop or Support Squad within 10". The nominated Squad must be activated immediately after the warlord (and before the opponent's activation). A Squad that has already been activated this turn cannot be nominated.

KAPITAN

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R
7	14	14	10	12	14	17	2	13

TYPE: Bauhaus Hussar Squad Commander upgrade, (50mm base).

The Hussar Squad Commander may be upgraded to a Kapitan for 40 points.

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, HG-14 Hagelsturm Shotgun and Ceremonial Duelling Sabre.

ARMOUR: Guardsman Mk.III (-1 Blast)

RANGED WEAPONS:

AG-17 'PANZERKNACKER' ASSAULT RIFLE

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: Deathbolt ammunition: Turn to Burn 1 Resource Card. The Kapitan's AG-17' Panzerknacker' Assault Rifle receives a +1 modifier to Strength and RoF.

CLOSE COMBAT WEAPON:

CEREMONIAL DUELLING SABRE

R	ST	RoA	AVV	TYPE
0,5	+1	1	0	Piercing

Passive: Mounted Assault: On the turn the Kapitan Engages the Ceremonial Duelling Sabre gains an additional +1 modifier to RoA.

HG-14 HAGELSTURM SHOTGUN

R	ST	RoF	AVV	TYPE
ST	13	1	1	Blast (A)

Passive: Slow to Reload: The RoF of the HG-14 Hagelsturm Shotgun cannot be increased by any means.

SPECIAL SKILLS: As Hussars, Gas Mask, Supply Chain

Active: Supply Chain: Once per turn at any point in the turn Turn to Burn X Resource Cards to place X Supply Chain tokens on the Kapitan. At any point in the Kapitan's squad activation remove the appropriate number of Supply Chain tokens from the Kapitan to give the next activated model in the squad the following special skill until the end of the game turn. Each model in the squad may only gain one special skill per game turn. Supply Chain Tokens stay in play until used or the Kapitan is removed from play as a casualty.

Active: Weapon Cooling Packs: Cost 1 Supply Chain token. The Hussar receives a +1 modifier to the RoF to its ranged weapon.

Active: Armour-Piercing Ammunition: Cost 1 Supply Chain token. The Hussar receives a +1 modifier to the AVV to its ranged weapon.

Active: Stimule™ T-2000: Cost 1 Supply chain token. The Squad receives +1 to St, or the Hussar gains +2 to St.

Active: Boostjab™ 1005: Cost 1 Supply chain token. The Squad receives +2 to CON, or the Hussar receives +4 to CON.

Active: Reinforced Armour Plates: Cost 1 Supply chain token. Squad receives +1 Armour, or the Hussar receives +4 to Armour.

Active: Med Pack: The Squad gains Heal (+2), or the Hussar gains Heal (6), that cannot be increased by any means.

Active: Rail Ammo: Cost 2 Supply Chain tokens. The Hussar's Range Weapon with the Piercing type becomes type Rail. The RoF of the Rail Weapon RoF is reduced to 1 and cannot be increased by any means.

Baron Leopold von Jaeger II

Baron von Jaeger is rather unique, an eccentric, may be even a madman, but irreplaceable nonetheless. Jaeger considers himself a hunter more than a military man; he spent his childhood honing the art of the hunt in the jungles of House Piquarde, near Helmutsport on Venus. The skills he developed while hunting Devilcat, Venusian Python and alike on his ancestral home, have placed him in good stead within the Bauhaus Military and specifically the Bauhaus Artillery Korps (BAK), where he has excelled for 40 or so years. He is a strange sight to behold upon the battlefield, decked in the finery of a Bauhaus Kapitän, over which he wears his tatty fifty year old heavy leather hunting jacket. Perched upon his arm is his faithful hunting hawk 'Hans'. He wears a monocle and has the most magnificent of moustaches. Jaeger's talents have afforded him the leniency of his superiors in regards to his less than standard tactics and appearance. When an enemy needs to be hunted in a brash show of Bauhaus military force, Jaeger is the man for the job. His befuddled appearance belies a shrewd and tactical mind, a mind that sees a battle as something beneath him; much rather would he be hunting down a stealthy and intelligent foe in a series of precise attacks and feints, finally finishing the worthy opponent in a large, precise and devastating bombardment, obliterating them from existence. He scorns any mission given to him that does not spark his hunter's interest, giving it the least of his attention. This has led to no end of disciplinaries, but his exemplary record elsewhere has ensured his current batch of superiors utilise the 'old Baron' where he is at his best. Jaeger will always be found amongst the howitzers and cannons of his korps, surrounded by tables filled with maps and antiquated instruments of cartography and survey, reams of ink and guava splattered plans billow in the wind, detailing his target and the intricacies of the particular hunt. He will often go beyond his station, taking control of the larger army, ignoring the counter of his field superiors, wielding their men as if his own. Placing them, repositioning them and distributing them ready so that they will funnel the prey. Constantly muttering to himself as he discusses his plans with Hans, often getting into loud argument with the tempestuous bird as it's 'suggestions' infuriate the Baron. Eventually, the moment will come when he has positioned, or funnelled, his prey. 'Check mate' he will mutter under his breath as Hans squawks and flaps in excitement. 'FIRE!' he screams before his guns reply.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R
4	10	10	8	8	13	16	2	15 (12)

TYPE: Bauhaus Artillery Korps Advisor (30mm base), Unique.

Jaeger may be added to a Bauhaus Artillery Korps squad for 30 points.

RANGED WEAPON:

HG-12				
R	ST	RoF	AVV	TYPE
12	10	2	0	Piercing (P)

Passive: I am an officer: Jaeger may not use the Move or Fire or Fire the Heavy Gun special skills, but can use Get behind the Gun. Jaeger provides one Resource Card which may only be used by his squad. The Resource Card is lost if Jaeger is removed from play as a casualty.

Active: Show them Hans: Turn to Burn 1 Resource Card. The 403-B 125mm FeldKannon does not need LOS and receives a -2 modifier to St and a -1 modifier to RoF (to a minimum of 1) and AVV.

EQUIPMENT: HG-12 and Ceremonial Duelling Sabre

ARMOUR: Bauforce Superior Dress Armour (no negative weapon type modifiers taken)

CLOSE COMBAT WEAPON:

CEREMONIAL DUELING SABRE				
R	ST	RoR	AVV	TYPE
0.5	+1	1	0	Piercing

SPECIAL SKILLS: Advisor, Shielded, Target Sense, 'I am an Officer', Show them Hans

PL-09 STRIKE SKIMMER

Borne of the simple defensive necessity caused by the omnipresent threat of aggressive incursion by Capitolian forces into the Bauhausian swamp territories on Venus; the Strike Skimmer is perfectly suited to the semi-aquatic environments of its inception. The machine is as crude as it is functional, consisting of nothing more than an armoured hull, over-powered propeller and mounted weaponry. The main gun is handled by a designated gunner while the LMG is controlled by the pilot. The vessel's application has now spread beyond Graveton Archipelago; initially this was met with little tactical success. That was until the famed incident of the 173rd Vorreiter Squadron against Imperial at E-32 on Mars. With the death of the commanding officer and destruction of over half of the vorreiters, second in command, Banner Sergeant Koranda, repurposed an abandoned strike skimmer to get his surviving pilots home. On the journey back, they were attacked by remnants of the Imperial forces. The hovercraft became the main aggressive asset and quickly swamped the enemy. Since then the strike skimmer is frequently used as a heavy gun platform to support the smaller and more lightly armoured vorreiters. Hovercraft and tracked bike work in perfect unison, proving that, at least in this case, the sum well outweigh the value of its parts. The Koranda formation is now as omnipresent in vorreiter tactics as the Capitol aggression that induced the birth of the Bauhausian Strike Skimmer.

		1-10		11-14		15-18		19-20		AV		AV		AP		PTS					
M	CC	RS	WP	LD	SP HULL / AV	SP MAIN WEAPON / AV	SP PILOT / AV	SP ENGINE / AV	AV FRONT	AV BACK	AP	PTS									
7	-	12	-	16	4	14	3	13	3	12	3	15	0	-4	4	125					
					If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the Vehicle may no longer use its Main Weapons.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/2". Each Model within this range takes a S12 Piercing Autohit on a roll of 1-15.										

TYPE: Light Vehicle (Hoverer) No Base.

SQUAD COMPOSITION: 1 Strike Skimmer

SQUAD SIZE: 1-3 Strike Skimmers.

EQUIPMENT: Bauforce HMG 100G 'DeathlockDrum' and MG-40 LMG.

ARMOUR: Armoured Hull (no negative weapon type modifiers taken)

SQUAD UPGRADES: The squad may be increased by up to 2 Strike Skimmers for 125 points per model. Alternatively 1 Vorreiter in a Vorreiter squad may be replaced with a Strike Skimmer for 40 points. A Strike Skimmer included in a Vorreiter squad has the Advisor special skill.

MAIN WEAPONS:

BAUFORCE HMG 100G 'DEATHLOCKDRUM'

R	ST	RoF	AVV	TYPE
24	15	4	2	Piercing (A)

SPECIAL SKILLS: **Wasserratte, Propelled, Koranda Formation.**

Passive: Wasserratte: Strike Skimmers can move over Impassable terrain if the at least 50% of the terrain is less than 1" in height. Strike Skimmers cannot end their movement in Impassable terrain.

Passive: Propelled: Roll a D20/2 for each non-vehicle model on a small or medium base that ends its activation within 2" of the Strike Skimmer and in its rear arc. Move the affected model the rolled distance away from Strike Skimmer. Models on a medium base must ignore the Propelled special skill if they successful complete a Con test. Models affected by the Propelled special skill receive a ST10 Blast Autohit.

SECONDARY WEAPONS:

MG-40 LMG

R	ST	RoF	AVV	TYPE
24	14	2	1	Piercing (A)

Add a +2 modifier to the Strength of the Autohit for each piece of Light or Heavy terrain that is entered. If the model comes into contact with Impassable terrain its Propelled movement is stopped and it receives a second Autohit at ST15 Piercing.

Passive: Koranda Formation: For each other Vorreiter or Strike Skimmer in the squad each Strike Skimmer gains a +1 modifier to AV on the Engine (19-20) location to a maximum of +3. Each Vorreiter gains a +1 modifier to AV on its Driver location (1-10) from the Strike Skimmer in its squad. Each modifier is lost when the supplying model is removed from play.

The Iron Lady

Florence Grantham is a remarkable lady. After an easy childhood on Ganymede, in the bosom of her Imperial family, she studied chemical warfare at university. She was repulsed by the effect that gas weapons had on the enemies of her corporation and campaigned for many years to ban such weapons. Her vocalisations fell on deaf ears. Eventually, frustrated by inaction, she defected to Capitol. She instantly volunteered for the freedom brigades, joining the medical corps on Mars; where her new corporation fought her old. For many years she tried to patch up wave after wave of Capitol soldiers. As each succumbed to the abhorrent gas weapons, she became more and more enraged. One, cold Martian night as the thousandth trooper died in her arms, something broke inside her. She stood up and walked calmly from the medical tent.

A week later, as the 288th Heavy advanced on the Imperials, they were joined by a ghost. No one noticed, but the battalion had one extra trooper. The 288th took massive casualties when the Imperials unleashed a Nighthawk strike and were close to breaking. The unknown heavy infantry continued marching forward, one lone Capitolian iron in its will to defeat the enemy. Once the battle was won, the phantom removed her helmet and was instantly recognised by those around her. For the first time in her life she felt like she had made a difference. Since then Florence has been officially recruited into the Heavies and was issued a personalised Tortoise armour suit equipped with the tools of her medical trade. She is now, as always, resolute in her will to stop the use of chemical weapons and to break anyone who uses them in the warzones of the solar system.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A
5	15	11	9	10	16	17	2	16 (11)

TYPE: Capitol Heavy Infantry Squad Advisor (30mm base), Unique.

Iron Lady may be added to the Heavy Infantry Squad as an advisor for 60 points.

EQUIPMENT: IN-14 Light Flamethrower, Powered Gauntlet, Medical Tools and Medic Banner

RANGED WEAPONS:

STATISTICS

IN-14 FLAMETHROWER

R	ST	ROF	AVV	TYPE
FT	14	2	0	Plasma (A)

SPECIAL SKILLS: **Advisor, As Heavy Infantry, Contempt (Imperial), Iron Will, The Lady Protects, Medic Banner**

Passive: Iron Will: All friendly squads with at least 1 model within 6 inches of The Iron Lady have the Fearless special skill. The Iron Will special skill only affects squads on 30mm bases.

Passive: The Lady Protects: Models within 9" of the Iron Lady can re-roll unsuccessful Heal rolls.

Passive: Medic Banner: Any model targeting the Iron Lady with a Ranged or CC attack must first pass a LD test with a -5 modifier. If the test is failed the model loses the Action Point and cannot complete another attack of the same type this game turn. Models with the Target Identifier and/or Brutal special skill ignore the Medic Banner special skill.

ARMOUR: MFMP5-94 Tortoise Armour MK 2.3 and Blast Shield (no weapon type modifiers taken). The Iron Lady has Impenetrable Armour (14) against Ranged and Close Combat attacks originating in her front facing.

CLOSE COMBAT WEAPON:

STATISTICS

POWERED GAUNTLET

R	ST	ROA	AVV	TYPE
B2B	+3	1	0	Piercing

STATISTICS

MEDICAL TOOLS

R	ST	ROA	AVV	TYPE
B2B	-	2	0	Plasma

Passive: Medical Tools: The Iron Lady uses her Medical Tools to neutralise the enemy threat. For every successful Close Combat attack with the Medical Tools the enemy model must complete a Con test. If the test is failed the target model loses a Wound. No Armour tests or Heal rolls are allowed against Medical Tool wound effects.

right place, right time, right stuff





Shiryo-X

Founding Day, the enigmatic launch of Cybertronic sent ripples through time and space. Ripples that not only changed the life of every human alive three hundred years ago, but still affect many in some rather unexpected ways today. Henrik Taniyama is one of them. The Taniyama clan, a small holding within Mishima, was split in half on Founding Day. Much of the clan slipped out in the middle of the night to join the upstart Cybertronic, while the family's old guard stayed true to their Mishiman allegiance. It would take several centuries to prove their loyalty was unswerving.

Demonhunters often choose their apprentices from those who have suffered greatly from the Dark Legion, and Henrik Taniyama was no exception. Sole survivor of a Dark Legion raid when travelling to Longshore, the orphaned Henrik was selected by the legendary Demonhunter Otokorashi Norisu. Under Norisu's tutelage, Henrik progressed quickly, graduating to full Demonhunter status when he felled a Mercurian Maculator at the tender age of seventeen. The Taniyama fiefdom, located near the Mercurian North Pole, was the perfect proving ground. Its harsh climate and variation of blistering heat and freezing cold was perfect especially for one quick of thought, quick of motion and iron of will.

In the course of a mission that brought the blue and red armoured Demon Hunter to Mars, he was betrayed by an informant within Mishima and left for dead. He may even have been: the records remain unclear. Fortunately for Taniyama, Cybertronic citizen 43D29 was operating a trans-hauler in the vicinity. Outside the company 43D29 was better known as Kuren Taniyama. Kuren recognised the familial seal on the battered Demon Hunter's armour and brought him to 'Facility 53Beta' where Cybertronic did what they do best.

After long and expensive negotiations, the Mishiman family leveraged a great amount of their mineral wealth in exchange for Cybertronic returning their 'restored' Demon Hunter. Rumours circulate that Henrik is in fact a clone of the original, and that Cybertronic may even have kept the gene material for further projects, but the truth may never be known. The only facts are that a year later he emerged ready for battle, more focused than ever before in his bright but short career. Henrik has since adopted the name Shiryo-X, and a cold calculated demeanour has replaced an expected need for vengeance. It is thought that most of his natural limbs have been replaced with cybernetic variants, controlled by the same Subcortex Transmitter that allows him to control the additional limbs of his armour. Shiryo-X's personal armaments: the Ghostfire Flamethrower, Demontooth Katana and Soulscourger, mean he has equal ability to eliminate Dark Legion threats both at short range and in close combat. He has led Mishima to victory in his new and personalised ebon and gold armour many times, including at the brutal battle for Gakki Island on Venus and the final assault alongside Cybertronic on the corrupted Capitol asteroid base of Franklin. While his motives and allegiances remain his own, there is no question about the honour or ferocity of the warrior known simply as Shiryo-X.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	17	15	11	14	15	18	3	16(12)	205

TYPE: Warlord (Close Combat), Medium Base (40mm). Unique.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	16	14	10	13	15	18	3	16 (11)	145

TYPE: Lord, Medium Base (40mm). Unique.

EQUIPMENT: Ghostfire Flamethrower, Demontooth Katana, Soulscourger

ARMOUR: Enhanced Demon Hunter Armour (no negative weapon type modifiers taken)

KI POWERS: Shiryo-X may select up to 4 Ki Powers from the Soshomara Temple for free

RANGED WEAPONS:

TAMBU NO. 346 GHOSTFIRE FLAMETHROWER

R	ST	RoF	AVV	TYPE
FT	14	2	2	Blast (A)

Active: Ghostfire: In lieu of making a Ranged Attack with this weapon, Place a 30mm token (AV10 SP3) within 30" of Shiryo-X, every model finishing its activation within 3" of the token receives St12 AVVO Blast Auothit. The token is removed at the end of the Game turn.

SOULSCOURGER

R	ST	RoA	AVV	TYPE
1.5	+4	3	6	Piercing

Passive: Scourge of Souls: Natural rolls of 1, 2 or 3 in CC have Critical Damage (2) and Critical Force (+1). Heal rolls cannot be made against Wound Effects caused by the Soulscourger.

DEMONTTOOTH KATANA

R	ST	RoA	AVV	TYPE
1.5	+4	2	1	Piercing

Passive: Monomolecular Edge: This Weapon grants an additional -1 modifier to Armour Value for all models within CCWR of Shiryo-X. Monomolecular Edge modifiers are cumulative. Shiryo-X and Demon Hunters ignore the Monomolecular Edge special skill.

SPECIAL SKILLS: **Predator Senses, Fear (1), Contempt (Dark Legion), Fearless, Against the Legion, Master Hunter, Void Flutter, Kenjutsu, Kanashibari**

Passive: Against the Legion: Shiryo-X Lord Type has the Cartel Agent special skill, but cannot join the Brotherhood.

Passive: Master Hunter: If targeted by Dark Symmetry Psychic Powers the Demon Hunter gains an additional +5 Modifier to WP.

Active: Void Flutter: Turn to Burn 1 Resource Card at the beginning of Shiryo-X's activation. For his first Action Shiryo-X's may be placed without Movement modifiers within 10" of his current location. This counts as a Run Action. Void Flutter allows movement through Impassable terrain. Shiryo-X may not finish his move within Impassable Terrain.

Passive: Kenjutsu: Shiryo-X can ignore any Would Effects caused by Close Combat attacks on a D20 roll of 1-8. Shiryo-X may use both the Soulscourger and Demontooth Katana in CC for 1 CC Action Point, but if so both weapons gain: RoA cannot be increased by any means.

Active: Kanashibari: Turn to Burn 3 Resource Cards and nominate an enemy squad on small or medium bases within 30" of Shiryo-X. Every model in the nominated squad must pass St test with a -6 modifier to complete a Movement action (including Movement actions with 'place' in the description).

Tatsumoto

Tatsumoto, the hero of the Tiger Dragons and Doomtrooper of the Cartel, was born in the Mishiman year of the Boar; which according to the ancient zodiac, perfectly suits his selfless service to his megacorporation. His perfectionist attitude to the Martial Art of the Tiger Dragon is unsurpassed and as such, his position of Yari Gochi, or 'Spear Master', is only logical.

Upon the battlefield, Tatsumoto engages in a trance-like dance of death, swinging his Duskdealer power naginata in sweeping and fluid motions that defy the heavyweight nature of his powered armour suit. It was not long before the Cartel recognised the battlefield skill of Tatsumoto and requested his membership into the Doomtroopers. After lengthy discussions with his Liege-Lord, Tatsumoto would become one of the few Mishiman representatives in the Cartel.

STATISTICS

M	CC	AS	ST	CON	WP	LD	W	A	PTS
5	16	15	10	10	15	18	3	15 (12)	75

TYPE: Lord Medium base (40mm), Unique

ARMOUR: Blessed Suritomo Power Armour (no negative weapon type modifiers)

CLOSE COMBAT WEAPON:

MISHIMA'S PLEDGE – 'DUSKDEALER' POWER NAGINATA

R	ST	RoR	AVU	TYPE
2	+4	2	5	Plasma

Passive: Hurricane of Destruction: Tatsumoto may allocate attacks in both his Front and Rear facing.

SPECIAL SKILLS: Doomtrooper, Cartel Agent, Leap (5), Ferocity, Yari Gochi, As Tiger Dragon, Fearless.

Passive: Yari Gochi: Tatsumoto is a Tiger Dragon and has the 'Power of the Ox' and 'Strike of the Serpent' Ki Power.

It is a fallacy to say that a hero is born and not made. Look at Hunter, Watts or Grantham. Look at Tatsumoto or Sanders. Hell, even look at Pieter Diamond, or this Enshaw guy and tell me they were born a hero; and I will call you a filthy stinking scumsucking Liar, or worse yet a Lawyer!

*Jake Kramer of the Capitol Corporation, after the Oakenfist incident.
Taken from the notes of Patricia Lunt*

The Screaming Devil

The exact origin of the Screaming Devil is a mystery to all but herself. Some say she was once the beautiful daughter of a wealthy merchant who angered the Triads; that she was framed by the Triads and arrested by corrupt recruiters, then given the choice of a quick dishonourable death or join the Crimson Devils. Other say she was once a master-thief caught red handed by her Lord and forced to don the mask as repentance. Whichever tale is true, the fact is that she excelled in her new role and was promoted quickly.

During the battle for the Dragon Peninsula her squad was wiped out by the Wolfbanes while defending a fallen Kunshu Dragonrider. She stood alone, mask shattered by a glancing blow from a Warhound's hammer. Blinded by her own blood she knew the finishing salvo was soon to follow. Her only option was to remove her mask, the one thing a Crimson Devil should never do. Grasping its edge she wrenched it away, ripping her entire face with it. Such unbearable pain! She involuntarily unleashed a terrifying scream, which coupled with her horrific appearance stunned the Wolfbane for a moment; that split second was all she needed. A pain fuelled rage overcame her as she shredded her stunned opponent. Then she charged towards the fallen Kunshu, all the while shrieking an otherworldly scream of pain and anguish, Any who came near her in those moments paid a heavy price for their stupidity. As she defended the fallen lord, the Imperial faction learned a new found respect for the Crimson Devils and specifically the bloodied, faceless, Screaming Devil. Yet, however valiant and honourable her defence of the Lord was, she had committed the most dishonourable of acts in removing her mask; an act for which she must be punished, as is the Mishiman way. Dragonrider and Devil looked at each other, an acknowledgement passed wordlessly between them. She picked up the Lord's fallen sword and turned the blade towards herself as she bowed her head. 'Wait' he said. They struck a deal, his life for hers, but hers was not to be a happy ending. She now leads her devils on a never-ending search for honour, an honour she can never achieve. She wears no mask, her faceless visage is mask enough. When she fights her wounds re-open and blood pumps from her ruptured face, she channels the excruciating pain, using it to strengthen herself...and she screams.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R
5	15	13	8	10	16	17	2	13 (10)

TYPE: Crimson Devil Advisor (30mm base), Unique. Screaming Devil may be added to the Crimson Devil Squad as an advisor for 60 points.

EQUIPMENT: Tambu no.1 'Shogun' Assault Rifle, Deamonsbreath Poisoned Gas Grenades and Kunshu Ceremonial Blade

ARMOUR: Mishiman Retainer Battlesuit (-1 Blast)

CLOSE COMBAT WEAPON:

KUNSHU CEREMONIAL BLADE

R	ST	RdR	AVV	TYPE
B2B	+3	3	0	Piercing

SPECIAL SKILLS: As Crimson Devils, Everlasting Quest, Faceless Protector, Walk of Shame, Scream of the Devil

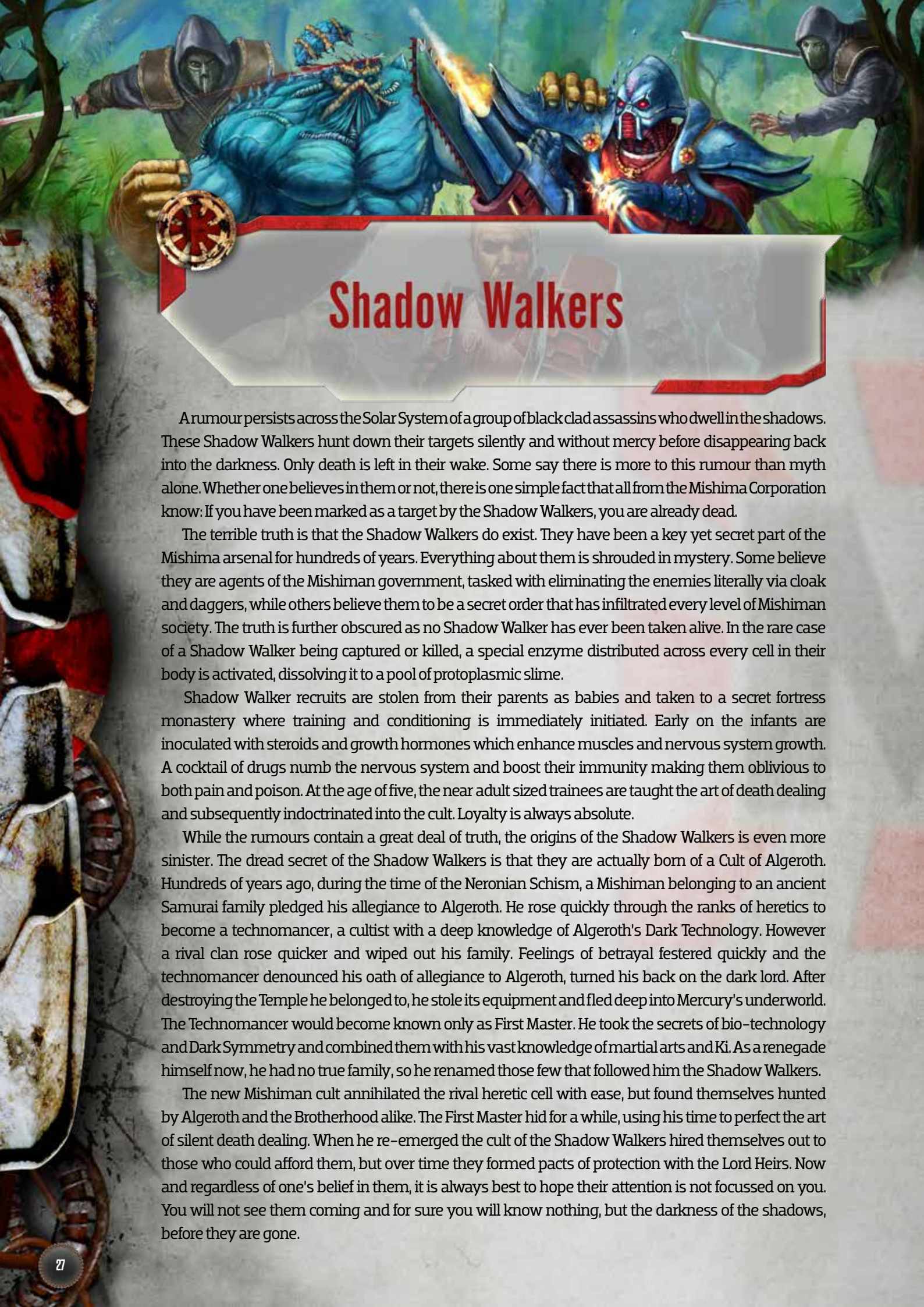
Passive: Everlasting Quest: If the friendly Warlord is in close combat the Screaming Devil may only complete Engage or Run actions. The Engage action can only be declared against and must be completed against models in CCWR with the Warlord. Run actions must be directed towards the Warlord. Ignore the Everlasting Quest special skill if the Screaming Devil is in CC.

Passive: Faceless Protector: The Screaming Devil's squad has the Infiltrate special skill. The squad may be deployed within 3" of the Warlord when infiltrating (even if in open terrain)

Passive: Walk of Shame: When the Warlord is removed from play as a casualty, immediately remove the Screaming Devil from play as a casualty as well.

Active: Scream of the Devil: Turn to Burn 1 Resource Card. The Screaming Devil has the Fear (6) special skill. Any model on a small or medium base that fails the Fear test caused by the Scream of the Devil special skill receives a Stun effect.

The Devil of Pain
Howls through the Battlefield
As wind through the trees



Shadow Walkers

A rumour persists across the Solar System of a group of black-clad assassins who dwell in the shadows. These Shadow Walkers hunt down their targets silently and without mercy before disappearing back into the darkness. Only death is left in their wake. Some say there is more to this rumour than myth alone. Whether one believes in them or not, there is one simple fact that all from the Mishima Corporation know: If you have been marked as a target by the Shadow Walkers, you are already dead.

The terrible truth is that the Shadow Walkers do exist. They have been a key yet secret part of the Mishima arsenal for hundreds of years. Everything about them is shrouded in mystery. Some believe they are agents of the Mishiman government, tasked with eliminating the enemies literally via cloak and daggers, while others believe them to be a secret order that has infiltrated every level of Mishiman society. The truth is further obscured as no Shadow Walker has ever been taken alive. In the rare case of a Shadow Walker being captured or killed, a special enzyme distributed across every cell in their body is activated, dissolving it to a pool of protoplasmic slime.

Shadow Walker recruits are stolen from their parents as babies and taken to a secret fortress monastery where training and conditioning is immediately initiated. Early on the infants are inoculated with steroids and growth hormones which enhance muscles and nervous system growth. A cocktail of drugs numb the nervous system and boost their immunity making them oblivious to both pain and poison. At the age of five, the near adult sized trainees are taught the art of death dealing and subsequently indoctrinated into the cult. Loyalty is always absolute.

While the rumours contain a great deal of truth, the origins of the Shadow Walkers is even more sinister. The dread secret of the Shadow Walkers is that they are actually born of a Cult of Algeroth. Hundreds of years ago, during the time of the Neronian Schism, a Mishiman belonging to an ancient Samurai family pledged his allegiance to Algeroth. He rose quickly through the ranks of heretics to become a technomancer, a cultist with a deep knowledge of Algeroth's Dark Technology. However a rival clan rose quicker and wiped out his family. Feelings of betrayal festered quickly and the technomancer denounced his oath of allegiance to Algeroth, turned his back on the dark lord. After destroying the Temple he belonged to, he stole its equipment and fled deep into Mercury's underworld. The Technomancer would become known only as First Master. He took the secrets of bio-technology and Dark Symmetry and combined them with his vast knowledge of martial arts and Ki. As a renegade himself now, he had no true family, so he renamed those few that followed him the Shadow Walkers.

The new Mishiman cult annihilated the rival heretic cell with ease, but found themselves hunted by Algeroth and the Brotherhood alike. The First Master hid for a while, using his time to perfect the art of silent death dealing. When he re-emerged the cult of the Shadow Walkers hired themselves out to those who could afford them, but over time they formed pacts of protection with the Lord Heirs. Now and regardless of one's belief in them, it is always best to hope their attention is not focussed on you. You will not see them coming and for sure you will know nothing, but the darkness of the shadows, before they are gone.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	17	12	10	12	14	18	1	13	100

TYPE: Support, Small Base (30mm).

SQUAD COMPOSITION: 1 Shadow Walker and 1 Shadow Walker Squad Commander

SQUAD SIZE: 2-3 Shadow Walkers. Unique

EQUIPMENT: Katana and Wakizashi

CLOSE COMBAT WEAPON:

KATANA AND WAKIZASHI				
R	ST	RoA	AVV	TYPE
1	+3	3	1	Piercing

Passive: Precise Cut: No test of any kind, such as Heal, repair, Dodge, etc, can be made to avoid the Wound Effects or Structure Damage of this Special Skill. The target model can only make regular Armour, Impenetrable Armour or Armoured Value rolls.

Active: Death of a Thousand Cuts: Turn to Burn 1 Resource Card, this model causes successful Armour and Impenetrable Armour tests to be rerolled.

SPECIAL SKILLS: **Heal (2), Pathfinder, Gas Mask, Legacy of the First Master, Dodge, Mortuary Enzymes, Hidden in the Shadows, Back to the Dusk, Teppan -Nage, Shado Itto-Giri**

Passive: Legacy of the First Master: Shadow Walker squads may not use, be targeted by friendly ki powers or purchase any Ki Powers (other than Morning Shaken). May not be joined by any Lord type models or models with the Advisor special skill (unless stated specifically in the Advisor or Lord's rules).

Passive: Dodge: Shadow Walkers ignore any Wound Effects on a roll of 1-10. Roll for Dodge prior to any Armour test and or Heal rolls.

Passive: Mortuary Enzymes: Shadow Walkers cannot be turned into any other model type. If forced to do so remove them from play as a casualty instead of replacing the model.

Passive: Hidden in the Shadows: Shadow Walkers are not deployed as normal, instead they deploy after all Infiltrators deploy on the First Turn or before the initiative roll in any subsequent turn in which they are allowed to deploy, the controlling player may place a 30mm Shadow Walker Token for each model in the squad within any piece of Light or Heavy terrain. (Make sure to note what model goes to each token.) Each Shadow Walker token must be placed within 9" of the Squad Commander's token. At the beginning of the Shadow Walker squad's activation, the player must Turn To Burn 1 Resource Card to replace one Shadow Walker Token with a Shadow Walker model. If the player does not Turn To Burn 1 Resource Card then the Shadow Walker remains a token, and will be removed during the Control Phase. If the token is obstructed during placement of the Shadow Walker by any model or another token with SP then place the Shadow Walker in base to base contact

ARMOUR: Shinobi Robes and Implants (Blast -2)

SQUAD UPGRADES: The Shadow Walker squad may be increased by up to 1 Shadow Walker at 50 points.

with the obstructing model or token. In the Game Turn a Shadow Walker deploys in this way it has 2 Action Points, (unless they are revealed within any CCWR, in which case they have 1 Action Point), which cannot be increased by any means. These tokens cannot contest zones or interact with objectives. The token may not be targeted by weapons, cards, or psychic powers. If a template or model touches the token, first resolve the attack (tokens without SP cannot be affected) then replace the token with the Shadow Walker it represents.

Passive: Shado Itto-Giri: When an enemy model moves into base to base contact with a shadow walker's token, or puts the Shadow Walker token within its CCWR, remove the token and place the shadow walker so that the enemy model is anywhere within its CCWR. The Shadow Walker then may perform 1 free slash at RoA 1 with the 'Death of a Thousand Cuts' Special Skill considered Active (for free) for this attack only.

Passive: Back to the Dusk: At the beginning of the Squad Activation, so long as all Shadow Walkers from the squad are not Engaged, nor remain Tokens and within Light or Heavy terrain, the squad may be removed from the board to be deployed via the Hidden in the Shadows special skill in a subsequent Game Turn. Any undeployed models at the end of the Game count as Destroyed.

Active: Teppan-Nage: Turn to Burn 1 Resource Card at the beginning of a Shadow Walker's activation. The Shadow Walker may use the Ki Power: Teppan-Nage Psychic Ranged Attack.

TEPPAN-NAGE				
R	ST	RoA	AVV	TYPE
FT	10	1	0	Psychic (S)

Passive: Collective Focus: This attack receives an additional +1 modifier to St for each friendly Shadow Walker on the board, to maximum of +3.

Passive: Ki Shurikens: This attack type is additionally Plasma.



EXTERMINATEUR 'ATTILA' MK.I

A relative infant in the Cybertronic arsenal, the Exterminateur pattern walker has recently been encountered with more and more frequency. Only one version has been actualised, but its success is sure testament that more and more variants are but a matter of time. Standing at well over 12 feet tall, the machine has humanised proportions and bears a striking similarity to the earliest versions of the Cuirassier 'Attila'. As such, the new vehicle was nicknamed the Attila walker by those that first saw it. The name, despite nomenclature issues, has stuck.

The other megacorporations had heard tales of top secret Cybertronic research laboratories developing both new A.I. and armour plate technology, but continuous and thorough seek and destroy missions resulted in naught but frustration and an increasing sense of dread. The Exterminateur was first encountered by the Imperials when they attacked the cyber-held Harbinger asteroid. The offensive force was pulverised. It was clear to see the arena of war had undergone a fundamental paradigm shift and the Exterminateur was its manifestation. The Imperials, via the Cartel, shared their limited intel with all the other megacorporations. Subsequent encounters with Exterminateur-bolstered forces have proven just as decimating for the opposing force, no matter their allegiance; yet gradually more and more intelligence was gathered. Not in many years has such inter-corporation collaboration been seen. Lead by the Cartel, specimens have been captured of both functioning and dysfunctional units. The main weapon has been retrieved and transmissions to and from the vehicle have been monitored. Slowly and surely the Cartel and the other four megacorporations have begun to understand this new threat. The next and biggest hurdle is to counter it with minimal collateral damage; so far, it seems, this is an impossible task.

One of the key reasons for the Exterminateur success is that it is not limited to one tactic, its programming and nature allows it to implement diverse and devastating protocols depending on its opposition's tactics. If one counters a ranged offensive from the machine with anti-vehicle ordnance its armour will subtly reposition and meld, turning the robot into a barely moving gun bastion. Break through that armour somehow and the golem will reroute power and realign its mercury-titanium alloy armour on a molecular level, instantly repairing the damage so difficultly won. If one moves into close combat the walker uses its diamond-hard cranium as a battering ram to pulverise flesh and plating alike. If you are heavily armoured, the vehicle will implement its amplification device, so aiding the Cuirassier pattern Attilas to increase the range of their resonance. Finally, and often if all else fails, the machine can overcharge its power cells to emit a pulse of power that will blast you and the machine apart. The simple, yet robust algorithm that drives the Exterminateur is counterintuitive to the human mind. Not that surprising when one acknowledges that the design team behind the new walker was led by individuals themselves artificial in intelligence. The Cybertronic Corporation has made one of its major steps away from humanity: Artificial Intelligence is now, in a craven imitation of humankind, replicating, and effectively bearing, its own offspring.

		1-10		11-14		15-18		19-20								
M	CC	RS	WP	LD	SP BODY / AV		SP WEAPON / AV		SP DRIVE / AV		SP CORE / AV		AV FRONT	AV BACK	AP	PTS
5	13	14	-	20	3	14	3	14	3	14	3	15	0	-5	3	135
					If SP=0 or less, the Vehicle is Destroyed but remains in play as a piece of heavy terrain.		If SP=0 or less, the Vehicle may no longer use its Main Weapon		If SP=0 or less, the Vehicle may not move or pivot		If SP=0 or less, the Vehicle explodes! Measure from the base of the Vehicle with a range of D20/2". Each model within this range takes a S15 Piercing AV5 autohit on a roll of 1-15.					

TYPE: Cybertronic Light Vehicle (walker), Large Base (50mm)
SQUAD COMPOSITION: 1 Exterminateur 'Attila' MK.I Squad Commander
SQUAD SIZE: 1-2 Exterminateur 'Attila' MK.I
EQUIPMENT: SSW4200P 'Master-Blaster' HMG
ARMOUR: Intelligent Alloy Plating (no negative weapon type modifiers taken)

SQUAD UPGRADES: May add one Exterminateur 'Attila' MK.I for 135 points each.

MAIN WEAPON:

SSW4200P 'MASTER BLASTER' HMG				
R	ST	RoF	AVV	TYPE
28	14	3	3	Blast (A)

CLOSE COMBAT WEAPON:

HEAD BUTT				
R	ST	RoF	AVV	TYPE
1	14	2	2	Piercing

Passive: Overcharge: The RoF of the SSW4200P 'Master Blaster' HMG may be increased up to 6. For each RoF value increase caused by the Overcharge special skill the Exterminateur 'Attila' MK.I receives an AVV 5 Autohit on its Core location at the end of its activation.
Passive: Rail Gun: Weapon Type is additionally Rail.

SPECIAL SKILLS: **Fear (2), Ultrasonic Resonation Device, Intelligent Alloy, Power Cell Discharge**
Passive: Ultrasonic Resonation Device: Any successful Ranged Attack, using the Aim Special Action against an Exterminateur 'Attila' MK.I must still randomise the Hit Location. Additionally, the range of the Ultrasonic Resonation special skill for all friendly Cuirassier 'Attila' MK.III on the battlefield is increased from 8" to 18".
Passive: Intelligent Alloy: When a SP is lost by an Exterminateur 'Attila' MK.I roll a D20. On the roll of 1-10 the Structure Point is restored.

Active: Power Cell Discharge: At the beginning of the squad activation nominate an Exterminateur 'Attila' MK.I to conduct a Power Cell Discharge. Each model within 6" of the Exterminateur 'Attila' MK.I receives a St10 Blast AVV1 autohit. At the end of the Exterminateur 'Attila' MK.I activation roll a D20. On a roll of 1-10 the Exterminateur 'Attila' MK.I loses 2 SP from its Core Location. SP lost due to a Power Cell Discharge cannot be restored by any means (even repaired).

I've seen a lot in the Trenchers. I've seen dead men get back up and attack comrades. I've seen insane alien beasties. But when that four meter tall Attila took my Charger square in the chest, and I watched the metal 'heal' itself while the machine turned to look at me... I swear I saw hate in those machine eyes... nothin's ever scared me like that.

Sergeant R. Chalcraft of the Harbinger Attack Force

PIETER 'THE SHIELD' DIAMOND - THE MIRRORMAN

The unbelievably handsome Pieter Werhowen was once a highly esteemed Jaeger Korps officer, but his station and masculine beauty had a price, he was regarded with an insatiable envy by friends and enemies alike. Little did he know that one day this jealousy would bring him his final Bauhausian breath. On the ice plains of northern Venus, Werhowen led a shock assault on a Cybertronic Research Facility. The three sins of covetousness: jealousy, cowardice and envy, converged under the watchful gaze of Semai; Werhowen's friend and protégé, Paulo Kilemann, blasted the unsuspecting officer in the back. As Werhowen breathed his last, a solitary tear ran down his cheek and he mouthed 'You will pay!' to the turncoat. The death of their leader routed the Korps instantly, each and every one to be cut in twain by Cybertronic lasers. Only one man, the damned man, survived.

Pieter 'The Shield' Werhowen was Diamondised and enhanced shortly after by his foes, bringing the fallen Bauhaus hero back from the dead. He is now regarded as 'the' poster boy of the fifth megacorp. His media-darling status is continually furthered by his acts of heroism on the battlefield; where he fights with an utter finesse, wielding his CSA404 Heat Sword and Mirrorshard Shield in a perfect unison. He is a media-savvy man that knows what he is doing, using stealth and his camouflaged suit to appear out of the shadows as a visage of Cybertronic excellence exactly where the media cameras are pointing. Once he has their attention he turns on the chrome, dazzling and delighting his fans to a heady euphoria. Little do they know that behind his perfect public façade, one thing and one thing alone drives him; a passion from his past too powerful to forget, his unrelenting and unending thirst for revenge, 'Paulo Kilemann will pay!'

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R
5	15	10	10	9	14	17	2	15 (11)

TYPE: Mirrorman Squad Commander Upgrade (30mm Base), Unique

The Mirrorman Squad Commander may be upgraded to Pieter Diamond for 30 points.

ARMOUR: Mirrorman Armour and Mirrorshard Shield (Piercing +2, Blast -1)

CLOSE COMBAT WEAPON:

CSA 404 SWORD				
R	ST	RoR	AVV	TYPE
1	+3	2	5	Plasma

MIRRORSHARD SHIELD SPECIAL RULE: Pieter Diamond has Impenetrable Armour (14) against Ranged and Close Combat attacks made in his front facing.

EQUIPMENT: CSA404 Sword, Mirrorshard Shield

SPECIAL SKILLS: *As Mirrormen Squad, Mirrorshard-Infused Shield, Master of the Mirrors*

Passive: Mirrorshard-Infused Shield: Whenever Pieter Diamond successfully passes an Armour test against a non template Ranged attack of Piercing, Plasma or Blast type he may reflect it back at the Model that completed the Attack. The reflected Ranged Attack from Pieter Diamond occurs instantly on completion of his successful Armour test for 0 Action Points using Pieter Diamond's RS with a -2 Modifier to St. He may use this ability as many times as he is targeted.

Passive: Master of the Mirrors: Pieter Diamond's Squad has the Infiltrate special skill, and receives an additional -1 modifier to RS for their Camouflaged Suit special skill.

It is said the brighter the light, the darker the shadow. Pieter shines the brightest of all in Cybertronic- literally, and his shadow is so dark; it has a name: Kilerman.

'LUKAS'

The Sacred Initiate

Lukas joined the Sacred Warriors at an abnormally early age due to his seemingly unnatural swordsmanship and rare ability with the Art. Now the fourteen year old boy has been entrusted with a ranking position and leads small squads of his fellows or troopers into battle under the command of more experienced Brotherhood officers. Use of such a young user of the Art has been authorised by the sheriff of Luna, Cardinal Dominic himself, with the hope that if the boy survives he will become one of mankind's key defenders against the Dark. Dominic's reasoning is not flawed. This boy has a rare gift that only the most legendary can yield; a gift that has only been seen only a handful of times, that of Evanescent Phantasmism. Lukas, his real name is only known and uttered by the Cardinal, can prolong one's spirit beyond their body for a short time. These spirits will battle on at his will, using their own intelligence to smite the Darkness before they become one with the Light.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A
5	17	12	9	15	15	17	2	14

TYPE: Brotherhood Trooper or Sacred Warrior Squad
Commander Upgrade (30mm Base), Unique
Brotherhood Trooper or Sacred Warrior Squad
Commander may be upgraded to Lukas for 30 points.

EQUIPMENT: Avenger Sword, Protector Power Shield.

ARMOUR: Protector Power Shield (no weapon type modifiers taken).
Lukas has Impenetrable Armour (14) against Ranged and Close Combat attacks originating in his front facing.

CLOSE COMBAT WEAPON:

AVENGER SWORD

R	ST	ROA	AVV	TYPE
1.5	+4	3	1	Plasma

Passive: Electro-Magnetic Shock: Models on a small or medium base that receive a Wound Effect from this weapon also receive a Stun Effect

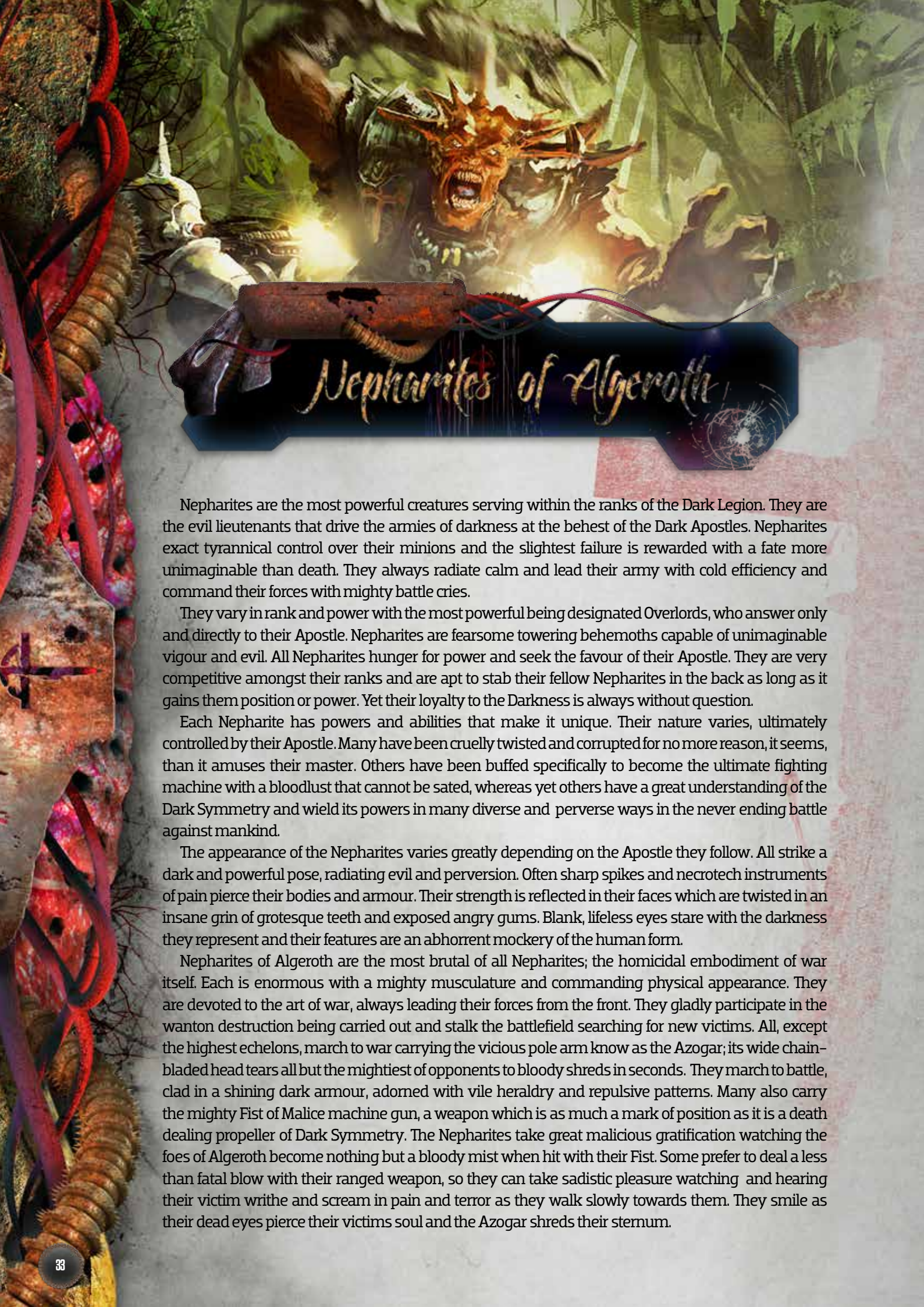
SPECIAL SKILLS: As Sacred Warriors, Zeal of the Initiate, Guide, Evanescent Phantasm.

Passive: Zeal of the Initiate: Any CC roll of 1 or 2 count as a Power Shot.

Passive: Chosen by the Cardinal: Replaces Blessed by the Cardinal. Lukas' Sacred Warrior squad has the Heal (X) special skill where X is number of Sacred Warriors in the Squad (including Lukas and up to a maximum of Heal (6)). Lukas has Medic (4) when leading a Brotherhood Trooper Squad.

Active: Guide: Turn to Burn 3 Resource Cards to nominate one squad on the battlefield. The nominated Squad cannot claim cover from Intervening Models or Terrain.

Active: Evanescent Phantasm: Turn to Burn 2 Resource Cards at any point during a Game Turn. Friendly Models on small bases reduced to 0 wounds or less within 3" of Lukas are not removed from play until the end of the game turn or until Lukas is reduced to 0 wounds. Instead they count as Phantoms, which have the Fear (0) Special Skill and do not provide cover or block LOS, but otherwise act as normal. Phantoms cannot control or interact with objectives markers or control table zones.



Nepharites of Algeroth

Nepharites are the most powerful creatures serving within the ranks of the Dark Legion. They are the evil lieutenants that drive the armies of darkness at the behest of the Dark Apostles. Nepharites exact tyrannical control over their minions and the slightest failure is rewarded with a fate more unimaginable than death. They always radiate calm and lead their army with cold efficiency and command their forces with mighty battle cries.

They vary in rank and power with the most powerful being designated Overlords, who answer only and directly to their Apostle. Nepharites are fearsome towering behemoths capable of unimaginable vigour and evil. All Nepharites hunger for power and seek the favour of their Apostle. They are very competitive amongst their ranks and are apt to stab their fellow Nepharites in the back as long as it gains them position or power. Yet their loyalty to the Darkness is always without question.

Each Nepharite has powers and abilities that make it unique. Their nature varies, ultimately controlled by their Apostle. Many have been cruelly twisted and corrupted for no more reason, it seems, than it amuses their master. Others have been buffed specifically to become the ultimate fighting machine with a bloodlust that cannot be sated, whereas yet others have a great understanding of the Dark Symmetry and wield its powers in many diverse and perverse ways in the never ending battle against mankind.

The appearance of the Nepharites varies greatly depending on the Apostle they follow. All strike a dark and powerful pose, radiating evil and perversion. Often sharp spikes and necrotech instruments of pain pierce their bodies and armour. Their strength is reflected in their faces which are twisted in an insane grin of grotesque teeth and exposed angry gums. Blank, lifeless eyes stare with the darkness they represent and their features are an abhorrent mockery of the human form.

Nepharites of Algeroth are the most brutal of all Nepharites; the homicidal embodiment of war itself. Each is enormous with a mighty musculature and commanding physical appearance. They are devoted to the art of war, always leading their forces from the front. They gladly participate in the wanton destruction being carried out and stalk the battlefield searching for new victims. All, except the highest echelons, march to war carrying the vicious pole arm known as the Azogar; its wide chain-bladed head tears all but the mightiest of opponents to bloody shreds in seconds. They march to battle, clad in a shining dark armour, adorned with vile heraldry and repulsive patterns. Many also carry the mighty Fist of Malice machine gun, a weapon which is as much a mark of position as it is a death dealing propeller of Dark Symmetry. The Nepharites take great malicious gratification watching the foes of Algeroth become nothing but a bloody mist when hit with their Fist. Some prefer to deal a less than fatal blow with their ranged weapon, so they can take sadistic pleasure watching and hearing their victim writhe and scream in pain and terror as they walk slowly towards them. They smile as their dead eyes pierce their victims soul and the Azogar shreds their sternum.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	14	10	12	16	17	3	13(11)	90

TYPE: Lord, Medium Base (40mm)

ARMOUR: Nepharite Armour (no negative weapon type modifiers taken)

RANGED WEAPONS:

FIST OF MALICE HMG

R	ST	ROF	AVV	TYPE
18	15	2	2	Piercing (A)

Passive: Slow to Reload: The RoF may not be increased by any means.

Passive: Forceful Blow: The Fist of Malice has Critical Damage (2) and Critical Force (2).

Active: Unholy Flachette: Turn to Burn 1 Resource Card. The Fist of Malice may use its Unholy Flachette instead of its normal bullets.

UNHOLY FLACHETTE

R	ST	ROF	AVV	TYPE
ST	13	1	1	Blast (S)

Passive: Slow to Reload: The RoF may not be increased by any means.

SPECIAL SKILLS: **Fear (2), Brutal, Dark Symmetry, Algeroth's Warcry, By My Will, Leader of Legions**

Passive: Dark Symmetry: The Nepharite can take up to two Algeroth Dark Symmetry Powers for the points cost indicated.

Active: Algeroth's Warcry: Turn to Burn 2 Resource Cards. Enemy models on a small or medium base within 3 inches of the Nepharite must immediately complete a Con test with a -2 modifier. If the test is failed the model receives a Stun effect.

Active: By My Will: Turn to Burn 3 Resource Cards. All Undead Legionnaire squads within 1/2 LD of the Nepharite may immediately perform a basic move action for free. This action does not count towards the 2x MV limitation per turn. (They can move again normally on their own activation.)

Passive: Leader of Legions: Nepharites may not be taken as Lords in armies lead by a Heretic, Necromutant, or a Praetorian Stalker Warlord.

EQUIPMENT: Fist of Malice HMG and Azogar

Passive: Up Close: If the Primary target is in B2B contact

AZOGAR

R	ST	ROA	AVV	TYPE
2.5	+4	4	2	Piercing

with this model, this model receives a -2 modifier to RoA and has Critical Damage (+1)





Across the Solar System tens of billions of people toil day after day in a vain attempt to earn themselves the fame, wealth or power flaunted by the ruling elite. For many the struggle is too much and they find themselves crushed by adversity, rivals or simple ill fortune; while others search for a short cut, a quick fix to the daily grind. The paths that bring these people to the point of no return are many and varied, yet each and every one finds himself swearing allegiance to the Dark Soul...Heretics.

Unlike the openly terrifying hordes of the Dark Legion, Heretics live and work within their various organisations across the entirety of the solar system, holding down jobs and even, on occasion, raising families. Rather than engaging in open warfare they most often act as insurgents, committing acts of sabotage and terrorism, sometimes using false uniforms and identification to lay the blame on others, thus perpetuating the cycle of violence between the various Corporations, weakening them further for the Darkness. By employing a cell structure they are able to limit the damage of discovery, making it difficult for the Inquisition or Corporate Security to eliminate more than a handful of their numbers at any one time. Only when a strike against a major target is required or their identity has been compromised do several cells come together and openly take to the warzones.

The lowest level of Heretics are normally referred to as Acolytes and whether they have been recruited by another Heretic or have actively sought out the Darkness, they are trusted with very little until they have proven themselves, usually through committing several acts of extreme violence against the innocent. (Higher ranking Heretics will often refer to new Acolytes as 'tissues' or other unsavoury sanitary products as, until they have proven themselves, they are often considered disposable assets). If they survive this early stage of indoctrination, the Acolytes are then brought fully into the Cult. They become Initiates in a twisted ceremony usually attended by high ranking servant of the Dark Legion. This ceremony will usually see the Initiate given their first Dark Gifts, often in the form of psychic powers. It is at this point that the Heretic swears allegiance to a specific Apostle, the one of their cell or the one to which they are most drawn.

Although a small number of Heretics will swear allegiance to the Dark Soul as a separate entity the division of the different Apostles Cults does result in friction and on several occasions has even caused open warfare amongst the Apostles as they direct their servants to disrupt the activities of their rivals. On more than one occasion Brotherhood or Corporate forces have responded to reports of fighting only to find two or more Cells engaged in conflict against each other.

As they advance through the ranks a successful Heretic grows in power and is bestowed more and more Dark Gifts. The most powerful Heretics are known as the Necromagi, who can wield the Dark Symmetry almost as skillfully as a Nepharite. Each Necromagus will often be in charge of several cells and will manipulate them to a higher aim, with no consideration to the individuals or their fate. The presence of a Necromagus is usually enough to cause a major offensive by the forces of the Light. To stop a Necromagus in his aspiration of becoming a Nepharite is of paramount importance. For many Heretics however the powers of the Symmetry are beyond their ability to contain and they will acquire a Stigmata; mutating into something both less and more than human. Their ability to draw on their Dark Gifts evaporates as it permeates their physical form, engorging it with the Dark Symmetry. Such monstrosities are a horror to behold, beasts of brute strength and anguished pitiful screams. If you have the awareness to listen you will discover that one of those screams will be your own.

Inquisitor Darius the Blind:

I don't need eyes to see the darkness of your soul

STATISTICS

M	CC	RS	ST	CCN	WP	LD	W	A	PTS
5	10	10	8	8	14	12	1	10	50

TYPE: Troop, Small Bases (30mm).

SQUAD COMPOSITION: 1 Initiate Squad Commander and 4 Acolytes

SQUAD SIZE: 5-12 Heretics

ARMOUR: Gowns of the Cult (Blast -2)

EQUIPMENT: Kratach Assault Rifle and Sacrificial Knife.

SQUAD UPGRADES: The Heretic squad may be increased by up to seven Acolytes at 10 points per model. The Initiate may replace his Kratach Assault Rifle with a Voriche Auto Pistol for free.

RANGED WEAPONS:

KRATACH ASSAULT RIFLE				
R	ST	ROF	AVV	TYPE
24	12	1	0	Piercing (A)

VORICHE AUTO PISTOL				
R	ST	ROF	AVV	TYPE
18	10	3	0	Piercing (A)

CLOSE COMBAT WEAPON:

SACRIFICIAL KNIFE				
R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

Passive: Headshot: On natural roll of 1. The Ranged Attack gain Critical Force (2).

SPECIAL SKILLS: **The Path of the Believer, Human, Blessed by Dark Symmetry, In Nomine Veritas et Aequitas**
Passive: The Path of the Believer: The Initiate may be upgraded with a Psychic power from the Algeroth's Dark Symmetry list for the points cost indicated. When the Initiate is removed from play as a casualty an Acolyte is elevated to his place and becomes the Squad Commander (not Acting Squad Commander) and the new Squad Commander gains the Psychic power selected. (Note therefore the Resource Card is not lost).

Passive: Human: Heretics do not have any of the Dark Legion special rules, namely: Necrotechnology, Fearless, Feedback and Fear (0).

Active: Blessed by Dark Symmetry: At the beginning of an Acolyte's Activation Turn to Burn 1 Resource Card and roll a D20.

On a roll of:

1 to 2: The Necromutation: The Acolyte mutates and is immediately replaced with a Necromutant model armed with a Belzarach Assault rifle and Bayonet from the Necromutant entry. The new model is still part of the Heretic Squad and has the Advisor special skill. The Necromutant has 1 Action Point on the Game Turn it enters play.

3 to 13: The Sacrifice: Every model (friend or foe) within 1" of the Acolyte receives a St10 Blast AVVO Autohit. Remove the sacrificed acolyte as a Casualty after resolving the Autohit.

14 to 19: The Saviour: The Acolyte receives a Stun Effect. If the model receives any further Stun Effects this Game Turn apply The Sacrifice effect immediately on the model.

20: The Punishment: Immediately remove the Acolyte as a Casualty. The controlling player's Warlord receives an instant Wound Effect, for which no Armour or Impenetrable Armour tests or Heal rolls can be made.

Active: In Nomine Veritas et Aequitas: At the beginning of an Acolyte's Activation Turn to Burn 2 Resource Cards. The Acolyte may use the The Sacrifice effect from the Blessed by the Powers skill for free at any point in his activation.





The secrets behind the growth of the Praetorian Stalkers are known to but a few, even within the Legion itself. Only the most fearless (or corrupt) Inquisitors have gleaned an insight into their development. They have discovered that 'worthy' candidates are subjected to a dark ritual, freeing them of their old body and transferring their soul into a new, more powerful, vessel. Candidates are placed in pairs into necrotech pods. Alkaloid fluids burn away the flesh, leaving nought but the nervous system and a soup of what they once were. The soup is siphoned off to be served at the highest tables within the Citadels. In a cascade of unnatural biomechanical manufacture each Praetorian Stalker is constructed within the necrotic womb. Initially the nervous system is fused to the musculature and sub-dermal aspects of the construct, which are then attached in turn to the dermal and then the epidermal layers. Once complete, armour plates are bonded to the creature on the molecular level, completing the process. Ultimately, pairs of fully formed Stalkers emerge from their pods dripping in the blood, vitae and Dark Symmetry of the bubbling birthing pool; twinned-terrors of necrotechnology and tortured sentient.

Stalkers grown together form an unnatural empathy with each other, leading to malevolent unison and intuition; a hunting pack with a potential far superior to those brought together by training alone. Stalkers grown in a single egg develop symmetrically, the dark energies of the pool infusing them with equal power and strength. In recent years, following the success of the Praetorian Behemoth, the greatest of Algeroth's Tekrons, Korlugon the Master of the Dark Technology, has tinkered further with the gestation protocols of the Stalkers. New ingredients have been added, crueller and crueller methods have been trialled and the ingredient mix has been re-evaluated. Most of these experiments have resulted in little more than aborted fetuses or stillborns. Most, but not all...

For many months Korlugon tried in vain to breed an enhanced Stalker with not only greater strength but an equally enhanced intellect; a warrior and a leader to rival all, except the Nepharites themselves. Over the course of countless experiments he devised a method utilising nervous-systems of two volunteers, melding them into a single construct. The first incarnations were nothing more than malformed heaps of mutated limbs and conflicting personalities. Adamant that the fusion of two beings held the key to success, Korlugon set about trimming, truncating and removing superfluous dendrites, so refining his masterpiece into a singular abomination rather than a ghastly fusion of two. After many iterations, failures and refinements, a live Goliath was born. Its first act was to breathe a piteous scream; its second was to rip its own head from its shoulders. Korlugon was furious, his goal was close, yet continued to elude him. In his rage he stormed from the experimental pool, executing anyone or thing that got in his way. For days he poured through his research, searching for anything he may have missed. Finally a spark of inspiration came. He returned to the research pool and repeated the same experiment as before, but this time he added the dendritic off-cuts to the pod before starting the developmental process anew. A Goliath was born; a beast nearly twice the bulk of a normal stalker. This time, however, another creature skulked unarmoured from the mire with it; an evil, impish thing. Korlugon had succeeded. The Goliath is a beast fed on the strength and power of the Darkness within which it was grown. The vile Imp is the Goliath's shadow, infused with all the malice, cunning and intellect of the Symmetry. The empathic link between the amorphic twins is so strong that they act as if of one mind. In battle the armoured Goliath strides forward, colossal scythe in hand. The manifestation of Death itself, its visage draws the enemy in like insects to a violent and deadly flame. All the while the Imp hides in his twin's shadow waiting; the powers of darkness shrouding him just as much as his sibling's billowing shroud. Then as if from nowhere the Imp delivers a death strike, like a small serpent striking a rat from under the belly of a bear. The brothers smile as one as their unsuspecting target crumbles before them. Then quietly, as if a figment of a maligned imagination, the Imp disappears as it skulks back into his brother's shadow.

STATISTICS

PRAETORIAN GOLIATH

M	CC	RS	ST	CON	WP	LD	W	A
5	15	11	12	10	12	17	3	16 (12)

STATISTICS

PRAETORIAN IMP

M	CC	RS	ST	CON	WP	LD	W	A
5	15	13	8	10	16	17	1	10 (8)

TYPE: Praetorian Stalker Squad Commander upgrade (Praetorian Goliath: 50mm base, Imp: 30mm base).

The Praetorian Stalker Squad Commander may be upgraded to Praetorian Goliath for +55 points. The Praetorian Goliath is joined by the Praetorian Imp (counts as a Praetorian Stalker) for free.

EQUIPMENT: Praetorian Goliath: Colossus Reaper of Semai. Imp: Paired Hand Reapers

ARMOUR: Praetorian Goliath: Praetorian Armour. Imp: Sneak and Cunning. Both: (no negative weapon modifiers taken)

CLOSE COMBAT WEAPON:

COLOSSUS REAPER OF SEMAI

R	ST	ROA	AVV	TYPE
2	+5	2	6	Piercing

Passive: Colossus Reaper: Natural rolls of 1, 2 or 3 in CC give this attack Critical Force (+1) and Critical Damage (2)

PAIRED HAND REAPERS

R	ST	ROA	AVV	TYPE
B2B	+5	2	6	Piercing

Active: Strike of the Imp: Turn to Burn 1 Resource Card. CC attacks by the Imp are St 17 and cannot be increased by any means. Models that receive Wound Effects from a Strike of the Imp CC attack may not use Impenetrable Armour but otherwise may take armour tests as normal.

SPECIAL SKILLS: As Praetorian Stalkers, Brutal, Shrouded, Fraternal Bond, Drawn to their Doom

Passive: Shrouded: The Imp is always kept in reserve. The moment the Praetorian Goliath is in CC with an enemy model place the Imp in B2B contact (or as near to it as possible) with the Praetorian Goliath. When it deploys the Imp may instantly complete a CC attack if deployed engaged with an enemy model for free. The Imp may additionally complete a second CC attack in its own activation phase as normal.

Passive: Fraternal Bond: Wound Effects allocated to the Imp can be allocated to any other Stalker (including the Praetorian Goliath) in B2B contact with the Imp. If the Imp is removed from play as a casualty the Praetorian Goliath gains the Berserk special skill and a -2 modifier to LD.

Passive: Drawn to their Doom: The nearest non-vehicle enemy model not in CCWR of the Praetorian Goliath, but within LOS and Engage range and with LOS to the Praetorian Goliath must complete a LD test with a -4 modifier (even if already engaged with another friendly model) at the beginning of the Game Turn before the first squad is activated. If the test is failed the model must use its first Action Point to Engage the Praetorian Goliath. If a model completes an Engage action against the Praetorian Goliath, the Praetorian Goliath receives an Engage bonus as if it itself had engaged.



The sculpted form of every Razide is carved from the flesh and bone of their alien ancestry, a grisly and foul caricature of what they once were. All Razides come from the same genetic pool, given a mockery of a life through dark necrotechnology. A series of arterial tubes feed insidious liquids to their vital organs, protected by layers of otherworldly bio-metals. What separates the Nasca Razides from their crimson counterparts does not end at the pigmentation of their flesh, but extends to their physical build-up. They display a benign intelligence, an adaptation to highly-toxic environmental conditions and a strange ability to execute acts of incredible dexterity that their physical form should deny them.

In the depths of Alakhai's chamber, Valpurgius commands a team of tekrons which toil laboriously to create ever more menacing creations for what Valpurgius only currently describes as his 'master-plan'. It is said that in return for his service to Ilian, the Dark Mistress, he was allowed to peer into the future of the Dark Soul. What he saw was his moment to shine in the baleful eyes of Algeroth; to stand above any other Nepharite and reign supreme. The Nasca Razide was designed for the sole purpose of fulfilling his needs, they were to form the main spearhead in his plans of domination, but until then, they would need testing and have been sighted as significant contingent of the Solar System's major Dark Legion incursions. In the field, the cerulean-fleshed Nasca Razides are just as resilient as their bloodshot peers, though they display less of a temper-fuelled determination to engage in physical combat. Nasca Razides are resistant to becoming enraged beyond control, preferring a calculating and organised approach to combat; they display signs of a synergy with other Nasca Razides and an ability to think as an assembly rather than as their own battle-frenzied selves.

In recognition of the Nasca Razides' proficiency for making calculated attacks, Valpurgius set about having weapons designed specifically for them. The Hellblaster combines both necrotechnological science and the dark symmetry of Ilian. When fired it can tear open a rift in reality; those nearby the rip must cling on to their own reality with all their will or be forever bound to the malevolent dimension of the Dark Soul. The Ashnagaroth is not so much designed specifically for the Nasca Razides, but reverse-engineered for them from the weapons mounted upon the Black Widow; a terrifying weapon which spews forth a barrage of ammunition whilst screeching with every spin of its barrels. The 'screamer', as the Ashnagaroth is often called, is both a merciless weapon of destruction and a terrifying armament of dread.

With the assistance of Muawijhe, the terrifying truth of Valpurgius' master-plan is revealed via the collective nightmares of humanity, one horrific element at a time. Twisted and manipulated, with countless potential plots, the truth, no matter how terrifying, is still impossible to pin down; but no matter the specifics, the finale is always clear: As Valpurgius watches, hordes upon hordes of Nasca Razides march on Dark Eden.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	13	9	9	14	17	2	13(9)	40

TYPE: Support. Medium Base (40mm)

SQUAD COMPOSITION: 1 Nasca Razide Squad Commander

SQUAD SIZE: 1-4 Nasca Razides

ARMOUR: Bio Armour: (Piercing +1, Plasma -2)

RANGED WEAPONS:

ASHNAGAROTH HMG

R	ST	ROF	AVV	TYPE
18	15	3	2	Piercing (A)

Passive: Screech of Algoerth: Models on small or medium bases removed from play as a casualty by a Ranged attack from an Ashnagaroth HMG must pass a Con test. If the test is failed their Squad becomes Pinned (Models with fearless still become pinned but autopass their recovery attempt on their activation.).

Active: Burst Fire Mode: Turn to Burn 2 Resource Cards. The RoF of the Ashnagaroth HMG doubles. If the Nasca Razide uses this skill it may not complete any Move, Run or Engage actions this turn.

HELLBLASTER

R	ST	ROF	AVV	TYPE
18/SE	13	1	1	Blast (G)

Active: Dark Portal: Turn to Burn 2 Resource Cards. Con tests are made instead of Armour Tests and Impenetrable Armour Tests against Wound Effects caused by the Hellblaster.

Active: Corrosive: Turn to Burn 1 Resource Card. All successful Armour tests for Wound Effects caused by the Hellblaster must be rerolled.

NAZGAROTH

R	ST	ROF	AVV	TYPE
30	15	2	2	Piercing (A)

Passive: Mech Hunter: Nazgaroth has Critical Damage (2).

EQUIPMENT: Ashnagaroth HMG and Fists and Claws of the Nasca

SQUAD UPGRADES: Up to 3 Nasca Razides may be added to the Squad for 40 points per model.

Any model in the squad may exchange its Ashnagaroth HMG for a Hellblaster for 5 points or a Nazgaroth for 15 points.

CLOSE COMBAT WEAPONS:

FISTS AND CLAWS OF THE NASCA

R	ST	ROA	AVV	TYPE
1	+2	4	1	Piercing

SPECIAL SKILLS: Leap (4), Sniper, Toxic Anatomy, Unnatural Speed, Symbiotic Eyes of Valpurgius

Passive: Toxic Anatomy: Nasca Razides ignore all effects of Gas type weapons and Stun effects.

Passive: Symbiotic Eyes of Valpurgius: Dark Legion psychic powers may be cast using a Nasca Razide's LoS as long as the Nasca Razide is within 8" of the caster. The spell's point of origin is still the caster.

Active: Unnatural Speed: Turn to Burn 1 Resource Card. A Nasca Razide ignores Movement modifiers for Light and Heavy terrain when completing a Movement action.

Ascendant Heroes





Long has Alakhai the Cunning been the chosen overlord of all of the Apostle of War's forces. His victories in his dark master's name are countless and the very mention of him is enough to weaken the resolve of any army sent into battle against him. His forces have nearly routed the Corporations for hundreds of miles of the dense Venusian jungle that surrounds his citadel; only a handful of scattered Special Forces remain to challenge him.

Recently, he launched a devastating attack against the heavily-fortified city of Volksburg. His host swept over the hardened redoubts that guarded the city, washing over them in a tide of dark symmetry and undeath. It is said the city is the most guarded in human history, and during that battle, it was clear that any other attacking army would have been destroyed utterly. However, as the defenders steeled themselves for war, they were attacked from within. Legions of necrotech-enhanced cultists that had lain in wait for decades rose up and killed many of the unsuspecting Homebuilders manning the walls. How they had escaped the watchful eye of the Brotherhood is anyone's guess, as Volksburg is routinely subjected to ministrations of the Brotherhood Inquisition. As the outer walls fell, Alakhai himself took to the battle, sweeping the dread blade Meat Wolfer in huge arcs of death. With each swing, a dozen Bauhaus Soldiers died and soon they were pushed back to the civilian sector walls.

It was on the bridge leading to the Kleinhardt district that Inquisitor Majoris Johann Gott, commander of all of the Second Directorate forces on Venus and fifth in command of the entirety of the Brotherhood, clashed blade to blade with the massive nepharite overlord, his glowing runeblade of the Light holding back Alakhai's titanic strength. The two fought as if demigods locked in a cycle of hatred, deep wounds pouring blood and ichor from each of them. It appeared as though Gott would prevail as he sank the sword into the nepharite's slab-like side, sheering ribs in half and causing catastrophic damage to the creature. It was not to be, however. With a growl, the overlord brought Meat Wolfer down in final strike, destroying the inquisitor's force shield and cutting the man in half in a bloody diagonal arc. The bisected pieces of the man fell in a heap as the victorious Alakhai roared triumphantly, his forces driven into a frenzy of destruction.

It was only the intervention from Elector Duke Romanov and a huge reinforcing army from Heimbürg, that finally drove the Legion forces from the city and back into the jungles they came from. It is whispered that Alakhai voluntarily pulled his troops back after the inquisitor's defeat since he had the city at his mercy, but as to why he would do that, no one knows. What is known though, is that the nepharite was greatly rewarded by Algeroth. The Apostle appears to have heaped blessings upon him, transforming him even further. Before, it would have been a contest between him and Saladin as to who was more powerful. Now there is no doubt. Alakhai is without a doubt the most powerful nepharite in the solar system.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	12	12	16	18	19	5	16(14)	280

TYPE: Warlord (Close Combat). Medium Base (40mm), Unique.

EQUIPMENT: Meat Wolfer Battlesword, Nepharite Armour.

ARMOUR: Nepharite Armour: (No negative Weapon Type Modifiers taken)

May not be in a game using Diesel Powered Tournament rules. May only be played if agreed upon by your opponent.
(this is a Story Driven Character.)

CLOSE COMBAT WEAPONS:

MEAT WOLFER BATTLE SWORD

R	ST	ROA	AVV	TYPE
2	+2	4	4	Piercing

Passive: Focus of the Dark Symmetry: The Meat Wolfer has a strong link with his creator, Algoth. Choose up to 1 Algoth Dark Symmetry Psychic Power for Free. Select the Power before the Game starts.

Active: Grinder: 'Turn to Burn' 1 Resource Card. Alakhai Ascendant performs a 'Grinder' Close Combat Special Action. The RoA is reduced to 1 and cannot be increased by any means. Every Model within CCWR of Alakhai receives a St14 Piercing AVV4 Autohit.

Active: Thrown: Alakhai can Turn to Burn 1 Resource card to make a Range Attack with the Meat Wolfer.

MEAT WOLFER THROWN

R	ST	ROF	AVV	TYPE
St	14	1	4	Piercing (S)

SPECIAL SKILLS: **Fear (6), Overlord, Cunning, Blood Drinker, Bloodbath, Battlelust, Absolute Horror, Dimensional Warp.**

Passive: Overlord: When in play, all friendly Dark Legion Tactical cards have their Resource Card Cost reduced by 1. (This cannot reduce a cards cost below 0.)

Passive: Cunning: You may change the Facing of any enemy model Rapid Deployed within 8" of Alakhai.

Passive: Blood Drinker: Every time Alakhai rolls a 'natural 1' when making a Close Combat Attack, Alakhai regains a Wound lost earlier in the Game.

Passive: Bloodbath: Alakhai hacks into his foes with the Meat Wolfer, feeding his insatiable bloodlust. Each successful CC test made by Alakhai the Cunning in the same Activation Phase, including the first successful CC test, modifies St and AVV by +2 in subsequent attacks (to a maximum of St20 and AVV8). For Example: The 1st successful CC test increases St +2 and AV +2, 2nd +4 to ST and AV, 3rd +6 to St and AV. If any of Alakhai's subsequent Attacks are unsuccessful the bonus resets.

Passive: Battlelust: Alakhai the Cunning can instantly move up to 2" in any direction after successfully removing from play all Models in his CCWR.

Active: Absolute Horror: Turn to Burn 1 Resource Card at any time. All non-dark legion fearless models within 6" from Alakhai lose the Fearless Special Skill.

Active: Dimensional Warp: Turn to Burn 3 Resource Cards. Choose 1 enemy model on battlefield within LOS of Alakhai. Make an unmodified WP test. If test is successful place the model in front of Alakhai and within his CCWR. Vehicles and Models with Shielded or Guarded Special Skill are immune to Dimensional Warp.

