

# BROTHERHOOD

## GENERAL SPECIAL RULES

**Contempt (Dark Legion):** All Brotherhood Squads have a Contempt (Dark Legion) Special Skill.

**Power of the Art:** Each Brotherhood Squad must take one or two Psychic Powers from the following Arts. The same Power cannot be taken more than once per Squad and up to two Art Powers can be cast by each Squad per Game Turn.

Each Art Power costs 15 Points, unless stated otherwise, and the cost is added to the cost of the Squad Commander. The effects of each Art Power are dependent on the army Warlord. Any Model from Squad can use Power of Art unless stated otherwise. Psychic (B) Type Art Powers do not cost Action Points to cast. A Squad can only be targeted once by each Power (B) or (D) Type of Power per Game Turn, unless stated otherwise.

### THE ART OF THE CHANGELING

THE CARDINAL'S SACRED DOMINATION				
R	ST	ROF	AVV	TYPE
Squad	—	1	—	Psychic (B)

#### The Cardinal's Sacred Domination

If successfully cast, the Squad with the 'The Cardinal's Sacred Domination' Art Power led by a:

**Close Combat Warlord:** Receives a +2 Modifier to CC and gains Impenetrable Armour (10)\* against Ranged Attacks.

**Ranged Warlord:** Receives a +2 Modifier to RS and gains Impenetrable Armour (10)\* against Close Combat Attacks.

**Psychic Warlord:** Receives a +2 Modifier to WP and gains Impenetrable Armour (10)\* against Psychic (S) Ranged Attacks.

\*Designer note: If the Squad already has an Impenetrable Armour Value which is higher than 10, keep the higher value.

EMERALD BASTION				
R	ST	ROF	AVV	TYPE
5	—	1	—	Psychic (B)

#### Emerald Bastion

If successfully cast, place a 30mm 'Emerald Bastion' token ( with AV 12 SP2, Light Terrain/Cover) within 5" of the casting Model. Friendly Models can benefit from the Modifiers of up to two Emerald Bastion tokens.

**Close Combat Warlord:** Any enemy Models targeting a friendly Model within 5" of the 'Emerald Bastion' token with a Ranged Attack receive a -2 Modifier to RS.

**Ranged Warlord:** Any enemy Models targeting a friendly Model within 5" of the 'Emerald Bastion' token with a CC Attack receive a -2 Modifier to CC.

**Psychic Warlord:** Any enemy Models targeting a friendly Model within 5" of the 'Emerald Bastion' token with a Ranged or CC Attack receive a -2 Modifier to RS or CC.

EMPATHIC HEART				
R	ST	ROF	AVV	TYPE
18	—	1	—	Psychic (D)

#### Empathic Heart

If successfully cast the 'Empathic Heart' Art Power affects the Target enemy Squad on Small Bases as follows (depending on the Friendly Warlord's Type: Ranged, CC or Psychic). This Art Power does not affect 'Fearless' Squads.

**Close Combat Warlord:** An enemy Model affected by 'Empathic Heart' must pass a WP test in order to conduct a Ranged Attack. If failed the Model loses an Action Point. A second attempt to complete a Ranged Attack can be made (if the first is failed and the Model has Action Points to use) by passing another WP test. If a second attempt is failed the Model is immediately Deactivated.

**Ranged Warlord:** An Enemy Model affected by 'Empathic Heart' must pass a WP test in order to conduct a CC Attack. If failed the Model loses an Action Point. A second attempt to complete a CC Attack can be made (if the first is failed and the Model has Action Points to use) by passing another WP test. If a second attempt is failed the Model is immediately Deactivated.

**Psychic Warlord:** An Enemy Model affected by 'Empathic Heart' must pass a WP test in order to conduct a CC or Ranged Attack. If failed the Model loses an Action Point. A second attempt to complete a CC or Ranged Attack can be made (if the first is failed and the Model has Action Points to use) by passing another WP test. If a second attempt is failed the Model is immediately Deactivated.



## HYMN OF DURAND

R	ST	ROF	AVV	TYPE
Squad	—	1	—	Psychic (B)

**Hymn of Durand (25 Points)**

If successfully cast, the Squad with the 'Hymn of Durand' Art Power led by a:

**Close Combat Warlord:** Automatically pass any Break and Pinning tests.

**Ranged Warlord:** Automatically passes any Break tests.

**Psychic Warlord:** Automatically passes any Break and Pinning tests and gain the 'Fearless' Special Skill.

## THE ART OF MENTALISM

All Art of the Mentalist Art Powers use the following:

R	ST	ROF	AVV	TYPE
Squad	—	1	—	Psychic (B)

**Guided by the Cardinal's Foresight**

**All Warlords:** If successfully cast, the Squad gains the 'Heal (8)' Special Skill. At the end of Game Turn each Model in the Squad takes a St12 Piercing Autohit with Critical Force (2). Warlords and Lords take a St14 Blast

Autohit with Critical Force (2). 'Heal' rolls cannot be made against 'Wound Effects' inflicted by this Autohit.

**Might of Reckoning**

**All Warlords:** If successfully cast, the Squad Gains a +4 Modifier to St and Con.

**Fortitude of the Penitent**

**All Warlords:** If successfully cast, the Squad's Armour Value receives a +2 Modifier and gains Impenetrable Armour (10). If the Squad already has an Impenetrable Armour Value it receives a +2 Modifier. Sacred Warriors cannot be affected by 'Fortitude of the Penitent'.

**Encouraged Corporeal Fortitude**

**All Warlords:** If successfully cast, the Squad gains a +2 Modifier to LD and WP.

## THE ART OF THE ELEMENTS

## MOUNTAINOUS REINFORCEMENT

R	ST	ROF	AVV	TYPE
12	—	1	—	Psychic (B)

**Mountainous Reinforcement**

If successfully cast, place a 30mm 'Mountainous Reinforcement' token within 12" of the casting Model.

**Close Combat Warlord:** All Terrain except Open Terrain within 3" of the 'Mountainous Reinforcement' token counts as Heavy Terrain for Cover.

**Ranged Warlord:** All Light Terrain within 3" of the 'Mountainous Reinforcement' token counts as Heavy Terrain for Movement.

**Psychic Warlord:** All Light Terrain within 3" of the 'Mountainous Reinforcement' token provides Heavy Cover and counts as Heavy Terrain for Movement.

## CLEANSING BOLT OF THUNDEROUS LIGHT

R	ST	ROF	AVV	TYPE
Squad	—	1	—	Psychic (B)

**Cleansing Bolt of Thunderous Light**

If successfully cast, the Squad with the 'Cleansing Bolt of Thunderous Light' Art Power led by a:

**Close Combat Warlord:** Cannot be targeted by any Ranged Attacks from further than 18" away. The Squad 'Boosted' by the 'Cleansing Bolt of Thunderous Light' Power cannot make any Ranged Attacks.

**Ranged Warlord:** Gains the 'Fear (0)' Special Skill.

**Psychic Warlord:** Can reroll any WP test they are called to make (including WP Armour Saves against Psychic (S) Ranged Attacks).

## THE PERSISTENCE OF TIME

R	ST	ROF	AVV	TYPE
Squad	—	1	—	Psychic (B)

**The Persistence of Time (30 Points)**

If successfully cast, the Squad with the 'Persistence of Time' Art Power led by a:

**Close Combat Warlord:** May make a Basic Close Combat Action for 0 Action Points.

**Ranged Warlord:** May make an Aim Action for 0 Action Points.

**Psychic Warlord:** May make either a Psychic (S) or (D) attempt for 0 Action Points.



## SPATIAL WARP RIFT

R	ST	ROF	AVV	TYPE
18	—	1	—	Psychic (D)

## Spatial Warp Rift

If successfully cast, place a 30mm 'Spatial Warp Rift' token (with AV 16 SP2, Light Terrain/Cover) within 18" of the casting Model. Centre a SE Template over the token and scatter D20/4".

**Close Combat Warlord:** Every Enemy Model on Small or Medium Bases within the Template must pass WP test or receive a 'Stun Effect'. A maximum of 3 tokens can be in play at any time.

**Ranged and Psychic Warlord:** Every Model within the SE Template must pass a WP test or take a St 6 Piercing AVV0 Autohit. A maximum of 4 tokens can be in play at any time.

## THE ART OF KINETICS

## THE CARDINAL'S CRIMSON ADMONITION

R	ST	ROF	AVV	TYPE
24	12	2	2	Psychic (S)

## The Cardinal's Crimson Admonition (20 Points)

**Close Combat Warlord:** Models on Small Bases that receive a 'Wound Effect' also receive a 'Stun Effect'.

**Ranged Warlord:** The Squad that receives a 'Wound Effect' caused by 'The Cardinal's Crimson Admonition' must immediately take a Pinning test.

**Psychic Warlord:** Wound Effects caused by 'The Cardinal's Crimson Admonition' gain 'Critical Force (2)'.

## THE ASCENT OF THE RUBY LIGHT

R	ST	ROF	AVV	TYPE
32	15	1	6	Psychic (S)

## The Ascent of the Ruby Light

**Close Combat Warlord:** The Ranged Attack is Type: Psychic (S) Blast. This Ranged Attack has Critical Damage (2).

**Ranged Warlord:** The Ranged Attack is Type: Psychic (S) Rail.

**Psychic Warlord:** This Ranged Attack has Critical Damage (2) and Critical Force (2).

## THE RUDDY BLOOM OF THE FIRE FLOWER

R	ST	ROF	AVV	TYPE
FT	13	1	10	Psychic (S)

## The Ruddy Bloom of the Fire Flower

**Close Combat Warlord:** No additional effects.

**Ranged Warlord:** No additional effects.

**Psychic Warlord:** This Ranged Attack has Critical Damage (2) and Critical Force (2).

## VERMILLION BANNER

R	ST	ROF	AVV	TYPE
16/SE	—	1	—	Psychic (D)

## Vermillion Banner (20 Points)

**Close Combat and Ranged Warlord:** Nominate a piece of Terrain within 16" of the caster. Centre a SE Template on any point of the Terrain. Every Model within the SE Template receives a St8 Piercing AVV1 Autohit.

**Psychic Warlord:** As Close Combat and Ranged Warlord except the Autohit is St9 Piercing AVV2.

## THE ART OF DOMINANCE

## THE CARDINAL'S CENSURE

R	ST	ROF	AVV	TYPE
18	15	1	0	Psychic (S)

## The Cardinal's Censure (30 Points)

**All Warlords:** Squads on Small or Medium Bases only; if any Model from the Squad is removed from the Game as a casualty by 'The Cardinal's Censure' the Squad cannot use any Active Skills (including Weapons Active Skills).



## THE VISAGE OF THE GHOSTLY LIGHT

R	ST	ROF	AVV	TYPE
24	16	1	3	Psychic (S)

## The Visage of the Ghostly Light (25 Points)

Inscription found in the Cell of Dimios,  
the Heretic of Spareos:

*Heed of the Ghost he did.  
Laugh we did.  
Appears he did.  
Die they did.*

**Close Combat Warlord:** If successfully cast, Models in the Squad may make a Move, Run or Engage Action through all Terrain (including walls etc.) and have the 'Predatory Senses' Special Skill. If, for some reason, a Model would end its Movement in Impassable Terrain, reduce Movement to place the Model legally.

**Ranged and Psychic Warlord:** If successfully cast, Models in the Squad do not need LOS and can make Ranged Attacks through all Terrain (including walls etc.) but their RS is halved. Enemy Models cannot claim any Cover Modifiers against Models using the 'The Lift of the Ruby Light' Art Power.

## ESCALATION OF THE LIGHT

R	ST	ROF	AVV	TYPE
24	16	1	3	Psychic (S)

## Escalation of the Light

All Warlords: If the WP test for the Primary Target is passed and the Primary Target survived, the 'Escalation of the Light' progresses to the nearest Enemy Model within 3". On a D20 roll of 1-17 the nearest Model within 3" receives a Piercing Autohit with a St15

AVV3. Continue this for up to 3 more shots (5 in total) modifying the St and AVV of the Ranged Attack by -1 from the previous Autohit (to minimum AVV of 1). If there are no previously unaffected Models within 3" the of the Model most recently hit or affected Model survived, the Escalation of the Light dissipates with no further effect.

## WINDING PATH OF CONFUSION

R	ST	ROF	AVV	TYPE
18	—	1	3	Psychic (D)

## Winding Path of Confusion

**Close Combat and Ranged Warlord:** If successfully cast the Target enemy Squad receives a -2 Modifier to WP. Squads can be affected by up to three 'Winding Path of Confusion' Art Powers.

**Psychic Warlord:** If successfully cast the Target enemy Squad receives a -3 Modifier to WP. Squads can be affected by up to three 'Winding Path of Confusion' Art Powers.



## CARDINAL DOMINIC

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	10	13	19	19	3	16(14)	275

**TYPE:** Warlord (Psychic), Medium Base (40mm). Unique

**EQUIPMENT:** Bringer of Light Broadsword, Blessed Vestments.

**ARMOUR:** Blessed Vestments: (No Weapon Type Modifiers taken).

**SPECIAL SKILLS:** Fearless, Inspiring Presence (All Brotherhood), Aura of Light, Book of Faith, Cleansing Redemption, Resistant to Dark Symmetry, Unmatched Mastery of the Art, The Silence.

**Passive: Aura of Light:** The glow which emanates from His Holiness blinds all the Cardinal's foes. RS tests targeted at Cardinal Dominic receive an addition -3 Modifier.

**Passive: Resistant to Dark Symmetry:** Whenever a Dark Symmetry Power is directed at Cardinal Dominic, the player controlling Cardinal Dominic must roll a D20, on a roll of 10 or less the Dark Symmetry Power is completely ignored.

**Passive: Unmatched Mastery of the Art:** Each Game Turn, Cardinal Dominic may attempt to cast up to 4 Art Powers, but may not cast the same Power twice. Cardinal Dominic must be upgraded with six Art Powers from any 'Art Path' for Free.

**Active: Book of Faith:** 'Turn to Burn' 1 Resource Card. All friendly Models within 6" of Cardinal Dominic gain Fearless Special Skill. If the friendly model is a Squad Commander, every model in his Squad gains Fearless Special Skill.

**Active: Cleansing Redemption:** Once per Activation, 'Turn to Burn' 1 Resource Card and use 2 Action Points. The Cardinal completes a 'Cleansing Redemption' on a successfully WP test. The 'Cleansing Redemption' is an explosion attack centred on the Cardinal. All Models within 4" of the Cardinal's Base suffer an Autohit of St14 AVV2 Blast. No 'Heal' rolls can be made against the Cleansing Redemption. Cardinal Dominic may not use any 'Art Powers' in a Game Turn he attempts 'Cleansing Redemption'. Cardinal Dominic is unaffected by 'Cleansing Redemption'.

**Active: The Silence:** 'Turn to Burn' 5 Resource Cards. No Models (except Dominic) on the battlefield can use any Active Skills (including Weapons Active Skills) unless they 'Turn to Burn' 2 Resource Cards per Active Skill.

## CLOSE COMBAT WEAPON:

## BRINGER OF LIGHT BROADSWORD

R	ST	RCA	AVV	TYPE
1.5	+3	3	5	Blast

**Passive: Blessed Blade:** 'Heal' rolls cannot be taken against 'Wound Effects' caused by the Bringer of Light Broadsword.

**Passive: Soul Revenge:** For each Enemy Model removed as casualty from the Game by the Bringer of Light Broadsword the enemy Warlord receives a S10 Piercing AVV1 Autohit.





## BLESSED VESTAL LAURA

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	18	16	11	12	18	18	3	16(11)	190

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	16	10	12	18	18	3	15(10)	175

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

**EQUIPMENT:** P60 'Punisher' Handgun, Blessed Castigator Power Spear, Blessed Valkyrie Armour.

**SQUAD UPGRADES:** The Blessed Vestal Laura must be upgraded with two Art Powers from the 'Art of Mentalism' for Free.

**ARMOUR:** Blessed Valkyrie Armour: (No negative Weapon Type Modifiers taken).

**RANGED WEAPON:**

## P60 'PUNISHER' HANDGUN

R	ST	ROF	AVV	TYPE
18	11	1	0	Piercing (P)

**CLOSE COMBAT WEAPON:**

## BLESSED CASTIGATOR POWER SPEAR

R	ST	RCA	AVV	TYPE
1.5	+3	2	5	Plasma

**SPECIAL SKILLS:** Fearless, Rapid Deployment, Vestal of the Valkyries, Shield of the Cardinal, Beacon of Light, Athletic Assault

**Passive: Vestal of the Valkyries:** An army which contains The Blessed Vestal Laura may include up to two Squads of Valkyries as Troop choices.

**Passive: Shield of the Cardinal:** Brotherhood Art Powers cast by friendly casters within 8" of Laura may use her LOS and measure range from her, as if it was her casting the Power.

**Passive: Beacon of Light:** All enemy Models within 8" of Laura suffer a -2 Modifier to LD.

**Passive: Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat Attacks made by Blessed Vestal Laura.

**Passive: Athletic Assault:** Laura can instantly move up to 2" in any direction after successfully removing from play all enemy Models in her CCWR.

**Passive: Parry:** Models with a Blessed Castigator Power Spear gain Impenetrable Armour (12) against Close Combat Attacks.

**Passive: Electro-Magnetic Shock:** For every 'Wound Effect' caused by this weapon to Models on Small or Medium Bases, the Models also receive a 'Stun Effect'.

**Active: Mace-Swing:** 'Turn to Burn' 1 Resource Card. The Blessed Vestal Laura performs a 'Mace-Swing' Close Combat Special Action. The RoA of this Action is reduced to 1 and cannot be increased by any means. Every Model within 1.5" of Laura receives a St14 Piercing AVV0 Auto-hit.



## LORD INQUISITOR MAJORIS HAMILKAR

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	17	10	10	18	18	3	16(12)	235

**TYPE:** Warlord (Ranged), Medium Base (40mm), Unique

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	16	10	10	18	18	3	15(12)	210

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

**EQUIPMENT:** Blessed AC-40 Justifier, Holy Disemboweller Chainripper, Blessed Inquisitor Armour.

**SQUAD UPGRADES:** Lord Inquisitor Majoris Hamilkar may take 3 'Art Powers' from the same 'Art Path' for Free.

**ARMOUR:** Blessed Inquisitor Armour: (No negative Weapon Modifiers taken)

**RANGED WEAPON:**

**CLOSE COMBAT WEAPON:**

BLESSED AC-40 JUSTIFIER				
R	ST	ROF	AVV	TYPE
24	15	3	3	Piercing (A)

HOLY DISEMBOWELLER CHAIN RIPPER				
R	ST	RCA	AVV	TYPE
1.5	+3	2	2	Piercing

**Passive: Short-Range:** The AC-40 is incredibly hard-hitting at short range. To represent this, when firing the AC-40 at a target within 6", the weapon is St18.

**Passive: Loop shot:** R can be cumulatively increased by 1" by adding a -1 Modifier to its St. (e.g. R 30" St9, R 28" St11). St cannot be increased by reducing R. For every 4" R increase the AVV Value receives a -1 Modifier.

**Active: Power Up:** Once per Activation, 'Turn to Burn' 1 Resource Card. The weapon receives a +2 Modifier to St.

**Active: Holy Bullet:** 'Turn to Burn' 1 Resource Card. Lord Inquisitor Majoris Hamilkar may Target any Model out of LOS (but in his Front Facing). RoA is reduced to 1 and cannot be increased by any means. 'Heal' rolls cannot be taken against 'Wound Effects' caused by this weapon.

**Active: Disembowelment:** 'Turn to Burn' 1 Resource Card. The Holy Disemboweller Chain Ripper gains Critical Force (2) and a +2 Modifier to AVV.

**SPECIAL SKILLS:** **Fearless**, **Vigilant Watchman**, **IN NOMINE CARDINALIS!**, **Tactical Genius**, **Cardinal's Blood**, **Brotherhood Book of Law**.

**Passive: Vigilant Watchman:** Lord Inquisitor Majoris Hamilkar may complete a Sentry Action for 1 Action Point.

**Passive: Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat Attacks made by Lord Inquisitor Majoris Hamilkar.

**Active: IN NOMINE CARDINALIS!:** 'Turn to Burn' 1 Resource Card. A Model within 8" of Lord Inquisitor Majoris Hamilkar must immediately pass a LD test with a -6 Modifier. If failed its Squad is Pinned.

**Active: Tactical Genius:** 'Turn to Burn' 1 Resource Card. During Lord Hamilkar's Activation, the opposing player must reveal which Squad they will Activate next.

**Active: Brotherhood Book of Law:** 'Turn to Burn' 1 Resource Card. Lord Inquisitor Majoris Hamilkar gains the 'Fear (3)' Special Skill.



## CRUCIFIER

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	15	10	10	15	16	3	15(11)	180

**TYPE:** Lord, Medium Base (40mm)

**EQUIPMENT:** P65 Punisher Handguns, Mortis Swords, Crucifier Armour.

**SQUAD UPGRADES:** A Crucifier may take 3 'Art Powers' from the same 'Art Path' for Free.

**ARMOUR:** Crucifier Armour: (No negative Weapon Type Modifiers taken).

## RANGED WEAPON:

P65 PUNISHER HANDGUNS				
R	ST	ROF	AVV	TYPE
12	11	4	0	Piercing (P)

**Active: Electroshock Ammo:** 'Turn to Burn' 1 Resource Card. Vehicles that receive SP Damage and have not already been Activated this Game Turn count as Deactivated. Owner of the Vehicle can ignore the effects of 'Electroshock Ammo' by 'Turning to Burn' 2 Resource Cards.

## CLOSE COMBAT WEAPON:

MORTIS SWORDS				
R	ST	RCA	AVV	TYPE
1.5	+3	4	6	Piercing

**Passive: Assassinate:** When Engaged in the target's Rear Facing, Models that are using Mortis Swords gain +1 St and +1 RoA.

**Passive: Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat Attacks made by this weapon.

**SPECIAL SKILLS:** Fear (0), Fearless, Duellist, Predator Senses, Murderous Tornado, Focused Melee Attack, Surgical Assault, Thunder Slam.

**Passive: Surgical Assault:** A Crucifier may make Ranged Attacks, even whilst Engaged. Targets may not receive Cover Modifiers from Models within the Crucifier's CCWR.

**Passive: Murderous Tornado:** The Crucifier may make Engage Actions and Ranged and Close Combat Attacks in its Front and Rear Facing.

**Active: Focused Melee Attack:** 'Turn to Burn' 2 Resource Cards. The Crucifier gains a +2 Modifier to RoA. A Model which uses this Special Skill cannot use the Surgical Assault Special Skill.

**Active: Thunder Slam:** 'Turn to Burn' 2 Resource Cards. Every enemy Model on a Small or Medium Base within 4" of a Crucifier must pass a Con test. If failed the Model receives a 'Stun Effect'.



## BROTHERHOOD TROOPERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	12	8	8	15	15	1	12	60

**TYPE:** Troops, Small Bases (30mm).

**SQUAD COMPOSITION:** 1 Brotherhood Trooper Squad Commander, 4 Brotherhood Troopers.

**SQUAD SIZE:** 5-12 Brotherhood Troopers

**ARMOUR:** Brotherhood Trooper Armour: (-2 Blast). If upgraded with Guardian Shield: (No negative Weapon Type Modifiers taken)

**Guardian Shield Special Rules:** When carrying this shield, a Brotherhood Trooper has Impenetrable Armour (12) against Close Combat and Ranged Attacks in their Front Facing.

**SQUAD UPGRADES:** Add up to 7 extra Brotherhood Troopers for 12 Points each.

2 in 5 Models may add a Scope to their AC-19 Volcano for 10 pts each.

The entire Squad may swap their AC-19 Volcano Assault Rifle and Combat Knife for a Retaliator Sword and Guardian Shield for 0 Points per Model.

The Squad Commander may be upgraded with the Medic (2) Special Skill for 15 Points.

**EQUIPMENT:** AC-19 Volcano Assault Rifle, Combat Knife, Brotherhood Trooper Armour.

## RANGED WEAPONS:

## AC-19 VOLCANO ASSAULT RIFLE

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

## AC-19 VOLCANO ASSAULT RIFLE - SCOPED

R	ST	ROF	AVV	TYPE
28	14	1	0	Piercing (A)

**Passive: Sniper Rifle:** A Model equipped with the 'AC-19 Volcano Assault Rifle - Scoped' gains the Sniper Special Skill.

## CLOSE COMBAT WEAPONS:

## COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

## RETALIATOR SWORD

R	ST	ROA	AVV	TYPE
1	+3	2	2	Plasma

**SPECIAL SKILLS:** *Bringers of the Light*

**Passive: Bringers of the Light:** 1 Squad of Brotherhood Troopers or Valkyries may be taken in a Capitol, Bauhaus or Imperial Force as a Support Choice.



## SACRED WARRIORS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	12	10	15	14	17	2	14	84

**TYPE:** Troops, Small Bases (30mm).

**SQUAD COMPOSITION:** 1 Sacred Warrior Squad Commander, 2 Sacred Warriors.

**SQUAD SIZE:** 3-10 Sacred Warriors.

**ARMOUR:** Protector Power Shields (No Weapon Type Modifiers taken).

**Protector Power Shield Special Rules:** Sacred Warriors have the Impenetrable Armour (14) against Ranged and Close Combat Attacks in their Front Facing.

**SPECIAL SKILLS:** Fearless, Protector Power Shield, Eye to Eye, Furious Zeal, Blessed by the Cardinal, Brotherhood Book of Law,

**Passive: Protector Power Shield:** Any successful Armour test against a Ranged Attack with a Type Piercing weapon can be deflected if the Sacred Warrior passes a WP test. Deflected Ranged Attack can be targeted against unengaged enemy Model within 6". The deflected Ranged Attack is an Autohit with weapon's St and AVV Value.

**Passive: Eye to Eye:** Sacred Warriors cannot use Psychic (S) Art Powers.

**Active: Furious Zeal:** 'Turn to Burn' 1 Resource Card, a Squad of Sacred Warrior's Avenger Swords have their range increased to 1.5" and receive a +1 Modifier to RoA.

**Passive: Blessed by the Cardinal:** The Squad has 'Heal (X)' where X is number of Sacred Warriors in the Squad (up to a maximum of Heal (6)).

**Active: Brotherhood Book of Law:** 'Turn to Burn' 1 Resource Card, the Squad gains 'Fear (0)'.

**SQUAD UPGRADES:** Add up to 7 extra Sacred Warriors for 28 Points each.

**EQUIPMENT:** Avenger Sword, Protector Power Shields.

## CLOSE COMBAT WEAPON:

AVENGER SWORD				
R	ST	ROA	AVV	TYPE
1	+4	3	1	Plasma

**Passive: Electro-Magnetic Shock:** For every 'Wound Effect' caused to a Model on a Small or Medium Base by this weapon, the target also receives a 'Stun Effect'.





## INQUISITORS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	15	9	14	18	18	2	14(10)	35

**TYPE:** Support, Medium Bases (40mm).

**SQUAD COMPOSITION:** 1 Inquisitor Squad Commander.

**SQUAD SIZE:** 1-4 Inquisitors.

**ARMOUR:** Inquisitor Armour: (-1 Blast)

**RANGED WEAPON:**

AC-40 JUSTIFIER				
R	ST	ROF	AVV	TYPE
24	15	2	2	Piercing (A)

**Passive: Short-Range:** The AC-40 is incredibly hard-hitting at short range. To represent this, when firing the AC-40 at a target within 6", the weapon is St18.

**Passive: Loop shot:** R can be cumulatively increased by 1" by adding a -1 Modifier to its St. (e.g. R 30" St9, R 28" St11). St cannot be increased by reducing R.

For every 4" R increase the AVV Value receives a -1 Modifier.

**Active: Power Up:** 'Turn to Burn' 1 Resource Card. The weapon receives a +2 Modifier to St.

**SPECIAL SKILLS:** *Dispersible, Fearless, Stay Frosty, Vigilant Watchmen, IN NOMINE CARDINALIS!, Brotherhood Book of Law.*

**Passive: Vigilant Watchmen:** An Inquisitor can make a Sentry Action for 1 Action Point.

**Passive: Beams of Light:** Brotherhood Troop Type Squad Commanders can be upgraded to an Inquisitor for 30 Points. The Inquisitor keeps his Statline and the Special Skills except 'Dispersible' and 'Stay Frosty'.

**SQUAD UPGRADES:** The Squad may take 1 'Art Power' from any 'Art Path' for Free.

Add up to 3 extra Inquisitors for 35 Points each.

**EQUIPMENT:** AC-40 Justifier, Holy Disemboweller Chainblade, Inquisitor Armour.

**CLOSE COMBAT WEAPON:**

HOLY DISEMBOWELLER CHAINBLADE				
R	ST	RCA	AVV	TYPE
1	+3	2	2	Piercing

**Active: Disembowelment:** 'Turn to Burn' 1 Resource Card. The 'Holy Disemboweller Chainblade' gains Critical Force (2).

**Active: IN NOMINE CARDINALIS!: !:** 'Turn to Burn' 1 Resource Card, the player may select an enemy Model within 8" of the Inquisitor Model that is activating this Special Skill. The enemy Model must pass a LD test, if failed its Squad is Pinned.

**Active: Brotherhood Book of Law:** 'Turn to Burn' 1 Resource Card, an Inquisitor gains the 'Fear (0)' Special Skill.



## VALKYRIE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	8	11	16	15	1	13	55

**TYPE:** Support, Small Bases (30mm)

**SQUAD COMPOSITION:** 1 Valkyrie Squad Commander, 4 Valkyries.

**SQUAD SIZE:** 5-10 Valkyries.

**ARMOUR:** Valkyrie Armour: (-1 Blast)

**SQUAD UPGRADES:** Add up to 5 extra Valkyries for 11 Points each.

The Squad may be upgraded with only one Art Power. This Power may only be cast by the Squad Commander (Not Acting Squad Commanders).

1 in 5 Valkyries may swap their 'P60 'Punisher' Handgun' for an 'AC-31 Cleansing Flamethrower' for Free.

**EQUIPMENT:** P60 'Punisher' Handgun, Castigator Power Spear, Valkyrie Armour.

## RANGED WEAPONS:

## P60 'PUNISHER' HANDGUN

R	ST	ROF	AVV	TYPE
18	11	1	0	Piercing (P)

## AC-31 CLEANSING FLAMETHROWER

R	ST	ROF	AVV	TYPE
SFT	12	1	0	Blast (F)

## CLOSE COMBAT WEAPON:

## CASTIGATOR POWER SPEAR

R	ST	RCA	AVV	TYPE
1.5	+3	2	0	Plasma

**Passive: Parry:** Models with a Blessed Castigator Power Spear gain Impenetrable Armour (12) against Close Combat Attacks.

**Passive: Electro-Magnetic Shock:** For every 'Wound Effect' caused by this weapon on Models on Small Bases, the target also receives a 'Stun Effect'.

**Active: Mace-Swing:** 'Turn to Burn' 1 Resource Card to complete a 'Mace-Swing' Special Close Combat Attack. Every Model within CCWR receives a St13 Piercing AVV0 Autohit.

Ignore the effects of 'Electro-Magnetic Shock' Special Rule when completing a 'Mace-Swing'.

**SPECIAL SKILLS:** Fearless, Rapid Deployment, Blinding Light, Bringers of the Light

**Active: Blinding Light:** 'Turn to Burn' 1 Resource Card at the beginning of the Squad's Activation. All Ranged Attacks targeted at the Valkyries suffer a -2 Modifier.

**Passive: Bringers of the Light:** 1 Squad of Brotherhood Troopers or Valkyries may be taken in a Capitol, Bauhaus or Imperial Force as a Support Choice.



## MORTIFICATORS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	10	15	15	18	1	13	100

**TYPE:** Support, Small Bases (30mm).

**SQUAD COMPOSITION:** 1 Mortificator Squad Commander, 4 Mortificators.

**SQUAD SIZE:** 5-10 Mortificators.

**ARMOUR:** Mortificator Armour: (Plasma -2).

**SQUAD UPGRADES:** Add up to 5 extra Mortificators for 20 Points each

**EQUIPMENT:** Piranha Handgun, Blessed Fragmentation Grenades, Mortis Sword, Mortificator Armour.

## RANGED WEAPONS:

## PIRANHA HANDGUN

R	ST	ROF	AVV	TYPE
12	11	2	0	Piercing (P)

## BLESSED FRAGMENTATION GRENADES

R	ST	ROF	AVV	TYPE
St	12	1	0	Blast (G)

**Passive: Cleansing Flame:** Against targets which have the 'Fear' Special Skill, Blessed Fragmentation Grenades gain a +2 Modifier to St.

**SPECIAL SKILLS:** Infiltrate, Predator Senses, Fearless, Fear (2), Camouflage (2), Pathfinder, Void, True Assassins, Dodge.

**Active: Void:** Mortificators have the ability to more than blend into their environment; they find a different plane of existence.

At the beginning of the Squad Activation, as long as no Models in the Squad are Engaged, for 1 Action Point per Model, the entire Squad can use the 'Void' Squad Special Action. 'Void' Mortificators cannot be Engaged or targeted by any Ranged or Close Combat Attacks or any Special Skills. 'Void' Models ignore 'Wound Effects' caused by Blast or Rail weapons. Friendly and Enemy Models may pass through 'Void' Mortificators but may not end their Movement on top of them. If, for some reason, a Model would end its Movement on top of a 'Void' Mortificator, reduce Movement to place the Model legally. The Mortificator Squad loses 'Void' once a Model from the Squad completes any Action (excluding the Pass Action).

## CLOSE COMBAT WEAPON:

## MORTIS SWORD

R	ST	RCA	AVV	TYPE
1	+2	3	0	Piercing

**Passive: Assassinate:** When making a Close Combat Attack in a Rear Facing, the Close Combat Attack gains a +1 Modifier to St and RoA.

**Passive: Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat Attacks made by this weapon.

**Passive: True Assassins:** Mortificators cannot Control or interact with Objectives or Control Table Zones.

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





## GUARDI OBLATI

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	18	12	11	14	16	18	2	18(10)	100

**TYPE:** Support, Medium Bases (40mm).

**SQUAD COMPOSITION:** 2 Guardiani Oblati (they consider the Warlord as their Squad Commander)

**SQUAD SIZE:** 2, 4 or 6 Guardiani Oblati.

**WEAPONS:**

**Hellvatican Fists:** Each Guardianio Oblato has two arm weapons known as 'Hellvatican Fists', both of these consist of an 'AC-31P Cleansing Flamethrower', 'Avalanche Handgun', 'Consecrated Blade' and a 'Concussive Hammer'. They can quickly switch between each weapon, retracting and presenting each from their arms as needed. Each Guardianio Oblato may use any weapon up to two times per Action Point.

*E.g. For 1 Shooting Action a Guardianio Oblato fires his Avalanche Hand Gun and his AC-31P, whereas the other Guardianio fires both his AC-31P. In close combat the first Guardianio chooses to use his Hammer weapons twice, while the other uses the Hammer from one arm and the Blade from the other.*

**Passive: Weapons of Finesse:** The Hellvatican Fist Weapons RoF and RoA cannot be increased by any means.

## AC-31P CLEANSING FLAMETHROWER

R	ST	ROF	AVV	TYPE
FT	14	1	0	Blast (F)

## CONSECRATED BLADE

R	ST	ROA	AVV	TYPE
1.5	+1	3	0	Plasma

## AVALANCHE HANDGUN

R	ST	ROF	AVV	TYPE
6	18	2	7	Piercing (P)

## CONCUSSIVE HAMMER

R	ST	ROA	AVV	TYPE
1	+2	1	5	Piercing

**Passive: Metal Grinder:** The weapon has Critical Damage (2).

**Passive: For the Light:** CC test of 1-3 causes a Critical Force (2).

**SPECIAL SKILLS:** Fearless, Predator Senses, Slippery, Holy Guardians, Repentance, Nulled, Cardinal's Blood, Bound to the Light, Where Needed Most.

**Passive: Holy Guardians:** The Range of the Warlord's 'Shielded' Special Skill is increased to 6" if any Model with the 'Holy Guardians' Special Skill is within 6" of the Warlord. The Guardia Oblati Squad may 'Rapid Deploy', if they do so due to the 'Where needed Most' Special Skill they must deploy instantly the Warlord receives a Wound Effect and as close to the Warlord as legally possible and do not Scatter.

**Passive: Repentance:** If the Warlord's Wound Value is reduced to 0 or less, place a LE Template over each Guardianio Oblato. Each Model within Template immediately receives a S12 Piercing AVVO Autohit with no 'Heal' rolls allowed. Any remaining Guardiani Oblati are then removed from the Game as casualties.

**Passive: Nulled:** Guardiani Oblati cannot take or use any Psychic Powers and they ignore any effects of (D) or (B) Type Psychic Powers.

**Passive: Cardinal's Blood:** 'Heal' rolls cannot be taken against Close Combat and Ranged Attacks made by the Guardiani Oblati.

**Passive: Flesh in Steel:** Guardiani Oblati ignore the Critical Force (X) Special Rule.

**Passive: Bound to the Light:** Each Guardianio Oblato must finish their Activation within 9" of the Warlord or are considered out of Squad Coherency in the next Game Turn. They are a separate Squad to the Warlord, but must always Activate in the owning players subsequent Activation Phase after the Warlord (unless they have already Activated during that Game Turn).

**Active: Where Needed Most:** The Guardiani Oblati can be called to defend the Warlord at the end of his Activation by 'Turning to Burn' 1 Resource Card or for Free immediately after a 'Wound Effect' is applied to the Warlord. They must deploy as close to Warlord as legally possible and they do not Scatter. If they deploy in their CCWR they receive their normal Engage Bonus.



## JUDICATOR BATTLE WALKER

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP HULL / RV		SP WEAPON / RV		SP LEGS / RV		SP ENGINES / RV		RV FRONT	RV BACK	AP	PTS
4	15	15	14	16	4	14	3	14	4	13	4	14	0	-4	4	125
					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 weapons.		If SP=0 or less, the vehicle cannot move or pivot. It also cannot use its Secondary Weapons.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in" to D20/4. Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

**TYPE:** Light Vehicle (Light Walker), Large Base

(50mm)

**SQUAD COMPOSITION:** 1 Judicator Battle Walker

**SQUAD SIZE:** 1-3 Judicators.

**ARMOUR:** Judicator Battle Walker Armour (No Weapon Type Modifiers taken).

**SQUAD UPGRADES:** Add up to 2 extra Judicators for 125 Points each.

A Judicator may replace its Retaliator Broadsword with a second AC-100 Crusader Cannon and Stomp for 25 Points.

**EQUIPMENT:** AC-100 Crusader Cannon, Retaliator Broadsword, Judicator Battle Walker Armour.

## RANGED WEAPONS:

AC-100 CRUSADER CANNON				
R	ST	ROF	AVV	TYPE
18	14	5	2	Plasma (A)

**Active: Double Tap:** At the beginning of Activation 'Turn to Burn' 2 Resource Cards. The Judicator may re-roll any failed RS tests.

**Passive: Loop shot:** R can be cumulatively increased by 1" by adding a -1 Modifier to its St. (e.g. R 20" St12, R 30" St2). St cannot be increased by reducing R.

For every 4" R increase the AVV Value receives a -1 Modifier.

## SECONDARY WEAPONS:

RETALIATOR BROADSWORD				
R	ST	ROA	AVV	TYPE
2	14	2	6	Piercing

**Passive: Electro-Magnetic Shock:** For every 'Wound Effect' caused by this weapon to Models on Small or Medium Bases, the Models also receive a 'Stun Effect'.

**Active: Fervent Assault:** 'Turn to Burn' 1 Resource Card to increase the Retaliator Broadsword's RoA to 4.

STOMP				
R	ST	ROA	AVV	TYPE
1	12	2	2	Piercing

**SPECIAL SKILLS:** Fearless, Thunderous Advance, Crushing Assault.

**Passive: Crushing Assault:** Add a +1 Modifier to Engage Bonus.

**Active: Thunderous Advance:** At the beginning of a Model's Activation 'Turn to Burn' 1 Resource Card. If a Judicator makes a Move, Run or Engage Action reduce RS of all Models on Small and Medium Base within 8" of the Judicator, (measure the distance at the end of its Movement) by -4. This effect is not cumulative with other Judicators.



## ICARUS JETFIGHTER

					1-10		11-14		15-18		19-20		AV FRONT		AV BACK	AP	PTS
M	CC	RS	WP	LD	SP COCKPIT / AV		SP NOSE / AV		SP WING / AV		SP MUNITIONS / AV						
10	—	13	15	15	6	18	5	18	5	17	5	16	0	-4	4	320	
					If SP=0 or less 0, 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.		For every SP taken, the vehicle modifies its M value by -1.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in" to D20/2. Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.						

**TYPE:** Heavy Vehicle (Hoverer).

**SQUAD COMPOSITION:** 1 Icarus Jetfighter

**SQUAD SIZE:** 1 Icarus Jetfighter

### RANGED WEAPONS:

CARDINAL'S FURY GATLING GUNS				
R	ST	ROF	AVV	TYPE
28	13	6	2	Piercing (A)

**Passive: Darkslayer Ammunition:** Before making a Shooting Action with the 'Cardinal's Fury Gatling Guns', the Player can choose to fire the 'Darkslayer Ammunition'.

DARKSLAYER AMMUNITION				
R	ST	ROF	AVV	TYPE
28	16	1	8	Rail (A)

**Passive: Crack Shot:** The 'Darkslayer Ammunition has Critical Damage (2).

**SPECIAL SKILLS:** *Flyer, Supersonic Boom.*

**Passive: Flyer:** The Icarus Jetfighter must make a Move Action of at least 4" every Game Turn.

The Icarus cannot be targeted by Template weapons. Icarus cannot be Engaged or complete an Engage Action.

**Active: Supersonic Boom:** 'Turn to Burn' 2 Resource Cards and spend 2 Action Points. The Icarus is removed from the Board and can be redeployed in the following Game Turn using Rapid Deployment rules, ignoring the effect of rolling a natural 20. Additionally on a roll of 1-5 a Sonic Boom is achieved. All Models within 6" of the Icarus receive a Strength 10 AVV0 Autohit.

**EQUIPMENT:** Cardinal's Fury Gatling Guns, Fore-Mounted Firefist Flamethrower, Graveyard Bombs, Supersonic Plates and Bulletproof Hover Skirt.

**ARMOUR:** Supersonic Plates and Bulletproof Hover Skirt (No negative Weapon type Modifiers taken)

### SECONDARY WEAPONS:

FORE-MOUNTED FIREFIST FLAMETHROWER				
R	ST	ROF	AVV	TYPE
FT	14	3	2	Blast (F)

GRAVEYARD BOMBS				
R	ST	ROF	AVV	TYPE
*	12	1	0	Blast (G)

**Active: Graveyard Bomb Drop:** Icarus Jetfighters may always fire their Graveyard Bombs, regardless of how fast they move. If the player wishes to fire the Graveyard Bombs they must spend 2 Action Points. Icarus must make a Combat Move. Centre a SE Template within a 4" of the Icarus and Scatter D20/4".

