Dark Legion Special Rules:

Passive: Necrotechnology: Every Model in a Dark Legion Army has 'Heal (2)', this cannot be increased by any means.

Passive: Fearless: Every Model in a Dark Legion Army has the 'Fearless' Special Skill unless stated otherwise.

Passive: Feedback: Every Squad in a Dark Legion Army has the 'Feedback' Special Skill. If a Squad loses 50% or more of its original Squad number (100% equals the number of Models that were in the Squad at the start of the Game Turn) in one Game Turn, the Controlling Player must roll a D20, deduct one from the result for each Hero attached to the Squad. If the number is higher than Squad's LD, each Model in the Squad takes a St10 Piercing AVV 1 Autohit. Dark Legion Squads may not use the Warlords LD for 'Feedback' rolls.

Passive: Fear (0): Every Model in a Dark Legion Army has the 'Fear (0)' Special Skill unless stated otherwise.

Algeroth Dark Symmetry.

Blindness: (35 Points)

R	ST	RCF	AVV	TYPE
18	–	1	–	Psychic (D)

The 'Blindness' Dark Symmetry Power can target enemy non-Vehicle Squads on Small or Medium Bases. If successfully cast, the target Squad is 'Blinded' and its RS is reduced to 1. The affected Squad can ignore 'Blindness' by 'Turning to Burn' 2 Resource Cards.

Necrovisual Link: (30 Points)

R	ST	RCF	AVV	TYPE
12	–	1	–	Psychic (B)

If successfully cast, the friendly Squad targeted by the 'Necrovisual Link' Dark Symmetry Power may make Ranged Attacks without LOS. The Range of the Weapon is halved and Cover Modifiers are ignored.

Cleansing of the Void: (20 Points)

R	ST	RCF	AVV	TYPE
12	–	1	–	Psychic (B)

If successfully cast, the friendly Squad under 'Cleansing of the Void' replaces its Passive: 'Necrotechnology' Special Skill with 'Heal (4)' which cannot be increased by any means.

Banishment of the Steel: (30 Points)

R	ST	RCF	AVV	TYPE
24	10	1	10	Psychic (S)

Passive: Dark Beam: This Attack is Type: Rail.

Passive: Banishment of the Steel: Immediately place a 'Banishment of the Steel' token next to each model within the Rail. For each token allocated to a Model it receives an additional –1 Modifier to A or AV (on all sections). The 'Banishment of the Steel' tokens stay with Model until it is removed from the Game or the Game ends.

Threshold of Horror: (25 Points)

R	ST	RCF	AVV	TYPE
24	–	1	–	Psychic (D)

If successfully cast, place a 30mm token within 24" and within LOS of the caster. Every Enemy Model on a Small Base finishing its Activation within 3" of the token must pass a LD Test with a –4 Modifier. If the test is failed the Model receives a 'Stun Effect'. Models with the 'Fearless' Special Skill cannot receive a 'Stun Effect' by the 'Threshold of Horror' Dark Symmetry Power, but instead receive a St10 Piercing Autohit.

Indigestion: (15 Points)

R	ST	RCF	AVV	TYPE
30	14	1	0	Psychic (S)

Models removed from play by the 'Indigestion' Dark Symmetry Power explode. Centre the SE Template on the exploding Model. All Models touched by the Template receive a St(X) Blast Autohit, where (X) is equal to Con of the victim.

Dark Gate of Power: (45 Points)

DARK GATE OF POWER				
R	ST	ROF	AVV	TYPE
6	–	1	–	Psychic (B)

If successfully cast place a 30mm token (AV15, SP 1, provides Heavy Cover and counts as Heavy Terrain) anywhere within 6" of the Caster. Every Dark Legion Model within 12" replaces its Passive: 'Necrotechnology' Special Skill with 'Heal (3)'. The token stays in play until it is destroyed or removed by the owning player. Players may remove one 'Dark Gate of Power' token every Game Turn to un-Burn 1 Resource Card. A maximum of 4 tokens can be in play at any one time.

Postern Beyond Death: (20 Points)

POSTERN BEYOND DEATH				
R	ST	ROF	AVV	TYPE
12	–	1	–	Psychic (D)

If successfully cast, the friendly or enemy Squad has the 'Postern Beyond Death' Special Skill. All Models within 2" of a Model with 'Postern Beyond Death' receive a St6 Piercing Autohit when the affected Model is removed from play.

Dark Banishment: (30 Points)

DARK BANISHMENT				
R	ST	ROF	AVV	TYPE
18	10	4	0	Psychic (S)

Passive: Dark Banishment: This Psychic Power has Critical Force (2).

Bringer of Dark Tools (15 Points)

BRINGER OF DARK TOOLS				
R	ST	ROF	AVV	TYPE
6	–	1	–	Psychic (B)

If successfully cast, every Model in the Squad affected by 'Bringer of Dark Tools' Psychic Power gains a +2 St Modifier to its Ranged Weapon with the Type: Piercing or Plasma.

Transmorphication: (15 Points)

TRANSMORPHICATION				
R	ST	ROF	AVV	TYPE
12	–	1	–	Psychic (B)

If successfully cast, every Model in the Squad affected by 'Transmorphication' Psychic Power gains +2 Modifier to Armour and receives no negative Weapon Type Modifiers to its Armour.

Call of Corruption (25 Points)

CALL OF CORRUPTION				
R	ST	ROF	AVV	TYPE
28	–	1	–	Psychic (D)

If successfully cast, place a 30mm 'Call of Corruption' token anywhere within 28" and LOS of the caster, every enemy Model finishing its Activation within 3" of the token must pass a Con Test or lose a Wound.. 'Heal' rolls cannot be taken against Wound Effects caused by the 'Call of Corruption'.

Every Dark Legion Model finishing its Activation within 3" of the token regains one Wound lost earlier in the Game on a roll of 1–10.

Beam of Dark (30 Points)

BEAM OF DARK				
R	ST	ROF	AVV	TYPE
12	–	1	–	Psychic (S)

Passive: Beam of Dark: This Attack is Type: Rail Every Model within the 'Beam of Dark' Rail must take a LD test. If the test is failed the Model receives a Wound Effect with Critical Force (2) with no Armour, Impenetrable Armour or Heal tests allowed. Vehicles lose 2 SP from their Critical Section (19–20) on a roll of 11–20.

Rampaging Shadows (10 Points)

RAMPAGING SHADOWS				
R	ST	ROF	AVV	TYPE
30	–	1	–	Psychic (D)

If successfully cast, the Target Squad receives an additional –2 Modifier to RS and CC and their Weapon Type is Type: Plasma.

Infernal Shield (15 pts)

INFERNAL SHIELD				
R	ST	ROF	AVV	TYPE
18	–	1	–	Psychic (B)

If successfully cast, the Target Squad WP is increased to 18 and cannot be further increased by any means.

Soulripper Touch (10 Points)

SOULRIPPER TOUCH				
R	ST	ROF	AVV	TYPE
B2B	–	1	–	Psychic (B)

The Warlord casting this power can make one Close Combat attack with St20 in place of all its normal Close Combat Attacks (this cannot be increased by any means). Heal rolls cannot be taken against this attack and any successful Impenetrable Armour Test must be rerolled.

ALAKHAI THE CUNNING

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	10	10	15	18	19	5	16(12)	220

TYPE: Warlord (Close Combat), Medium Base (40mm), Unique.
EQUIPMENT: Meat Wolfer Battlesword, Nepharite Armour.
ARMOUR: Nepharite Armour: (No negative Weapon Type Modifiers taken)

CLOSE COMBAT WEAPON:

MEAT WOLFER BATTLESWORD

R	ST	ROA	AVV	TYPE
2	+2	3	2	Piercing

SPECIAL SKILLS: Fear (5), Blood Drinker, Bloodbath, Battlelust, Enrage, Terror, Summoning the Darkness

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 to +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: Enrage: 'Turn to Burn' 2 Resource Cards. Alakhai gains a +2 Modifier to RoA.

Active: Terror: 'Turn to Burn' 1 Resource Card, all enemy Models that are Engaged with Alakhai the Cunning automatically fail their Fear(x) Test. Fearless Models are not affected by Terror.

Active: Summoning the Darkness: Alakhai the Cunning is capable of summoning the Dark Symmetry, covering the battlefield in a cloak of Darkness. 'Turn to Burn' 4 Resource Cards during Alakhai the Cunning's Activation, no Model has LOS further than 18" for the remainder of the Game Turn. Summoning of Darkness cannot be ignored by any Passive or Active Skills.

. . . Darkness cannot drive out darkness . . .

Isaac Alfreds was the last surviving Doomtrooper of his mission, three others, including his marksman teammate, having laid down their lives to penetrate the walls of the Dark Citadel. Breathing hard, Alfreds pressed himself into the shadows beneath a huge and grotesquely ornate archway. Focusing on the mantras taught to him by the most gifted of Brotherhood Mystics at the Cartel's secret Doomtrooper training facility, he gained control over his racing heart, quelling the insanity and terror that radiated from every stone in the miles-high citadel. Checking his punisher's magazine, he took one more breath before propelling himself from the shadows and into the passageway. The corridor was empty, save for the corpses left behind by Alfreds' advance. Pressing on, he found himself passing along a stretch lined with towering statues of what he assumed must be the senior servants of the Dark Apostle of War, Algeroth. Leering monstrosities, their armour etched with the foulest of runes gazed down upon him as he stalked cautiously towards a tall, brass portal at the end of the corridor. He slowed, glancing behind him as he approached the doorway. Rist's sacrifice in holding the breach in the inner wall while Alfreds infiltrated the interior appeared to have paid dividends for no more Legionnaires were following him. He only prayed that Rist's life was a fair exchange for the chance to kill the target of the mission – the Nepharite Overlord known as Alakhai the Cunning. His mind snapping back to the mission at hand, Alfreds turned his attentions to the vast portal before him. Very slowly, he angled his head to listen for whatever sounds might be emanating from the space beyond, dimly aware of a low, throbbing drone. His eyes narrowed as he focused on that sound, certain it contained elements of machinery and of wet, fleshy biology. As he listened, the drone grew in volume until Alfreds's blood ran cold with the realisation of what it must truly represent.

Then another sound was added to the first. It was a low, maniacal cackle. The vast portal stirred, the two halves parting before Alfreds's face. Standing up straight he drew his shortsword, knowing all too well what was about to unfold. 'A Doomtrooper, here in the very heart of my domains?' said the towering form revealed once the portal was fully opened. 'Truly I am honoured...'

'Alakhai,' Doomtrooper Alfreds spat as he took in the sight before him. The space was a vast hall lit a flickering red and orange by the light of fell industry. The stone-flagged floor was lined with rank after rank of chambers, some the height of a man, others many times larger. The obscenely pulsing cables, pipes and feeds running to each told Alfreds exactly what was within.

'That's right, Doomtrooper.' Alakhai crowed. 'My legion rises. You are too late.'

'It's never too late.' Alfreds spat whilst raising his handgun and his shortsword, girding himself for what he knew would be his last charge. Though he would die, Alfreds knew that he had surely come closer than any man alive to striking down the accursed Nepharite Overlord and he would soon be sat at the side of the mightiest heroes of the Imperial Corporation...

GOLGOTHA MISTRESS OF PAIN

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	13	9	13	18	17	4	14 (10)	175

TYPE: Warlord (Tech), Medium Base (40mm), Unique

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	15	13	9	13	18	17	3	14 (10)	150

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

EQUIPMENT: Necrotech Claw, Horitsa's Spine, Nepharite Armour.

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

CLOSE COMBAT WEAPONS:

NECROTECH CLAW

R	ST	ROA	AVV	TYPE
1.5	+2	2	6	Piercing

HORITSA'S SPINE

R	ST	ROA	AVV	TYPE
1.5	+1	6	0	Piercing

SPECIAL SKILLS: Fear (3), Mistress of Pain, Golgotha's Mirror, Guide, Repugnant Actuality, Psychic Scream.

Passive: Aura of Dark Symmetry: Friendly Models starting their Activation within 12" of Golgotha gain a +1 Modifier to their Movement Value. This Modifier does not affect Golgotha.

Passive: Dark Symmetry: Golgotha can take up to one Algeroth Dark Symmetry Power for the Points cost indicated.

Passive: Repugnant Actuality: Friendly Models on Small and Medium Bases within 12" of Golgotha gain a +1 Modifier to Armour. This Modifier does not affect Golgotha..

Active: Mistress of Pain: 'Turn to Burn' 2 Resource Cards to nominate one Model within CCWR. The Model's Armour is halved, Impenetrable Armour is not modified but successful rolls must be rerolled.

Active: Golgotha's Mirror: 'Turn to Burn' 2 Resource Cards, Golgotha can move up to 12" through Terrain or Models without any penalties. Golgotha cannot finish her move in Impassable Terrain. Ignore the CCWR of any Models she passes using Golgotha's Mirror, although if she finishes this move within a CCWR she counts as Engaged. Golgotha can use this Special Skill to leave combat, if she does so 'Free Slash' is negated. This is count as a Move Action.

Active: Guide: 'Turn to Burn' 3 Resource Cards to nominate one Squad on the battlefield. The nominated Squad cannot claim Cover for intervening Models or Terrain pieces.

Active: Psychic Scream: 'Turn to Burn' 1 Resource Card to make the following Psychic Shooting Attack.

PSYCHIC SCREAM

R	ST	RCF	AVV	TYPE
FT	15	1	–	Psychic (S)

VALPURGIUS ARCHMAGUS OF ALGEROTH

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	8	10	15	18	18	3	15 (12)	275

TYPE: Warlord (Psychic), Medium Bases (40mm), Unique

EQUIPMENT: 'Dimensional Blade, Unholy Tunic'

ARMOUR: Unholy Tunic: (No negative Weapon Type Modifiers taken)

CLOSE COMBAT WEAPON:

DIMENSIONAL BLADE				
R	ST	ROA	AVV	TYPE
1.5	+3	2	2	Blast

Active: Expulsion of Symmetry: Turn to Burn 2 Resource Cards. The 'Dimensional Blade' expels Dark Symmetry in forks of Dark Lighting.

EXPULSION OF SYMMETRY				
R	ST	RoF	AVV	TYPE
FT	16	1	5	Blast (F)

Passive: Expunged: The RoF of the 'Expulsion of Dark Symmetry' cannot be increased by any means and cannot be used to make a 'Wall of Fire' Special Attack.

SPECIAL SKILLS: Fear (2), Master of the Dark Symmetry, Soulcharger, Algeroth's Mind Leash

Passive: Master of the Dark Symmetry: Valpurgius can take up to 5 Algeroth Dark Symmetry Psychic Powers for Free. Select the Powers before the Game starts.

Passive: Soulcharger: For every Model (friendly or foe) removed from the Game by Valpurgius via Ranged or Close Combat Actions (including Psychic (S) Attacks), place 1 'Soulcharger' token on Valpurgius' Stat Card.

During Valpurgius Activation:

1. Use two 'Soulcharger' tokens to cast one Psychic Power for 0 Action Points.
2. Use two 'Soulcharger' tokens to reinstate 1 Wound on any Model within 12" of Valpurgius (excluding Valpurgius)
3. Use three 'Soulcharger' tokens to reinstate 1 Wound lost by Valpurgius.

Up to 4 Tokens can be used per Game Turn.

Active: Algeroth's Mind Leash: 'Turn to Burn' 3 Resource cards. Nominate one enemy or friendly Model on a Small or Medium Base (excluding Warlords, Lords and Vehicles) within 24" and LOS of Valpurgius. The enemy Model must pass a WP test, friendly Models automatically fail. Up to 15 Soulcharger tokens can be used to add a –1 Modifier (per token) to the Target's WP Value for this test. If the test is failed the target Model becomes instantly Activated in the control of the Valpurgius Player as if his own Model. The target Model has 2 Action Points (which cannot be increased). Engaged Models have 1 Action Point (which cannot be increased). The Action Points can be spent on the following Actions: Move, Run, Shooting, Engage or Close Combat. While controlled, the Target Model cannot interact with Objective markers. The Model's Active or Passive Skills can be used as normal. Valpurgius is immediately deactivated the moment he uses the 'Mind Leash' Special Skill and cannot be reactivated again in the Game Turn.

UNDEAD LEGIONNAIRE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
4	11	12	8	8	10	15	1	12	50

TYPE: Troops, Small bases (30mm)

SQUAD COMPOSITION: 1 Acting Squad Commander Undead Legionnaire and 4 Undead Legionnaires.

SQUAD SIZE: 5–12 Undead Legionnaires.

SQUAD OPTIONS: 2 in 5 Models may replace their 'Kratach Assault Rifle' with a 'Valcheck HMG' for +8 Points, or a 'Plaguedealer' for +5 points.

The Acting Squad Commander Undead Legionnaire may be upgraded to a Necromutant Leader Squad Commander for 20 points.

Up to 7 Undead Legionnaires can be added to the Squad for 10 points per Model.

EQUIPMENT: Kratach Assault Rifle, Corroded Blade, Light Armour.

ARMOUR: Light Armour (–2 Blast).

RANGED WEAPONS:

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

VALCHECK HMG				
R	ST	ROF	AVV	TYPE
18	13	3	1	Piercing (S)

PLAGUEDEALER				
R	ST	ROF	AVV	TYPE
FT	14	1	5	Plasma (S)

CLOSE COMBAT WEAPON:

CORRODED BLADE				
R	ST	ROA	AVV	TYPE
B2B	+2	1	2	Piercing

Passive: Rusted: Models cannot use 'Heal' against 'Corroded Blade' Wound Effects.

Active: Wall of Dark Flame: 'Turn to Burn' 2 Resource Cards. A 'Wall of Fire' Flamer Special Attack can be made.

Passive: Slow Purge: RoF cannot be increased by any means.

SPECIAL SKILLS: Brainless, Black Bullets

Passive: Brainless: Undead Legionnaires can only use Basic Actions and they cannot participate in any Squad or Close Combat Special Actions.

Active: Black Bullets: 'Turn to Burn' 1 Resource Card, the Squad use 'Black Bullets'. Models cannot use 'Heal' against 'Black Bullets' Wound Effects.

RAZIDE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	13	10	8	13	17	3	14 (10)	75

TYPE: Support/Medium Base (40mm)

SQUAD COMPOSITION: 1 Razide Squad Commander

SQUAD SIZE: 1-3 Razides

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

SQUAD OPTIONS: Up to 2 Razides can be added to the Squad for 75 points per Model.
Any Model in the Squad may swap its Plaguedealer HMG for a Nazgaroth for free.

EQUIPMENT: Plaguedealer HMG, Fists and Claws, Bio Armour.

RANGED WEAPONS:

PLAGUEDEALER HMG				
R	ST	ROF	AVV	TYPE
18	15	3	4	Piercing (A)

Active: Flamer mode: 'Turn to Burn' 1 Resource Card. The Plaguedealer HMG becomes a Flamer.

FLAMER MODE				
R	ST	ROF	AVV	TYPE
FT	13	1	1	Piercing (F)

Passive: Slow Purge: RoF cannot be increased by any means.

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

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

CLOSE COMBAT WEAPONS:

FISTS AND CLAWS				
R	ST	ROA	AVV	TYPE
1	+2	3	2	Piercing

RAGE				
R	ST	ROA	AVV	TYPE
1	+4	4	2	Piercing

SPECIAL SKILLS: Unstoppable, Rage, Unnatural Leap

Passive: Unstoppable: Razides ignore negative Modifiers to Range. Enemy Models cannot claim Cover when targeted by a Razide.

Active: Rage: At the beginning of the Model's Activation, 'Turn to Burn' 1 Resource Card to give a Razide 'Rage'. RoF is reduced to 0.

Active: Unnatural Leap: 'Turn to Burn' 1 Resource Card, a Model can ignore Movement Modifiers for Light and Heavy Terrain when performing an Engage Action.

NECROMUTANTS

NECROMUTANT LEADER SQUAD COMMANDER									
M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	13	10	8	15	17	1	14	–

TYPE: Troops (Squad Commander), Medium Base (40mm).

EQUIPMENT: Belzarach Assault Rifle, Necroblade, Crude Metal Armour.

ARMOUR: Crude Metal Armour: (–2 Blast)

RANGED WEAPON:

BELZARACH ASSAULT RIFLE				
R	ST	ROF	AVV	TYPE
24	13	2	1	Piercing(A)

CLOSE COMBAT WEAPON:

NECROBLADE				
R	ST	ROA	AVV	TYPE
1	+2	2	1	Piercing

Passive: Rusted: Models cannot use 'Heal' against 'Necro-blade' Wound Effects.

SPECIAL SKILLS: Leash, Barking Orders, Black Liquid Syringe, Black Technology, Insalubrious Bodily Fluids.

Passive: Leash: Undead Legionnaires in the same Squad as a Necromutant with the 'Leash' Special Skill gain a +1 Modifier to their Movement Value.

Passive: Barking Orders: Squads of Undead Legionnaires led by a Necromutant may use the 'Swarm' Squad Special Action.

Passive: Black Liquid Syringe: Each enemy Model on a Small or Medium Base removed from play by a Necromutant in Close Combat is immediately replaced with an Undead Legionnaire equipped with a Kratach Assault Rifle.

This new Undead Legionnaire Model immediately joins the Necromutant's Squad and can be Activated in the same Game Turn that it was created. The removed Model counts toward Body Count Value but the created Undead Legionnaire does not. The new Legionnaire must be placed in B2B contact with the Necromutant, if it cannot it counts as destroyed.

Passive: Black Technology: Necromutants have the 'Heal (8)' Special Skill against weapons with Type: Plasma.

Passive: Insalubrious Bodily Fluids: The blood which runs through the veins and Necrotech tubes of a necromutant is not only pungent, but also highly acidic. When a Necromutant is removed from play, enemy Models within CCWR of the Necromutant receive a St10 Plasma AVV2 Autohit.

NECROMUTANTS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	13	13	9	8	15	17	1	14	105

TYPE: Troops, Small bases (30mm)

SQUAD COMPOSITION: 1 Necromutant Squad Commander, 4 Necromutants.

SQUAD SIZE: 5-10 Necromutants.

ARMOUR: Crude Metal Armour: (-2 Blast).

RANGED WEAPONS:

SQUAD OPTIONS: 2 in every 5 Models may replace their Belzarach Assault Rifle for a Heavy Plaguedealer for 10 points each. Up to 5 Necromutant Models can be added to the Squad for 21 points per Model.

EQUIPMENT: Belzarach Assault Rifle, Bayonet, Crude Metal Armour.

CLOSE COMBAT WEAPON:

BELZARACH ASSAULT RIFLE

R	ST	ROF	AVV	TYPE
24	13	2	1	Piercing(A)

BAYONET

R	ST	ROA	AVV	TYPE
B2B	+2	2	2	Piercing

HEAVY PLAGUEDEALER

R	ST	ROF	AVV	TYPE
FT	15	1	5	Plasma (S)

Active: Wall of Dark Flame: 'Turn to Burn' 2 Resource Cards. A 'Wall of Fire' Flamer Special Attack can be made.

Passive: Slow Purge: RoF can't be increased by any means.

GRENADE OF FLIES

R	ST	ROF	AVV	TYPE
St/SE	–	1	0	Blast (G)

Passive: Slow to Reload: RoF can't be increased by any means.

Active: Grenade of Flies: Up to 2 Models from any Necromutant Squad can use a 'Grenade of Flies'. 'Turn to Burn' 1 Resource Card. Any Squad in which at least 1 Model is touched by the Small Explosion Template has its RS and CC Value haved until the end of the Game Turn. 'Grenade of Flies' does not affect Models with the 'Fearless' Special Skill. Any Squads hit by the 'Grenade of Flies' that include a Flamer Type Weapon can attempt to burn them. On a D20 roll of 1-5 the flies are incinerated and the Squad ignores effect of 'Grenade of Flies'.

SPECIAL SKILLS: Grenade of Flies, Black Technology, Insalubrious Bodily Fluids.

Passive: Black Technology: Necromutants have the 'Heal (8)' Special Skill against weapons with Type: Plasma.

Passive: Insalubrious Bodily Fluids: The blood which runs through the veins and Necrotech tubes of a necromutant is not only pungent, but also highly acidic. When a Necromutant is removed from play, enemy Models within CCWR of the Necromutant receive a St10 Plasma AVV2 Autohit.

PRAETORIAN STALKERS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	10	10	14	15	2	16	80

TYPE: Support, Medium Bases (40mm)

SQUAD COMPOSITION: 1 Praetorian Stalker Squad Commander.

SQUAD SIZE: 1-6 Praetorian Stalkers.

ARMOUR: Praetorian Armour: (No Negative Weapon Type Modifiers taken)

RANGED WEAPONS:

		SCYTHE OF SEMAI HMG		
R	ST	ROF	AVV	TYPE
24	15	2	1	Piercing (A)

Passive: Maggot Bullets: Any Model which fails its Armour Test against a Wound Effect caused by 'Maggot Bullets' must pass a Con Test. If failed, each 'Maggot Bullet' Wound Effect is treated as Critical Force (2).

Active: Ripper Acid Bullets: 'Turn to Burn' 1 Resource Card. A 'Scythe of Semai HMG' has a +3 Modifier to AVV and RoF is reduced to 1. The RoF cannot be increased by any means.

The 'Scythe of Semai HMG' may be upgraded as follows, but only 1 'Scythe of Semai HMG' upgrade can be used per Model:

Carcass Launcher: Up to two Models per Squad can add a 'Carcass Launcher' to their 'Scythe of Semai' for +13 Points per Model. The Carcass Launcher can be fired instead of the 'Scythe of Semai HMG' in a Shooting Action.

		CARCASS LAUNCHER		
R	ST	ROF	AVV	TYPE
18/SB	13	1	0	Blast (G)

Active: Rigor Mortis Gas Canisters: 'Turn to Burn' 1 Resource Card, to load the 'Carcass Launcher' with 'Rigor Mortis Gas Canisters'. Resolve the Ranged Attack as normal, but any Models on a Small or Medium Base which receive a Wound Effect also receive a 'Stun Effect'.

Hindenburg Incinerator: Up to two Models per Squad can add a 'Hindenburg Incinerator' to their 'Scythe of Semai HMG' for +10 Points per Model. The 'Hindenburg Incinerator' can be fired instead of the 'Scythe of Semai HMG' in a Shooting Action.

		HINDENBURG INCINERATOR		
R	ST	ROF	AVV	TYPE
FT	8	2	12	Auto (F)

Passive: Corrosion: This weapon has Critical Damage (2).

SQUAD OPTIONS: Up to 5 Praetorian Stalkers can be added to the Squad for 80 points per Model.

Any member of the Squad can replace their 'Scythe of Semai HMG' for a 'Reaper of Semai' for free.

EQUIPMENT: Scythe of Semai HMG, Bayonet, Claws and Teeth, Praetorian Armour.

CLOSE COMBAT WEAPONS:

		BAYONET, CLAWS AND TEETH		
R	ST	ROA	AVV	TYPE
1	+1	2	0	Piercing

		REAPER OF SEMAI		
R	ST	ROA	AVV	TYPE
1.5	+4	2	6	Piercing

Passive: Reaper: Natural rolls of 1, 2 or 3 in CC give this Attack 'Critical Force (2)' and Critical Damage (2).

Passive: Power of Symmetry: Models armed with a 'Reaper of Semai' gain Impenetrable Armour (10).

SPECIAL SKILLS: Fear (3), Stalkers, Bonded in Birth, Flesh in the Shell.

Passive: Bonded in Birth: For every 2 Praetorian Stalkers alive in a Squad, all members of the Squad gain a +1 Modifier to CC and RS.

Passive: Stalkers: Praetorian Stalkers may be deployed via 'Rapid Deployment' or by using 'Infiltrate'. Stalkers are not affected by rolls of a natural 20 (Fumble) during 'Rapid Deployment'.

Passive: Flesh in the Shell: Praetorian Stalkers ignore the 'Critical Force (X)' Special Skill on received Wound Effects.

Clickety Click, went the Praetorian Stalker's toes
As he hunted down his unfortunate foes
You really should fear
for those you hold dear
Are nought but lambs to the slaughter
Hide your sons and hide your daughters
And hide behind the light the Cardinal brought [...]
By Bert Enshaw

BEHEMOTH

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	13	15	15	10	16	8	18	320

TYPE: Monster, (80mm base).
SQUAD COMPOSITION: 1 Praetorian Behemoth
SQUAD SIZE: 1 Praetorian Behemoth

EQUIPMENT: Decimator Handcannon, Monstrous Fists and Heavy Armour Plates.
ARMOUR: Heavy Armour Plates (No negative Weapon Type Modifiers taken).

RANGED WEAPONS:

		DECIMATOR HANDCANNON		
R	ST	ROF	AVV	TYPE
24	16	4	1	Piercing (A)

Active: Heavy Maggot Shell: 'Turn to Burn' 1 Resource Card to fire a 'Heavy Maggot Shell'.

		DECIMATOR HANDCANNON - HEAVY MAGGOT SHELL		
R	ST	ROF	AVV	TYPE
18/SE	18	1	10	Blast (G)

Passive: Slow to Reload: RoF cannot be increased by any means.

		BLACK LIQUID GRENADES		
R	ST	ROF	AVV	TYPE
St/SE	–	1	–	Plasma (G)

CLOSE COMBAT WEAPONS:

		MONSTROUS FISTS		
R	ST	ROA	AVV	TYPE
2	+4	4	6	Piercing

Passive: Punch Through: This weapon has Critical Damage (2).

SPECIAL SKILLS: Fear (4), Unstoppable Mass, Pick-up and Throw, Incoming.

Active: Unstoppable Mass: The Behemoth can make a 'Charge' Special Action of 12". The Behemoth does not stop even if a Model targeted by the 'Charge' survives. Each Model in the path of the charging Behemoth receives a S16 AVV10 Autohit. Vehicles are hit on the Core system (location D20 roll 19-20). Surviving Models on Small Bases hit by the 'Charge' are placed within 4" of their starting position as it they have been thrown by a 'Throw' Special Action (although they do not take extra damage). The 'Unstoppable Mass' 'Charge' is stopped when the Behemoth reaches its maximum distance, Impassable Terrain, a Heavy Vehicle or another Model on a Large Base, whichever is reached first.

Active: Pick-up and Throw: 'Turn to Burn' 1 Resource Card. The Behemoth may pick up any Terrain piece of up to 2"x2"x2" within 3" of the Behemoth's Front Facing. The object may be thrown following the Grenade Rules with a Large Explosion Template (Blast) at the St of the Behemoth. Any thrown Terrain Piece is subsequently removed from the Game. This is a Shooting Action costing 1 Action Point.

Active: Incoming: 'Turn to Burn' 2 Resource Cards. This Action counts as a Shooting Action. The Behemoth can throw a 'Black Liquid Grenade'. Any Model touched by the Template has its Armour Value reduced by half and cannot make any Heal rolls. Vehicles are unaffected. The RoF of the 'Black Liquid Grenades' cannot be increased by any means.

NECROBEAST RIDERS

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Body / AV		SP Rider / AV		SP Legs / AV		SP Head / AV		AV FRONT	AV BACK	AP	PTS
5	14	12	10	16	4	14	4	14	4	14	4	13	0	-4	4	125
					If SP=0 or less, the Necrobeast Rider Model is Destroyed but remains in play as a piece of Light Terrain.		If SP=0 or less, the Necrobeast Rider Model gains the 'Brainless' Special Skill and cannot make any form of Ranged Attack.		If SP=0 or less, the Necrobeast Rider's M is equal to 2 and cannot be increased by any means. It also loses the 'Beast' Special Skill.		If SP=0 or less, the Necrobeast Rider Model is removed from game.					

TYPE: Light Vehicle (Bike), (50mm base)

SQUAD COMPOSITION: 1 Necrobeast Rider Squad Commander.

SQUAD SIZE: 1-2 Necrobeast Riders.

SQUAD OPTIONS: 1 Necrobeast Rider can be added to the Squad for 145 points.

EQUIPMENT: Voriche Pistol, Necrobeast Bite, Necro-technological Armour.

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

RANGED WEAPON:

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

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

SPECIAL SKILLS: Fear (3), Predator Senses, Beast, Charge

Passive: Beast: Necrobeast Riders ignore any Vehicle (Bike) penalties for moving through Light or Heavy Terrain. They can also make a 'Free Jump' up to 3" and 'Jump across Gaps' in the same way as Large Based Models. Con tests are passed automatically for 'Climbing', however after each 'Climb', a Necrobeast Rider must test AV at AVV0 on the 'Legs' Location.

Active: Charge: 'Turn to Burn' 1 Resource Card. The Model can make a 'Charge' Close Combat Special Action with St16.

CLOSE COMBAT WEAPON:

	NECROBEAST BITE			
R	ST	ROA	AVV	TYPE
1.5	15	4	2	Piercing

Passive: Necrotic Enzymes: 'Heal' rolls cannot be taken against 'Necrobeast Bite'.

Active: Acidic Saliva: 'Turn to Burn' 1 Resource Card, the 'Necrobeast Bite' Close Combat Attacks are made with AVV4.

BLACK WIDOW

M	CC	RS	WP	LD	SP BODY / AV (1-10)		SP HEAD / AV (11-14)		SP LEGS / AV (15-18)		SP CORE / AV (19-20)		AV FRONT	AV BACK	AP	PTS
6	14	12	–	–	5	19	4	18	5	17	4	16	0	-2	4	295
					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.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a Range D20/2". Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

TYPE: Heavy Vehicle
SQUAD COMPOSITION: 1 Black Widow
SQUAD SIZE: 1 Black Widow

EQUIPMENT: Head-Mounted Ashnagaroths, Tarsus, Biotech Carapace Armour.
ARMOUR: Biotech Carapace Armour (No negative Weapon Type Modifiers taken).

RANGED WEAPONS:

HEAD-MOUNTED ASHNAGAROTHS

R	ST	ROF	AVV	TYPE
18	15	5	2	Piercing (A)

CLOSE COMBAT WEAPONS:

TARSUS

R	ST	ROA	AVV	TYPE
3	16	4	6	Piercing

SPECIAL SKILLS: Fear (6), Fearless, Regenerate (3), Venomous Strike, Aura of Madness, Undead Birth

Passive: Regenerate (3): At the beginning of Activation roll a D20. On a result of 1–4, the Black Widow regains the last SP lost.

Passive: Venomous Strike: If a natural 1 is rolled in CC the Wound Effect receives Critical Force (3) and Critical Damage (3).

Passive: Aura of Madness: Enemy Models within 10" of the Black Widow have an additional –4 Modifier to WP.

Active: Undead Birth: One Squad of Legionnaires in the army can start the Game unborn inside the Black Widow. In any of the Black Widow's Activation phases 'Turn to Burn' 1 Resource Card and use 1 Action Point to 'Birth' the Legionnaire Squad. The Squad enters play within 2" of the Black Widow in its Rear Facing. The Legionnaire Squad can Activate as normal the Game Turn it enters play but only has 1 Action Point per Model. If the Black Widow is destroyed or explodes the unbirthed Squad is automatically 'Birthed'. Additionally, if the Black Widow explodes, and the Legionnaires are yet to be 'Birthed', each model in the Squad receives an instant S14 Blast Autohit.