

Special Characters CARDS	Total	Universal	C	D	E	G	O	VS	Chaotic	Non-chaotic	Ogryn
Alliance:											
- Guild	15	15									
- Recidivist	10	10									
- Noble	12	12									
Hangers-on	25	17		2	2	1	2	1			
- Outlaw	5	5									
Hired Fighter	1					1					
Hive Scum	7	4	1			1	1				
- Outlaw	9	8							1		
Bounty Hunter	34	22	1	2	2	2	3	2			
- Outlaw	5	2				(1)			1	1	1
Agent	14		3	2	3	2	2	2			
Sum Total	137	95	5	6	7	7	8	5	2	1	1

Alliance	Type	Alignment	Representatives	Fighter(s)			Rating
				Gangers	Champions	Leader	
Coin	Guild	Law-Abiding	Toll Collectors	2	1	1	550
Iron	Guild	Law-Abiding	Wandering Scum	D3+2 Hive Scum			(D3+2) * (30 + equipment)
Water	Guild	Law-Abiding	Nautican Syphoning Delegation	1	1	1	600
Fire	Guild	Law-Abiding	Pyromantic Enclave	2	1	1	700
Corpse	Guild	Law-Abiding	Corpse Harvesting Party	2	1	1	600
Slave	Guild	Law-Abiding	Slaver Entourage	2	1	1	800
Cold Miners	Recidivist	Outlaw	Void-Born Bounty Hunters	2	1	1	500
Imperial Imposters	Recidivist	Outlaw	Uphive Ambassadors	1 Master Charlatan			500
Fallen Houses	Recidivist	Outlaw	Rebel Lord	1 Rebel Lord			500
Rogue Factoria	Recidivist	Outlaw	Factoria Work Gang	3	1	1	400
Narco Lords	Recidivist	Outlaw	Narco Scum	D3+2 Hive Scum			(D3+2) * (30 + equipment)
Psi-Syndica	Recidivist	Outlaw	Mind-Locked Wyrd	1 Mind-Locked Wyrd			300
Greim	Noble	Any	Military Attaché	1	1	0	?
Ulantí	Noble	Any	Court Advisor	1	1	0	?
Ran Lo	Noble	Any	Auditing Conclave	1	0	1	?
Catallus	Noble	Any	Carnival	1	0	1	?
Ko-Iron	Noble	Any	Ministorum Delegation	1	0	1	?
Ty	Noble	Any	Onmyodo Coven	1	0	1	?

ALLIANCE (1/15)

GUILD OF COIN

(MERCHANT GUILD)

MASTER OF COIN (LEADER - GUILD PROCURATOR)

GUILD OF COIN: TOLL COLLECTORS

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	3+	1	6+	5+	7+	5+

Weapon	Rng		Acc		S	L	Ap	D	Am	Traits
	S	L	S	L						
Las pistol	8"	12"	+1	-	3	-	1	2+	Plentiful	Sidearm
Power knife	E	-	-	-	+1	-2	1	-	Backstab	Power
Autopistol (compact gun skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1)	Scarce

Highways And Byways: When defending, before determining a scenario, pass a Leadership check for the Master of Coin to steal the initiative from the enemy. Use the Ambush or Trap scenario as the attacker.

Skills: Escape Artist, Overseer (Faction only)

Wargear: Displacer field, Gun skull

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Backstab: +1S when outside the target's vision arc.

Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Scarce: Cannot be reloaded.

Escape Artist: +2 Initiative when making a Retreat action.

Overseer (Faction only): Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Displacer field: 4+ invulnerable save (against attacks with Strength value). When saved, move a number of inches equal to the Strength of the attack in a random direction (Scatter dice). The attack is ignored even if under blast/template.

Gun Skull: BS 5+. Shoots at the same time as the owner.

SKINFLINT (CHAMPION - GUILD FACTOTUM)

GUILD OF COIN: TOLL COLLECTORS

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	6+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Plasma pistol (low)	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
Plasma pistol (max)	6"	12"	+1	-	7	-2	3	5+	Scarce, Unstable, Sidearm
Knife	E	-	-	-	S	-1	1	-	Backstab

Skills: Lie Low

Wargear: Mesh (5+), Cult Icon

Scarce: Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.

Backstab: +1S when outside the target's vision arc.

Lie Low: Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

Cult Icon: Group Activation (+1).

GROVELLER (GANGER - BODYGUARD)

GUILD OF COIN: TOLL COLLECTORS

2

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	6+	8+	7+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+	Knockback
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+	Scattershot
Knife	E	-	-	-	S	-1	1	-	Backstab

Skills: Lie Low, Bodyguard, Indentured Fighter

Options: Long rifle or Shotgun (Solid & Scatter), knife

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Backstab: +1S when outside the target's vision arc.

Lie Low: Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

Bodyguard: If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Indentured Fighter: Counts as failing Bottle test if only Bodyguards remain.

**ALLIANCE (2/15)
WATER GUILD
(MERCHANT GUILD)**

MASTER NAUTICAN (LEADER - GUILD PROCURATOR)

WATER GUILD: NAUTICAN SYPHONING DELEGATION

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	4+	4+	3	3	2	4+	1	7+	7+	6+	6+

Weapon	S ^{Rng}	L ^{Acc}	S	L	S	Ap	D	Am	Traits
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Silent, Toxin, Sidearm
Stiletto knife	E	-	-	-	-	-	-	-	Toxin
Autopistol (compact) (gun skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce

Water Harvest:

If the Master Nautican has not gone Out of Action, add +1 to the capture roll at the end of the battle for each Guild member that has not gone Out of Action. If an enemy is Captured, the captured fighter's gang can pay the full value as ransom. If not, the captured fighter may be sold to the Guilders for full value immediately (denying the Captured fighter's gang any rescue).

Skills:

Step Aside, Overseer (Faction only)

Wargear:

Displacer field, Gun skull

Scarce:

Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Silent:

Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).

Toxin:

Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Rapid Fire (1):

A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Step Aside:

If hit in close combat, pass an Initiative check to avoid the hit. Usable once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).

Overseer (Faction only):

Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Displacer field:

4+ invulnerable save (against attacks with Strength value). When saved, move a number of inches equal to the Strength of the attack in a random direction (Scatter dice). The attack is ignored even if under blast/template.

Gun Skull:

BS 5+. Shoots at the same time as the owner.

SYPHONITE (CHAMPION - GUILD FACTOTUM)

WATER GUILD: NAUTICAN SYPHONING DELEGATION

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	4+	2	3	1	4+	1	8+	8+	6+	6+

Weapon	S ^{Rng}	L ^{Acc}	S	L	S	Ap	D	Am	Traits
Needle rifle	9"	18"	+2	-	-	-2	-	6+	Scarce, Silent, Toxin
Stiletto knife	E	-	-	-	-	-	-	-	Toxin

Skills:

Dodge

Wargear:

Mesh (5+), Cult Icon

Scarce:

Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Silent:

Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).

Toxin:

Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Dodge:

A 6+ invulnerable save against ranged or close combat attacks (in addition to any save roll). If hit by Blast/Template, a roll of 6 does not cancel the attack, instead, move 2" before determining if this fighter is hit.

Cult Icon:

Group Activation (+1).

SUBNAUTICAN (GANGER - BODYGUARD)

WATER GUILD: NAUTICAN SYPHONING DELEGATION

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	3+	5+	5	5	3	4+	2	8+	6+	7+	7+

Weapon	S ^{Rng}	L ^{Acc}	S	L	S	Ap	D	Am	Traits
Open Fists	E	-	-	-	S	-1	1	-	Knockback

Skills:

Berserker, Bodyguard, Indentured Fighter

Wargear:

Hazard suit & armoured undersuit: 5+ (ignore Blaze & Rad-phase)

Knockback:

If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Berserker:

+1A when Charging.

Bodyguard:

If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Indentured Fighter:

Counts as failing Bottle test if only Bodyguards remain.

ALLIANCE (3/15)

PROMETHIUM GUILD

(MERCHANT GUILD)

PYROCAEN LORD (LEADER - GUILD PROCURATOR)
PROMETHIUM GUILD: PYROMANTIC ENCLAVE

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	4+	3	3	2	4+	1	7+	7+	7+	6+

Rng
Weapon
 S L

Acc
Weapon
 S L

S	L	S	L	S	Ap	D	Am	Traits
8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Shock stave	E	2"	-	+1	-	1	-	Shock

Light In Dark Places: During the pre-battle sequence, the Pitch Black rules may be declared used for the battle. In any End phase, these rules can be declared to no longer apply. If any member of the Guild is removed from the battle, immediately before removing the fighter, resolve a photon flash grenade centered on the fighter.

Skills: Evade, Overseer (Faction only)

Wargear: Refractor field

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Shock: Auto wound if hitting on 6+.

Evade: If Standing and Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.

Overseer (Faction only): Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Refractor field: 5+ invulnerable save. When saved, roll a 2+ or the field is permanently lost (burned out).

PYROMAGIR (CHAMPION - GUILD FACTOTUM)
PROMETHIUM GUILD: PYROMANTIC ENCLAVE

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	3	3	1	4+	1	7+	8+	7+	7+

Rng
Weapon
 S L

Acc
Weapon
 S L

S	L	S	L	S	Ap	D	Am	Traits	
Flamer	T	-	-	4	-1	1	5+	Blaze	
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

Light In Dark Places: If any member of the Guild is removed from the battle, immediately before removing the fighter, resolve a photon flash grenade centered on the fighter.

Skills: Nerves of Steel

Wargear: Refractor field, Cult icon

Blaze: Catch fire on 4+.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pinning.

Refractor field: 5+ invulnerable save. When saved, roll a 2+ or the field is permanently lost (burned out).

Cult Icon: Group Activation (+1).

CYNDER (GANGER - BODYGUARD)
PROMETHIUM GUILD: PYROMANTIC ENCLAVE

2

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	3	3	1	4+	1	8+	8+	7+	7+

Rng
Weapon
 S L

Acc
Weapon
 S L

S	L	S	L	S	Ap	D	Am	Traits	
Lasistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Axe	E	-	-	-	+1	-	1	-	Disarm
Maul (club)	E	-	-	-	S	+1	2	-	-
Photon flash	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash

Light In Dark Places: If any member of the Guild is removed from the battle, immediately before removing the fighter, resolve a photon flash grenade centered on the fighter.

Skills: Spring Up, Bodyguard, Indentured Fighter

Options: Lasistol, Photon Flash Grenades, Axe or Maul

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).

Flash: Instead of making a wound roll, pass an Initiative check or become subject to the Blind condition. If Ready, the fighter is no longer Ready. Or if not Ready, the fighter is not readied at the start of the following round. Reaction attacks only hit on a natural 6. No other attacks can be made until the next activation.

Spring Up: If Pinned when activated, pass an Initiative check to make a free Stand Up (Basic) action.

Bodyguard: If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Indentured Fighter: Counts as failing Bottle test if only Bodyguards remain.

**ALLIANCE (4/15)
CORPSE GUILD
(MERCHANT GUILD)**

PALE CONSORT (LEADER - GUILD PROCURATOR)

CORPSE GUILD: CORPSE HARVESTING PARTY

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	4+	3	3	1	4+	1	7+	8+	7+	6+

	Rng	Acc							
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Lasipistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Knife	E	-	-	-	S	-1	1	-	Backstab

Extra Corpse-Starch Rations:

Lasting Injuries may be re-rolled (apply the 2nd result).

Skills:

Fearsome, Overseer (Faction only)

Wargear:

Mesh (5+), Medi skull, Respirator

Plentiful:

Ammo checks are automatically passed when reloading (no roll required).

Backstab:

+1S when outside the target's vision arc.

Fearsome:

When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

Overseer (Faction only):

Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Medi skull:

Roll 1 additional dice for the Recovery check and choose one to Discard.

Respirator:

+2T against Gas.

BONE SCRIVENER (CHAMPION - GUILD FACTOTUM)

CORPSE GUILD: CORPSE HARVESTING PARTY

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	4+	3	3	1	5+	1	7+	8+	8+	7+

	Rng	Acc							
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Stiletto knife	E	-	-	-	-	-	-	-	Toxin
Autopistol (compact gun skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1), Scarce

Skills:

Fearsome

Wargear:

Gun skull, Respirator, Cult icon

Toxin:

Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Rapid Fire (1):

A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Scarce:

Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Fearsome:

When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

Gun Skull:

BS 5+. Shoots at the same time as the owner.

Cult Icon:

Group Activation (+1).

Respirator:

+2T against Gas.

CORPSE GRINDER (GANGER - BODYGUARD)

CORPSE GUILD: CORPSE HARVESTING PARTY

2

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	3+	5+	4	3	2	4+	2	8+	7+	8+	8+

	Rng	Acc							
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Chain glaive	E	2"	-1	-	+2	-2	2	-	Unwieldy (irrelevant)

Skills:

Crushing Blow, Bodyguard, Indentured Fighter

Wargear:

Flak (6+, 5+ against blast/template)

Crushing Blow:

Before rolling to hit, 1 non-sidearm attack dice can be nominated to gain +1S and +1D (if hit).

Bodyguard:

If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Indentured Fighter:

Counts as failing Bottle test if only Bodyguards remain.

ALLIANCE (5/15)

SLAVE GUILD

(MERCHANT GUILD)

CHAIN LORD (LEADER - GUILD PROCURATOR)

SLAVE GUILD: SLAVER ENTOURAGE

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	6+	4	4	2	4+	2	7+	6+	7+	9+
Rng			Acc								
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Chain glaive	E	2"	-1	-	+2	-2	2	-	Unwieldy (irrelevant)		
Chain axe	E	-	+1	-	+1	-1	1	-	Disarm, Parry, Rending		
Shock whip	E	3"	-1	-	+1	-	1	-	Shock		

Weapon Training: Before each battle, a Leader or Champion can choose a temporary Primary skill (only lasts for a single battle).

Skills: Hurl, Overseer (Faction only)

Wargear: Light carapace (4+), bio-booster, Stimm-slug stash

Options: Chain glaive or Shock whip and Chain axe

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Rending: +1 Damage if the wound roll is 6+.

Shock: Auto wound if hitting on 6+.

Hurl: Spend a Basic action to throw an enemy (Engaged B2B or Seriously Injured within 1") D3" in any direction. Stop moving if contacting any terrain or other fighters (they suffer S3 hit). The target and any fighters it contacts are Pinned.

Overseer (Faction only): Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Bio-booster: The first time in each battle that an Injury roll is suffered, one less Injury dice is rolled. If only one dice was being rolled, roll two and choose one to discard.

Stimm-slug stash: Usable once per battle, at the start of the fighter's turn, before activating. Discard 1 Flesh Wound (if any). Gain +2 M, S and T. At the start of the End phase, roll 2+ or apply an Injury roll for this fighter.

SHAKLEMAN (CHAMPION - GUILD FACTOTUM)

SLAVE GUILD: SLAVER ENTOURAGE

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	3	3	2	4+	1	8+	7+	7+	8+
Rng Acc											
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce		
Shock stave	E	2"	-	-	+1	-	1	-	Shock		

Skills: Disarm

Wargear: Flak (6+, 5+ against blast/template), Cult icon

Drag: If hit (and not taking the target Out of Action, the target can be dragged closer to the attacker. Roll a D6, if the result is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker. If the weapon also has the Impale trait, only the last fighter to be hit can be dragged.

Impale: If wounded, the projectile might hit another fighter! Trace a straight line from the target, directly away from the attacker. If any fighters are within 1" of this line (and within the weapon's Long Range), the one that is closest to the target is hit on a 3+ with -1 Strength per subsequent hit. The projectile can continue through multiple fighters until the Strength is reduced to 0.

Scarce: Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Shock: Auto wound if hitting on 6+.

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).

Cult Icon: Group Activation (+1).

PIT FIGHTER (GANGER - BODYGUARD)

SLAVE GUILD: SLAVER ENTOURAGE

2

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	6+	3	3	1	4+	2	8+	7+	8+	10+
Weapon	Rng		Acc		S	Ap	D	Am	Traits		
	S	L	S	L							
	Chain glaive	E	2"	-1						-	+2

Skills: Rain of Blows, Bodyguard, Indentured Fighter

Wargear: Flak (6+, 5+ against blast/template), Stimm-slug stash

Rain of Blows: Fight (Basic) action becomes Simple instead.

Bodyguard: If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Indentured Fighter: Counts as failing Bottle test if only Bodyguards remain.

Stimm-slug stash: Usable once per battle, at the start of the fighter's turn, before activating. Discard 1 Flesh Wound (if any). Gain +2 M, S and T. At the start of the End phase, roll 2+ or apply an Injury roll for this fighter.

ALLIANCE (6/15)

COLD TRADERS

(RECIDIVISTS)

COLD TRADER (LEADER)

COLD TRADERS: SMUGGLER SHORE PARTY

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	3+	3	3	2	4+	2	7+	6+	6+	6+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Sling gun (Xenos)	6"	12"	+2	-	4	-2	1	5+			Rapid Fire (1), Scarce
Stiletto knife	E	-	-	-	-	-	-	-	-	-	Toxin

Skills: Step Aside, Overseer (Faction only)

Wargear: Armourweave (5+, 6+ invulnerable), Bio-booster

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Scarce: Cannot be reloaded.

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Step Aside: If hit in close combat, pass an Initiative check to avoid the hit. Usable once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).

Overseer (Faction only): Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Bio-booster: The first time in each battle that an Injury roll is suffered, one less Injury dice is rolled. If only one dice was being rolled, roll two and choose one to discard.

BOSUN (CHAMPION)

COLD TRADERS: SMUGGLER SHORE PARTY

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	2	3	1	4+	1	8+	7+	6+	6+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+			Knockback
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+			Scattershot
Knife	E	-	-	-	S	-1	1	-			Backstab

Skills: Dodge

Wargear: Mesh (5+)

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Backstab: +1S when outside the target's vision arc.

Dodge: A 6+ invulnerable save against ranged or close combat attacks (in addition to any save roll). If hit by Blast/Template, a roll of 6 does not cancel the attack, instead, move 2" before determining if this fighter is hit.

VOID-BORN SCUM (GANGER - BODYGUARD)

COLD TRADERS: SMUGGLER SHORE PARTY

2

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	3	4+	2	8+	7+	7+	7+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Autopistol	4"	12"	+1	-	3	-	1	4+			Rapid Fire (1), Sidearm
Laspistol	8"	12"	+1	-	3	-	1	2+			Plentiful, Sidearm
Knife	E	-	-	-	S	-1	1	-			Backstab

Skills: Bodyguard, Indentured Fighter

Wargear: Flak (6+, 5+ against blast/template)

Options: Autopistol or laspistol, knife

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Backstab: +1S when outside the target's vision arc.

Bodyguard: If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Indentured Fighter: Counts as failing Bottle test if only Bodyguards remain.

ALLIANCE (7/15)

IMPERIAL IMPOSTERS & PSI-SYNDICA (RECIDIVISTS)

MASTER CHARLATAN (LEADER) IMPERIAL IMPOSTERS: UPHIVE AMBASSADORS 1 <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th> </tr> <tr> <td>5"</td><td>3+</td><td>3+</td><td>3</td><td>3</td><td>3</td><td>4+</td><td>2</td><td>7+</td><td>5+</td><td>6+</td><td>6+</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th colspan="2"></th><th colspan="2">Rng</th><th colspan="2">Acc</th><th colspan="6"></th> </tr> <tr> <th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th>Traits</th><th colspan="2"></th> </tr> <tr> <td>Needle pistol</td><td>4"</td><td>9"</td><td>+2</td><td>-</td><td>-</td><td>-1</td><td>-</td><td>6+</td><td>Scarce, Silent, Toxin, Sidearm</td><td colspan="2"></td> </tr> <tr> <td>Stiletto sword</td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-1</td><td>-</td><td>-</td><td>Parry, Toxin</td><td colspan="2"></td> </tr> <tr> <td>4x digi lasers</td><td>E</td><td>3"</td><td>-</td><td>-</td><td>1</td><td>-</td><td>1</td><td>6+</td><td>Digi</td><td colspan="2"></td> </tr> </table> Skills: Evade, Infiltrate, Step Aside Wargear: Mesh (5+), Holochromatic field, Falsehood	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	5"	3+	3+	3	3	3	4+	2	7+	5+	6+	6+			Rng		Acc								Weapon	S	L	S	L	S	Ap	D	Am	Traits			Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Silent, Toxin, Sidearm			Stiletto sword	E	-	-	-	-	-1	-	-	Parry, Toxin			4x digi lasers	E	3"	-	-	1	-	1	6+	Digi			MIND-LOCKED WYRD (LEADER) PSI-SYNDICA (UNSANCTIONED PSYKER) 1 <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th> </tr> <tr> <td>4"</td><td>5+</td><td>3+</td><td>3</td><td>3</td><td>2</td><td>4+</td><td>1</td><td>8+</td><td>6+</td><td>4+</td><td>9+</td> </tr> </table> WYRD POWER (CHOOSE 3): Pyromancy: Scouring (Basic) Telekinesis: Assail (Basic), Force Blast (Basic) Telepathy: Maddening Visions (Basic), Hypnosis (Basic), Unbreakable Will (Basic) Skills: Fearsome Wargear: Mesh (5+)	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	4"	5+	3+	3	3	2	4+	1	8+	6+	4+	9+	TITLE ALLIANCE: CREW 1 <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th> </tr> <tr> <td>"</td><td>+</td><td>+</td><td>?</td><td>?</td><td>?</td><td>+</td><td>?</td><td>+</td><td>+</td><td>+</td><td>+</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th colspan="2"></th><th colspan="2">Rng</th><th colspan="2">Acc</th><th colspan="6"></th> </tr> <tr> <th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th>Traits</th><th colspan="2"></th> </tr> <tr> <td>Name</td><td>E</td><td>"</td><td>+</td><td>+</td><td>?</td><td>-</td><td>-</td><td>+</td><td>-</td><td colspan="2"></td> </tr> </table> Special Rule: Abc Skills: Abc Wargear: Abc	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	"	+	+	?	?	?	+	?	+	+	+	+			Rng		Acc								Weapon	S	L	S	L	S	Ap	D	Am	Traits			Name	E	"	+	+	?	-	-	+	-		
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ALLIANCE (8/15)

FALLEN HOUSES

(RECIDIVISTS)

REBEL LORD - GENERIC FALLEN HOUSES 1 <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr> <tr> <td>4"</td><td>3+</td><td>3+</td><td>3</td><td>3</td><td>3</td><td>3+</td><td>2</td><td>7+</td><td>6+</td><td>6+</td><td>6+</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <th rowspan="2">Weapon</th><th colspan="2">Rng</th><th colspan="2">Acc</th><th rowspan="2">S</th><th rowspan="2">Ap</th><th rowspan="2">D</th><th rowspan="2">Am</th><th rowspan="2">Traits</th></tr> <tr> <th>S</th><th>L</th><th>S</th><th>L</th></tr> <tr> <td>Needle pistol (master-crafted)</td><td>4"</td><td>9"</td><td>+2</td><td>-</td><td>-</td><td>-1</td><td>-</td><td>6+</td><td>Scarce, Silent, Toxin, Sidearm, Master-crafted</td></tr> <tr> <td>Bolt pistol</td><td>6"</td><td>12"</td><td>+1</td><td>-</td><td>4</td><td>-1</td><td>2</td><td>6+</td><td>Sidearm</td></tr> <tr> <td>Stiletto sword</td><td>E</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-1</td><td>-</td><td>-</td><td>Parry, Toxin</td></tr> <tr> <td>2x digi lasers</td><td>E</td><td>3"</td><td>-</td><td>-</td><td>1</td><td>-</td><td>1</td><td>6+</td><td>Digi</td></tr> <tr> <td>Power sword</td><td>E</td><td>-</td><td>-</td><td>-</td><td>+1</td><td>-2</td><td>1</td><td>-</td><td>Parry, Power</td></tr> <tr> <td>Thunder hammer</td><td>E</td><td>-</td><td>-</td><td>-</td><td>+1</td><td>-1</td><td>3</td><td>-</td><td>Power, Shock</td></tr> </table> Skills: Choose 2 (Agility, Combat, Cunning, Shooting) 1 pistol (Bolt pistol or master-crafted needle pistol), Wargear: 1 close combat weapon (Power sword, Stiletto sword, Thunder hammer), Mesh (5+), Displacer field or Refractor field	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	4"	3+	3+	3	3	3	3+	2	7+	6+	6+	6+	Weapon	Rng		Acc		S	Ap	D	Am	Traits	S	L	S	L	Needle pistol (master-crafted)	4"	9"	+2	-	-	-1	-	6+	Scarce, Silent, Toxin, Sidearm, Master-crafted	Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm	Stiletto sword	E	-	-	-	-	-1	-	-	Parry, Toxin	2x digi lasers	E	3"	-	-	1	-	1	6+	Digi	Power sword	E	-	-	-	+1	-2	1	-	Parry, Power	Thunder hammer	E	-	-	-	+1	-1	3	-	Power, Shock	LADY CREDO (REBEL LORD) FALLEN HOUSES 1 <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr> <tr> <td>5"</td><td>3+</td><td>3+</td><td>3</td><td>3</td><td>3</td><td>2+</td><td>2</td><td>5+</td><td>5+</td><td>6+</td><td>6+</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <th rowspan="2">Weapon</th><th colspan="2">Rng</th><th colspan="2">Acc</th><th rowspan="2">S</th><th rowspan="2">Ap</th><th rowspan="2">D</th><th rowspan="2">Am</th><th rowspan="2">Traits</th></tr> <tr> <th>S</th><th>L</th><th>S</th><th>L</th></tr> <tr> <td>Laspistol (master-crafted)</td><td>8"</td><td>12"</td><td>+1</td><td>-</td><td>3</td><td>-</td><td>1</td><td>2+</td><td>Plentiful, Sidearm</td></tr> <tr> <td>Power sword (master-crafted)</td><td>E</td><td>-</td><td>+1</td><td>-</td><td>+1</td><td>-2</td><td>1</td><td>-</td><td>Parry, Power</td></tr> </table> Heir To The Outlands: Friendly Outcast & Outlaw fighters within 8" can use Lady Credo's Ld & Cool. Sinestus & Dexterus: 360 vision arc & Photo-goggles. Skills: Dodge, Iron Will, Parry Wargear: Light carapace (5+), Refractor field, Photo-goggles	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	5"	3+	3+	3	3	3	2+	2	5+	5+	6+	6+	Weapon	Rng		Acc		S	Ap	D	Am	Traits	S	L	S	L	Laspistol (master-crafted)	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm	Power sword (master-crafted)	E	-	+1	-	+1	-2	1	-	Parry, Power	TITLE ALLIANCE: CREW 1 <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr> <tr> <td>"</td><td>+</td><td>+</td><td>?</td><td>?</td><td>?</td><td>+</td><td>?</td><td>+</td><td>+</td><td>+</td><td>+</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 5px;"> <tr> <th rowspan="2">Weapon</th><th colspan="2">Rng</th><th colspan="2">Acc</th><th rowspan="2">S</th><th rowspan="2">Ap</th><th rowspan="2">D</th><th rowspan="2">Am</th><th rowspan="2">Traits</th></tr> <tr> <th>S</th><th>L</th><th>S</th><th>L</th></tr> <tr> <td>Name</td><td>E</td><td>"</td><td>+</td><td>+</td><td>?</td><td>-</td><td>-</td><td>+</td><td>-</td></tr> </table> Special Rule: Abc Skills: Abc Wargear: Abc	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	"	+	+	?	?	?	+	?	+	+	+	+	Weapon	Rng		Acc		S	Ap	D	Am	Traits	S	L	S	L	Name	E	"	+	+	?	-	-	+	-
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ALLIANCE (9/15) ROGUE FACTORIA (RECIDIVISTS)

Factoria Overseer (Leader)

Rogue Factoria: Factoria Work Gang

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	4+	3+	3	3	2	4+	2	8+	7+	6+	6+

Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Plasma pistol (combi)	6"	12"	+2	-	5	-1	2	5+			Combi, Scarce, Sidearm
Autopistol (combi)	4"	12"	+1	-	3	-	1	4+			Combi, Rapid Fire (1), Sidearm
Shock baton	E	-	-	-	5	-	1	-			Parry, Shock

Eye Of The Ommissiah: If including fighters with Counterfeit weapons, the opponent can include a Bounty Hunter for free.

Skills: Commanding Presence, Overseer (Faction only)

Wargear: Mesh (5+)

Work Party Boss (Champion)

Rogue Factoria: Factoria Work Gang

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	4+	2	3	1	4+	1	7+	6+	6+	6+

Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Las pistol	8"	12"	+1	-	3	-	1	2+			Plentiful, Sidearm
Shock whip	E	3"	-1	-	+1	-	1	-			Shock

Bounteous Productions: Set-up an additional Loot casket before the battle (if the scenario doesn't specify any special instructions for Loot caskets.

Skills: Iron Will

Wargear: Mesh (5+)

Factoria Worker (Ganger - Bodyguard)

Rogue Factoria: Factoria Work Gang

3

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	5+	5+	3	3	1	4+	1	8+	8+	8+	8+

Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Autogun (reclaimed)	8"	24"	+1	-	3	-	1	5+			Rapid Fire (1)
Autopistol (reclaimed)	4"	12"	-	-	3	-	1	5+			Rapid Fire (1)
Knife	E	-	-	-	5	-1	1	-			Backstab

Skills: Bodyguard, Indentured Fighter

Options: Autogun (reclaimed) or autopistol (reclaimed) + knife

Combi: Roll twice for Ammo checks and apply the worst result.

Scarce: Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Shock: Auto wound if hitting on 6+.

Commanding Presence: Group Activation (+1).

Overseer (Faction only): Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Shock: Auto wound if hitting on 6+.

Iron Will: -1 modifier to any Bottle rolls (while on the battlefield and not Seriously Injured).

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Backstab: +1S when outside the target's vision arc.

Bodyguard: If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Indentured Fighter: Counts as failing Bottle test if only Bodyguards remain.

**ALLIANCE (10/15)
GREIM
(NOBLE HOUSE)**

KRIEG MESTER (CHAMPION) GREIM: MILITARY ATTACHÉ	JAGERKIN (GANGER - BODYGUARD) GREIM: MILITARY ATTACHÉ	TITLE ALLIANCE
M WS BS S T W I A Ld CI Wil Int 5" 4+ 4+ 3 3 2 4+ 1 6+ 6+ 7+ 6+	M WS BS S T W I A Ld CI Wil Int 5" 4+ 3+ 3 3 1 4+ 2 8+ 7+ 8+ 9+	M WS BS S T W I A Ld CI Wil Int " + + ? ? ? + ? + + +
Rng Acc Weapon S L S L S Ap D Am Traits Bolt pistol 6" 12" +1 - 4 -1 2 6+ Sidearm Power sword E - - - +1 -2 1 - Parry, Power	Rng Acc Weapon S L S L S Ap D Am Traits Combat shotgun (salvo) 4" 12" +1 - 4 - 2 4+ Knockback, Rapid Fire (1) Combat shotgun (shredder) T - - - 2 - 1 4+ Scattershot	Rng Acc Weapon S L S L S Ap D Am Traits ? E " + + ? - - + -
Eye Of The Ommissiah: If including fighters with Counterfeit weapons, the opponent can include a Bounty Hunter for free. No Group Activation: Not available for this Champion. The Finest Ordnance: Any friendly fighter can re-roll any Ammo checks.	Skills: Marksman, Bodyguard, Indentured Fighter Wargear: Mesh (5+)	Skills: ? Options: ?
Parry: Can force an attacker in close combat to re-roll 1 successful hit. Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D. Overseer (Any): Spend a Double action to immediately have a friendly fighter within 6" make 2 actions.	Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall. Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound. Scattershot: If hit, inflict D6 wound rolls (instead of 1). Marksman: Ignore Target Priority. If the hit is a 6+, double the Damage (only applies to the first hit if Rapid Fire). Bodyguard: If the 'Leader' is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter. Indentured Fighter: Counts as failing Bottle test if only Bodyguards remain.	Ability: Effect

**ALLIANCE (11/15)
ULANTI
(NOBLE HOUSE)**

COURTIER (CHAMPION)

ULANTI: COURT ADVISOR

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	2	3+	2	6+	6+	7+	7+

Rng

Acc

Weapon	S	L	S	L	S	Ap	D	Am	Traits
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Silent, Toxin, Sidearm
Power sword	E	-	-	-	+1	-2	1	-	Parry, Power

Duellist: Can make Reaction attacks before the opponent makes attacks as part of a Charge (Double) action (when attacked by a charging fighter).

Skills:

Counter-attack, Step-aside

Wargear:

Displaced field

MIRROR MASK

ULANTI: COURT ADVISOR

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	2	3+	2	8+	6+	8+	7+

Rng

Acc

Weapon	S	L	S	L	S	Ap	D	Am	Traits
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Silent, Toxin, Sidearm
Power sword	E	-	-	-	+1	-2	1	-	Parry, Power

Many Faces: When activating, can swap positions with the Courtier (regardless of where the two fighters are on the battlefield, including if Engaged or Prone). This fighter continues taking actions as normal.

Skills:

Nerves of Steel

Wargear:

Displaced field

TITLE

ALLIANCE

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	?	?	?	+	?	+	+	+	+

Rng

Acc

Weapon	S	L	S	L	S	Ap	D	Am	Traits
?	E	"	+	+	?	-	-	+	-

Skills:

?

Options:

?

Ability:

Effect

**ALLIANCE (12/15)
RAN LO
(NOBLE HOUSE)**

AUDITOR (LEADER) RAN LO: AUDITING CONCLAVE	GELT-SCRIVENER (GANGER) RAN LO: AUDITING CONCLAVE	TITLE ALLIANCE
M WS BS S T W I A Ld CI Wil Int 5" 5+ 5+ 3 3 2 4+ 1 5+ 7+ 7+ 5+	M WS BS S T W I A Ld CI Wil Int 5" 4+ 3+ 3 3 1 4+ 2 8+ 6+ 7+ 7+	M WS BS S T W I A Ld CI Wil Int " + + ? ? ? + ? + + + +
Rng Acc Weapon S L S L S Ap D Am Traits Web pistol T - - - 4 - - 6+ Silent, Web Knife E - - - S -1 1 - Backstab	Rng Acc Weapon S L S L S Ap D Am Traits Long rifle (master-crafted) 24" 48" - +1 4 -1 1 4+ Knockback, Master-crafted Bolt pistol 6" 12" +1 - 4 -1 2 6+ Sidearm Power sword E - - - +1 -2 1 - Parry, Power	Rng Acc Weapon S L S L S Ap D Am Traits ? E " + + ? - - + -
Cut Our Losses: The allies are removed from the battlefield if at least one of the allied fighters is Seriously Injured or Out of Action.	Cut Our Losses: The allies are removed from the battlefield if at least one of the allied fighters is Seriously Injured or Out of Action.	
Skills: Fearsome Options: Mesh (5+)	Skills: Trick Shot, Bodyguard, Indentured Fighter (irrelevant) Wargear: Mesh (5+)	Skills: ? Options: ?
Always More Coin: Gain 2D6x10 credits after each battle the allies take part in (regardless of the outcome). Checks & Balances: Gain 2D6x10 credits after each battle if any opponent earned more credits from the scenario than the allied gang. The Price of Business: If a 6 is rolled on a dice when collecting random amount of income from Resources, that dice is discarded and does not generate any credits.	Every Cred Counted: Test-Trigger: Less than 50 credits in the Stash after a post-battle sequence.	Ability: Effect
Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios). Web: If successfully woundin the target, no wound is inflicted, no save is allowed and no Injury roll is inflicted. The target is Webbed (treated as Seriously Injured). Roll for Recovery (End phase) as normal). Does not succumb to injuries (automatically recover). +1 modifier per Webbed enemy fighter when rolling for Capturing enemy fighters. Backstab: +1S when outside the target's vision arc. Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.	Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall. Master-crafted: Re-roll a single failed hit (once per battle). Parry: Can force an attacker in close combat to re-roll 1 successful hit. Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D. Trick Shot: +1 modifier when shooting at target in cover or Engaged. Bodyguard: If the Leader is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.	

**ALLIANCE (13/15)
CATALLUS
(NOBLE HOUSE)**

[illegible]

ALLIANCE (14/15)
KO'IRON
(NOBLE HOUSE)

PRIMA MATERIS (LEADER)

KO-IRON: MINISTORUM DELEGATION

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	6+	7+

Weapon	Rng	Acc	S	L	S	Ap	D	Am	Traits
Bolt pistol (master-crafted)	6"	12"	+1	-	4	-1	2	6+	Sidearm
Shock stave	E	2"	-	-	+1	-	1	-	Shock

Inspirational Leader: While Standing, friendly fighters within 6" and LOS (to this fighter) can use this fighter's Cool & Willpower stats.

The Emperor Protects: Re-roll Nerve & Rally tests if the result is 2 (before modifiers).

Religious Relics: A Leader can have 1 item (armour or weapon) gain Blessed (re-roll a failed hit or save (once per battle)).

Skills: Devotional Frenzy, Overseer (Faction only)

Wargear: Light carapace (4+)

FRATERIS BODYGUARD (GANGER)

KO-IRON: MINISTORUM DELEGATION

2

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	6+	7+

Weapon	Rng	Acc	S	L	S	Ap	D	Am	Traits
Lasipistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Chainsword	E	-	+1	-	5	-1	1	-	Parry, Rendering
Eviscerator - melee	E	1!	-	-	+1	-1	1	-	Sever, Shred, Unwieldy
- ranged	T	-	-	-	3	-1	1	5+	Blaze, Scarce

The Emperor Protects: Re-roll Nerve & Rally tests if the result is 2 (before modifiers).

Skills: Devotional Frenzy, Bodyguard

Options: Lasipistol + Eviscerator or Lasgun + Chainsword

Wargear: Mesh (5+)

TITLE ALLIANCE

1

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
"	+	+	?	?	?	+	?	+	+	+	+

Weapon	Rng	Acc	S	L	S	Ap	D	Am	Traits
?	E	"	+	+	?	-	-	+	-

Skills: ?

Options: ?

Ability: Effect

Master-crafted:

Shock:

Devotional Frenzy:

Overseer (faction only):

Plentiful:

Parry:

Rendering:

Sever:

Shred:

Blaze:

Scarce:

Devotional Frenzy:

Bodyguard:

**ALLIANCE (15/15)
TY
(NOBLE HOUSE)**

ONMYODO TELEPATH (LEADER)
TY: ONMYODO COVEN

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"5	5+	5+	3	3	1	4+	1	8+	7+	5+	7+

	Rng	Acc							
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Shock stave	E	2"	-	-	+1	-	1	-	Shock

Inspirational Leader:

- If Standing, friendly fighters within 6" and LOS to this fighter can use this fighter's Cool & Willpower stats.

Collar (Unsanctioned Psyker):

0-1 fighter can use the collar each round when activated. If used, this fighter is a Sanctioned Psyker (for this round).

Skills:

Overseer (Faction only)

Wargear:

Refractor field

ONMYODO NULL (GANGER)
TY: ONMYODO COVEN

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	8+	5+	7+	7+

	Rng	Acc							
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Power sword	E	-	-	-	+1	-2	1	-	Parry, Power

Control Collar (Psychic Null):

0-1 fighter can use the collar each round when activated. If used, this fighter is a Psychic Null (for this round):

- Can Disrupt Wyrd Powers (as if being a Psyker).

All fighters within 6" suffer the following (Friend or foe):

- Psychic powers can't be manifested.
- 2 modifier to Cool checks.

Skills:

True Grit

Wargear:

Mesh (5+), respirator

TITLE
ALLIANCE

1

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	?	?	?	+	?	+	+	+	+

	Rng	Acc							
Weapon	S	L	S	L	S	Ap	D	Am	Traits
?	E	"	+	+	?	-	-	+	-

Skills:

?

Options:

?

Psychic Training:

A friendly fighter with Psychoteric Mastery (or a Psyker if there are no Psychoteric Master) gains +1 Wyrd Power from those available to that fighter.

Shock:

Effect

Overseer (Faction only):

Spend a Double action to immediately have a friendly Faction fighter within 6" make 2 actions.

Refractor field:

Effect

WYRD POWERS (CHOOSE 2 WHEN ALLIED):

Mind Control (Basic), CE:

Effect

Terrify (Double):

Effect

Invisibility (Double), CE:

Effect

Mental Assault (Basic):

Effect

Hallucinations (Basic):

Effect

Unbreakable Will (Basic), CE:

Effect

Rapid Fire (1):

Effect

Parry:

Effect

Power:

Effect

True Grit:

Effect

Respirator:

Effect

Ability:

Effect

HANGERS-ON (1/10)

GANG LOOK-OUT HANGERS-ON (0-1)

20

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	54	2	3	1	3+	1	9+	7+	5+	7+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Lasipistol	8"	12"	+1	-	3	-	1	2+			Plentiful, Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+			Plentiful, Sidearm
Knife	E	-	-	-	S	-1	1	-			Backstab
Axe	E	-	-	-	+1	-	1	-			Disarm

Special Rule:

- +1 when rolling to determine which gang is the attacker or defender.
- +1 to all sentry rolls for spotting an attacker when defending in a Sneak Attack scenario.

Skills: Evade

Options: Lasipistol or stub gun, knife or axe

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Backstab: +1S when outside the target's vision arc.

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).

Evade: If Standing and Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.

DOMERUNNER HANGERS-ON (0-1)

20

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Lasipistol	8"	12"	+1	-	3	-	1	2+			Plentiful, Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+			Plentiful, Sidearm
Knife	E	-	-	-	S	-1	1	-			Backstab
Axe	E	-	-	-	+1	-	1	-			Disarm

Special Rule: Any fighter can re-roll the D6 when determining the contents of a loot casket (the result of the re-roll must be accepted, even if it is worse).

Skills: Lie Low

Options: Lasipistol or stub gun, knife or axe.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Backstab: +1S when outside the target's vision arc.

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).

Lie Low: Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

TYPE HANGERS-ON (0-1)

?

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	?	?	?	+	?	+	+	+	+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Bolt pistol	6"	12"	+1	-	4	-1	2	6+			Sidearm

Special Rule: Abc

Skills: Abc

Wargear: Abc

A: B

HANGERS-ON (2/10)

'NARKER
HANGERS-ON (0-2)

30

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	1	4+	1	7+	6+	9+	9+

Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Knife	E	-	-	-	S	-1	1	-	-	-	Backstab

Special Rule:

Add or subtract 1 from the final dice roll when determining scenario per 'Narker. If both gangs have 'Narkers, each one will cancel one from the opponent.

Skills:

Lie Low

Options:

Knife.

Backstab:

+1S when outside the target's vision arc.

Lie Low:

Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

PROPAGANDIST
HANGERS-ON (0-1)

30

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	4+	3	3	1	5+	1	7+	8+	8+	6+

Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Lasipistol	8"	12"	+1	-	3	-	1	2+	-	-	Plentiful, Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+	-	-	Plentiful, Sidearm

Special Rule:

- +D3 Reputation when winning a battle.
- 1 Reputation when losing a battle.

Skills:

Inspirational

Options:

Lasipistol or stub gun

Plentiful:

Ammo checks are automatically passed when reloading (no roll required).

Inspirational:

If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.

FIXER
HANGERS-ON (0-1)

50

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	5+	8+	7+

Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	-	-	Sidearm

Special Rule:

Can apply -2 modifier when Testing the Alliance. Sacrifice the Fixer to avoid becoming Outlaw.

Skills:

Fixer

Wargear:

Mesh (5+)

Fixer:

Earn D3x10 credits after a battle as long as this fighter is not Captured or In Recovery. The fighter does not need to have taken part in the battle.

HANGERS-ON (3/10)

AMMO-JACK HANGERS-ON (0-3)

50

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	1	5+	1	9+	7+	6+	7+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)		
Combat shotgun (salvo)	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)		
Combat shotgun (shredder)	T	-	-	-	2	-	1	4+	Scattershot		
Power hammer	E	-	-	-	+1	-1	2	-	Power		
Power sword	E	-	-	-	+1	-2	1	-	Parry, Power		

Skills: Munitioneer **Options:**

Wargear: Mesh (5+) Boltgun or combat shotgun (salvo & shredder), power hammer or power sword

Special Rule:

Re-roll any failed Ammo checks if the natural roll result is equal to or lower than the amount of Ammo-jacks. Does not have to take part in the battle for the bonus to apply, but must be available (not In Recovery, Captured etc.).

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Munitioneer: Re-roll any friendly failed Ammo check within 6" (including this fighter).

RAGNIR GUNNSTEIN (SQUAT AMMO-JACK) HANGERS-ON (0-1)

100

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	4+	3+	3	4	1	5+	1	9+	7+	6+	7+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+	Knockback		
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+	Scattershot		
Club (wrench)	E	-	-	-	S	+1	2	-	-		
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade		
Krak grenades	-	Sx3	-	-1	6	-2	2	4+	Demolition		

Skills: Munitioneer

Wargear: Light carapace (4+), Respirator

Special Rule: Re-roll any failed Ammo checks if the natural roll result is equal to or lower than the amount of Ammo-jacks. Does not have to take part in the battle for the bonus to apply, but must be available (not In Recovery, Captured etc.).

Surplus Ammo: Deploy D3 ammo caches when part of the starting crew.

Part of the Crew: Treated as a regular fighter for the purposes of determining the crew.

Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Grenade: Always make Ammo check. Cannot be reloaded.

Demolition: Can be used in close combat against scenery targets (doors/objectives). Apply a single automatic hit (regardless of Attack dice).

Munitioneer: Re-roll any friendly failed Ammo check within 6" (including this fighter).

Respirator: +2T against Gas.

NAME (GANG) HANGERS-ON (0-)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	+	+	+	+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Name	E	"	+	+	?	-	-	+	-		

Special Rule:

Abc

Skills: Abc

Wargear: Abc

Ability: Effect

HANGERS-ON (4/10)

SLOPPER HANGERS-ON (0-1)

20

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	2	3	1	3+	1	9+	9+	5+	7+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Knife	E	-	-	-	S	-1	1	-	Backstab		

Special Rule:

Before the battle, roll D6 for each fighter In Recovery. On a 6+, they are no longer In Recovery and available for this battle (a constant supply of good food has helped to recover more quickly).

Backstab: +1S when outside the target's vision arc.

BIGBY CRUMB (RATLING SLOPPER) HANGERS-ON (0-1)

50

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	+	+	+	+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm		
Club (slot pot ladle)	E	-	-	-	S	+1	2	-	-		

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Lie Low: Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

Skills: Lie Low

Special Rule: Before the battle, roll D6 for each fighter In Recovery. On a 6+, they are no longer In Recovery and available for this battle (a constant supply of good food has helped to recover more quickly).

Slot Pot: Represented by its own model. Placed within 2" of Bigby when deployed. Provides cover. Is moved in the same way as Loot caskets (spend a Simple action within 1" to make a Move, then place it B2B). While within 2", Bigby can spend a Basic action (Add Ingredients) to choose one of the following effects:

- **Stinger Spore Stew:** Friendly fighters within 2" counts as having assist when making Recovery tests. Lasts until the end of this round.
- **Frenzon Fondue:** Friendly fighters within 2" gain Nerves of Steel and True Grit. Lasts until the end of the round.
- **Tentacle Surprise:** Counts as a Beast's Lair (Bigby does not trigger it). Lasts until Bigby's next activation.

Part of the Crew: Treated as a regular fighter for the purposes of determining the crew.

TYPE (GANG) HANGERS-ON (0-)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	+	+	+	+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Name	E	"	+	+	?	-	-	+	-		

Special Rule:

Abc

Skills: Abc

Wargear: Abc

Ability: Effect

HANGERS-ON (5/10)

ROUGE DOC HANGERS-ON (0-2) 50	DOCTOR ARACHNOS (ROGUE DOC) HANGERS-ON (0-1) 100	TYPE HANGERS-ON (0-1) ?																																																																																																																																																																																																												
<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr><tr><td>5"</td><td>5+</td><td>5+</td><td>2</td><td>3</td><td>1</td><td>4+</td><td>1</td><td>9+</td><td>8+</td><td>7+</td><td>5+</td></tr></table> <table><tr><th></th><th>Rng</th><th>Acc</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></tr><tr><th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th>Traits</th><th></th><th></th></tr><tr><td>Laspistol</td><td>8"</td><td>12"</td><td>+1</td><td>-</td><td>3</td><td>-</td><td>1</td><td>2+</td><td>Plentiful, Sidearm</td><td></td><td></td></tr><tr><td>Stub gun</td><td>6"</td><td>12"</td><td>+2</td><td>-</td><td>3</td><td>-</td><td>1</td><td>4+</td><td>Plentiful, Sidearm</td><td></td><td></td></tr></table> Special Rule: Make 1 free Medical Escort per Rogue Doc in the post-battle sequence (in addition to normal Medical Escorts). However, a result of 6 on the table is treated as Stabilised rather than a full Recovery (thanks to the Doc's comparatively limited supplies and the lack of proper medical technology). Skills: MedicaeOptions: Wargear: Medicae kitLaspistol or Stub gun	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	5"	5+	5+	2	3	1	4+	1	9+	8+	7+	5+		Rng	Acc										Weapon	S	L	S	L	S	Ap	D	Am	Traits			Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm			Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm			<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr><tr><td>5"</td><td>4+</td><td>4+</td><td>3</td><td>3</td><td>1</td><td>4+</td><td>2</td><td>8+</td><td>7+</td><td>7+</td><td>6+</td></tr></table> <table><tr><th></th><th>Rng</th><th>Acc</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></tr><tr><th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th>Traits</th><th></th><th></th></tr><tr><td>Laspistol</td><td>8"</td><td>12"</td><td>+1</td><td>-</td><td>3</td><td>-</td><td>1</td><td>2+</td><td>Plentiful, Sidearm</td><td></td><td></td></tr><tr><td>Medical mechadendrites</td><td>E</td><td>3"</td><td>+1</td><td>-</td><td>-</td><td>-1</td><td>-</td><td>-</td><td>Toxin</td><td></td><td></td></tr></table> Medical Mechadendrites: In the Recovery phase, pass an Intelligence check to immediately recover 1 Seriously Injured friendly fighter within 3" (suffer a Flesh Wound as normal). If failed, the Seriously Injured fighter goes Out of Action. Skills: Medicae Wargear: Laspistol, medical mechadendrites, mesh (5+), bio-scanner, respirator. Special Rule: Make 1 free Medical Escort per Rogue Doc in the post-battle sequence (in addition to normal Medical Escorts). However, a result of 6 on the table is treated as Stabilised rather than a full Recovery (thanks to the Doc's comparatively limited supplies and the lack of proper medical technology). Part of the Crew: Treated as a regular fighter for the purposes of determining the crew. Plentiful: Ammo checks are automatically passed when reloading (no roll required). Medicae: Re-roll any Out of Action results when assisting a Recovery test (a second Out of Action result stands). Medicae kit: When assisting a Recovery test, roll an extra Injury dice then choose one to discard.	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	5"	4+	4+	3	3	1	4+	2	8+	7+	7+	6+		Rng	Acc										Weapon	S	L	S	L	S	Ap	D	Am	Traits			Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm			Medical mechadendrites	E	3"	+1	-	-	-1	-	-	Toxin			<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr><tr><td>5"</td><td>5+</td><td>5+</td><td>3</td><td>3</td><td>1</td><td>3+</td><td>1</td><td>+</td><td>+</td><td>+</td><td>+</td></tr></table> <table><tr><th></th><th>Rng</th><th>Acc</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></tr><tr><th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th>Traits</th><th></th><th></th></tr><tr><td>Bolt pistol</td><td>6"</td><td>12"</td><td>+1</td><td>-</td><td>4</td><td>-1</td><td>2</td><td>6+</td><td>Sidearm</td><td></td><td></td></tr></table> Special Rule: Abc Skills: Abc Wargear: Abc A: B	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	5"	5+	5+	3	3	1	3+	1	+	+	+	+		Rng	Acc										Weapon	S	L	S	L	S	Ap	D	Am	Traits			Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm		
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Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm																																																																																																																																																																																																					

HANGERS-ON (6/10)

CHEM DEALER (GOLIATH: 25)
HANGERS-ON (0-1)

50

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	8+	7+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm		

Steady Supply: Count all Chems as Common (when buying from Trading Post & Black Market). Can gain 1 item before each battle: A dose of any chem (or item containing chems), medkit or Stimm-slug stash. However, the item must be paid for after the battle, or (if the gang can't or won't), the Chem Dealer is removed. The gang cannot hire another Chem-Dealer for the rest of the current campaign (news of the bad deal gets around).

Skills: Fixer

Wargear: A single does of any chem (from the Black Market).

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Fixer: Earn D3x10 credits after a battle as long as this fighter is not Captured or In Recovery. The fighter does not need to have taken part in the battle.

PIT TRAINER (GOLIATH)
HANGERS-ON (0-1)

75

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	1	3+	2	7+	5+	8+	7+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Chainsword	E	-	+1	-	S	-1	1	-	Parry, Rending		
Knife	E	-	-	-	S	-1	1	-	Backstab		

Combat Ready: 0-3 fighters (not In Recovery) can be trained between each battle. Each fighter gains a temporary random Primary or Secondary skill for the next battle. If generating a skill the fighter already has, choose one instead. However, there is a chance of injury. Roll a 2+ for each fighter or immediately suffer a Lasting Injury roll. If suffering an injury that includes Into Recovery, the fighter must miss the next battle.

Skills: Mentor

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Rending: +1 Damage if the wound roll is 6+.

Backstab: +1S when outside the target's vision arc.

Mentor: Pass a Leadership check each time another friendly fighter gains 1 XP to gain 2 XP instead.

BRUTE HANDLER (GOLIATH: 55)
HANGERS-ON (0-1)

110

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	5+	3	4	1	4+	1	7+	6+	8+	8+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Shock whip	E	3"	-1	-	+1	-	1	-	Shock		

Training: If Active and within 3" of a friendly Brute, the Brute gains Nerves of Steel and can re-roll Leadership, Cool, Willpower and Intelligence tests. In addition, any Brutes (not in Recovery) can be trained between each battle. Fail a Willpower check to gain +D3XP (if passed, the Brute proves too wilful and the training doesn't work).

Part of the Crew: Treated as a regular fighter for the purposes of determining the crew.

Skills: Iron Jaw

Shock: Auto wound if hitting on 6+.

Iron Jaw: +2T against unarmed attacks (close combat).

HANGERS-ON (7/10)

APPRENTICE CLAN CHYMIST (ESCHER) HANGERS-ON (0-1)

75

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	2	3	1	3+	1	7+	8+	8+	6+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							

Needle pistol 4" 9" +2 - - -1 - 6+ Scarce, Silent, Toxin, Sidearm

Experimental Elixirs: Reduce the cost of Chem-Alchemy Elixirs by D6x10 (minimum 10). Roll for each purchase.

Last Rites: If a Leader or Champion (not Death-maiden) is killed, pass the following test to gain a free Death-maiden:

- D6 ≤ number of advancements (of the dead fighter)

The free Death-maiden is a new fighter for all intents and purposes (retains none of the equipment, injuries or advancements of the dead fighter).

Skills: Fixer

Wargear: A single does of any chem (from the Black Market).

Scarce: Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Fixer: Earn D3x10 credits after a battle as long as this fighter is not Captured or In Recovery. The fighter does not need to have taken part in the battle.

SHIVVER (ESCHER) HANGERS-ON (0-1)

100

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	2	3	1	4+	1	8+	9+	5+	6+

Penitence: A single Leader or Champion (including Specialist) can perform a post-battle action (Visit Shivver) to roll 2D6 to gain one of the following results:

2: Go into Recovery.

3-4: Re-roll any failed checks using Ld, Wil or Int (for the next battle).

5-7: Re-roll any ranged hit rolls of 1 and ignore rules for Stray Shots against friendly fighters.

8-9: +D6xp (for the fighter visiting the Shivver) if the gang wins the next battle.

10-11: Hire a free Bounty Hunter in the next battle. The Bounty Hunter automatically departs after that battle.

12: For the next battle, double any XP gained (for the fighter visiting the Shivver) and double the amount of credits and Reputation earned by the gang.

Skills: Fearsome

Wargear: Light carapace (4+), Respirator

Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

TYPE (GANG) HANGERS-ON (0-1)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	-	-	-	+	-	+	+	+	+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							

Name E " + + ? - - + -

Skills: ???

A: B

HANGERS-ON (8/10)

GREASE MONKEY (ORLOCK) HANGERS-ON (0-1)

40

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	4+	1	8+	7+	7+	5+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					

Hand flamer	T	-	-	-	3	-	1	5+	Blaze
Maul	E	-	-	-	S	+1	2	-	-

Overcharge: Before a battle, choose a Brute or Wreckers (with jump booster) to become overcharged. Each time an affected fighter activates, roll a dice.

- Brute: +D3 M & A. If the result is 1, suffer a wound (no save possible).
- Wreckers: +D6" Movement. If the result is 1, no extra Movement is gained and only a single action can be made this activation (struggle to control the malfunctioning pack).

Skills: Munitioneer

Wargear: Hand flamer & maul (wrench & blowtorch)

Blaze: Catch fire on 4+.

Munitioneer: Re-roll any friendly failed Ammo check within 6" (including this fighter).

PRIZE FIGHTER (ORLOCK) HANGERS-ON (0-1)

40

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	4	3	1	4+	1	8+	6+	7+	8+

Bare Knuckle Fighters: After each battle (when collecting income), roll 2D6 and choose the highest result. Gain the result x 10 credits.

- However, if any dice rolled a 1, no money is gained.
- If both dice rolled 1s, the Prize Fighter is killed (removed from the gang).

Skills: Iron Jaw

Iron Jaw: +2T against unarmed attacks (close combat).

BULLET MERCHANT (ORLOCK: 25) HANGERS-ON (0-1)

75

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	8+	8+	6+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					

Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

High Calibre Hook-Up:

- Treat all ammo as Common (from Trading Post & Black Market)
- Any of these ammo types can replace Limited with Scarce.

Skills: Fast Shot

Wargear: Autopistol or stub gun and a single additional ammo for that weapon.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Fast Shot: Shoot (Basic) action becomes Shoot (Simple) action instead. Unwieldy weapons can never be used with this skill.

HANGERS-ON (9/10)

DATA-SCRIVENER HANGERS-ON (0-1)

20

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	4+	1	8+	7+	7+	5+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Las pistol	8"	12"	+1	-	3	-	1	2+	Plentiful
Las sub-carbine	4"	12"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)

Data-Hacked: When on the battlefield, all friendly fighters (from the gang) can roll an additional D6 and discard the lowest roll for any Intelligence check.

Skills: Gadgeteer

Wargear: Las pistol or las sub-carbine

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Gadgeteer: Usable if part of the starting crew (before the first turn). Any weapon with Plentiful can replace Plentiful with one of the following: Knockback, Pulverise, Rending, Shock or Rapid Fire (+1) (if having Rapid Fire).

TECH MERCHANT (VAN SAAR: 40) HANGERS-ON (0-1)

80

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	8+	8+	6+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Las pistol (master-crafted)	8"	12"	+1	-	3	-	1	2+	Plentiful, Master-crafted
Las sub-carbine (master-crafted)	4"	12"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)

Skills: Munitioneer

Wargear: Las pistol (master-crafted) or las sub-carbine (master-crafted)

Techno-Baubles: Reduce Rarity/Legality of any item by 2 (minimum 7+). If this would cause an item to fall below 7+, it is Common instead.

Friends In The Trade: After each battle, reduce the cost of a single item (Trading Post or Black Market) by D3x10 credits (minimum 20).

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Master-crafted: Re-roll a single failed hit (once per battle).

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Munitioneer: Re-roll any friendly failed Ammo check within 6" (including this fighter).

COGITATOR CORE SERVITOR (VAN SAAR) HANGERS-ON (0-1)

100

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	6+	-	3	4	1	6+	1	12+	3+	5+	3+

Mind In The Machine:

Turn on/off Pitch Black at will in any battle where the gang is the defender.

Hostile Environment:

The gang can deploy D3 booby traps (frag, krak or melta) anywhere on the battlefield outside 6" of enemy fighters (before deployment) in any battle.

Security Measures:

Enemies suffer -1 Intelligence when making Access Terminal (Basic) or Bypass Loot Casket Lock (Basic) actions in any battle where the gang is the defender.

HANGERS-ON (10/10)

WHISPER MERCHANT (DELAQUE: 30) HANGERS-ON (0-1)

60

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	9+	7+	8+	5+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

Skills: Lie Low

Wargear: Stub gun

Useful Lies: Can change a dice to 6 (once before and after each battle) in the following situations:

- Pre-battle:
 - Determine scenario.
 - Determine crew size.
- Post-battle:
 - Visit Trading Post & Black Market.
 - Gaining Scenario rewards.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Lie Low: Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

PSYCHOTERIC THRALL (DELAQUE) HANGERS-ON (0-1)

90

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	5+	3	3	1	4+	1	9+	8+	7+	7+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+	Knockback
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+	Scattershot
Knife	E	-	-	-	S	-1	1	-	Backstab

Skills: Evade

Wargear: Knife + 1 gun (Autogun, Lasgun or Shotgun)

Psychotic Echo: While Active or Pinned (not Seriously Injured), friendly Faction Psykers within 12" can channel Wyrd Powers through this fighter:

- The Psyker suffers any Perils of the Warp (as normal).
- Range, distance & LOS is measured from this fighter.

Disturbingly Familiar: When recruited, choose a House as origin other than Delaque (Cawdor, Escher, Goliath, Orlock or Van Sar). Enemy fighters within 6" suffer the following:

- -1 modifier to Ld & Will.
- -2 modifier instead if the enemy belongs to the same House as the chosen origin.

Part of the Crew: Treated as a regular fighter for the purposes of determining the crew.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Plentiful: Ammo checks are automatically passed when reloading.

Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or suffer +1D.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Backstab: +1S when outside the target's vision arc.

SPYKER V2 (DELAQUE) HANGERS-ON (0-1)

90

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	6+	6+	3	3	2	3+	1	5+	5+	4+	6+

Flight: Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

Part of the Crew: Treated as a regular fighter for the purposes of determining the crew.

WYRD POWERS (UNSANCTIONED)

Psychic Assault: An enemy fighter within 18" is Pinned and must pass a Willpower check or suffer 1 Damage (if reduced to 0 Wounds, roll an Injury dice as normal).

Psychic Scream: Enemy fighters within 3" must pass a Nerve test with a -1 modifier or become Broken.

Force Blast: Any enemy fighters within 3" are immediately pushed D3+1" directly away. If a fighter is pushed from a platform or into a pitfall, they must pass an Initiative test to be placed Prone at the edge.

Otherwise they will fall. If pushed into a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

OUTLAW HANGERS-ON (1/2)

PROXY OUTLAW HANGERS-ON (0-1) 25 <table> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr> <tr> <td>5"</td><td>5+</td><td>5+</td><td>3</td><td>3</td><td>1</td><td>4+</td><td>1</td><td>7+</td><td>8+</td><td>7+</td><td>6+</td></tr> <tr> <th colspan="2">Rng</th><th colspan="2">Acc</th><th colspan="8"></th></tr> <tr> <th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th colspan="3">Traits</th></tr> <tr> <td>Laspistol</td><td>8"</td><td>12"</td><td>+1</td><td>-</td><td>3</td><td>-</td><td>1</td><td>2+</td><td colspan="3">Plentiful, Sidearm</td></tr> <tr> <td>Stub gun</td><td>6"</td><td>12"</td><td>+2</td><td>-</td><td>3</td><td>-</td><td>1</td><td>4+</td><td colspan="3">Plentiful, Sidearm</td></tr> <tr> <td colspan="12"> Special Rule: Can sell captives and use the Trading post on a 5+. Can attempt to make an Alliance with the Merchant Guild or the Imperial House. Before forming the Alliance, roll a D6. On a 6, the Alliance fails and the Proxy is removed. This Alliance is automatically ended if required to Test the Alliance. </td></tr> <tr> <td colspan="12"> Skills: Evade Options: Laspistol or stub gun. </td></tr> </table>	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	5"	5+	5+	3	3	1	4+	1	7+	8+	7+	6+	Rng		Acc										Weapon	S	L	S	L	S	Ap	D	Am	Traits			Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm			Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm			Special Rule: Can sell captives and use the Trading post on a 5+. Can attempt to make an Alliance with the Merchant Guild or the Imperial House. Before forming the Alliance, roll a D6. On a 6, the Alliance fails and the Proxy is removed. This Alliance is automatically ended if required to Test the Alliance.												Skills: Evade Options: Laspistol or stub gun.												SCABBER OUTLAW HANGERS-ON (0-1) 40 <table> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr> <tr> <td>4"</td><td>5+</td><td>4+</td><td>3</td><td>3</td><td>1</td><td>5+</td><td>1</td><td>7+</td><td>8+</td><td>8+</td><td>6+</td></tr> <tr> <th colspan="2">Rng</th><th colspan="2">Acc</th><th colspan="8"></th></tr> <tr> <th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th colspan="3">Traits</th></tr> <tr> <td>Shotgun (solid)</td><td>8"</td><td>16"</td><td>+1</td><td>-</td><td>4</td><td>-</td><td>2</td><td>4+</td><td colspan="3">Knockback</td></tr> <tr> <td>Shotgun (scatter)</td><td>4"</td><td>8"</td><td>+2</td><td>-</td><td>2</td><td>-</td><td>1</td><td>4+</td><td colspan="3">Scattershot</td></tr> <tr> <td colspan="12"> Post-battle Sequence: - Can make a trade action for the Black Market (if not in Recovery). - When the gang sells illegal equipment, gain the value -D3x10 credits (minimum 5). </td></tr> <tr> <td colspan="12"> Skills: Savvy Trader </td></tr> </table>	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	4"	5+	4+	3	3	1	5+	1	7+	8+	8+	6+	Rng		Acc										Weapon	S	L	S	L	S	Ap	D	Am	Traits			Shotgun (solid)	8"	16"	+1	-	4	-	2	4+	Knockback			Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+	Scattershot			Post-battle Sequence: - Can make a trade action for the Black Market (if not in Recovery). - When the gang sells illegal equipment, gain the value -D3x10 credits (minimum 5).												Skills: Savvy Trader												CADAVER MERCHANT OUTLAW HANGERS-ON (0-1) 20 <table> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th></tr> <tr> <td>4"</td><td>4+</td><td>4+</td><td>3</td><td>3</td><td>1</td><td>4+</td><td>1</td><td>8+</td><td>6+</td><td>7+</td><td>8+</td></tr> <tr> <th colspan="2">Rng</th><th colspan="2">Acc</th><th colspan="8"></th></tr> <tr> <th>Weapon</th><th>S</th><th>L</th><th>S</th><th>L</th><th>S</th><th>Ap</th><th>D</th><th>Am</th><th colspan="3">Traits</th></tr> <tr> <td>Chainaxe</td><td>E</td><td>-</td><td>+1</td><td>-</td><td>+2</td><td>-1</td><td>1</td><td>1</td><td colspan="3">Disarm, Parry, Rendering</td></tr> <tr> <td colspan="12"> Special Rule: - Dead fighters can be sold for D3x10 credits. Does not apply to Hired Guns, Hangers-on, Brutes or Pets. - Gain 1 Meat portion after each battle. </td></tr> <tr> <td colspan="12"> Skills: Fearsome </td></tr> </table>	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	4"	4+	4+	3	3	1	4+	1	8+	6+	7+	8+	Rng		Acc										Weapon	S	L	S	L	S	Ap	D	Am	Traits			Chainaxe	E	-	+1	-	+2	-1	1	1	Disarm, Parry, Rendering			Special Rule: - Dead fighters can be sold for D3x10 credits. Does not apply to Hired Guns, Hangers-on, Brutes or Pets. - Gain 1 Meat portion after each battle.												Skills: Fearsome											
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Plentiful: Ammo checks are automatically passed when reloading (no roll required). Evade: If Standing and Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.	Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall. Scattershot: If hit, inflict D6 wound rolls (instead of 1). Savvy Trader: +1 when making a Trade post-battle action. Reduce the cost of 1 item by 20 credits.	Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead). Parry: Can force an attacker in close combat to re-roll 1 successful hit. Rendering: +1 Damage if the wound roll is 6+. Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.																																																																																																																																																																																																																																																																																				

OUTLAW HANGERS-ON (2/2)

HERETEK
OUTLAW HANGERS-ON (0-1)

40

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	9+	7+	7+	5+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Grav gun	9"	18"	+1	-	*	-1	2	5+			Blast (3"), Concussion, Graviton Pulse
Plasma gun (low)	12"	24"	+2	-	5	-1	2	5+			Rapid Fire (1), Scarce
Plasma gun (max)	12"	24"	+1	-	7	-2	3	5+			Scarce, Unstable

Special Rule: After each battle, upgrade 1 weapon for the next battle, adding 1 of the following traits:

- Blaze, Concussion, Power, Rad-phase or Shock

The weapon also gains the following trait, depending on type:

- Ranged: Unstable
- Melee: Reckless

Skills: Munitioneer

Options:

Wargear: Mesh (5+)

Grav-gun or plasma gun

Concussion: -2I (minimum 6+) when hit until the end of the round.

Graviton Pulse: Pass a Strength check or suffer damage (instead of wound roll). No save roll can be made.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Scarce: Cannot be reloaded.

Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.

Munitioneer: Re-roll any friendly failed Ammo check within 6" (including this fighter).

AGITATOR
OUTLAW HANGERS-ON (0-1)

30

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Las pistol	8"	12"	+1	-	3	-	1	2+			Plentiful, Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+			Plentiful, Sidearm

Special Rule: Can spread word of impending victory before a battle.

- If won, gain +D3 Rep
- If lost, -1 Rep

Skills: Inspirational

Options: Las pistol or stub gun

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Inspirational: If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.

TYPE (GANG)
OUTLAW HANGERS-ON (0-)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	+	+	+	+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Name	E	"	+	+	?	-	-	+			-

Special Rule:

Abc

Skills: Abc

Wargear: Abc

Ability: Effect

OUTLAW HANGERS-ON (2/2)

FLAGELLATOR (CAWDOR)
OUTLAW HANGERS-ON (0-1)

30

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
4"	4+	6+	3	3	1	5+	1	9+	6+	7+	9+	
Weapon		Rng		Acc								
S	L	S	L	S	Ap	D	Am	Traits				
Flail	E	-	+1	-	+1	-	1	-	Entangle			
Purification Through Pain: A friendly fighter in Recovery can pass a Toughness check to be included in the crew before any battle (start with a Flesh Wound).												
Skills: Fearsome												
Entangle: Hits cannot be negated by the Parry trait. If the hit roll is a natural 6, any reaction attacks made by the target have an additional -2 modifier. Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.												

HIVE PREACHER (CAWDOR)
OUTLAW HANGERS-ON (0-1)

70

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
4"	4+	4+	3	3	1	3+	1	5+	6+	5+	8+	
Weapon		Rng		Acc								
S	L	S	L	S	Ap	D	Am	Traits				
Two-handed hammer	E	-	-1	-	+1	-1	3	-	Knockback, Unwieldy			
Sermon: - Gain D6 Faith dice at the start of the battle. - Counts as 3 fighters when generating Faith dice. Part of the Crew: Treated as a regular fighter for the purposes of determining the crew.												
Skills: Inspirational												
Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall. Inspirational: If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.												

TYPE (GANG)
OUTLAW HANGERS-ON (0-)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	
5"	5+	5+	3	3	1	3+	1	+	+	+	+	
Weapon		Rng		Acc								
S	L	S	L	S	Ap	D	Am	Traits				
Name	E	"	+	+	?	-	-	+				
Special Rule: Abc												
Skills: Abc												
Wargear: Abc												
Ability: Effect												

HIRED FIGHTERS (1/1)

OLD THREE-EYES (GOLIATH)
HIRED FIGHTER (LIMIT: NONE)

175

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	2+	-	4	4	3	5+	3	8+	4+	6+	10+

Weapon

Rng

Acc

S

L

S

L

S

Ap

D

Am

Traits

Flensing knife
(ferocious jaws)

E

-

-

-

S

-1

1

-

Rending, (Reckless)

Unpredictable: Cannot be included in Group Activations or benefit from Leading By Example. All attacks have reckless.

Mother of Sumpkrocs: Any Sumpcroc within 6" can use this fighter's Cool & Willpower.

Skills: Impetuous, Nerves of Steel, Hurl

Wargear: 4+ save (custom scaly hide)

NAME
TYPE (GANG)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	-	-	-	+	-	+	+	+	+

Weapon

Rng

Acc

S

L

S

L

S

Ap

D

Am

Traits

Name

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+

-

Special Rule:

Abc

Skills: Abc

Wargear: Abc

NAME
TYPE (GANG)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	-	-	-	+	-	+	+	+	+

Weapon

Rng

Acc

S

L

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L

S

Ap

D

Am

Traits

Name

E

"

+

+

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-

-

+

-

Special Rule:

Abc

Skills: Abc

Wargear: Abc

Rending: +1 Damage if the wound roll is 6+.

Reckless: Randomize the target from all eligible targets in B2B (friend or foe).

Impetuous: Consolidate up to 4" (instead of 2").

Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pinning.

Hurl: Spend a Basic action to throw an enemy (Engaged B2B or Seriously Injured within 1") D3" in any direction. Stop moving if contacting any terrain or other fighters (they suffer S3 hit). The target and any fighters it contacts are Pinned.

Ability: Effect

Ability: Effect

HIVE SCUM (1/3)

HIVE SCUM (GENERIC) HIVE SCUM (0-5)

30

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	8+	8+	8+	8+

Equipment: Spend up to 60 credits worth (Pistol, Basic, Close Combat, Wargear) from the Hive Scum Equipment List. 3 weapon slots.

Outlaw: Is Outlaw if hired by an Outlaw gang. Can take additional equipment from the Black Market, up to Rare/Illegal 7 (including Common).

MAD DOG MONO HIVE SCUM (0-5)

90

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	1	3+	1	8+	7+	8+	8+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
Grab hook	E	2"	-	-	S	-	1	-	Disarm

Skills: Dodge, Escape Artist
Wargear: Furnace plates (boiler plate armour): 6+ (5+ front), Respirator

Plentiful: Ammo checks are automatically passed when reloading (no roll required).
Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).
Versatile: Can Engage fighters within Long range (during the activation or when making Reaction attacks). If outside B2B, enemies must also have Versatile (within range) to make Reaction attacks.
Dodge: A 6+ invulnerable save against ranged or close combat attacks (in addition to any save roll). If hit by Blast/Template, a roll of 6 does not cancel the attack, instead, move 2" before determining if this fighter is hit.
Escape Artist: +2 Initiative when making a Retreat action.
Respirator: +2T against Gas.

TESS 'ARC UP', FORGE-BORN (GOLIATH) HIVE SCUM (0-5)

90

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	4+	3	4	1	2+	1	8+	5+	7+	7+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Storm-welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable

Wired: Can re-roll Initiative tests (enhanced nervous system making reflexes lightning fast).

Skills: Clamber, Sprint
Wargear: Furnace plates (6+, 5+ front)

Rapid Fire (X): Roll up to X Firepower dice. A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for each Ammo symbol rolled. If any fail, the weapon runs Out of Ammo. If 2+ fail, the gun has jammed and cannot be used for the rest of the battle. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.
Reckless: Ignores Target Priority. Randomize the target from all eligible targets (friend or foe) in LOS and range. Additional hits must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, choose where any spare hits are allocated.
Shock: Auto wound if hitting on 6+.
Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.
Clamber: Move is not halved when climbing vertical distances.
Sprint: When making 2 Move actions in a turn, the last one is a double move.

HIVE SCUM (2/3)

GRUB TARGESON HIVE SCUM (0-5)

105

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	3+	3	3	1	4+	1	8+	8+	8+	6+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+			Scattershot
Shotgun (executioner)	4"	16"	-1	+1	4	-2	2	6+			Knockback, Limited
Knife	E	-	-	-	S	-1	1	-			Backstab
Frag grenades	-	Sx3	-	-	3	-	1	4+			Blast (3"), Knockback, Grenade

Skills: Backstab, Evade, Infiltrate
Wargear: Flak (6+, 5+ against blast/template)

Scattershot: If hit, inflict D6 wound rolls (instead of 1).
Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.
Limited: When an Ammo check is failed, it is permanently lost and cannot be used again. The weapon can still be reloaded using any remaining profile(s).
Backstab: +1S when outside the target's vision arc.
Grenade: Always make Ammo check. Cannot be reloaded.
Evade: If Standing and Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.
Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skull, take turns, starting with the winner of a roll-off.

SCABS HIVE SCUM (0-5)

200

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	3+	3	3	2	3+	2	7+	7+	6+	7+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Plasma gun (low)	12"	24"	+2	-	5	-1	2	5+			Rapid Fire (1), Scarce
Plasma gun (max)	12"	24"	+1	-	7	-2	3	5+			Scarce, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+			Plentiful, Sidearm

"Come Along Scabs!": If Kal also is hired, reduce the cost to 100. Scabs counts as a Bounty Hunter (instead of Hive Scum) and gains the associated special rules. If rolling for "We'll Get Our Bit...", roll a single D6 for both.

Gifted Forager: +1 to Seek Rare Equipment roll when visiting the Trading post.

Skills: Clamber, Escape Artist, Infiltrate
Wargear: Flak (6+, 5+ against blast/template), Filter plugs

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.
Scarce: Cannot be reloaded.
Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.
Plentiful: Ammo checks are automatically passed when reloading (no roll required).
Clamber: Move is not halved when climbing vertical distances.
Escape Artist: +2 Initiative when making a Retreat action.
Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skull, take turns, starting with the winner of a roll-off.
Filter Plugs: +1T against Gas.

D060-K13 (ORLOCK) HIVE SCUM (0-5)

115

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	4	1	4+	1	8+	6+	7+	8+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Shock Bite	E	-	-	-	S	-1	1	-			Rending, Shock
Digi-autopistol	6"	9"	+1	-	2	-	1	4+			Plentiful, Rapid Fire (1)
Digi-hand flamer	T	-	-	-	2	-1	1	5+			Blaze, Scarce
Digi-frag grenade	9"	-	-	-	2	-1	1	6+			Blast (3"), Grenade, Knockback

Skills: Big Brother
Wargear: Hardcase: Light carapace (4+), respirator.

Tenacious: If taken Out of Action while not yet activated this round, this fighter is not removed from the battlefield until after completing its activation.
Digi-Weapon Arsenal: When activating, choose a single digi-weapon (to arm). No other digi-weapon can be used until the start of this fighter's next activation.
Wandering Hound: An individual fighter (not a pet and not attached to another fighter).

Rending: +1 Damage if the wound roll is 6+.
Shock: Auto wound if hitting on 6+.
Plentiful: Ammo checks are automatically passed when reloading (no roll required).
Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.
Blaze: Catch fire on 4+.
Scarce: Cannot be reloaded.
Grenade: Always make Ammo check. Cannot be reloaded.
Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.
Big Brother: While Active, friendly Juves (including Specialists) & Gangers (including Specialists) within this fighter's LOS and 9" can use this fighter's Cool characteristic when making Nerve tests.
Respirator: +2T against Gas.

HIVE SCUM (3/3)

RATTUS TATTERSKIN HIVE SCUM (0-5)														90					
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int								
5"	4+	4+	3	3	1	4+	1	8+	5+	6+	9+								
Weapon		Rng		Acc		S		L		S		Ap		D		Am		Traits	
Heavy Stubber		20"		40"		-		-1		4		-1		1		4+		Rapid Fire (2), Unwieldy	
My Little Friends: - When activated, pass a Willpower check or gain Insanity (until the start of his next activation). - Enemies ending an activation B2B suffer D6 S1 hits. Articles of Faith (1): - Generates 1 Faith dice in the same way as a Cawdor fighter. - Can perform Articles of Faith (Path of the Doomed). Questionable Morals: Can be hired by any gang (Law-Abiding/Outlaw).																			
Skills: Fearsome Wargear: Flak (6+, 5+ against blast/template)																			
Rapid Fire (X): Roll up to X Firepower dice. A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for each Ammo symbol rolled. If any fail, the weapon runs Out of Ammo. If 2+ fail, the gun has jammed and cannot be used for the rest of the battle. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound. Unwieldy: Shoot counts as a Double action (instead of Basic). Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.																			

NAME (GANG) HIVE SCUM (0-5)														???					
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int								
5"	5+	3+	3	3	2	3+	2	7+	7+	6+	7+								
Weapon		Rng		Acc		S		L		S		Ap		D		Am		Traits	
?		"		"		-		-		?		-		?		+		?	
?		"		"		1		-		?		-		?		+		?	
?		"		"		1		-		?		-		?		+		?	
Special Rule: ???																			
Skills: ? Wargear: ?																			
? : ?																			

NAME (GANG) HIVE SCUM (0-5)														???					
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int								
5"	3+	4+	3	4	1	4+	1	8+	6+	7+	8+								
Weapon		Rng		Acc		S		L		S		Ap		D		Am		Traits	
?		"		"		-		-		?		-		?		+		?	
?		"		"		1		-		?		-		?		+		?	
?		"		"		1		-		?		-		?		+		?	
Skills: ? Wargear: ?																			
? : ?																			

OUTLAW HIVE SCUM (1/3)

QUEEN LORSHA OUTLAW HIVE SCUM (0-5)

100

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	6+	3	3	2	3+	2	7+	6+	8+	7+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Bone sceptre	E	2"	-1	-	+1	-	1	-	-		
Knife	E	-	-	-	S	-1	1	-	Backstab		

CUTTER'S MASK (DISTURBING AURA): +1 save modifier. Enemies must pass a Willpower check to target this fighter with a Fight (Basic) or Shoot (Basic) action, or the action ends immediately (wasted).

Skills: Bloodlust, Step Aside

Wargear: Cutter's Mask (Disturbing Aura): 6+ save

Versatile: Can Engage fighters within Long range (during the activation or when making Reaction attacks). If outside B2B, enemies must also have Versatile (within range) to make Reaction attacks.
Backstab: +1S when outside the target's vision arc.
Bloodlust: Consolidate 2" after making a Coup de Grace.
Step Aside: If hit in close combat, pass an Initiative check to avoid the hit. Usable once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).

PSYREENA SKAR (UNSANCTIONED PSYKER) OUTLAW HIVE SCUM (0-5)

105

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	2	3+	2	6+	5+	7+	6+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Knife	E	-	-	-	S	-1	1	-	Backstab		

WYRD POWERS (UNSANCTIONED):
Telekinesis: Psychic Shockwave (Basic)

S	L	S	L	S	Ap	D	Am	Traits
12"	24"	+1	-	4	-1	2	-	Concussion, Pulverise, Reckless

Wargear: Flak (6+, 5+ against blast/template)

Backstab: +1S when outside the target's vision arc.
Concussion: -2I (minimum 6+) when hit until the end of the round.
Pulverise: After inflicting an Injury roll, a D6 can be rolled. If the result is equal to or higher than the target's Toughness (or 6+), an Injury dice can be changed from Flesh Wound to Serious Injury.
Reckless: Ignores Target Priority. Randomize the target from all eligible targets (friend or foe) in LOS and range.

JORTH SLITHER OUTLAW HIVE SCUM (0-5)

115

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	3	3	2	5+	2	8+	6+	9+	8+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm		
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin		
Shock baton	E	-	-	-	S	-	1	-	Parry, Shock		

Skills: Backstab, True Grit

Wargear: Filter plugs, Lho Sticks

Scarce: Cannot be reloaded.
Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).
Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).
Parry: Can force an attacker in close combat to re-roll 1 successful hit.
Shock: Auto wound if hitting on 6+.
Versatile: Can Engage fighters within Long range (during the activation or when making Reaction attacks). If outside B2B, enemies must also have Versatile (within range) to make Reaction attacks.
Backstab: +1S when outside the target's vision arc.
True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.
Filter Plugs: +1T against Gas.
Lho Sticks: Friendly fighters can use this fighter's Cool when if Intelligence is 8+ (or worse), within 6" and have LOS to this fighter.

OUTLAW HIVE SCUM (2/3)

ESTUS JET
OUTLAW HIVE SCUM (0-5)

130

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	2	4+	1	7+	7+	8+	8+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm		
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin		
Stiletto knife	E	-	-	-	-	-	-	-	Toxin		

Skills: Counter-attack, Parry
Wargear: Flak (6+, 5+ against blast/template)

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.
Scarce: Cannot be reloaded.
Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).
Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).
Counter-attack: +1 Attack when making Reaction attacks for each of the attacker's attacks that failed to hit (whatever reason, parry, missed, etc).
Parry: Can force an attacker in close combat to re-roll 1 successful hit.

COR TWO-GUNS' CORAN
OUTLAW HIVE SCUM (0-5)

120

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	6+	4+	4	3	2	4+	1	7+	7+	8+	8+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
2x Autopistols	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm		
2x Manstopper (ammo)	4"	12"	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm		

Skills: Gun Fighter, Inspirational
Wargear: Forged Guilder Seal

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.
Limited: When an Ammo check is failed, it is permanently lost and cannot be used again. The weapon can still be reloaded using any remaining profile(s).
Gun Fighter: Ignore the -1 modifier when shooting with 2 Sidearms (Twin Guns Blazing). Each Sidearm can target a separate enemy.
Inspirational: If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.
Forged Guilder Seal: When visiting the Trading Post, -2 Rarity and -3D6 cost (minimum 10). After purchasing items, if a double 1 or 6 is rolled for the cost, the gang is Outlawed.

JOHNNY RAZOR
OUTLAW HIVE SCUM (0-5)

125

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	6+	3	3	2	5+	2	8+	7+	9+	9+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin		
Bladed cyber arm	E	-	-	-	+1	-1	2	-			

Skills: Combat Master, Evade
Wargear: Flak (6+, 5+ against blast/template), Photo-goggles

Scarce: Cannot be reloaded.
Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).
Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).
Combat Master: Ignore interference and always grant assist.
Evade: If Standing and Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.
Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

OUTLAW HIVE SCUM (3/3)

VUNDER GORVOS OUTLAW HIVE SCUM (0-5)

145

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	3	3	2	4+	1	8+	7+	8+	9+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+			Knockback
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+			Scattershot
2x stub guns	6"	12"	+2	-	3	-	1	4+			Plentiful, Sidearm
Sword	E	-	+1	-	S	-1	1	-			Parry

Skills: Rain of Blows, Step Aside
Wargear: Flak (6+, 5+ against blast/template)

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.
Scattershot: If hit, inflict D6 wound rolls (instead of 1).
Plentiful: Ammo checks are automatically passed when reloading (no roll required).
Parry: Can force an attacker in close combat to re-roll 1 successful hit.
Rain of Blows: Fight (Basic) action becomes Simple instead.
Step Aside: If hit in close combat, pass an Initiative check to avoid the hit. Usable once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).

GAEN 'THE GUNK QUEEN' GORVOS OUTLAW HIVE SCUM (0-5)

150

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	2	4+	1	7+	6+	8+	7+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Autogun	8"	24"	+1	-	3	-	1	4+			Rapid Fire (1)
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+			Scarce, Silent, Toxin
Sword	E	-	+1	-	S	-1	1	-			Parry
Gunk bomb	-	Sx2	-	-	2	-	-	5+			Blast (3"), Gunk, Grenade

Skills: Backstab, Nerves of Steel
Wargear: Mesh (5+)

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.
Scarce: Cannot be reloaded.
Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).
Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).
Parry: Can force an attacker in close combat to re-roll 1 successful hit.
Backstab: +1S when outside the target's vision arc.
Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pinning.
Gunk (condition): -1" M (minimum 1), don't add D3" when charging, -1 modifier to Initiative, catch fire on 2+ (instead of 4+) when hit by Blaze. Lasts until the End phase or catching fire after being hit by Blaze.
Grenade: Always make Ammo check. Cannot be reloaded.

ABOMINATION OF BADZONE 12 (CHAOTIC) OUTLAW HIVE SCUM (0-5)

280

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	-	5	5	4	5+	4	-	-	-	-

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Flensing knife (Ferocious jaws)	E	-	-	-	S	-1	1	-			Backstab
Mutated fist & bone spur (Claws, tentacles and other strange appendages)	E	2"	-	-	+1	-2	2	-			Knockback, Pulverise

Mindless Beast: Can only make Move, Charge, Fight and Coup de Grace actions. Automatically passes Cool and Willpower checks. Automatically fails Leadership and Intelligence checks.
Note: Probably should be immune to pinning (like a spawn).

Skills: Fearsome, True Grit, Unstoppable
Wargear: Ever mutating hide (equivalent save as heavy carapace): 4+ (3+ front)

Backstab: +1S when outside the target's vision arc.
Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.
Pulverise: After inflicting an Injury roll, a D6 can be rolled. If the result is equal to or higher than the target's Toughness (or 6+), an Injury dice can be changed from Flesh Wound to Serious Injury.
Versatile: Can Engage fighters within Long range (during the activation or when making Reaction attacks). If outside B2B, enemies must also have Versatile (within range) to make Reaction attacks.
Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.
True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.
Unstoppable: Before making Recovery check, roll a D6. On a 4+, either remove one Flesh Wound, or if there is no Flesh Wound, roll one additional dice for the Recovery check and choose one to discard.

BOUNTY HUNTERS (1/12)

BOUNTY HUNTER (GENERIC) BOUNTY HUNTER (0-1)

80

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	1	7+	5+	6+	6+
3"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+
4"	3+	4+	3	4	1	4+	2	7+	6+	7+	8+

Equipment: Spend up to 150 credits worth from the Bounty Hunter Equipment List. 5 weapon slots.

Outlaw: Is Outlaw if hired by an Outlaw gang. Can take additional equipment from the Black Market, up to Rare/Illegal 10 (including Common).

Skills: Custom (1) + Random (1) or Random (3) from Agility, Brawn, Combat, Cunning, Ferocity, Shooting
Bounty Hunter (universal):

- Dead, Not Alive
- Claiming Bounties
- "We'll Get Our Bit..."

THE HEADSMAN, THANE'S EXECUTIONER (CAWDOR) BOUNTY HUNTER (0-1)

210

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	6+	4	3	3	3+	3	7+	7+	6+	9+
Rng Acc											
Weapon	S	L	S	L	S	Ap	D	Am	Traits		

Two-handed axe E - -1 - +2 - 2 - Unwieldy (irrelevant)

Iconic Figure (Champion):

- Group Activation (1)
- Leading by Example (6")

Articles of Faith (1):

- Generates 1 Faith dice in the same way as a Cawdor fighter.
- Can perform Articles of Faith (Path of the Fanatic).

Skills: Counter-attack, Fearsome, Inspirational, Rain of Blows

Wargear: Light carapace (4+), Stimm-slug stash

Counter-attack: +1 Attack when making Reaction attacks for each of the attacker's attacks that failed to hit (whatever reason, parry, missed, etc).

Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

Inspirational: If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.

Rain of Blows: Fight (Basic) action becomes Simple instead.

Stimm-slug stash: Usable once per battle, at the start of the fighter's turn, before activating. Discard 1 Flesh Wound (if any). Gain +2 M, S and T. At the start of the End phase, roll 2+ or apply an Injury roll for this fighter.

KROTOS HARK BOUNTY HUNTER (0-1)

220

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"4	3+	4+	3	4	2	4+	2	7+	4+	7+	4+
Rng Acc											
Weapon	S	L	S	L	S	Ap	D	Am	Traits		

Stub cannon 9" 18" - - 5 - 1 3+ Knockback

Knife E - - - S -1 1 - Backstab

Skills: Headbutt, Inspirational, Munitioneer

Wargear: Armoured Undersuit & Furnace Plates: 5+ (4+ front)

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Backstab: +1S when outside the target's vision arc.

Headbutt: Can spend the following Basic action. Target an Engaged enemy and roll 2D6. If either one is equal to or higher than the Toughness, inflict a hit with the attacker's Strength +2 and 2 Damage. If both dice are less than the Toughness, this fighter suffers a hit instead, using it's own Strength and Damage 1.

Inspirational: If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.

Munitioneer: Re-roll any friendly failed Ammo check within 6" (including this fighter).

BOUNTY HUNTERS (2/12)

THE DESERTER BOUNTY HUNTER (0-1)

225

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	4+	3	4	2	4+	2	7+	6+	7+	8+
		Rng		Acc							
Weapon		S	L	S	L	S	Ap	D	Am	Traits	
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+		Knockback	
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+		Scattershot	
Knife	E	-	-	-	S	-1	1	-		Backstab	
Frag grenades	-	Sx3	-	-	3	-	1	4+		Blast (3"), Knockback, Grenade	

Skills: *Medicae, Mentor, Overseer*

Wargear: *Armoured Undersuit & Flak: 5+ (4+ against blast/template)*

Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Backstab: +1S when outside the target's vision arc.

Grenade: Always make Ammo check. Cannot be reloaded.

Medicae: Re-roll any Out of Action results when assisting a Recovery test (a second Out of Action result stands).

Mentor: Pass a Leadership check each time another friendly fighter gains 1 XP to gain 2 XP instead.

Overseer (Any): Spend a Double action to immediately have a friendly fighter within 6" make 2 actions.

YAR UMBRA BOUNTY HUNTER (0-1)

230

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	2+	3	4	2	3+	1	7+	5+	7+	7+
		Rng		Acc							
Weapon		S	L	S	L	S	Ap	D	Am	Traits	
Long las (infra sight)	18"	36"	-	+1	4	-	1	2+		Plentiful	
Knife	E	-	-	-	S	-1	1	-		Backstab	

Skills: *Infiltrate, Marksman, Overwatch*

Wargear: *Flak (6+, 5+ against blast/template), Photo-goggles, Respirator*

Infra-sight: Unaffected by smoke and low-light conditions. +1 hit modifier when the target is in cover.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Backstab: +1S when outside the target's vision arc.

Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skull, take turns, starting with the winner of a roll-off.

Marksman: Ignore Target Priority. If the hit is a 6+, double the Damage.

Overwatch: If Ready and Active, a visible enemy fighter's action can be interrupted as soon as it is declared (before carried out). Lose the Ready condition, then immediately make a Shoot (Basic) action against that enemy. If the target is Pinned or Seriously Injured, their activation ends immediately - their action is not made.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

Respirator: +2T against Gas.

YOLANDA SKORN BOUNTY HUNTER (0-1)

230

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	7+	5+	6+	6+
		Rng		Acc							
Weapon		S	L	S	L	S	Ap	D	Am	Traits	
Stub gun	6"	12"	+2	-	3	-	1	4+		Plentiful, Sidearm	
Stiletto knife	E	-	-	-	-	-	-	-		Toxin	
Frag grenades	-	Sx3	-	-	3	-	1	4+		Blast (3"), Knockback, Grenade	

Skills: *Counter-attack, Fearsome, Parry*

Wargear: *Flak (6+, 5+ against blast/template), Photo-goggles, Respirator*

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Grenade: Always make Ammo check. Cannot be reloaded.

Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Counter-attack: +1 Attack when making Reaction attacks for each of the attacker's attacks that failed to hit (whatever reason, parry, missed, etc).

Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

Respirator: +2T against Gas.

BOUNTY HUNTERS (3/12)

GOR HALF-HORN BOUNTY HUNTER (0-1)

235

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	4+	4	4	2	4+	1	5+	6+	6+	6+
		Rng		Acc							
Weapon		S	L	S	L	S	Ap	D	Am	Traits	
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+	Knockback		
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+	Scattershot		
Plasma pistol (low)	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm		
Plasma pistol (max)	6"	12"	+1	-	7	-2	3	5+	Scarce, Unstable, Sidearm		
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm		
Chainsword	E	-	+1	-	S	-1	1	-	Parry, Rending		
Knife	E	-	-	-	S	-1	1	-	Backstab		

Skills: Berserker, Bull Charge, Fearsome

Wargear: Flak (6+, 5+ against blast/template)

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Scarce: Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.

Plentiful: Ammo checks are automatically passed when reloading (no roll required).

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Rending: +1 Damage if the wound roll is 6+.

Backstab: +1S when outside the target's vision arc.

Berserker: +1A when Charging.

Bull Charge: Melee weapons gain Knockback and +1S when Charging.

Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

KRIA KYTORO 'DEATH-MAIDEN' (ESCHER) BOUNTY HUNTER (0-1)

240

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	5+	3	3	3	3+	2	6+	5+	6+	6+
		Rng		Acc							
Weapon		S	L	S	L	S	Ap	D	Am	Traits	
Long las (infra sight)	18"	36"	-	+1	4	-	1	2+	Plentiful		
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm		
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin		
Stiletto knife	E	-	-	-	-	-	-	-	Toxin		

Skills: Infiltrate, Precision Shot, Step Aside

Wargear: Mesh (5+), Chem-synth

Plentiful: Ammo checks are automatically passed when reloading.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Scarce: Cannot be reloaded.

Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll.

Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skull, take turns, starting with the winner of a roll-off.

Precision Shot: Ignores save if hitting on a 6+.

Step Aside: If hit in close combat, pass an Initiative check to avoid the hit. Usable once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).

Chem-Synth: If Standing, pass an Intelligence check to apply -1T to targets when attacking with Gas or Toxin weapons this activation.

WILCOX 'WILD SNAKE' CINDERJACK (ORLOCK) BOUNTY HUNTER (0-1)

190

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6+1	4+	4+	3	3	2	4+	2	7+	6+	8+	8+
		Rng		Acc							
Weapon		S	L	S	L	S	Ap	D	Am	Traits	
Snake-thrower	T	-	-	-	-	-	-	4+	Blaze, Toxin		
Mono-blade	E	-	+1	-	S	-2	1	-	-		

Heavy Drinker: Ignores intoxicated and insane conditions.

Potent Fumes: All fighters activating within 3" gain the intoxicated condition:

- Change movement to D6" (roll for each Move/Charge action).
- -1 hit modifier to non-Melee weapons.

Skills: Unstoppable

Wargear: Mesh (5+), Lho sticks

Blaze: Catch fire on 4+.

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll.

Unstoppable: Before making Recovery check, roll a D6. On a 4+, either remove one Flesh Wound, or if there is no Flesh Wound, roll one additional dice for the Recovery check and choose one to discard.

Lho Sticks: Friendly fighters can use this fighter's Cool when if Intelligence is 8+ (or worse), within 6" and have LOS to this fighter.

BOUNTY HUNTERS (4/12)

SERVALEN (SCRUTINATOR-PRIMUS) BOUNTY HUNTER (0-1, INCLUDES HARDCASE)

240

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	6+	7+	5+	4+

Weapon	Rng		Acc		S	L	S	L	Ap	D	Am	Traits
	S	L	S	L								
Scrutinator Stub gun (infra-sight)	6"	12"	+2	+1	3	-	1	4+				Plentiful, Sidearm
Excruciator rounds (ammo)	6"	12"	+1	-	4	-	1	6+				Shock, Sidearm

Skills: Got Your Six

Wargear: Armoured Undersuit & Flak (5+ save, 4+ against blast/template), magnacles, respirator

Psychic Null: Psykers within 6" cannot manifest any psychic powers. Can disrupt Wyrd Powers (as if being a Psyker).
Pariah: All fighters (Friend & foe) within 6" usffere -2 modifier to Cool checks.
Investigator: Cannot be targeted by Gang Tactics (can be affected if this fighter is not specifically targeted).

Plentiful: Ammo checks are automatically passed when reloading (no roll required).
Shock: Auto wound if hitting on 6+.
Got Your Six: Can be used once per round if active when a visible enemy declares a Charge (Double) action: Interrupt the Activation by performing a Shoot (Basic) action against the enemy fighter. If Pinned or Seriously Injured as a result, the Activation ends immediately (no actions are made).
Magnacles: Can spend a Basic action (Attack) against an enemy fighter in B2B instead of making a normal Fight (Basic) action. The enemy must pass an Initiative check or become locked in place: Cannot move, make ranged attacks and suffer -2 hit modifier in melee. The target can attempt to free themselves by spending a Double action (Break Bonds): roll 2D6, if the result is equal to or lower than the Strength, they have freed themselves. Apply +2 Strength for each friendly fighter in B2B.
Respirator: +2T against Gas.

HARDCASE CYBER-MASTIFF BOUNTY HUNTER (0-1, INCLUDED WITH SERVALEN)

(240)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	-	3	4	1	4+	2	8+	6+	7+	8+

Weapon	Rng		Acc		S	L	S	L	Ap	D	Am	Traits
	S	L	S	L								
Shock bite	E	-	-	-	S	-1	1	-				Rending, Shock

Tenacious: If taken Out of Action while not yet activated this round, this fighter is not removed from the battlefield until after completing its activation.
Level Protector: While Standing (Active or Engaged) and within 3" of its owner, enemy fighters may not make a Coup de Grace against the owner, even if this fighter is Engaged.
Faithful Protector: When activated, if the owner is Engaged and within 6", this fighter can immediately move into B2B with any fighters Engaging the owner (counts as a free action).

Skills: Threat response, respirator

Wargear: Light carapace (4+)

Rending: +1 Damage if the wound roll is 6+.

Shock: Auto wound if hitting on 6+.

Threat Response: Can be used if Active and Ready when an enemy ends the movement within 6" after making a Charge (Double) action: Interrupt the Activation by performing a Charge (Double) action against the enemy fighter, including the Fight (Basic) action. Afterwards, this fighter is no longer Ready.
Respirator: +2T against Gas.

EYROS SLAGMYST BOUNTY HUNTER (0-1)

270

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+

Weapon	Rng		Acc		S	L	S	L	Ap	D	Am	Traits
	S	L	S	L								
Lasipistol	8"	12"	+1	-	3	-	1	2+				Plentiful, Sidearm
Knife	E	-	-	-	S	-1	1	-				Backstab
Frag grenades	-	Sx3	-	-	3	-	1	4+				Blast (3"), Knockback, Grenade

Skills: Iron Jaw, Nerves of Steel, True Grit

Wargear: Armoured Undersuit & Furnace Plates: 5+ (4+ front), Bio-booster, Medicae kit, Photo-goggles

Plentiful: Ammo checks are automatically passed when reloading.
Backstab: +1S when outside the target's vision arc.
Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.
Grenade: Always make Ammo check. Cannot be reloaded.
Iron Jaw: +2T against unarmed attacks (close combat).
Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pinning.
True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.
Bio-booster: The first time in each battle that an Injury roll is suffered, one less Injury dice is rolled. If only one dice was being rolled, roll two and choose one to discard.
Medicae kit: When assisting a Recovery test, roll an extra Injury dice then choose one to discard.
Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

BOUNTY HUNTERS (5/12)

ATTILUS THE AXE 'PIT TYRANT' (GOLIATH) BOUNTY HUNTER (0-1)



275

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	4+	5	4	2	3+	4	8+	5+	7+	6+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
God cleaver	E	-	-	-	+2	-2	2	-	Pulverise, Unwieldy

Undefeated: Can ignore the first Out of Action result suffered on the Injury dice (has no concept of defeat, as he's never been bested in close combat).

Skills: Bull Charge, Iron Man, Unleash the Beast

Wargear: Furnace plates (6+, 5+ front)

Plentiful: Ammo checks are automatically passed when reloading (no roll required).
Pulverise: After inflicting an Injury roll, a D6 can be rolled. If the result is equal to or higher than the target's Toughness (or 6+), an Injury dice can be changed from Flesh Wound to Serious Injury.
Bull Charge: Melee weapons gain Knockback and +1S when Charging.
Iron Man: Does not reduce Toughness when suffering Flesh Wounds. When suffering a number of Flesh Wounds equal to or higher than the Toughness, go Out of Action as normal.
Unleash the Beast: Can spend a Simple action (Flex) while Engaged. All fighters (friend or foe) in B2B must pass a Strength check or be pushed D3" directly away (stopping if coming into contact with another fighter or impassable terrain). Choose the order if multiple fighters are pushed.

BELLADONNA BOUNTY HUNTER (0-1)



275

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	5+	3	3	2	3+	2	7+	7+	6+	6+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Plasma pistol (low)	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
Plasma pistol (max)	6"	12"	+1	-	7	-2	3	5+	Scarce, Unstable, Sidearm
Power axe	E	-	-	-	+2	-2	1	-	Disarm, Power
Stiletto sword	E	-	-	-	-	-1	-	-	Parry, Toxin
Stiletto knife	E	-	-	-	-	-	-	-	Toxin

Skills: Berserker, Combat Master, True Grit

Wargear: Light carapace (4+)

Scarce: Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.
Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.
Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).
Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.
Parry: Can force an attacker in close combat to re-roll 1 successful hit.
Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).
Berserker: +1A when Charging.
Combat Master: Ignore interference and always grant assist.
True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.

GRENDL GRENDLSEN BOUNTY HUNTER (0-1)



280

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	3+	4+	3	4	3	5+	1	5+	7+	5+	6+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Power hammer	E	-	-	-	+1	-1	2	-	Power
Frag grenades	-	Sx3	-	-	3	-	1	4	Blast (3"). Knockback Grenade

Skills: Combat Master, Iron Jaw, Nerves of Steel

Wargear: Armoured Undersuit & Flak: 5+ (4+ front)

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.
Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.
Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.
Grenade: Always make Ammo check. Cannot be reloaded.
Combat Master: Ignore interference and always grant assist.
Iron Jaw: +2T against unarmed attacks (close combat).
Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pinning.

BOUNTY HUNTERS (6/12)

BAERTRUM ARTUROS III BOUNTY HUNTER (0-1)

290

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	5+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Artisan needle pistol with auto loader (infra sight)	4"	9"	+2	-	-	-	-1	-	-	4+	Silent, Toxin, Sidearm
Stiletto knife	E	-	-	-	-	-	-	-	-	-	Toxin

Skills: Disarm, Escape Artist, Nerves of Steel

Wargear: Light carapace (4+)

Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).

Escape Artist: +2 Initiative when making a Retreat action.

Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pinning.

FREIKSTORN STRIX BOUNTY HUNTER (0-1)

290

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	4+	3	3	2	4+	2	8+	7+	8+	10+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	-	-	Drag, Impale, Searce
Autopistol	4"	12"	+1	-	3	-	1	4+	-	-	Rapid Fire (1), Sidearm
Knife	E	-	-	-	5	-1	1	-	-	-	Backstab

Skills: Catfall, Clamber, Mighty Leap, Sprint

Wargear: Armoured Undersuit & Flak: 5+ (4+ front), S.H.O.C.K. wing (combines drop rig, grapnel launcher & grav-chute)

Drag: If hit (and not taking the target Out of Action, the target can be dragged closer to the attacker. Roll a D6, if the result is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker. If the weapon also has the Impale trait, only the last fighter to be hit can be dragged.

Impale: If wounded, the projectile might hit another fighter! Trace a straight line from the target, directly away from the attacker. If any fighters are within 1" of this line (and within the weapon's Long Range), the one that is closest to the target is hit on a 3+ with -1 Strength per subsequent hit. The projectile can continue through multiple fighters until the Strength is reduced to 0.

Score: Cannot be reloaded.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Backstab: +1S when outside the target's vision arc.

Catfall: Halve the distance (rounding up) when falling or jumping. If not Seriously Injured or Out of Action, pass an Initiative test to remain standing (instead of Pinned).

Clamber: Move is not halved when climbing vertical distances.

Mighty Leap: Can ignore the first 2" when leaping. Can leap over gaps up to 2" without testing.

Sprint: When making 2 Move actions in a turn, the last one is a double move.

Drop Rig: Spend a Basic action within 1" of an edge to make a move up to 3" horizontally and 12" vertically (down).

Grapnel Launcher: Spend a Double action to move up to 12" in a straight line (any direction). Can go to a different level, as long as move doesn't go through terrain.

Grav-Chute: No damage when jumping or falling. Move down without any rolls.

DJANGAR 'GUNFISTS', OVER-TYRANT (GOLIATH) BOUNTY HUNTER (0-1)

290

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	3+	4	5	3	4+	3	6+	4+	6+	7+

Weapon	Rng		Acc		S	L	S	Ap	D	Am	Traits
	S	L	S	L							
2x Custom Stub Cannons	9"	18"	-	-	5	-	1	3+	-	-	Knockback, Plentiful, Sidearm?

Storm of Fire: Custom stub cannons gain Rapid Fire (1) if no moves are made during the activation.

Skills: Gunfighter

Wargear: Furnace plates (6+, 5+ front)

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Gunfighter: Shoot 2 Sidearms (Twin Guns Blazing) without the -1 modifier. Each Sidearm can target separate targets.

BOUNTY HUNTERS (7/12)

APOLLUS KAGE BOUNTY HUNTER (0-1)

305

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	4	3	2+	2	7+	7+	6+	7+

Weapon	Rng		Acc		S	L	Ap	D	Am	Traits
	S	L	S	L						
Enforcer boltgun	12"	24"	+1	-	4	-1	2	4+		Rapid Fire (1)
Shotgun (solid)	8"	16"	+1	-	4	-	2	4+		Knockback
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+		Scattershot
Shotgun (executioner)	4"	16"	-1	+1	4	-2	2	6+		Knockback, Limited
Knife	E	-	-	-	5	-1	1	-		Backstab
Frag grenades	-	Sx3	-	-	3	-	1	4+		Blast (3"), Knockback, Grenade

Skills: Hip Shooting, True Grit

Wargear: Mesh (5+), photo-goggles, respirator

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Limited: This ammo cannot be reloaded.

Backstab: +1S when outside the target's vision arc.

Grenade: Always make Ammo check. Cannot be reloaded.

Hip Shooting: Can spend a Double action to make 2 moves followed by a ranged attack with a -1 modifier to hit.

True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

Respirator: +2T against Gas.

ORTRUUM 8-8 (SANCTIONED PSYKER) BOUNTY HUNTER (0-1, Team Work!)

250

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	5+	3	3	2	4+	1	6+	7+	5+	5+

Wyrd Powers

Telekinesis: Force Blast (Basic)

Telepathy: Mind Lock (Basic), Premonition (Simple) Continuous Effect

Flake: Ignores all terrain, moves freely between levels without restriction and can never fall. May not ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or the base of another fighter.

Soul Hound: Before the battle begins, nominate 1 enemy fighter. This is the one Ortruum 8-8 has been sent to track down. The fighter must be deployed on the table at the start of the battle, and must therefore be included in your opponent's crew, however that is selected. For the duration of the battle, all ranged attacks made against the nominated fighter gain a +1 hit modifier. Additionally, the nominated fighter may not use the Infiltrate or Lie Low skills for the duration of this battle.

Team Work: Does not take up the Bounty Hunter slot (another Bounty Hunter can be hired).

Skills: Fearsome

Force Blast (Basic): Any enemies within 3" are immediately pushed D3+1" directly away. If pushed from a platform or into a pitfall, pass an Initiative test to be placed Prone at the edge, otherwise they will fall. If pushed into a wall or other impassable terrain, become Pinned and take a hit with Strength equal to the number of inches rolled for the push distance.

Mind Lock (Basic): An enemy that has not activated this round within 18" cannot activate or take part in Group Activation.

Premonition (Simple), Continuous Effect: 4+ invulnerable save.

Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

THAETOS 23-2 WYRDLOCK (SANCTIONED PSYKER) BOUNTY HUNTER (0-1, Team Work!)

285

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	2	3+	1	7+	7+	6+	7+

Wyrd Powers

Pyromancy: Scouring (Basic)

Telekinesis: Levitation (Basic), Continuous Effect

Telepathy: Maddening Visions (Basic)

Team Work: Does not take up the Bounty Hunter slot (another Bounty Hunter can be hired).

Skills: Fearsome

Wargear: Respirator

Scouring: Make a ranged attack with S2, AP-2, D1, Template, Blaze.

Levitation (Continuous Effect): +3"M, cannot be Pinned, ignores all terrain, move freely between levels without restrictions, never fall, ignore impassable terrain or walls, cannot end movement with the base overlapping an obstacle or another fighter's base.

Maddening Visions: Until the ENd phase of this round, any enemy ending the turn within 3" must pass a Willpower check or gain Insanity.

Fearsome: When charged, the enemy must first pass a Willpower check

before moving, or their action ends immediately.

Respirator: +2T against Gas.

BOUNTY HUNTERS (8/12)

MORTANNA SHROUD (SANCTIONED PSYKER) BOUNTY HUNTER (0-1)

330

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	1	3+	2	7+	7+	6+	6+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Las pistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm		

Myrd Powers

Biomancy: Hammerhand (Basic), Continuous Effect

Pyromancy: Scouring (Basic)

Telekinesis: Assail (Basic)

Psychic Chains: If taken Out of Action, immediately before being removed, all enemies within 6" suffer a S4 Seismic hit.

Seismic: Always pinned (even if an ability would normally allow to avoid Pinned). Wounding on 6+ ignores saves.

Skills: Escape Artist

Wargear: Flak (6+, 5+ against blast/template), Refractor field

Hammerhand, Continuous Effect: Armed with Melee weapon S+2, AP-1, D2, Pulverise.

Scouring: Make a ranged attack with S2, AP-2, D1, Template, Blaze.

Assail: Make a ranged attack (can target a fighter or obstacle) with range 12". If hit, move the target D3" in any direction. Target becomes Pinned. If coming into contact with a Standing fighter or any terrain, stop moving and suffer a S3 hit. Other fighters contacted also suffer a S3 hit and becomes Pinned.

Escape Artist: +2 Initiative when making a Retreat action.

Refractor field: 5+ invulnerable save. When saved, roll a 2+ or the field is permanently lost (burned out).

ARBELESTA RAEN CATALLUS BOUNTY HUNTER (0-1, Unique Partnership!)

250

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	6+	2+	3	3	2	3+	1	7+	7+	6+	6+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		

Needle long rifle (infra-sight)	24"	48"	-	+1	-	-2	-	6+	Scarce, Silent, Toxin		
Needle pistol	4"	9"	+2	-	-	-1	-	6+	Scarce, Silent, Toxin, Sidearm		

Slotted: If Aramista is hit and wounded by an enemy Fight (Basic) action, make a single Shoot (Basic) action against that fighter if not Prone and target is in LOS.

Unique Partnership (Aramista): Can be hired alongside the other Bounty Hunter.

Skills: Infiltrate, Precision Shot, Trick Shot

Wargear: Mesh (5+), Chem-synth, Photo-goggles, Respirator

Scarce: Cannot be reloaded. Once out of ammo, the weapon cannot be used again during the battle.

Silent: Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skill, take turns, starting with the winner of a roll-off.

Precision Shot: Ignores save if hitting on a 6+.

Trick Shot: +1 modifier when shooting at target in cover or Engaged.

Chem-Synth: If Standing, pass an Intelligence check to apply -1T to targets when attacking with Gas or Toxin weapons this activation.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

Respirator: +2T against Gas.

ARAMISTA DAE CATALLUS BOUNTY HUNTER (0-1, Unique Partnership!)

250

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	6+	3	3	3	3+	3	7+	7+	6+	6+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		

Stiletto sword	E	-	-	-	-	-1	-	-	Parry, Toxin		
Stiletto knife	E	-	-	-	-	-	-	-	Toxin		

Bodyguard (Arbelesta): If the other fighter is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

Unique Partnership (Aramista): Can be hired alongside the other Bounty Hunter.

Skills: Counter-Attack, Impetuous, Rain of Blows

Wargear: Mesh (5+), Chem-synth, Displacer field, Photo-goggles, Respirator

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Counter-attack: +1 Attack when making Reaction attacks for each of the attacker's attacks that failed to hit (whatever reason, parry, missed, etc).

Impetuous: Consolidate up to 4" (instead of 2").

Rain of Blows: Fight (Basic) action becomes Simple instead.

Chem-Synth: If Standing, pass an Intelligence check to apply -1T to targets when attacking with Gas or Toxin weapons this activation.

Displacer field: 4+ invulnerable save (against attacks with Strength value). When saved, move a number of inches equal to the Strength of the attack in a random direction (Scatter dice). The attack is ignored even if under blast/template.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

Respirator: +2T against Gas.

BOUNTY HUNTERS (9/12)

VORGEN 'GUNNER' MORTZ BOUNTY HUNTER (0-1, Unique Partnership!)

305

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	2+	3+	5	4	2	4+	2	7+	7+	8+	8+
(5")			(3)			(3+)					
Weapon		Rng		Acc		S	Ap	D	Am	Traits	
		S	L	S	L						
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy		
- tracer ammo	20"	40"	-	-2	4	-2	2	5+	Rapid Fire (2), Unstable, Unwieldy		
Knife	E	-	-	-	S	-1	1	-	Backstab		

Unique Partnership (Rex Spires): Can be hired alongside the other Bounty Hunter.

Second Profile: The profile in parentheses is without servo-harness (partial).

Skills: Marksman, Regroup

Wargear: Flak (6+, 5+ against blast/template), servo-harness (partial)

Rapid Fire (X): Roll up to X Firepower dice. A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for each Ammo symbol rolled. If any fail, the weapon runs Out of Ammo. If 2+ fail, the gun has jammed and cannot be used for the rest of the battle. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.

Backstab: +1S when outside the target's vision arc.

Marksman: Ignore Target Priority. If the hit is a 6+, double the Damage (only applies to the first hit if Rapid Fire).

Regroup: If Active at the end of the activation, pass a Leadership test to recover all friendly fighters within 6" from Broken.

REX SPIRES BOUNTY HUNTER (0-1, Unique Partnership!)

315

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	3	3	2	4+	1	7+	7+	8+	7+
Weapon		Rng		Acc		S	Ap	D	Am	Traits	
		S	L	S	L						
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade		
Demo charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Single Shot, Grenade		
Knife	E	-	-	-	S	-1	1	-	Backstab		
Frag trap	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot		
Melta trap	-	-	-	-	8	-4	3	-	Blast (5"), Melta, Single Shot		

Demolitions: Place 0-3 booby traps (frag & melta) in the pre-battle sequence.

Unique Partnership (Vorgen Mortz): Can be hired alongside the other Bounty Hunter.

Skills: Evade, Lie Low

Wargear: Flak (6+, 5+ against blast/template)

Booby trap: If any fighter comes within 2" (for any reason), roll a D6. 1 - Dud (removed from play). 2-3: Not triggered (left in place). 4+: Triggered and explodes. If triggered, the movement of the moving fighter interrupted whilst it is resolved. If the fighter is Pinned or Injured, the movement ends. Can be targeted by ranged attacks, -1 hit modifier to short range and -2 hit modifier to long range. If hit, roll a D6. 1-2: No effect. 3-4: Triggered and explodes. 5+: Disarmed and removed.

Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Grenade: Always make Ammo check. Cannot be reloaded.

Single Shot: Usable once per battle (automatically fails Ammo check.)

Backstab: +1S when outside the target's vision arc.

Melta: Automatically go Out of Action if reduced to 0 wounds in short range.

Evade: If Standing and Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.

Lie Low: Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

BETTI BANSHEE (ESCHER) BOUNTY HUNTER (0-1)

170

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	4+	4	3	2	2+	3	8+	7+	6+	7+
Weapon		Rng		Acc		S	Ap	D	Am	Traits	
		S	L	S	L						
Custom power blade (x2)	E	-	-	-	+2	-2	1	-	Power, Parry		

Banshee Wail: Other fighters activating within 6" must pass a Willpower check or can only take a single action during the activation. When this fighter makes a Charge (Double) action, other fighters cannot make Reaction attacks against this fighter (during the activation).

Skills: Parry

Wargear: Mesh (5+)

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.

BOUNTY HUNTERS (10/12)

KAL JERICHO

BOUNTY HUNTER (0-1, "Come Along Scabs!")

340

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	3+	2+	3	3	3	2+	3	7+	5+	6+	6+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
2x Master crafted hotshot laspistols (custom)	8"	12"	+1	-	4	-1	1	2+	Plentiful, Sidearm, Master-crafted?		
Duelling sabre	E	-	+1	-	S	-2	1	-	Parry		

A Charmed Life: 3+ invulnerable save. In addition, if hit by blast/template, roll 4+ to avoid the attack completely. "Come Along Scabs!": See Scabs (Hive Scum).

Skills: Counter-attack, Gunfighter, Inspirational, Spring Up, Step Aside

Wargear: Flak (irrelevant), filter plugs, strip kit

Plentiful: Ammo checks are automatically passed when reloading.
Master-crafted: Re-roll a single failed hit (once per battle).
Parry: Can force an attacker in close combat to re-roll 1 successful hit.
Counter-attack: +1 Attack when making Reaction attacks for each of the attacker's attacks that failed to hit (whatever reason, parry, missed, etc).
Gunfighter: Shoot 2 Sidearms (Twin Guns Blazing) without the -1 modifier. Each Sidearm can target separate targets.
Inspirational: If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.
Spring Up: If Pinned when activated, pass an Initiative check to make a free Stand Up (Basic) action.
Step Aside: If hit in close combat, pass an Initiative check to avoid the hit. Usable once per enemy in each round of close combat (if an enemy makes more than 1 attack, only 1 attempt can be made to step aside).
Filter Plugs: +1T against Gas.
Strip Kit: +2 modifier (Intelligence) when operating door terminals or bypassing locked loot caskets.

SLATE MERDENA 'ROAD BOSS' (ORLOCK)

BOUNTY HUNTER (0-1, INCLUDES MACULA)

240

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	2+	3+	3	4	3	3+	3	4+	5+	4+	5+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Custom plasma pistol (min)	12"	24"	+2	-	5	-1	2	5+	Scarce, Sidearm		
Custom plasma pistol (max)	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable, Sidearm		
Power hammer	E	-	-	-	+1	-1	2	-	Power		
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Knockback, Grenade		

Skills: Fearsome, Iron Will, Nerves of Steel

Wargear: Mesh (5+), Photo-goggles

Scarce: Cannot be reloaded.
Unstable: If the Ammo symbol is rolled when making an attack, roll a 4+ or the attacker is taken Out of Action. The attack is still resolved against the target.
Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.
Knockback: If the hit roll is equal to or higher than the target's Strength (for Blasts, roll a D6 for each fighter that is hit), the target is moved 1" directly away (if a Blast is centred on the fighter, roll a Scatter to determine the direction). If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.
Grenade: Always make Ammo check. Cannot be reloaded.
Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.
Iron Will: -1 modifier to any Bottle rolls (while on the battlefield and not Seriously Injured).
Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pinning.
Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

MACULA CYBER-MASTIFF (ORLOCK)

BOUNTY HUNTER (0-1, INCLUDED WITH SLATE MERDENA)

240

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	3+	-	3	3	2	4+	2	7+	6+	8+	9+

Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Savage bite	E	-	-	-	S	-2	1	-	Disarm		

Watchdog: If the owner is a sentry, attackers can be spotted outside the vision arc. +1 modifier to spotting (1 always fails).

Loyal Protector: While standing (Active or Engaged) within 3" of its owner, enemies cannot make Coup de Grace against the owner, even if this fighter is Engaged.

Skills: Combat Master

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).
Combat Master: Ignore interference and always grant assist.

BOUNTY HUNTERS (11/12)

LISBETH THE IRON ANGEL (VAN SAAR) BOUNTY HUNTER

315

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	5	4	3	4+	3	5+	5+	7+	6+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Twin-linked heavy las carbine (custom)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3), Twin-linked
Rad gun	T	-	-	-	2	-2	1	4+	Rad-phage
3x Servo arm	E	3"	-	+1	S	-	1	-	-

Van Saar Protective Gaze: Immune to Rad-phage.

Arachne Cybernetic Senses:

- +2" more when moving vertically.
- Ignore difficult terrain.
- Re-roll failed Initiative checks for falling (if Pinned within 1/2" of a ledge).
- Halve the distance (rounding up) when determining damage from falling.

Skills: Bull Charge, Nerves of Steel, Fast Shot (same as: Superior Weapons Array)

Wargear: Arachni-rig servo-suit, Light carapace (4+)

Plentiful: Ammo checks are automatically passed when reloading.

Rapid Fire (X): Roll up to X Firepower dice. A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for each Ammo symbol rolled. If any fail, the weapon runs Out of Ammo. If 2+ fail, the gun has jammed and cannot be used for the rest of the battle. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Rad-phage: After being hit, roll 4+ to inflict an additional Flesh Wound.

Bull Charge: Melee weapons gain Knockback and +1S when Charging.

Nerves of Steel: Pass a Cool check when hit by a ranged attack to avoid Pining.

Fast Shot: Shoot (Basic) becomes Simple instead.

VON BUREN, ROGUE ARCHEOTEK (VAN SAAR) BOUNTY HUNTER (0-1)

285

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	2+	3	2	3	5+	2	6+	5+	7+	3+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, (Plentiful)
Rad blade	E	-	-	-	5	-1	1	-	Backstab, Rad-phage

Heart of Iron: When hit by a Rad-phage weapon, roll a 3+ to discard 1 existing flesh wound (the additional flesh wound from rad-phage is ignored). All ranged weapons with rad-phage gains Plentiful.

Master of Cybernetika: Choose any 3 items of Cybernetika worth up to 200 credits (free, included in cost).

Skills: Cold & Calculating, Fast Shot, Gadgeteer

Wargear: Light carapace & armoured undersuit (3+, ignore Rad-phage), bio-booster, filter plugs, medicae kit, photo-goggles, respirator

Rad-phage: After being hit, roll 4+ to inflict an additional Flesh Wound.

Plentiful: Ammo checks are automatically passed when reloading.

Backstab: +1S when outside the target's vision arc.

Cold & Calculating: Can use Intelligence stat for a Cool or Willpower once per round.

Fast Shot: Shoot (Basic) becomes Simple instead.

Gadgeteer: Usable if part of the starting crew (before the first turn). Any weapon with Plentiful can replace Plentiful with one of the following: Knockback, Pulverise, Rendering, Shock or Rapid Fire (+1) (if having Rapid Fire).

Bio-booster: The first time in each battle that an Injury roll is suffered, one less Injury dice is rolled. If only one dice was being rolled, roll two and choose one to discard.

Filter Plugs: +1T against Gas.

Medicae kit: When assisting a Recovery test, roll an extra Injury dice then choose one to discard.

Respirator: +2T against Gas.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

NAME (GANG) BOUNTY HUNTER (0-1)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	?	?	?	+	?	+	+	+	+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Name	E	-	-	-	-	-	-	-	-

Abc: Abc

Skills: Abc

Wargear: Abc

Ability: Abc

BOUNTY HUNTERS (12/12)

CALTHYXIS, GHOST OF PRIMUS (DELAQUE)
BOUNTY HUNTER

195

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
6"	2+	3+	3	3	2	2+	3	7+	5+	6+	7+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Auto-needler	6"	12"	+2	-	-	-1	-	4+	Rapid Fire (2), Toxin, not Sidearm!		
Whisperblade	E	-	+1	-	-	-1	-	-	Toxin		

Face of a Killer:
Choose 2 skills from Agility, Brawn, Combat, Cunning, Ferocity, Shooting, Obfuscation (before each battle).

Skills: Faceless, Infiltrate, Overwatch

Wargear: Mesh & armoured undersuit (4+), respirator

Rapid Fire (X): Roll up to X Firepower dice. A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for each Ammo symbol rolled. If any fail, the weapon runs Out of Ammo. If 2+ fail, the gun has jammed and cannot be used for the rest of the battle. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Faceless: From the start of each round until after this fighter's activation, enemies must pass a Willpower check to target this fighter with a ranged attack (or placing a Blast touching this fighter's base). If failed, another target may be chosen.

Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skill, take turns, starting with the winner of a roll-off.

Overwatch: If Ready and Active, a visible enemy fighter's action can be interrupted as soon as it is declared (before carried out). Lose the Ready condition, then immediately make a Shoot (Basic) action against that enemy. If the target is Pinned or Seriously Injured, their activation ends immediately - their action is not made.

Respirator: +2T against Gas.

YAGELOTH, MASTER OF WHISPERS (DELAQUE)
BOUNTY HUNTER (0-1)

120

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
5"	3+	4+	3	3	2	4+	2	7+	4+	4+	5+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Psychoteric blade	E	-	+1	-	-	(-2)	-	-	Parry, Phase, Toxin		

Creators of Shadows:

- Immune to attacks without Strength (Toxin etc.).

If suffering a Serious Injury:

- Ignore the Serious Injury.
- Removed from the battlefield.
- Return in the End phase, anywhere within 5" of a friendly fighter and at least 1" from any enemy.

Skills: Infiltrate

Wargear: Mesh (5+), respirator

Envoy Of The Silent Ones:

- No credits bonus for captured or dead enemies after the battle (unlike normal Bounty Hunters).
- Automatically leave after the battle (does not join subsequent battles for free).

Wyrd Powers (Unsanctioned): Choose 5 Psychoteric Wyrd Powers (from any disciplines).

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Phase: Ignore saves from armour and field armour (saves from special rules can still be used).

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skill, take turns, starting with the winner of a roll-off.

Respirator: +2T against Gas.

NAME (GANG)
BOUNTY HUNTER (0-1)

???

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
"	+	+	?	?	?	+	?	+	+	+	+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Name	E	-	-	-	-	-	-	-			

Abc: Abc

Skills: Abc

Wargear: Abc

Ability: Abc

OUTLAW BOUNTY HUNTERS (1/2)

ALICE SHIVVER (UNSANCTIONED PSYKER) OUTLAW BOUNTY HUNTER (0-1)

165

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	3	3	2	3+	2	6+	5+	7+	6+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm		
- dum dum (ammo)	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm		
Knife	E	-	-	-	S	-1	1	-	Backstab		

WYRD POWERS (UNSANCTIONED):

Telekinesis: Assail (Basic), Levitation (Basic), Continuous Effect
Telepathy: Maddening Visions (Basic)

Skills: Headbutt, True Grit

Wargear: Mesh (5+), Photo-goggles, Respirator

Plentiful: Ammo checks are automatically passed when reloading (no roll required).
Limited: This ammo cannot be reloaded.
Backstab: +1S when outside the target's vision arc.

Assail: Make a ranged attack (can target a fighter or obstacle) with range 12". If hit, move the target D3" in any direction. Target becomes Pinned. If coming into contact with a Standing fighter or any terrain, stop moving and suffer a S3 hit. Other fighters contacted also suffer a S3 hit and becomes Pinned.

Levitation (Continuous Effect): +3"M, cannot be Pinned, ignores all terrain, move freely between levels without restrictions, never fall, ignore impassable terrain or walls, cannot end movement with the base overlapping an obstacle or another fighter's base.

Maddening Visions: Until the ENd phase of this round, any enemy ending the turn within 3" must pass a Willpower check or gain Insanity.

Headbutt: Can spend the following Basic action. Target an Engaged enemy and roll 2D6. If either one is equal to or higher than the Toughness, inflict a hit with the attacker's Strength +2 and 2 Damage. If both dice are less than the Toughness, this fighter suffers a hit instead, using it's own Strength and Damage 1.

True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

Respirator: +2T against Gas.

EIGHTFOLD HARVEST LORD (CHAOTIC) OUTLAW BOUNTY HUNTER (0-1)

205

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	6+	4	4	3	3+	3	7+	5+	8+	7+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Paired heavy chain cleavers	E	-	+1	-	+2	-2	2	-	Sever, Paired		
Knife	E	-	-	-	S	-1	1	-	Backstab		

Terrifying: Enemies must pass a Willpower check to target this fighter with a Fight (Basic) or Shoot (Basic) action, or the action ends immediately (wasted).

Skills: Avatar of Blood, Killing Blow, Slaughterborn
 Corpse Grinder Cult icon

Wargear: Plate mail & Butcher's Mask: 6+ invulnerable, 5+ front, 5+ invulnerable against blast/template).

Sever: Injury rolls inflicted with this weapon are automatically Out of Action.

Paired: Counts as dual Melee weapons. 2xA when Charging.

Backstab: +1S when outside the target's vision arc.

Avatar of Blood: Discard a Flesh Wound per unsaved wound inflicted against an enemy with a Melee weapon.

Killing Blow: Can roll a single Killing Blow attack instead of normal close combat attacks. If hit, 2xS and 2xD. No Armour save can be made.

Slaughterborn: +1"M per unsaved wound inflicted against an enemy with a Melee weapon.

Corpse Grinder Cult Icon: Spend a Simple action to give all friendly fighters (Ready, Active, completely within 6") +D3" until the End phase.

VANDOTH THE FALLEN (NOT CHAOTIC) OUTLAW BOUNTY HUNTER (0-1)

250

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	4	3	4+	3	7+	5+	6+	7+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Enforcer Boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)		
Knife	E	-	-	-	S	-1	1	-	Backstab		

Second Profile: The profile in parentheses is without heavy carapace.

Skills: Crushing Blow, Fearsome, Hurl, Spring Up

Wargear: Heavy carapace (4+, 3+ front, -1I, -1" move when Charging), Respirator, Stimm-slug stash

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Backstab: +1S when outside the target's vision arc.

Crushing Blow: Before rolling to hit, nominate 1 non-sidearm attack dice to gain +1S and +1D (if hit).

Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

Hurl: Spend a Basic action to throw an enemy (Engaged B2B or Seriously Injured within 1") D3" in any direction. Stop moving if contacting any terrain or other fighters (they suffer S3 hit). The target and any fighters it contacts are Pinned.

Spring Up: If Pinned when activated, pass an Initiative check to make a free Stand Up (Basic) action.

Respirator: +2T against Gas.

Stimm-slug stash: Usable once per battle, at the start of the fighter's turn, before activating. Discard 1 Flesh Wound (if any). Gain +2 M, S and T. At the start of the End phase, roll 2+ or apply an Injury roll for this fighter.

OUTLAW BOUNTY HUNTERS (2/2)

THE HERMAPHAGE MAGOS (UNSANCTIONED PSYKER) OUTLAW BOUNTY HUNTER (0-1)

310

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	4+	4	3	3	3+	3	7+	6+	6+	7+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Las pistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm		
Razor-sharp talons	E	-	-	-	+1	-2	3	-	Rending		

WYRD POWERS (UNSANCTIONED):

Telekinesis: Force Blast (Basic)
Telepathy: Hypnosis (Basic), Mind Control (Basic)

Skills: *Crushing Blow, Fearsome, Hurl, Spring Up*

Wargear: *Hardened Flak, Respirator*

Plentiful: Ammo checks are automatically passed when reloading.

Rending: +1 Damage if the wound roll is 6+.

Force Blast: Any enemies within 3" are immediately pushed D3+1" directly away. If pushed from a platform or into a pitfall, pass an Initiative test to be placed Prone at the edge, otherwise they will fall. If pushed into a wall or other impassable terrain, become Pinned and take a hit with Strength equal to the number of inches rolled for the push distance.

Hypnosis: An enemy fighter (not activated this round) within 9" & LOS can only make 1 Move (Simple) action when activated this round.

Mind Control: Select an enemy within 9" to make a Shoot (Basic) action (even if already activated this round). Target an eligible fighter from their gang (chosen by the Psyker).

Crushing Blow: Before rolling to hit, 1 non-sidearm attack dice can be nominated to gain +1S and +1D (if hit).

Fearsome: When charged, the enemy must first pass a Willpower check before moving, or their action ends immediately.

Hurl: Spend a Basic action to throw an enemy (Engaged B2B or Seriously Injured within 1") D3" in any direction. Stop moving if contacting any terrain or other fighters (they suffer S3 hit). The target and any fighters it contacts are Pinned.

Spring Up: If Pinned when activated, pass an Initiative check to make a free Stand Up (Basic) action.

Respirator: +2T against Gas.

T.H.R.U.G. 12 'SPARKY' (GOLIATH OR SLAVE OGRYNS) OUTLAW BOUNTY HUNTER (0-1)

320

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	5+	5	5	3	3+	3	7+	5+	7+	6+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Las cutter	E	2"	+1	-	9	-3	2	6+	Scarce		
Augmetic fist	E	-	-	-	+1	-1	2	-	Knockback		
Maul (club)	E	-	-	-	S	+1	2	-	-		

Group Activation (1): Faction only (friendly Freed Slave Ogryn).

Runaway: If captured and Sold to the Guilders, the capturing gang receives +D6x10 credits.

Skills: *Headbutt, Inspirational, True Grit*

Wargear: *Light carapace (4+), Photo-goggles, Stimm-slug stash*

Scarce: Cannot be reloaded.

Knockback: If the hit roll is equal to or higher than the target's Strength, the target is moved 1" directly away. If the fighter can't be pushed fully 1" (because of walls, obstacles or other fighters), move as far as possible and suffer +1D. If any part of the base is knocked back over an edge, pass an Initiative check or fall.

Headbutt: Can spend the following Basic action. Target an Engaged enemy and roll 2D6. If either one is equal to or higher than the Toughness, inflict a hit with the attacker's Strength +2 and 2 Damage. If both dice are less than the Toughness, this fighter suffers a hit instead, using it's own Strength and Damage 1.

Inspirational: If a friendly fighter within 6" fails a Cool check, pass a Leadership check to treat the original Cool check as passed.

True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.

Photo-goggles: Allows for attacking through smoke clouds. Low-light conditions are ignored. Apply a -1 modifier to the Initiative test when hit by a Flash weapon (test for being blinded).

Stimm-slug stash: Usable once per battle, at the start of the fighter's turn, before activating. Discard 1 Flesh Wound (if any). Gain +2 M, S and T. At the start of the End phase, roll 2+ or apply an Injury roll for this fighter.

NAME (GANG) OUTLAW BOUNTY HUNTER (0-1)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	-	-	-	+	-	+	+	+	+
Rng		Acc									
Weapon	S	L	S	L	S	Ap	D	Am	Traits		
Name	E	"	+	+	?	-	-	+	-		

Special Rule:

Abc

Skills: *Abc*

Wargear: *Abc*

Ability: Effect

AGENT (1/6)

CAWDOR

GENERIC AGENT (CAWDOR) AGENT (0-1)

40/80

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	2	4+	1	4+	6+	5+	6+
5"	3+	5+	3	3	2	3+	2	5+	6+	4+	7+
4"	3+	4+	3	4	1	4+	2	7+	6+	7+	8+

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

Law-abiding (Cawdor):

Pious (re-roll Rally tests resulting in 2 before modifiers).

Outlaw (Redemptionist):

Fanatical (re-roll Nerve tests resulting in 2 before modifiers).

Petition: Roll a D6+Reputation to hire this fighter.

1-5: Hired for 40.

6-10: Hired for 80.

11+: Not hired.

Cannot be combined with Favours for a battle.

Equipment: Spend up to 150 credits worth from the Agent Equipment List. 3 weapon slots.

Skills: Custom (1) + Random (1) or Random (3) from Brawn, Combat, Ferocity, Leadership, Shooting, Piety.

KLOVIS, REDEEMER (CAWDOR) OUTLAW AGENT (0-1), INCLUDES MALAKEV

100/200

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	6+	3	3	3	3+	3	7+	5+	6+	8+
Weapon		Rng	Acc	S	L	S	L	Ap	D	Am	Traits
Eviscerator		E	1"	-	-	+1	-1	1	-	-	Sever, Shred, Unwieldy
- melee											
- ranged		T	-	-	-	3	-1	1	5+	-	Blaze, Scarce

Articles of Faith (3):

- Generates 3 Faith dice in the same way as a Cawdor fighter.
- Can perform Articles of Faith (Path of the Redeemer).

Terrifying: Pass a Willpower check to target this fighter with a Fight/Shoot (Basic) action, or the action ends immediately (wasted).

Skills: Devotional Frenzy, Fearsome, True Grit, (Restless Faith)

Wargear: Flak, Incombustible hauberk, Book of Redemption, Pyromantic mantle

Sever: Inflicted Injury rolls are automatically Out of Action.

Shred: Double the AP if the Wound roll is a 6 (before modifiers).

Blaze: Catch fire on 4+.

Scarce: Cannot be reloaded.

Devotional Frenzy: Once per round, can gain the following at the start of any activation (roll individually):

- +D3 WS.
- +D3 Cl.
- +D3 Ld.
- +D3 Will.

If used, suffer 1D (can't be saved) at the end of the activation.

Fearsome: Enemy must pass a Willpower check to Charge this fighter, or the action ends immediately.

True Grit: Roll one less Injury dice when injured. If an attack only has Damage 1, roll 2 Injury dice and discard one before resolving the effects.

Incombustible Hauberk: 5+ to ignore Blaze (when hit). +1 to put the fire out.

Book of Redemption: Spend a Basic action (Words of Truth). Until the End phase, all friendly Cawdor fighters within 6" (when activating) can choose one of the following:

- Re-roll the D3 when Charging.
- Re-roll hit rolls with a result of 1 (before modifiers).

Pyromantic Mantle: Melee weapons gain Blaze during this fighter's activation (not for Reaction attacks).

MALAKEV, DEACON (CAWDOR) OUTLAW HIRED FIGHTER, INCLUDED WITH KLOVIS

0

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	6+	2	4	2	5+	1	7+	6+	7+	8+

Dedicated Follower: Must deploy within 3" of Klovis.

Scribe: +D3 Reputation to the hiring gang if both Klovis & Malakev are on the battlefield (not Seriously Injured) at the end of a battle.

Liber Exorcistatus: If both fighters are Active and within 1" of each other, Klovis can spend a Basic action (Know your Fate): D3 enemies (chosen by Klovis) with LOS to and within 9" of Klovis must make a Nerve test with a -1 modifier.

Skills: Evade, Lie Low, Bodyguard

Wargear: Light carapace (4+)

Petition: Roll a D6+Reputation to hire Klovis. 1-8: Hired for 100. 9-15: Hired for 200. 16+: Not hired. Cannot be combined with House Favours for a battle.

Evade: If Standing and Active and not in partial or full cover, add a -1 modifier to incoming Short range attacks and -2 modifier to Long range attacks.

Lie Low: Cannot be targeted by ranged attacks while Prone, unless within the Short range. Weapons without Short range are unaffected by this rule.

Bodyguard: If Klovis is within 2" and hit by a ranged attack, the hit and all its effects can be transferred to this fighter.

AGENT (2/6)

DELAQUE

GENERIC AGENT (DELAQUE) AGENT (0-1) 40/80 <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th> </tr> <tr> <td>5"</td><td>4+</td><td>3+</td><td>3</td><td>3</td><td>2</td><td>4+</td><td>1</td><td>4+</td><td>6+</td><td>5+</td><td>6+</td> </tr> <tr> <td>5"</td><td>3+</td><td>5+</td><td>3</td><td>3</td><td>2</td><td>3+</td><td>2</td><td>5+</td><td>6+</td><td>4+</td><td>7+</td> </tr> <tr> <td>4"</td><td>3+</td><td>4+</td><td>3</td><td>4</td><td>1</td><td>4+</td><td>2</td><td>7+</td><td>6+</td><td>7+</td><td>8+</td> </tr> </table> <u>Agent (universal):</u> - Leading By Example (6") - Group Activation (1) <u>Psychoteric Mastery (+30):</u> Can be recruited as an Unsanctioned Psyker (with 1 Psychoteric Wyrd Power). This cost affects gang rating and must also be paid on top of the standard petition fee (even if it is free).	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	5"	4+	3+	3	3	2	4+	1	4+	6+	5+	6+	5"	3+	5+	3	3	2	3+	2	5+	6+	4+	7+	4"	3+	4+	3	4	1	4+	2	7+	6+	7+	8+	SERVANT OF THE SILENT ONES (DELAQUE) AGENT (0-1) 100/200 <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th> </tr> <tr> <td>8"</td><td></td><td></td><td></td><td></td><td></td><td></td><td>5+</td><td></td><td></td><td></td><td></td> </tr> <tr> <td>C7"</td><td>4+</td><td>4+</td><td>4</td><td>5</td><td>3</td><td>(4+)</td><td>5</td><td>7+</td><td>4+</td><td>5+</td><td>7+</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th rowspan="2">Weapon</th><th colspan="2">Rng</th><th colspan="2">Acc</th><th rowspan="2">S</th><th rowspan="2">Ap</th><th rowspan="2">D</th><th rowspan="2">Am</th><th rowspan="2">Traits</th> </tr> <tr> <th>S</th><th>L</th><th>S</th><th>L</th> </tr> <tr> <td>Subsonic wail</td><td>T</td><td>-</td><td>-</td><td>-</td><td>2</td><td>-3</td><td>1</td><td>-</td><td>Seismic</td> </tr> <tr> <td>Electro-tendrils</td><td>E</td><td>4"</td><td>-</td><td>-</td><td>+1</td><td>-</td><td>1</td><td>1</td><td>Parry, Shock</td> </tr> </table> <u>Second Profile:</u> The profile in parentheses is without heavy carapace. Skills: Clamber, Infiltrate, Sprint Wargear: Heavy carapace (4+, 3+ front, -1I, -1" move when Charging), bio-scanner, respirator	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	8"							5+					C7"	4+	4+	4	5	3	(4+)	5	7+	4+	5+	7+	Weapon	Rng		Acc		S	Ap	D	Am	Traits	S	L	S	L	Subsonic wail	T	-	-	-	2	-3	1	-	Seismic	Electro-tendrils	E	4"	-	-	+1	-	1	1	Parry, Shock	NAME (GANG) TYPE (LIMIT) ??? <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th><th>Cl</th><th>Wil</th><th>Int</th> </tr> <tr> <td>"</td><td>+</td><td>+</td><td>-</td><td>-</td><td>-</td><td>+</td><td>-</td><td>+</td><td>+</td><td>+</td><td>+</td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <th rowspan="2">Weapon</th><th colspan="2">Rng</th><th colspan="2">Acc</th><th rowspan="2">S</th><th rowspan="2">Ap</th><th rowspan="2">D</th><th rowspan="2">Am</th><th rowspan="2">Traits</th> </tr> <tr> <th>S</th><th>L</th><th>S</th><th>L</th> </tr> <tr> <td>Name</td><td>E</td><td>"</td><td>+</td><td>+</td><td>?</td><td>-</td><td>-</td><td>+</td><td>-</td> </tr> </table> <u>Special Rule:</u> Abc Skills: Abc Wargear: Abc	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	"	+	+	-	-	-	+	-	+	+	+	+	Weapon	Rng		Acc		S	Ap	D	Am	Traits	S	L	S	L	Name	E	"	+	+	?	-	-	+	-
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Petition: Roll a D6+Reputation to hire this fighter. 1-5: Hired for 40. 6-10: Hired for 80. 11+: Not hired. Cannot be combined with Favours for a battle. Equipment: Spend up to 150 credits worth from the Agent Equipment List. 3 weapon slots. Skills: Custom (1) + Random (1) or Random (3) from Brawn, Combat, Ferocity, Leadership, Shooting, Obfuscation.	Petition: Roll a D6+Reputation to hire this fighter. 1-8: Hired for 100. 9-15: Hired for 200. 16+: Not hired. Cannot be combined with Favours for a battle. <u>Psychoteric Echo Chamber (once per round):</u> If a friendly Faction Psyker within 12" uses a Wyrd Power, this fighter can make the same Wyrd Power (resolved one after the other, starting with the active fighter). This fighter does not count as being active or activated (does not lose Ready). Seismic: Always pinned (even if an ability would normally allow to avoid Pinning). Wounding on 6+ ignores saves. Parry: Can force an attacker in close combat to re-roll 1 successful hit. Shock: Auto wound if hitting on 6+. Clamber: Move is not halved when climbing vertical distances. Infiltrate: Can be placed aside instead of being deployed at the start of a battle. Immediately before the first round, set up this fighter anywhere on the battlefield outside 6" and LOS of any enemies. If both gangs have this skill, take turns, starting with the winner of a roll-off. Sprint: When making 2 Move actions in a turn, the last one is a double move. Bio-scanner: +1 to spot and attackers can be spotted regardless of vision arc (Sentry scenarios). Respirator: +2T against Gas.	Ability: Effect																																																																																																																																																																						

AGENT (3/6)

ESCHER

GENERIC AGENT (ESCHER) AGENT (0-1)

40/80

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	2	3+	2	5+	6+	6+	7+
5"	2+	4+	3	3	2	3+	3	7+	6+	8+	8+
5"	2+	4+	3	3	2	2+	2	6+	5+	8+	8+

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

Petition: Roll a D6+Reputation to hire this fighter.
1-5: Hired for 40.
6-10: Hired for 80.
11+: Not hired.

Cannot be combined with Favours for a battle.

Equipment: Spend up to 150 credits worth from the Agent Equipment List. 3 weapon slots.

Skills: Custom (1) + Random (1) or Random (3) from Brawn, Combat, Ferocity, Leadership, Shooting, Finesse.

CYNISS (ESCHER) AGENT (0-1)

100/200

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	3+	1	6+	5+	6+	6+
Weapon		Rng		Acc		S		Ap	D	Am	Traits
Wrist-mounted needler - spray	3"	6"	+1	-	-	-	-	-	4+	Scattershot, Sidearm, Toxin	
- burst	6"	12"	+1	-	-	-	-1	-	4+	Rapid Fire (1), Sidearm, Toxin	

Master Clan Chymist: When activating, can apply 1 Chem-alchemy Toxin effect the wrist-mounted needler (lasts for this round).

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

Skills: *Medicae*

Wargear: Mesh (5+), Respirator

Petition: Roll a D6+Reputation to hire this fighter. 1-8: Hired for 100. 9-15: Hired for 200. 16+: Not hired. Cannot be combined with House Favours for a battle.

Scattershot: If hit, inflict D6 wound rolls (instead of 1).

Toxin: Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).

Rapid Fire (1): A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for any Ammo symbol rolled. If failed, the weapon runs Out of Ammo. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3", range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Medicae: Re-roll any Out of Action results when assisting a Recovery test (a second Out of Action result stands).

Respirator: +2T against Gas.

NECRANA (ESCHER) AGENT (0-1)

100/200

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	4+	3	4	3	4+	3	8+	4+	7+	7+
Weapon		Rng		Acc		S		Ap	D	Am	Traits
Needle pistol	4"	9"	+2	-	-	-1	-	-	6+	Scarce, Silent, Toxin, Sidearm	
Venom claw	E	-	-	-	-	-2	-	-	-	Entangle, Toxin	

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

Skills: *Hit & Run, Rain of Blows*

Wargear: Mesh (5+), Respirator

Petition: Roll a D6+Reputation to hire this fighter. 1-8: Hired for 100. 9-15: Hired for 200. 16+: Not hired. Cannot be combined with House Favours for a battle.

IMMORTAL DEATH-MAIDEN

- Unaffected by Coup de Grace (Simple) action.
 - Treats any Out of Action as Serious Injury instead.
 - Does not roll Injury dice in the Recovery phase. Instead, roll equal to or less than the Toughness to recover (suffering a Flesh Wound as normal).
 - Goes Out of Action when Toughness is reduced to 0 (as normal).
- Scarce:** Cannot be reloaded.
- Silent:** Does not trigger test to raise the alarm (Sneak Attack scenarios). Does not reveal the fighter (Pitch Black scenarios).
- Toxin:** Roll equal to or higher than the Toughness to inflict an Injury roll (instead of making a wound roll).
- Entangle:** Hits cannot be negated by the Parry trait. If the hit roll is a natural 6, any reaction attacks made by the target have an additional -2 modifier.
- Hit & Run:** Can make a free Retreat (Basic) after a Charge (Double) action, before the opponent makes any reaction attacks. If unsuccessful, the opponent can only make reaction attacks once.
- Rain of Blows:** Fight (Basic) action becomes Simple instead.
- Respirator:** +2T against Gas.

AGENT (4/6)

GOLIATH

GENERIC AGENT (GOLIATH) AGENT (0-1)													40/80	
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int			
4"	3+	3+	4	4	2	4+	2	7+	6+	9+	9+			
4"	2+	5+	4	4	2	4+	2	7+	5+	9+	9+			
4"	5+	2+	4	4	2	4+	2	7+	6+	9+	9+			

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

Petition: Roll a D6+Reputation to hire this fighter.
 1-5: Hired for 40.
 6-10: Hired for 80.
 11+: Not hired.
 Cannot be combined with Favours for a battle.

Equipment: Spend up to 150 credits worth from the Agent Equipment List. 3 weapon slots.

Skills: Custom (1) + Random (1) or Random (3) from Brawn, Combat, Ferocity, Leadership, Shooting, Muscle.

AJEX GORGOTH (GOLIATH) AGENT (0-1)													100/200	
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int			
4"														
C3"	2+	5+	5	4	3	4+ (3+)	4	8+	5+	6+	7+			

Weapon	Rng		Acc		S	L	Ap	D	Am	Traits
	S	L	S	L						
Power servo claw	E	-	-	-	+3	-	2	-		Pulverise
Great chainsword	E	1"	-1	-	S	-1	1	-		Parry, Rendering

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

Second Profile: The profile in parentheses is without heavy carapace.

Skills: Bull Charge, Immovable Stance, Naaargah!

Wargear: Heavy carapace (4+, 3+ front, -1I, -1" move when Charging), Respirator

Petition: Roll a D6+Reputation to hire this fighter. 1-8: Hired for 100. 9-15: Hired for 200. 16+: Not hired. Cannot be combined with House Favours for a battle.

Pulverise: After inflicting an Injury roll, a D6 can be rolled. If the result is equal to or higher than the target's Toughness (or 6+), an Injury dice can be changed from Flesh Wound to Serious Injury.

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Rendering: +1 Damage if the wound roll is 6+.

Bull Charge: Melee weapons gain Knockback and +1S when Charging.

Immovable Stance: Spend a Double action to gain the following until the start of this fighter's next activation: +2 save (max 2+), cannot be moved by any skill (Hurl, Overseer etc.) or weapon (Knockback, Drag etc.), cannot be Pinned.

Naaargah! After completing the first 2 actions, pass a Toughness check to make a 3rd bonus action. Automatically Pinned when activation ends (regardless of outcome, cannot be negated by skills)

Respirator: +2T against Gas.

NAME (GANG) TYPE (LIMIT)													???	
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int			
"	+	+	-	-	-	+	-	+	+	+	+			

Weapon	Rng		Acc		S	L	Ap	D	Am	Traits
	S	L	S	L						
Name	E	"	+	+	?	-	-	+		-

Special Rule:

Abc

Skills: Abc

Wargear: Abc

Ability: Effect

AGENT (5/6)

ORLOCK

GENERIC AGENT (ORLOCK)

AGENT (0-1)

40/80

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	3	3	3	4+	2	5+	5+	5+	7+
4"	2+	5+	4	3	2	3+	3	6+	6+	6+	7+
4"	5+	2+	3	4	2	3+	2	5+	6+	6+	7+

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

MARGO MERDENA (ORLOCK)

AGENT (0-1)

100/200

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	2+	3+	3	3	3	2+	3	5+	6+	6+	7+
Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Leg blades	E	-	-	-	+1	-	1	-	-	-	Disarm, Parry, Power
Harpoon fist	3"	9"	+2	-	5	-2	1	6+	-	-	Drag, Impale

Queen of the Road: All Orlock fighters on the battlefield can use this fighter's Cool characteristic instead of their own.

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

Skills: Bring It On!

Wargear: Flak (6+, 5+ against blast/template), Respirator

NAME (GANG)

TYPE (LIMIT)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	-	-	-	+	-	+	+	+	+
Weapon	Rng	Acc	S	L	S	L	S	Ap	D	Am	Traits
Name	E	"	+	+	?	-	-	+	-	-	-

Special Rule:

Abc

Skills: Abc

Wargear: Abc

Petition: Roll a D6+Reputation to hire this fighter.

1-5: Hired for 40.
6-10: Hired for 80.
11+: Not hired.

Cannot be combined with Favours for a battle.

- Equipment:** Spend up to 150 credits worth from the Agent Equipment List. 3 weapon slots.
- Skills:** Custom (1) + Random (1) or Random (3) from Brawn, Combat, Ferocity, Leadership, Shooting, Bravado.

Petition: Roll a D6+Reputation to hire this fighter. 1-8: Hired for 100. 9-15: Hired for 200. 16+: Not hired. Cannot be combined with House Favours for a battle.

Disarm: If the hit is a natural 6, the target cannot use any weapons when making Reaction attacks for the rest of the round (use unarmed attacks instead).

Parry: Can force an attacker in close combat to re-roll 1 successful hit.

Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.

Drag: If hit (and not taking the target Out of Action, the target can be dragged closer to the attacker. Roll a D6, if the result is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker. If the weapon also has the Impale trait, only the last fighter to be hit can be dragged.

Impale: If wounded, the projectile might hit another fighter! Trace a straight line from the target, directly away from the attacker. If any fighters are within 1" of this line (and within the weapon's Long Range), the one that is closest to the target is hit on a 3+ with -1 Strength per subsequent hit. The projectile can continue through multiple fighters until the Strength is reduced to 0.

Bring It On! Can spend a Basic action (Issue Challenge) to target an enemy fighter within 12". The enemy fighter must pass a Willpower check to target any fighter other than this fighter with a ranged or close combat attack (ignores normal target priority rules). This effect lasts until the end of this round, or the enemy fighter is attacked by a friendly fighter.

Respirator: +2T against Gas.

Ability: Effect

AGENT (6/6)

VAN SAAR

GENERIC AGENT (VAN SAAR)
AGENT (0-1)

40/80

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	2+	3	3	2	5+	1	4+	5+	6+	6+
5"	3+	4+	3	3	2	4+	2	5+	6+	6+	5+
5"	4+	3+	3	3	2	4+	1	6+	5+	5+	4+

Agent (universal):

- Leading By Example (6")
- Group Activation (1)

ARACHNOTEK GOLEM (VAN SAAR)
AGENT (0-1)

50/100

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	5	5	3	3+	3	?	?	?	?

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Energy projector	8"	16"	+1	-	5	-1	1	3+	Rapid Fire (3), Reckless, Shock
Shock claw	E	-	-	-	+1	-1	2	-	Power, Shock

Seemingly Invulnerable: 5+ Invulnerable save.

Abominable Intelligence: If the battle is lost, the donor fighter have all the mental stats reduced to 12+ (Ld, Cl, Wil, Int).

Skills: Ac host + Catfall, Clamber, Cold & Calculating, Mental Mastery, Rad-phaged

Wargear: Light carapace (4+), bio-booster, respirator

NAME (GANG)
TYPE (LIMIT)

???

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
"	+	+	-	-	-	+	-	+	+	+	+

Weapon	Rng		Acc		S	Ap	D	Am	Traits
	S	L	S	L					
Name	E	"	+	+	?	-	-	+	-

Special Rule:

Abc

Skills: Abc

Wargear: Abc

Petition: Roll a D6+Reputation to hire this fighter.

1-5: Hired for 40.

6-10: Hired for 80.

11+: Not hired.

Cannot be combined with Favours for a battle.

Equipment: Spend up to 150 credits worth from the Agent Equipment List. 3 weapon slots.

Skills: Custom (1) + Random (1) or Random (3) from Brawn, Combat, Ferocity, Leadership, Shooting, Tech.

Rapid Fire (X): Roll up to X Firepower dice. A successful hit scores a number of hits equal to the number of bullet holes on the dice. Make an Ammo check for each Ammo symbol rolled. If any fail, the weapon runs Out of Ammo. If 2+ fail, the gun has jammed and cannot be used for the rest of the battle. The first shot must be allocated to the original target. Additional shots can be allocated to other targets within 3" range and LOS of the original targets (as long as they are not harder to hit than the original). Allocate all hits before rolling to wound.

Reckless: Ignores Target Priority. Randomize the target from all eligible targets (friend or foe) in LOS and range.

Shock: Auto wound if hitting on 6+.

Power: Cannot be parried by non-Power weapons. A hit roll of 6 ignores save (except Field armour) and +1D.

Catfall: Halve the distance (rounding up) when falling or jumping. If not Seriously Injured or Out of Action, pass an Initiative test to remain standing (instead of Pinned).

Clamber: Move is not halved when climbing vertical distances.

Cold & Calculating: Can use Intelligence stat for a Cool or Willpower once per round.

Mental Mastery: Immune to Insanity, can attempt to Disrupt a Wyrd Power (as if being a Psyker) if targeted by an enemy Psyker.

Rad-phaged:

- If hit by a Gas or Toxin attack, roll 2D6 and discard the highest roll (when rolling to see if the fighter is affected).
- When hit by a Rad-phage attack, roll 4+ to discard 1 existing Flesh Wound (the additional Flesh Wound from Rad-phage is ignored).
- Always Revealed (Pitch Black).

Bio-booster: The first time in each battle that an Injury roll is suffered, one less Injury dice is rolled. If only one dice was being rolled, roll two and choose one to discard.

Respirator: +2T against Gas.

Ability: Effect