

SISTER HOSPITALLER MISSION

SPECIAL RULES

DIVINE REWARD

THE SISTERS HOSPITALLERS ARE NOT HERE FOR MONETARY CONCERNS, CREDITS INSTEAD REPRESENTING LOCAL GOODWILL FOR THEIR SERVICES OR SUPPORT FROM THE ORDER HIGHER IN THE SPIRE. THEY MAY NOT SELL CAPTURED GANGERS TO THE GUILDERS, NOR MAY THEY BE SOLD (NO GUILDER WOULD BE WILLING TO RISK THE WRATH OF THE ADEPTA SORORITAS THIS WAY). SISTERS HOSPITALLER CANNOT HAVE A GUILDER CONTACT; IF THEY ROLL ONE ON THE SPECIAL TERRITORIES TABLE, THE CONTROLLING PLAYER SHOULD ROLL AGAIN. IF A SISTERS HOSPITALLER GANG STEALS A GUILDER CONTACT FROM A RIVAL GANG, IT IS NOT ADDED TO THEIR ROSTER - IT IS SIMPLY REMOVED FROM THE OTHER GANG'S ROSTER.

IN ADDITION, SISTERS HOSPITALLER MAY NOT HIRE ANY MODEL THAT IS A WYRD, PSYKER OR XENOS OR MAKE TRADES OR BARGAINS WITH ANY CHAOS OR XENOS GANG.

LONG TERM CARE

SISTERS HOSPITALLER HAVE THE FACILITIES AND SKILL TO PERFORM PHYSICAL REHABILITATION AND LONG TERM TREATMENT, RATHER THAN SIMPLY SAVING LIVES. SISTERS HOSPITALLER MAY PERFORM MEDICAL ESCORTS ON ANY MEMBER OF A WILLING GANG (OTHER GANGS MAY CHOOSE TO BARGAIN FOR THEIR SERVICES IF THEY WISH TO TAKE ADVANTAGE OF IT, PERHAPS WITH A CAPTURED HOSPITALLER) OR PERFORM A SPECIAL MEDICAL ESCORT ACTION ON ANY FIGHTER OF A WILLING GANG THAT CURRENTLY HAS A LONG-TERM INJURY TO PROVIDE REHABILITATION CARE. IN THAT CASE, PAY THE VALUE THAT INCREASING THE PENALIZED STAT WOULD PROVIDE TO GANG RATING (20 CREDITS TO REMOVE A -1 BALLISTIC SKILL PENALTY, FOR EXAMPLE) IN CREDITS AND REMOVE THE LONG TERM INJURY.

SKILL ACCESS

	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	SHOOTING	SAVANT
SUPERIOR	SECONDARY	-	-	SECONDARY	-	PRIMARY	PRIMARY	PRIMARY
SISTER	SECONDARY	-	-	SECONDARY	-	SECONDARY	PRIMARY	PRIMARY
PETITIONER	SECONDARY	-	-	-	-	-	SECONDARY	PRIMARY
SPECIALIST	SECONDARY	-	-	SECONDARY	-	-	PRIMARY	PRIMARY

HOSPITALLER SUPERIOR(LEADER)..... 140

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	3+	3+	3	3	3	4+	2	5+	5+	3+	4+

EQUIPMENT

HOSPITALLER SUPERIORS ARE EQUIPPED WITH SHIELD ROBES AND A MEDICAE KIT. THEY HAVE NO EQUIPMENT RESTRICTIONS.

STARTING SKILLS

HOSPITALLER SUPERIORS START WITH ONE SKILL CHOSEN FROM THEIR PRIMARY SKILL SETS OR A HOSPITALLER ABILITY.

SISTER HOSPITALLER(CHAMPION)..... 100

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5(4)	4+	3+	3	3	2	4+	2	6+	6+	4+	5+

EQUIPMENT

SISTER HOSPITALLERS ARE EQUIPPED WITH SHIELD ROBES. THEY HAVE NO EQUIPMENT RESTRICTIONS.

STARTING SKILLS

SISTER HOSPITALLERS START WITH A HOSPITALLER ABILITY.

PETITIONER(JUVE)..... 30

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	5+	5+	3	3	1	3+	1	8+	8+	7+	8+

EQUIPMENT

PETITIONERS START WITH NO EQUIPMENT. THEY CAN BE EQUIPPED WITH PISTOLS, CLOSE COMBAT WEAPONS AND WARGEAR BUT CANNOT BE GIVEN ANY WEAPON THAT IS WORTH MORE THAN 20 CREDITS.

INITIATE(GANGER)..... 55

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5	4+	4+	3	3	1	4+	1	7+	7+	6+	7+

EQUIPMENT

INITIATES START WITH SHIELD ROBES. THEY CAN BE EQUIPPED WITH BASIC WEAPONS, CLOSE COMBAT WEAPONS, GRENADES, PISTOLS AND WARGEAR. WHEN A GANG IS CREATED, ONE INITIATE CAN BE EQUIPPED WITH A SPECIAL WEAPON. DURING THE CAMPAIGN ADDITIONAL INITIATES CAN ALSO TAKE SPECIAL WEAPONS.

HOSPITALLER MISSION EQUIPMENT LIST

BASIC WEAPONS

- AUTOGUN.....15
- LASGUN.....15
- HUNTING RIFLE.....15
- BOLTGUN.....50

SPECIAL WEAPONS

- FLAMER.....100
- MELTAGUN.....135

CLOSE COMBAT WEAPONS

- HAMMER.....5
- SHOCK STAVE.....10
- SHOCK WHIP.....20
- POWER KNIFE.....25
- CHAINWORD.....25
- SUPPRESSION SHIELD.....40

GRENADES

- FRAG GRENADES.....30
- KRAK GRENADES.....45
- TRANQUILIZER GRENADES.....10
- SHOCKWAVE GRENADES.....15
- SMOKE BOMBS.....15
- MELTA BOMBS.....50

PISTOLS

- AUTOPISTOL.....10
- BOLT PISTOL.....20
- HAND FLAMER.....50
- PLASMA PISTOL.....50

ARMOUR

- SHIELD ROBES.....15
- MESH ARMOUR.....15
- LIGHT CARAPACE ARMOUR.....70

WARGEAR

- MEDICAE KIT.....20
- DROP RIG.....10
- BIOBOOSTER.....35
- RESPIRATOR.....15
- PHOTO GOGGLES.....35
- MEDICAL SUITE.....50
- SACRED UNGUENTS.....20
- KRAKEN BOLTS(BOLT PISTOL OR BOLTGUN).....25
- TRANQ BOLTS(BOLT PISTOL OR BOLTGUN).....15
- RATION PACKS.....15
- SENSOR SKULL.....40
- MEDI SKULL.....60
- GUN SKULL.....50

EQUIPMENT

MEDICAL SUITE

MEDICAL SUITES ARE ADDED TO A GANG'S STASH RATHER THAN CARRIED BY ANY FIGHTER. APPLY A +1 BONUS TO A SINGLE MEDICAL ESCORT ROLL PER MEDICAL SUITE MADE IN THE POST BATTLE SEQUENCE, TREATING ANY ROLL OF 6 OR HIGHER AS IF IT WAS 6, EVEN WHEN USING A ROGUE DOC.

SHIELD ROBES

SHIELD ROBES ARE THE DAY TO DAY WEAR OF THE SISTERS HOSPITALER. THESE LIGHT AND FLOWING ROBES ARE SIGNIFICANTLY MORE ADVANCED THAN THEY APPEAR, CAPABLE OF TURNING ASIDE A BLADE OR PROVIDING ADDITIONAL PROTECTION WHEN WORN ALONGSIDE MORE TRADITIONAL ARMOUR. HOSPITALER SHIELD ROBES HAVE ADDITIONAL PROTECTIONS TO TURN ASIDE CONTAMINANTS, ALLOWING SURVIVAL IN THE MOST PLAGUED OR TOXIC SITUATIONS.

IF A FIGHTER IS WEARING A SHIELD ROBES, THEIR SAVE ROLL IS IMPROVED BY 1. FOR EXAMPLE, IF THEY ARE WEARING MESH ARMOUR AND SHIELD ROBES, THEY WOULD HAVE A 4+ SAVE. IF A FIGHTER DOES NOT ALREADY HAVE A SAVE ROLL, SHIELD ROBES GRANTS A 6+ SAVE. SHIELD ROBES MAY BE COMBINED WITH OTHER TYPES OF ARMOUR. THEY MAY NOT HOWEVER BE COMBINED WITH AN ARMoured UNDERSUIT OR ARMoured BODYGLOVE HOWEVER. IN ADDITION, SHIELD ROBES INCREASES THE WEARERS TOUGHNESS BY 2 FOR THE PURPOSE OF IF THEY ARE AFFECTED BY TOXIN OR TRANQ WEAPONS.

RATION PACKS

IN THE UNDERHIVE, EVEN THE WORST SLOP IS CONSIDERED ACCEPTABLE AS PEOPLE LIVE ON THE SLIGHTEST MEALS THEY CAN FIND, UNPALATABLE AND UNHEALTHY. THE SISTERS HOSPITALER HAVE A GREATLY ENVIED ADVANTAGE, BEING ABLE TO IMPORT FOOD FROM THE UPPER HIVE TO SUPPORT THEMSELVES. FEW CAN RESIST THE URGE FOR FOOD WHEN THEIR STOMACH IS GROWLING.

AT THE END OF THE SPEND EXPERIENCE STEP OF THE PRE-BATTLE SEQUENCE, ROLL A D6 FOR ANY MODEL THAT IS IN RECOVERY AND HAS A RATION PACK. ON A 4+ THE NUTRITIOUS FOOD HAS HELPED THEM RECOVER QUICKLY - THEIR RECOVERY BOX IS CLEARED, AND THEY ARE NOW AVAILABLE FOR THIS BATTLE. A RATION PACK MAY BE USED TO DISTRACT A SENTRY AS A SIMPLE ACTION, PLACING A COUNTER WITHIN 5X3 OF THEMSELVES. THE CONTROLLER OF ANY SENTRY ENDING THEIR MOVEMENT WITHIN 12" OF A RATION PACK COUNTER AND IN LINE OF SIGHT OF IT MUST MAKE A WILLPOWER TEST FOR THE SENTRY, SUBTRACTING TWO FROM THE RESULT. IF FAILED, THE CONTROLLER DOES NOT GET TO CHOOSE WHICH DIRECTION THEY ARE LOOKING AT THE END OF THEIR TURN, THEY WILL INSTEAD AUTOMATICALLY TURN TO LOOK TOWARDS THE RATION PACK MARKER. ANY SENTRY THAT COMES IN CONTACT WITH A RATION PACK COUNTER IMMEDIATELY ENDS ITS ACTIVATION AND REMOVES THE COUNTER.

SACRED UNGUENTS

HOLY MATERIALS USED FOR EQUIPMENT MAINTENANCE, ANY AMMO CHECK MADE BY A FIGHTER WITH SACRED UNGUENTS GAINS A +1 BONUS.

HUNTING RIFLE

HUNTING RIFLES ARE AN UNCOMMON SIGHT IN THE NARROW AND TWISTING CORRIDORS OF THE UNDERHIVE, WHERE THERE ARE FEW PLACES TO PUT THEIR EXCEPTIONAL RANGE TO GOOD USE. THEY ARE MORE COMMONLY SEEN AMONG THOSE WHO FIGHT IN THE ASH WASTES OR OUTSIDE OF THE HIVE IN GENERAL.

TRANQUILIZER GRENADE

MODIFIED STRANGLE GAS GRENADES USING THE ANESTHETIC SUPPLIES NORMALLY USED IN SURGERY, TRANQUILIZER GRENADES ARE TOO DISPERSED TO RENDER PEOPLE UNCONSCIOUS, BUT THE FULL BODY NUMBNESS WILL LEAVE THEM UNABLE TO AIM.

SHOCKWAVE GRENADE

THESE UNCOMMON GRENADES RELEASE A HEAVY KINETIC BLAST, KNOCKING ALL THOSE CAUGHT IN THE WAVE OFF THEIR FEET, RAPIDLY DISRUPTING BATTLE PLANS. WHILE NOT INHERENTLY DANGEROUS, IN THE NARROW CONFINES OF NECROMUNDA, IT IS QUITE LIKELY THAT ONE COULD STILL BE KNOCKED TO A HORRIBLE DEATH DUE TO THE DANGEROUS TERRAIN.

TRANQ BOLTS

AN UNUSUAL BOLT ROUND, NORMALLY ONLY SEEN AMONG HIVE NOBLES ENGAGED IN SPORT HUNTING, IT SOMETIMES SEES USAGE AMONG THE SISTERS HOSPITALER, WHO CAN EASILY HANDLE THE MEDICAL CHEMICALS USED IN THE PAYLOAD. LACKING THE EXPLOSIVE CORE OF MOST BOLT ROUNDS, THE ADAMANTIUM SHELL WILL PUNCH INTO THE BODY AND DELIVER AN INHIBITING PAYLOAD. THE LIGHTER ROUND ALLOWS FOR SUPERIOR ACCURACY AT LONGER RANGE, THOUGH IT DOES HANDLE A HIGH RATE OF FIRE POORLY.

KRAKEN BOLTS

A VARIANT BOLT ROUND, KRAKEN ROUNDS ARE DESIGNED TO PUNCH THROUGH HEAVY ARMOUR AND EXPLODE WITHIN. HEAVILY OVERKILL IN THE UNDERHIVE, THEY HAVE A TENDENCY TO OVERPENETRATE SOFTER TARGETS AND CAUSE MASSIVE DAMAGE TO ANYONE UNFORTUNATE ENOUGH TO GET IN THEIR WAY.

SUPPRESSION SHIELD

HEAVY SHIELDS, COMMONLY SEEN ON ARBITES AND ENFORCERS, THEY HAVE PROVEN A VERY EFFECTIVE TOOL FOR THE HOSPITALERS IN THEIR MISSION. HOSPITALERS ARE TRAINED TO TAKE COVER BEHIND THESE SHIELDS FROM ENEMY FIRE, EVEN AS PROVIDE MEDICAL CARE TO THOSE UNDER THEIR CHARGE.

MELEE

RNG

ACC

WEAPON	S	L	S	L	S	AP	D	AM	TRAITS
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SUPPRESSION SHIELD	-	E	-	-	S	-	1	-	MELEE, SHIELD
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PISTOL

RNG

ACC

WEAPON	S	L	S	L	S	AP	D	AM	TRAITS
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BOLT PISTOL	6"	12"	+2	-	4	-1	2	6+	
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-KRAKEN	6"	12"	+2	-	5	-2	2	6+	IMPALE, KNOCKBACK
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-TRANQ	8"	16"	+2	-	4	-2	2	6+	TRANQ
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BASIC

RNG

ACC

WEAPON	S	L	S	L	S	AP	D	AM	TRAITS
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HUNTING RIFLE	8"	32"	-1	-	3	-1	1	4+	RENDING
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BOLTGUN

-TRANQ	18"	36"	+1	-	4	-1	2	5+	TRANQ
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-KRAKEN	12"	24"	+1	-	5	-2	2	6+	IMPALE, KNOCKBACK
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GRENADES

RNG

ACC

WEAPON	S	L	S	L	S	AP	D	AM	TRAITS
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TRANQUILIZER GRENADE	-	Sx3	-	-	-	-	-	5+	BLAST (5"), TRANQ, GRENADE
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SHOCKWAVE GRENADE	-	Sx3	-	-	-	-	-	5+	BLAST (5"), KINETIC, GRENADE
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SHIELD

A SHIELD GRANTS A +1 ARMOUR ROLL MODIFIER AGAINST MELEE ATTACKS THAT ORIGINATE FROM WITHIN THE FIGHTER'S VISION ARC (THE 90° ARC TO THEIR FRONT), AND A +2 ARMOUR SAVE MODIFIER AGAINST RANGED ATTACKS THAT ORIGINATE FROM WITHIN THE FIGHTER'S VISION ARC; CHECK THIS BEFORE THE FIGHTER MODEL IS PLACED PRONE AND IS PINNED. IF IT IS NOT CLEAR WHETHER THE ATTACKER IS WITHIN THE TARGET'S FRONT ARC, USE A VISION ARC TEMPLATE TO CHECK - IF THE CENTRE OF THE ATTACKER'S BASE IS WITHIN THE ARC, THE SHIELD CAN BE USED. AGAINST ATTACKS WITH THE BLAST TRAIT, USE THE CENTRE OF THE BLAST MAKER IN PLACE OF THE ATTACKER. IF THE TARGET DOES NOT HAVE A FACING (FOR EXAMPLE, IF THEY ARE PRONE) THE SHIELD CANNOT BE USED.

A FIGHTER CARRYING A SHIELD HIT BY A RANGED ATTACK WITHIN THE FIGHTERS VISION ARC MAY MAKE A COOL CHECK. IF PASSED, THEY ARE NOT PINNED. A FIGHTER CARRYING A SHIELD CANNOT USE HEAVY WEAPONS, SPECIAL WEAPONS, UNWIELDY MELEE WEAPONS OR THE TWIN GUNS BLAZING RULE AND REDUCES THEIR MOVE CHARACTERISTIC BY 1.

TRANQ

IF A FIGHTER IS HIT WITH A TRANQ WEAPON, ROLL A D6. IF THE RESULT IS EQUAL TO OR HIGHER THAN THE TOUGHNESS OF THE TARGET, THEY ARE NUMB. UNTIL THE END OF THE NEXT TIME THE FIGHTER IS ACTIVATED, HIT ROLLS THEY MAKE WILL ONLY HIT ON A NATURAL 6. THE TRANSDERMAL NATURE OF THIS WEAPON MEANS THAT RESPIRATORS AND FILTER PLUGS HAVE NO EFFECT AGAINST IT. TRANQ HAS NO EFFECT ON INORGANIC TARGETS (SUCH AS A TURRET).

KINETIC

IF A WEAPON HAS THE KINETIC TRAIT, ROLL A D6 FOR EACH FIGHTER THAT IS HIT BY IT. IF THE RESULT IS EQUAL TO OR HIGHER THAN THEIR STRENGTH, THEY ARE MOVED 2" DIRECTLY AWAY FROM THE CENTER OF THE BLAST MARKER. IF THE CENTER OF THE BLAST MARKER WAS OVER THE CENTER OF THEIR BASE, ROLL A SCATTER DIE TO DETERMINE WHICH WAY THEY ARE MOVED (REROLLING HITS). IF A FIGHTER CANNOT BE MOVED THE FULL DISTANCE, THEN MOVE THEM AS FAR AS POSSIBLE. A FIGHTER HIT BY A KINETIC WEAPON IS ALWAYS PINNED - EVEN IF THEY HAVE AN ABILITY THAT WOULD ALLOW THEM TO AVOID BEING PINNED BY RANGED WEAPONS. A SMOKE TEMPLATE OR FIGHTER WITH A BLAZE MARKER OVERLAPPED BY THE BLAST MARKER OF A KINETIC WEAPON AUTOMATICALLY DISSIPATES THE SMOKE AND EXTINGUISHES THE FIRE, REMOVING THE COUNTER.

EXOTIC BEAST

THIS THIN SNAKE IS A FAVORITE OF THE HOSPITALER ORDERS, THEY WERE CREATED CENTURIES AGO IN A PROJECT THE HOSPITALLERS AND ADEPTUS MECHANICUS GENATORS. REMARKABLY CLEVER AND LOYAL FOR A SNAKE, THE CADUCEUS NATURALLY PRODUCES A VERY POWERFUL ANESTHETIC THAT CAN BE HARVESTED FOR MORE GENERAL USE WHEN SUPPLIES ARE DIFFICULT TO ACQUIRE. ITS PROTECTIVE NATURE HAS ALSO PROVEN VERY USEFUL AT TIMES, THE LOYAL SNAKE WILLING TO PUT ITSELF AT RISK FOR ITS OWNER AND ALWAYS AWARE OF ANY POTENTIAL DANGERS LURKING IN THE SHADOWS.

FIREBIRD 0-3, HOSPITALER ONLY - RARE 10

100

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
7"	3+	-	2	2	1	2+	1	7+	8+	6+	8+

SKILLS: AGILITY(PRIMARY), COMBAT(SECONDARY)

WEAPON S L S L S AP D AM TRAITS

BLISTERING HEAT - E - - S -1 1 - MELEE, TOXIN

BLINDING FLASH - T - - - - - 4+ PISTOL, TEMPLATE, FLASH

FLIGHT: A FIREBIRD IGNORES ALL TERRAIN, MAY MOVE FREELY BETWEEN LEVELS WITHOUT RESTRICTION, AND CAN NEVER FALL. IT MAY NOT, HOWEVER, IGNORE IMPASSABLE TERRAIN OR WALLS, AND MAY NOT END ITS MOVEMENT WITH ITS BASE OVERLAPPING AN OBSTACLE OR ANOTHER FIGHTER'S BASE.

ETERNAL FLAME: A FIREBIRD CANNOT BE HARMED BY PLASMA WEAPONS OR WEAPONS WITH THE BLAZE OR MELTA TRAITS AND CANNOT HAVE BLAZE MARKERS PLACED ON IT. A FIREBIRD CANNOT SUFFER LASTING INJURIES.

ROAMING: UNLIKE OTHER EXOTIC BEASTS, A FIREBIRD MUST ALWAYS TRY TO REMAIN WITHIN 6" OF ITS OWNER RATHER THAN THE USUAL 3"

HOSPITALLER ABILITIES

SISTERS HOSPITALLER AND HOSPITALLER SUPERIORS HAVE ACCESS TO A NUMBER OF SPECIAL ABILITIES THAT REPRESENT THEIR ADVANCED MEDICAL TRAINING AND PURITY OF FAITH. A SISTER HOSPITALLER OR HOSPITALLER SUPERIOR MAY BE GIVEN ONE OF THESE ABILITIES WHEN THEY ARE ADDED TO THE GANG AND SISTERS HOSPITALLER AND HOSPITALLER SUPERIORS MAY GAIN ADDITIONAL ABILITIES IN THE SAME WAY AS A SKILL FROM ONE OF THEIR SECONDARY SKILL SETS.

SAINT OF THE UNDERHIVE

THE REPUTATION OF THE SISTERS HOSPITALLER IS EXCEPTIONAL, WILLING TO HELP ANY TRUE IMPERIAL CITIZEN EVEN IN THIS DARK PLACE. IT TAKES A VERY HARD SOUL TO WILLINGLY LAY A HAND ON THEM WHEN THEY ARE ENGAGED IN THEIR DUTY, THEIR PURITY OF SPIRIT EVEN STAYING THE HAND OF THE XENDS OR HERETIC IN FEAR.

WHEN AN ENEMY FIGHTER MAKES A RANGED OR CLOSE COMBAT ATTACK TARGETING THE FIGHTER WITH THIS ABILITY, THE OPPOSING PLAYER MAKES A WILLPOWER CHECK FOR THE ATTACKING FIGHTER. IF THE CHECK IS FAILED, THE ATTACK IS NOT MADE - NO HIT ROLL IS MADE, AND NO AMMO ROLL IS REQUIRED - BUT THE ACTION STILL COUNTS AS BEING USED. THIS PROTECTION CEASES APPLYING WHEN THE SISTER MAKES A RANGED OR MELEE ATTACK DURING HER ACTIVATION AND RESUMES AFTER SHE MAKES A FULL ACTIVATION IN WHICH SHE HAS NOT MADE ANY SUCH ATTACKS.

ANESTHETIST

SISTERS HOSPITALLER ARE SKILLED AT PERFORMING MEDICAL CARE ON PEOPLE TOO CONFUSED TO STOP STRUGGLING AND MANY DEVELOP PARTICULAR COCKTAILS TO HELP PUT SOMEONE UNDER QUICKLY.

FIGHTERS TARGETED BY THIS FIGHTER CONSIDER THEIR TOUGHNESS ONE LOWER WHEN RESOLVING THE TRANQ TRAIT OF ANY ATTACKS. IN ADDITION, ANY MEDICAE KIT EQUIPPED BY THE FIGHTER MAY BE USED AS IF IT WAS A STILETTO KNIFE IN CLOSE COMBAT. ANY FIGHTER PUT OUT OF ACTION BY THE SISTER IN MELEE OR WITH A COUP DE GRACE ACTION TREATS ANY LASTING INJURY ROLL AS 'OUT COLD'.

CODE RED!

SISTERS HOSPITALLER DO NOT FEAR DANGER, WILLINGLY CHARGING IN TO SAVE ALLIES WHO FALL.

WHEN A FRIENDLY FIGHTER WITHIN 9" SUFFERS A SERIOUS INJURY, THIS FIGHTER MAY MAKE A STANDARD MOVE (ADDING D3" TO THE DISTANCE THEY MOVE, AS IF THEY WERE CHARGING), IF THEY ARE NOT CURRENTLY ENGAGED, TOWARDS THE INJURED FIGHTER OR ANY ENEMY FIGHTER WITHIN 1" OF THEM). THE FIGHTER CANNOT MAKE ATTACKS BUT MAY MAKE REACTION ATTACKS AS IF THEY WERE PART OF THE INITIAL FIGHT AND WILL PREVENT ANY AUTOMATIC COUP DE GRACE IF THEY MANAGE TO ENGAGE THE ENEMY FIGHTER.

BATTLEFIELD SURGERY

THE SISTERS HOSPITALLER ARE NOT MERE DOCTORS, THEY ARE WARRIOR MEDICS OF THE GOD EMPEROR. THEY ARE MORE THAN ABLE TO WORK MIRACLES AS THE BULLETS FLY AROUND THEM.

WHEN THIS MODEL ASSISTS IN A RECOVERY TEST, YOU MAY ROLL AN ADDITIONAL DICE. IN ADDITION, IF THIS CHARACTER IS ACTIVE, THEY CAN ATTEMPT TO MAKE THE FOLLOWING ACTION:

FIRST AID(SIMPLE): MAKE AN INTELLIGENCE ROLL FOR THIS FIGHTER. IF PASSED, DISCARD ONE FLESH WOUND FROM A FIGHTER WITHIN 1"

CARDS

NAME	EFFECT	GAME RESTRICTION
EMERGENCY TOX KIT	PLAY THIS CARD WHEN A FIGHTER IS HIT BY AN ATTACK WITH THE TOXIN OR GAS TRAIT. THE FIGHTER IS NOT PINNED AND THE ATTACK HAS NO EFFECT.	
SHIELD OF FAITH	PLAY THIS CARD WHEN A FIGHTER IS WOUNDED BY AN ATTACK THAT CAUSES MORE THAN 1 DAMAGE. THE ATTACK CAUSES ONLY 1 DAMAGE. IF THE ATTACK STILL CAUSES AN INJURY ROLL, YOU MAY ROLL AN ADDITIONAL DIE AND DISCARD ONE OF YOUR CHOICE.	
INDUCTION PAYLOAD	PLAY THIS IMMEDIATELY BEFORE ROLLING TO AFFECT A TARGET WITH A WEAPON WITH THE TRANQ TRAIT. THE TARGET IS KNOCKED UNCONSCIOUS. TREAT THIS AS IF THEY WERE WEBBED.	
FLOOD THE VENTS	PLAY INSTEAD OF ACTIVATING A FIGHTER. ANY FIGHTER WITHIN 2" OF A CHOSEN DUCTWAY IS TREATED AS IF THEY HAD BEEN HIT BY A TRANQ WEAPON.	ZONE MORTALIS
HEALING TEARS	PLAY THIS INSTEAD OF ACTIVATING A FIGHTER. ONE FRIENDLY FIGHTER WITHIN 3" OF YOUR LEADER DISCARDS ALL FLESH WOUNDS AND IS RESTORED TO THEIR STARTING WOUNDS.	
MEDEVAC	PLAY WHEN A FIGHTER ACTIVATES. PICK A FRIENDLY FIGHTER WITHIN 1" OF THIS FIGHTER. WHEN THE ACTIVATED FIGHTER MOVES THIS TURN, THE OTHER FIGHTER MOVES ALONG WITH THEM THE SAME DISTANCE. THE FIGHTERS MUST END THIS MOVEMENT WITHIN 1" OF EACH OTHER. THIS DOES NOT CAUSE THE OTHER FIGHTER TO DISCARD THEIR READY MARKER IF THEY HAVE ONE.	
PUTTING ON A CLINIC	PLAY WHEN A FIGHTER FAILS A WILLPOWER OR INTELLIGENCE CHECK. THEY INSTEAD PASS THE CHECK.	
	RESERVED FOR WHEN WE HAVE ACTUAL PSYKER RULES.	