


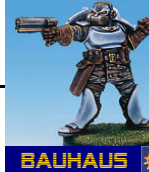






Ducal Milita										P	16
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	7	4	9	3	1	4	4	18			
Grunt Trooper, required 4-12 models, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities:											
Equipment: AG-17 Panzerknacker Assault Rifle											
Weapon		AG-17 Panzerknacker AR					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	0	-2	-	11					
Can mount one optional Loadout											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

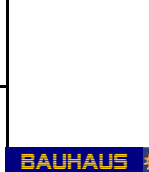

ID	Ducal Milita
Special Abilities	
Weapon Special Attributes	
	


Ducal Milita Sergeant										P	19
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	4	10	3	1	4	4	18			
Grunt Squad Leader, required 1/squad, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities: Tactical Sense											
Equipment: AG-17 Panzerknacker Assault Rifle											
Weapon		AG-17 Panzerknacker AR					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	0	-2	-	11					
Can mount one optional Loadout											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											



ID	Ducal Milita Sergeant
Special Abilities	
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.	
Weapon Special Attributes	
	


Ducal Milita HMG Specialist										P	26
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	7	4	9	3	1	4	4	18			
Grunt Squad Specialist, up to 2/squad, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities:											
Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol											
Weapon		MG-80 HMG					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	3(x3)	1(x2)	0	-	-	14	None				
Weapon		HG-12 Pistol					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	1	-	-	-	9	None				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											



ID	Ducal Milita HMG Specialist
Special Abilities	
Weapon Special Attributes	
	


Ducal Milita GL Specialist										P	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	7	4	9	3	1	4	4	18			
Grunt Squad Specialist, up to 1/squad, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities:											
Equipment: GL-405 Grenade Launcher, HG-12 Pistol											
Weapon		GL-405 Grenade Launcher					Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-1	-3	-	-	8					
Direct Fire only, Small Exlosion Template											
Weapon		HG-12 Pistol					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	1	-	-	-	9	None				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											




ID	Ducal Milita GL Specialist
Special Abilities	
Weapon Special Attributes	
	


ID Ducal Milita RL Specialist										P	33
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	7	4	9	3	1	4	4	18			
Grunt Squad Specialist, up to 1/squad, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities:											
Equipment: ARG-17 Rocket Launcher, HG-12 Pistol											
Weapon		ARG-17 Rocket Launcher					Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-3	-4	-5	-	13(x2)	Direct Fire				
Optional AP rockets do DAM 10, Small Explosion Template											
Weapon		HG-12 Pistol					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	1	-	-	-	9	None				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											



ID Ducal Milita RL Specialist											
Special Abilities											
Weapon Special Attributes											


ID Ducal Milita Medic										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	7	4	9	3	1	4	4	18			
Grunt Squad Specialist, up to 1/squad, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities: Medic 4											
Equipment: AG-17 Panzerknacker Assault Rifle											
Weapon		AG-17 Panzerknacker AR					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	0	-2	-	11					
Can mount one optional Loadout											
Weapon		HG-12 Pistol					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	1	-	-	-	9	None				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID Ducal Milita Medic											
Special Abilities											
Medic 4 - Can heal any wounded model within 2" on a roll of 4 or less											
Weapon Special Attributes											

ID Major Max Steiner										P	55
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	12	6	13	3	3	5	3	22			
Individual Force Commander, limit 1/army, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities: Force Commander, Hate: 3, Inspiration: 3, Survival Training: 4											
Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, PC-606 Hellstorm SMG											
Weapon		AG-17 Panzerknacker AR					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	0	-2	-	11					
Can mount one optional Loadout											
Weapon		GW-170 UBGL					Variable				
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	0	-	-	-	-	ROF 1/turn				
Direct Fire, Support Munitions Only											
Weapon		PC-606 Hellstorm SMG					Ballistic, Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	1(x2)	0(x2)	0	-	-	10	AV-2				
Special Rules: Hates Dark Legion Nepharites											

ID Major Max Steiner											
Special Abilities											
Force Commander - Can activate any friendly unit where squad leader is in LOS, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance. May allow off-board support.											
Hate 3 - +3 to LD when making Morale Checks against Dark Legion Nepharites. Will not willingly break from combat with Dark Legion Nepharites.											
Inspiring: 3 - +3 to the LD of all friendly models within Command Radius											
Survival Training: 4 - +4 to saves against environmental effects											
Weapon Special Attributes											

ID Major Valerie Duval										P	54
CC	RC	PW	LD	AC	WD	ST	MV	AR			
13	10	11	14	3	2	5	4	20			
Individual Force Commander, limit 1/army, mortal										S	2
Homebuilder Protectorate										Z	
Special Abilities: Channel, Force Commander, Killing Stroke, Resolve: 3, Secondary Attack											
Equipment: EN-13 Nightstick, P-60 Punisher Handgun											
Weapon		EN-13 Nightstick					Ballistic, Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
2	0	-	-	-	-	7					
concealed gun that can fire once per turn, CC damage ST+6											
Weapon		P-60 Punisher Handgun					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	2	1	-	-	-	9					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules: May select up to 2 powers from the Art of Mentalism.											

ID Major Valerie Duval											
Special Abilities											
Channel - See Section 13 on Channeling											
Force Commander - Can activate any friendly unit where squad leader is in LOS, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance. May allow off-board support.											
Killing Stroke - Model gains an additional (x1) DM in CC Attacks											
Resolve 3 - +3 to LD when making Morale Checks											
Secondary Attack - Model may make a CC attack with Primary Weapon and an additional attack with their Secondary Weapon at a -4 to CC. Must select Primary weapon first.											
Weapon Special Attributes											

Paultron Hussars

P C 24

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	4	12	3	1	4	3	21

Elite Trooper, required 4-8 models, mortal
Homebuilder Protectorate

S Z 2

Special Abilities: Guerilla Training



Equipment: AG-17 Panzerknacker Assault Rifle with Bladed Bayonet

Weapon		AG-17 Panzerknacker AR			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	-1	0	0	-2	-	11		

Bladed Bayonet CC DM = ST+1

Weapon		Bladed Bayonet			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon		Bladed Bayonet			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Paultron Hussars

Special Abilities
Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Weapon Special Attributes



Paultron Hussar Sergeant

P C 26

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	4	13	3	1	4	3	21

Elite Squad Leader, required 1/squad, mortal
Homebuilder Protectorate

S Z 2

Special Abilities: Guerilla Training, Tactical Sense



Equipment: HG-14 Hagulsturm Shotgun with GW-170 UBGL

Weapon		HG-14 Shotgun			Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	8		

Shotgun Template, Cluster Effect 2

Weapon		GW-170 UBGL			Variable			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	0	-	-	-	-	ROF 1/turn	

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon		Shotgun			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Paultron Hussar Sergeant

Special Abilities
Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes



Paultron Hussar HMG Specialist

P C 32

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	4	12	3	1	4	3	21

Elite Squad Specialist, up to 2/squad, mortal
Homebuilder Protectorate

S Z 2

Special Abilities: Guerilla Training



Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol

Weapon		MG-80 HMG			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	3(x3)	1(x2)	0	-	-	14	None	

Weapon		HG-12 Pistol			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1	1	-	-	-	9	None	

Weapon		HG-12 Pistol			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Paultron Hussar HMG Specialist

Special Abilities
Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Weapon Special Attributes



Paultron Hussar Medic

P C 38

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	4	12	3	1	4	3	21

Elite Squad Specialist, up to 1/squad, mortal
Homebuilder Protectorate

S Z 2

Special Abilities: Guerilla Training, Medic: 5



Equipment: HG-14 Hagulsturm Shotgun

Weapon		HG-14 Shotgun			Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	8		

Shotgun Template, Cluster Effect 2

Weapon		Shotgun			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon		Shotgun			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Paultron Hussar Medic

Special Abilities
Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Medic: 5 - Can heal any wounded model within 2" on a roll of 5 or less


Weapon Special Attributes



ID Hussars									P C	18
CC	RC	PW	LD	AC	WD	ST	MV	AR		
7	8	4	10	3	1	4	3	19		

Grunt Trooper, required 4-12 models, mortal
Homebuilder Protectorate

Special Abilities: Survival Training 2



Equipment: AG-17 Panzerknacker Assault Rifle

Weapon		AG-17 Panzerknacker AR					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
-3	-1	0	0	-2	-	11			

Can mount one optional Loadout


Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules

ID Hussars
Special Abilities
Survival Training 2 - +2 to saves against environmental effects


Weapon Special Attributes



ID Hussar Sergeant									P C	26
CC	RC	PW	LD	AC	WD	ST	MV	AR		
8	9	4	11	3	1	4	3	19		

Grunt Squad Leader, required 1/squad, mortal
Homebuilder Protectorate

Special Abilities: Tactical Sense, Survival Training 2



Equipment: HG-14 Hagulsturm Shotgun, MP-105 Machine Pistol

Weapon		HG-14 Shotgun					Rending		
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	8			

Shotgun Template, Cluster Effect 2


Weapon		MP-105 M-Pistol					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2(x2)	-1	-	-	-	9	None		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules

ID Hussar Sergeant
Special Abilities
Survival Training 2 - +2 to saves against environmental effects
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.


Weapon Special Attributes



ID Hussar HMG Specialist									P C	28
CC	RC	PW	LD	AC	WD	ST	MV	AR		
8	8	4	9	3	1	4	3	19		

Grunt Squad Specialist, up to 2/squad, mortal
Homebuilder Protectorate

Special Abilities: Survival Training 2



Equipment: AG-17 Panzerknacker Assault Rifle

Weapon		MG-80 HMG					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
-4	3(x3)	1(x2)	0	-	-	14	None		


Weapon		HG-12 Pistol					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	1	-	-	-	9	None		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules

ID Hussar HMG Specialist
Special Abilities
Survival Training 2 - +2 to saves against environmental effects


Weapon Special Attributes



ID Hussar FT Specialist									P C	35
CC	RC	PW	LD	AC	WD	ST	MV	AR		
8	8	4	9	3	1	4	3	19		

Grunt Squad Specialist, up to 1/squad, mortal
Homebuilder Protectorate

Special Abilities: Survival Training 2



Equipment: Gehenna Puker Flame Thrower, HG-12 Pistol

Weapon		Gehenna Puker FT					Radiant		
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	11			

Residual Damage, Medium Teardrop Template


Weapon		HG-12 Pistol					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	1	-	-	-	9	None		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			


Special Rules

ID Hussar FT Specialist
Special Abilities
Survival Training 2 - +2 to saves against environmental effects


Weapon Special Attributes
Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.




ID Hussar Medic										P	34		
Special Abilities													
Medic 5 - Can heal any wounded model within 2' on a roll of 5 or less													
Survival Training 2 - +2 to saves against environmental effects													
CC	RC	PW	LD	AC	WD	ST	MV	AR					
8	8	4	9	3	1	4	3	19					
Grunt Squad Specialist, up to 1/squad, mortal										S	2		
Homebuilder Protectorate										Z			
Special Abilities: Medic 5, Survival Training 2													
Equipment: AG-17 Panzerknacker Assault Rifle													
BAUHAUS													
Weapon		AG-17 Panzerknacker AR					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA						
-3	-1	0	0	-2	-	11							
Can mount one optional Loadout													
Weapon		HG-12 Pistol					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA						
0	1	1	-	-	-	9	None						
Weapon													
CC	PB	SR	MR	LR	ER	DAM	SA						
-	-	-	-	-	-	-							
Special Rules													

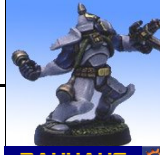
ID Hussar Medic											
Special Abilities											
Medic 5 - Can heal any wounded model within 2' on a roll of 5 or less											
Survival Training 2 - +2 to saves against environmental effects											
Weapon Special Attributes											
Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.											
											


ID Hussar Forward Observer										P	28		
Special Abilities													
Forward Observer - See section 10 Fire Missions & Forward Observers													
Survival Training 2 - +2 to saves against environmental effects													
CC	RC	PW	LD	AC	WD	ST	MV	AR					
7	8	4	10	3	1	4	3	19					
Grunt Squad Specialist, up to 1/squad, mortal										S	2		
Homebuilder Protectorate										Z			
Special Abilities: Forward Observer, Survival Training 2													
Equipment: AG-17 Panzerknacker Assault Rifle													
BAUHAUS													
Weapon		AG-17 Panzerknacker AR					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA						
-3	-1	0	0	-2	-	11							
Can mount one optional Loadout													
Weapon													
CC	PB	SR	MR	LR	ER	DAM	SA						
-	-	-	-	-	-	-							
Weapon													
CC	PB	SR	MR	LR	ER	DAM	SA						
-	-	-	-	-	-	-							
Special Rules													

ID Hussar Forward Observer											
Special Abilities											
Forward Observer - See section 10 Fire Missions & Forward Observers											
Survival Training 2 - +2 to saves against environmental effects											
Weapon Special Attributes											
											

ID Hussar Medic										P			
Special Abilities													
CC	RC	PW	LD	AC	WD	ST	MV	AR					
Grunt Squad Specialist, up to 1/squad, mortal										S			
Homebuilder Protectorate										Z			
Special Abilities:													
Equipment:													
BAUHAUS													
Weapon													
CC	PB	SR	MR	LR	ER	DAM	SA						
-	-	-	-	-	-	-							
Weapon													
CC	PB	SR	MR	LR	ER	DAM	SA						
-	-	-	-	-	-	-							
Weapon													
CC	PB	SR	MR	LR	ER	DAM	SA						
-	-	-	-	-	-	-							
Special Rules													

ID Hussar Medic											0
Special Abilities											
Weapon Special Attributes											
											

ID Hussar Captain										P	37		
Special Abilities													
Survival Training 2 - +2 to saves against environmental effects													
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.													
CC	RC	PW	LD	AC	WD	ST	MV	AR					
8	10	4	12	3	2	4	3	20					
Individual Squad-Linked Officer, 1/Hussar Squad, Mortal										S	2		
Homebuilder Protectorate										Z			
Special Abilities: Survival Training 2, Tactical Sense, Unit Commander													
Equipment: AG-17 Panzerknacker Assault Rifle, Dueling Saber, MP-105 Machine Pistol													
 BAUHAUS													
Weapon		HG-14 Shotgun					Rending						
CC	PB	SR	MR	LR	ER	DAM	SA						
-	-	-	-	-	-	8							
Shotgun Template, Cluster Effect 2													
Weapon		MP-105 M-Pistol					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA						
0	2(x2)	-1	-	-	-	9	None						
Weapon		Dueling Saber					Slashing						
CC	PB	SR	MR	LR	ER	DAM	SA						
2	-	-	-	-	-	ST+5							
Special Rules													

ID Hussar Captain											
Special Abilities											
Survival Training 2 - +2 to saves against environmental effects											
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.											
Unit Commander - Can activate any Dragoon unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Dragoon unit. For 1 action point the commander may Rally any friendly unit within command distance.											
Weapon Special Attributes											
											

ID Pauldron Hussar Tank Hunter P C 41

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	4	12	3	2	5	3	21

Elite Squad Leader, required 1/squad, mortal
Homebuilder Protectorate

Special Abilities: Form Fireteam, Guerilla Training, Tactical Sense



BAUHAUS

Equipment: CA-138 Deathlockdrum Autocannon, HG-12 Pistol

Weapon	CA-138 Deathlockdrum AC	Ballistic, Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
-5	0	-1	-3	-	-	10(x2)	AV-4

Weapon	Truthbringer Axe	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Weapon	AP-Grenades	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Special Rules



ID Pauldron Hussar Tank Hunter

Special Abilities
Form Fire Team - May split from squad and form fire team
Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes

ID Ministry of Justice Legates P C 22

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	7	4	12	3	1	6	3	20

Grunt Trooper, required 4-12 models, mortal
Homebuilder Protectorate

Special Abilities: Ferocity

Equipment: HG-14 Hagulsturm Shotgun, Truthbringer Axe

Weapon	HG-14 Shotgun	Rending					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	8	-

Shotgun Template, Cluster Effect 2

Weapon	Truthbringer Axe	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
0	-	-	-	-	-	ST+4	-

Weapon	Truthbringer Axe	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Special Rules

BAUHAUS

ID Ministry of Justice Legates

Special Abilities
Ferocity - gain +2 CC and +1 DM in Charges and Counter-Charges.

Weapon Special Attributes



ID Ministry Grenadier Specialist P C 29

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	7	4	12	3	1	6	3	20

Grunt Squad Specialist, up to 1/squad, mortal
Homebuilder Protectorate

Special Abilities: Ferocity

Equipment: HG-14 Hagulsturm Shotgun, Truthbringer Axe, AP-Grenades

BAUHAUS

Weapon	HG-14 Shotgun	Rending					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	8	-

Shotgun Template, Cluster Effect 2

Weapon	Truthbringer Axe	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
0	-	-	-	-	-	ST+4	-

Weapon	AP-Grenades	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-2	-3	-	-	-	8	-

Indirect Fire, Small Explosion Template
Special Rules



ID Ministry Grenadier Specialist

Special Abilities
Ferocity - gain +2 CC and +1 DM in Charges and Counter-Charges.

Weapon Special Attributes

ID Ministry FT Specialist P C 36

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	7	4	12	3	1	6	3	20

Grunt Squad Specialist, up to 1/squad, mortal
Homebuilder Protectorate

Special Abilities: Ferocity

Equipment: Gehenna Puker Flame Thrower, Truthbringer Axe

Weapon	Gehenna Puker FT	Radiant					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	11	-

Residual Damage, Medium Teardrop Template

Weapon	Truthbringer Axe	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
0	-	-	-	-	-	ST+4	-

Weapon	Truthbringer Axe	Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	-

Special Rules

BAUHAUS


ID Ministry FT Specialist


Special Abilities
Ferocity - gain +2 CC and +1 DM in Charges and Counter-Charges.


Weapon Special Attributes


Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.





ID Dragons										P	20
Special Abilities										C	
Resolve 2 - +2 to LD when making Morale Checks										MV	AR
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	2
8	9	4	11	3	1	4	3	20		Z	
Grunt Trooper, required 4-12 models, mortal											
Homebuilder Protectorate											
Special Abilities: Resolve 2											
											
Equipment: AG-17 Panzerknacker Assault Rifle											
BAUHAUS											
Weapon		AG-17 Panzerknacker AR				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	0	-2	-	11					
Can mount one optional Loadout											
Weapon						Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											


ID Dragoons											
Special Abilities											
Resolve 2 - +2 to LD when making Morale Checks											
Weapon Special Attributes											
											


ID Dragoon Sergeant										P	23
Special Abilities										C	
Resolve 2 - +2 to LD when making Morale Checks										MV	AR
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	2
8	10	4	12	3	1	4	3	20		Z	
Grunt Squad Leader, required 1/squad, mortal											
Homebuilder Protectorate											
Special Abilities: Resolve 2, Tactical Sense											
											
Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL											
BAUHAUS											
Weapon		AG-17 Panzerknacker AR				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	0	-2	-	11					
Can mount one optional Loadout											
Weapon		GW-170 UBGL				Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	0	-	-	-	-		ROF 1/turn			
ROF: 1/turn, Direct Fire, Support Munitions Only											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID Dragoon Sergeant											
Special Abilities											
Resolve 2 - +2 to LD when making Morale Checks											
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.											
Weapon Special Attributes											
											

ID Dragoon GL Specialist										P	33
Special Abilities										C	
Resolve 2 - +2 to LD when making Morale Checks										MV	AR
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	2
8	9	4	11	3	1	4	3	20		Z	
Grunt Squad Specialist, up to 1/squad, mortal											
Homebuilder Protectorate											
Special Abilities: Resolve 2											
											
Equipment: GL-405 Grenade Launcher, HG-12 Pistol											
BAUHAUS											
Weapon		GL-405 Grenade Launcher				Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-1	-3	-	-	8					
Direct Fire only, Small Explosion Template											
Weapon		HG-12 Pistol				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	1	-	-	-	9	None				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID Dragoon GL Specialist											
Special Abilities											
Resolve 2 - +2 to LD when making Morale Checks											
Weapon Special Attributes											
											

ID Dragoon RL Specialist										P	36
Special Abilities										C	
Resolve 2 - +2 to LD when making Morale Checks										MV	AR
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	2
8	9	4	11	3	1	4	3	20		Z	
Grunt Squad Specialist, up to 2/squad, mortal											
Homebuilder Protectorate											
Special Abilities: Resolve 2											
											
Equipment: ARG-17 Rocket Launcher, HG-12 Pistol											
BAUHAUS											
Weapon		ARG-17 Rocket Launcher				Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-3	-4	-5	-	13(x2)	Direct Fire				
Optional AP rockets do DAM 10, Small Explosion Template											
Weapon		HG-12 Pistol				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	1	-	-	-	9	None				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID Dragoon RL Specialist											
Special Abilities											
Resolve 2 - +2 to LD when making Morale Checks											
Weapon Special Attributes											
											

Draagoon Sniper

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	11	4	11	3	1	4	3	20

Grunt Squad Specialist, up to 2/squad, mortal
Homebuilder Protectorate

Special Abilities: Form Fire Team, Resolve 2, Sniper



Equipment: PSG-99 Sniper Rifle, HG-12 Pistol



Weapon		PSG-99 Sniper Rifle				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-5	-3	-1	0	1	2	14			

Weapon		HG-12 Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	1	-	-	-	9	None		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules

ID Draagoon Sniper

Special Abilities
Form Fire Team - May split from squad and form fire team
Resolve 2 - +2 to LD when making Morale Checks
Sniper - If sniper spends 1 AP, then automatically gets Tactical Sense and +3 RC for aiming. If sniper spends 2 AP, then sniper gets, in addition, to select any model in target squad as a target. Snipers get +4" to command distance range.

Weapon Special Attributes



Draagoon Forward Observer

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	9	4	11	3	1	4	3	20

Grunt Squad Specialist, up to 2/squad, mortal
Homebuilder Protectorate

Special Abilities: Forward Observer, Resolve 2

Equipment:



Weapon		AG-17 Panzerknacker AR				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-3	-1	0	0	-2	-	11			

Can mount one optional Loadout

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules

ID Draagoon Forward Observer

Special Abilities
Forward Observer - See section 10 Fire Missions & Forward Observers
Resolve 2 - +2 to LD when making Morale Checks

Weapon Special Attributes



Draagoon Captain

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	12	3	2	4	3	20

Individual Squad-Linked Officer, 1/Draagoon Squad, Mortal
Homebuilder Protectorate

Special Abilities: Resolve 2, Tactical Sense, Unit Commander



Equipment: Bergdahl Stonecleaver Light Machine Gun, HG-12 Pistol



Weapon		Bergdahl Stonecleaver LMG				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-3	3(x3)	2(x2)	1	-	-	11	None		

Weapon		HG-12 Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	1	-	-	-	9	None		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules

ID Draagoon Captain

Special Abilities
Survival Training 2 - +2 to saves against environmental effects
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Draagoon unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Draagoon unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes



Kommandant

CC	RC	PW	LD	AC	WD	ST	MV	AR
11	10	5	13	3	2	5	3	21

Individual Force Commander, limit one per army, mortal
Homebuilder Protectorate

Special Abilities: Force Commander, Resolve 3, Tactical Sense



Equipment: Dueling Saber, Environment Suit, PC-606 Hellstorm SMG



Weapon		PC-606 Hellstorm SMG				Ballistic, Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA		
-1	1(x2)	1(x2)	0	-	-	10	AV-2		

Weapon		Dueling Saber				Slashing			
CC	PB	SR	MR	LR	ER	DAM	SA		
2	-	-	-	-	-	ST+5			

Gear Environment Suit
Adds +3 to Survival Training Related Saves

Special Rules

ID Kommandant

Special Abilities
Force Commander - Can activate any friendly unit where squad leader is in LOS, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance. May allow off-board support.

Resolve 3 - +3 to LD when making Morale Checks
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes



Ministry Executioner

CC	RC	PW	LD	AC	WD	ST	MV	AR
13	9	8	14	3	2	6	3	20

Elite Squad Leader, required 1/squad, mortal
 Homebuilder Protectorate

Special Abilities: Dire Rating: 2, Division Commander, Ferocity, Resolve: 3, Execution

Equipment: Axe of Judgement, Environment Suit, P-60 Punisher Handgun

Weapon		Axe of Judgement				Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	-	-	ST+7	

During a charge weapon builds up additional energy, causing +2 DM.

Weapon		P-60 Punisher Handgun				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2	1	-	-	-	9			

Gear Environment Suit
 Adds +3 to Survival Training Related Saves

Special Rules



Ministry Executioner

Special Abilities
 Dire Rating 2 - Enemy models within 2" must -2 from their LD checks
 Division Commander - Can activate any friendly unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance.

Execution - If the Executioner wounds a friendly model that is currently suffering from a Morale Effect then ALL friendly models will automatically Rally. The Executioner need not make a Morale Check to attack a friendly model in this case.

Ferocity - gain +2 CC and +1 DM in Charges and Counter-Charges.
 Resolve: 3 - +3 to LD when making Morale Checks

Weapon Special Attributes



Recitars

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	7	4	12	3	1	4	3	21

Elite Trooper, required 4-8 models, mortal
 Homebuilder Protectorate

Special Abilities: Ambush, Survival Training: 3

Equipment: HG-14 Hagulsturm Shotgun

Weapon		HG-14 Shotgun				Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	8			

Shotgun Template, Cluster Effect 2

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Special Rules



Recitars

Special Abilities
 Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.
 Survival Training: 3 - +3 to saves against environmental effects

Weapon Special Attributes



Ministry Bodyguard

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	8	6	10	3	1	4	3	19

Elite Trooper, required 1-2 per squad, mortal
 Homebuilder Protectorate

Special Abilities: Bodyguard, Resolve: 3

Equipment: P-60 Punisher Handgun

Weapon		P-60 Punisher Handgun				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2	1	-	-	-	9			

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Special Rules



Ministry Bodyguard

Special Abilities
 Bodyguard - Models are deployed just behind Executioner and move with Executioner when he activates. Any attack on the Executioner will prompt the model to move ahead of it and in base to base contact. Bodyguard will then be the target of the the attack, but receive a +2 RC to be hit.
 If Executioner is charged, the bodyguard will automatically be allowed a counter-charge. If Executioner is the subject of an Overwelm, he will automatically be pulled clear of harm. Bodyguards are extremely observant and gain an automatic spot check against a hidden model, attempting to charge the Executioner. If enemy is spotted, bodyguard will be allowed to countercharge the hidden unit.

Resolve: 3 - +3 to LD when making Morale Checks

Weapon Special Attributes



Shock Soldat Conscript

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	9	4	11	3	1	5	3	20

Elite Squad Specialist, up to 2/squad, mortal
 Homebuilder Protectorate

Special Abilities: Ambush, Resovle: 3, Survival Training: 3

Equipment: CSS-100 Chemical Sprayer

Weapon		CSS-100 Chem Sprayer				Environmental			
CC	PB	SR	MR	LR	ER	DAM	SA		
-1	-	-	-	-	-	9			

CSS-100 Template, Residual Damage

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-	-		

Special Rules



Shock Soldat Conscript

Special Abilities
 Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.
 Resolve: 3 - +3 to LD when making Morale Checks
 Survival Training: 3 - +3 to saves against environmental effects

Weapon Special Attributes

Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.



Ducal Mounted HMG Team P 43

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	7	4	9	3	1	4	3	18

Support associated armament, required 1 model, mortal
 Unit consists of 1 Gunner and 1 Loader

Special Abilities: Gunner - Tactical Sense
 Loader - None



Equipment: Gunner - MG-70 Mounted HMG, HG-12 Pistol
 Loader - HG-12 Pistol



Weapon		HG-12 Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	1	-	-	-	9	None		

HMG-85T Mounted Machine Gun

CC	RC	PW	LD	AC	WD	ST	MV	SZ
-	-	-	-	3	-	-	2	2

Weapon		HMG-85t HMG				Ballistic, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	+0(x2)	+2(x3)	+1(x2)	-1(x2)	-	14			

Special Rules: Crewmen must stay in base contact with the rear arc of the weapon. The crewman and HMG move as a unit, with each using an action to move the group the weapon's MV stat in inches. If the HMG has a crew less than 2, it cannot be moved at all.



Ducal Mounted HMG Team

Special Abilities
 Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes

Hussar Mortar Team P 55

CC	RC	PW	LD	AC	WD	ST	MV	AR
7	8	4	9	3	1	4	3	19

Support associated armament, required 1 model, mortal
 Unit consists of 1 Spotter and 2 Crew

Special Abilities: Spotter - Tactical Sense, +1 LD
 Crew - None

Equipment: Crew - Brunner ML-5 80mm Mortar, HG-12 Pistol
 Spotter - HG-12 Pistol



Weapon		HG-12 Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	1	-	-	-	9	None		

Mortar Team

CC	RC	PW	LD	AC	WD	ST	MV	SZ
-	7	-	-	-	-	-	2	2

Weapon		ML-5 80mm Mortar				Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-1	-2	11			

Indirect Fire, Small Explosion Template
 Special Rules: Spotters must remain in command radius of the mortar. They can assume a crew position by moving into base contact with the rear arc of the mortar, but while doing so they may not use their Tactical Sense special ability.



Hussar Mortar Team

Special Abilities
 Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes

Strike Skimmer P 96

CC	RC	PW	LD	AC	WD	ST	MV	AR
-	-	-	-	-	5/2	-	6	23

Support Unit, required 1 model, vehicle
 Crew consists of 1 Driver and 1 Gunner

Special Abilities: Impenetrability



Equipment: MG-90 Mounted Heavy Machine Gun



Skimmer Driver		HG-12 Pistol				Ballistic			
CC	RC	PW	LD	AC	WD	ST	MV	AR	
-	-	4	11	3	-	4	-	-	

Skimmer Gunner		HG-12 Pistol				Ballistic			
CC	RC	PW	LD	AC	WD	ST	MV	AR	
8	8	4	11	3	-	4	-	-	

Weapon		MG-90 HMG				Ballistic, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	14	None		

Special Rules: The gunner may for one action fire either the HMG in a 180 degree fire arc or his pistol in a 360 degree fire arc.



Strike Skimmer

Special Abilities
 Impenetrability - Models with Impenetrability have this increased ballistic load value already added to the AR value in their profile. Models with AV weapons will reduce their AR rating by the listed factor. Models with this Special Ability are completely immune to Natural, non-AV rated weapons.

Strike Kommandos - Model may take up to 2 Strike Kommandos as passengers at an additional 25 points each. The Kommandos activate as crew members, and may fire their SMG from the vehicle. If the vehicle has made a move action, they will suffer a -3 RC penalty.

Weapon Special Attributes

GT Offroad P 93

CC	RC	PW	LD	AC	WD	ST	MV	AR
-	-	-	-	-	5/3	-	5	24

Support Unit, required 1 model, vehicle
 Crew consists of 1 Driver and 1 Gunner

Special Abilities: Impenetrability



Equipment: MG-90 Mounted Heavy Machine Gun



GT Offroad Driver		HG-12 Pistol				Ballistic			
CC	RC	PW	LD	AC	WD	ST	MV	AR	
-	-	4	11	3	-	6	-	-	

GT Offroad Gunner		HG-12 Pistol				Ballistic			
CC	RC	PW	LD	AC	WD	ST	MV	AR	
-	10	5	13	3	-	6	-	-	

Weapon		MG-90 HMG				Ballistic, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	14	None		

Special Rules: The gunner may for one action fire either the HMG in a 90 degree fire arc or his pistol in a 360 degree fire arc.



GT Offroad

Special Abilities

Weapon Special Attributes

Strike Kommandos

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	4	11	3	1	4	4	17

Support Squad Specialist, optional up to 2 models/Skimmer, mortal

S	Z
2	

Special Abilities: Deadshot, Fast Shot: 3

Equipment: Dagger, MP-103 Hellblazer SMG



Weapon		MP-103 Hellblazer SMG				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
-1	2(x2)	0(x2)	-1	-	-	9		

Weapon		Dagger				Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA	
3	-	-	-	-	-	ST+2		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: The Kommandos activate as crew members, and may fire their SMG from the vehicle. If the vehicle has made a move action, they will suffer a -3 RC penalty.



ID Strike Kommandos

Special Abilities
Deadshot - Model may shoot into close combat without a LD or risk of hitting friendly models.

Fast Shot 3 - +3 to LD when attempting to shoot from Wait and -2 to LD when making Spot Checks

Weapon Special Attributes



ID

CC	RC	PW	LD	AC	WD	ST	MV	AR

Special Abilities:

Equipment:



Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID

Special Abilities

Weapon Special Attributes



ID

CC	RC	PW	LD	AC	WD	ST	MV	AR

Special Abilities:

Equipment:



Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID

Special Abilities

Weapon Special Attributes



ID

CC	RC	PW	LD	AC	WD	ST	MV	AR

Special Abilities:

Equipment:



Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules





ID


Special Abilities


Weapon Special Attributes





I D										P C	
CC	RC	PW	LD	AC	WD	ST	MV	AR			
										S Z	
Special Abilities:											
Equipment:											
BAUHAUS 											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules											


ID											0
Special Abilities											
Weapon Special Attributes											
											


I D										P C	
CC	RC	PW	LD	AC	WD	ST	MV	AR			
										S Z	
Special Abilities:											
Equipment:											
BAUHAUS 											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules											


ID											0
Special Abilities											
Weapon Special Attributes											
											


I D										P C	
CC	RC	PW	LD	AC	WD	ST	MV	AR			
										S Z	
Special Abilities:											
Equipment:											
BAUHAUS 											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules											


ID											0
Special Abilities											
Weapon Special Attributes											
											


I D										P C	
CC	RC	PW	LD	AC	WD	ST	MV	AR			
										S Z	
Special Abilities:											
Equipment:											
BAUHAUS 											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules											


ID											0
Special Abilities											
Weapon Special Attributes											
											


I D										P	C	
CC	RC	PW	LD	AC	WD	ST	MV	AR				
										S	Z	
Special Abilities:												
Equipment:												
BAUHAUS 												
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Special Rules												


ID												0
Special Abilities												
Weapon Special Attributes												
												


I D										P	C	
CC	RC	PW	LD	AC	WD	ST	MV	AR				
										S	Z	
Special Abilities:												
Equipment:												
BAUHAUS 												
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Special Rules												



ID												0
Special Abilities												
Weapon Special Attributes												
												



I D										P	C	
CC	RC	PW	LD	AC	WD	ST	MV	AR				
										S	Z	
Special Abilities:												
Equipment:												
BAUHAUS 												
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Special Rules												



ID												0
Special Abilities												
Weapon Special Attributes												
												



I D										P	C	
CC	RC	PW	LD	AC	WD	ST	MV	AR				
										S	Z	
Special Abilities:												
Equipment:												
BAUHAUS 												
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-	-					
Special Rules												



ID												0
Special Abilities												
Weapon Special Attributes												
												



ID Romanov Blitzers										P	25
Special Abilities										C	
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	4	11	3	1	5	3	19			
Elite Trooper, required 4-8 models, mortal										S	2
House Romanov										Z	
Special Abilities: Para-Deploy											
Equipment: MP-103 Machine Pistol											
											
Weapon MP-103 M-Pistol					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	9	None				
Weapon Special Attributes											
											



ID Romanov Blitzer Sergeant										P	34
Special Abilities										C	
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	9	5	12	3	1	5	3	19			
Elite Squad Leader, required 1/squad, mortal										S	2
House Romanov										Z	
Special Abilities: Demolition Training, Para-Deploy											
Equipment: AG-17 Panzerknacker Assault Rifle, MP-105 Machine Pistol											
											
Weapon AG-17 Panzerknacker AR					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	0	-2	-	11	None				
Can mount one optional Loadout											
Weapon MP-105 M-Pistol					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	2(x2)	-1	-	-	-	9	None				
Weapon Special Attributes											
											



ID Romanov Blitzer ML Specialist										P	43
Special Abilities										C	
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	4	11	3	1	5	3	19			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
House Romanov										Z	
Special Abilities: Para-Deploy											
Equipment: ATML-100 Firefist Rocket Launcher, MP-105 Machine Pistol											
											
Weapon ATML-100					Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-2	-3	-6	-	14(x2)	None				
Direct Fire Only, Optional AP rockets do Damage 10, Small Explosion Template											
Weapon MP-105 M-Pistol					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	2(x2)	-1	-	-	-	9	None				
Weapon Special Attributes											
											

ID Romanov Blitzer FT Specialist										P	41
Special Abilities										C	
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	5	11	3	1	5	3	19			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
House Romanov										Z	
Special Abilities: Para-Deploy											
Equipment: Gehenna Puker Flame Thrower											
											
Weapon Gehenna Puker FT					Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11	None				
Residual Damage, Medium Teardrop Template											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon Special Attributes											
											

ID Romanov Blitzer ML Specialist										P	43
Special Abilities										C	
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	4	11	3	1	5	3	19			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
House Romanov										Z	
Special Abilities: Para-Deploy											
Equipment: ATML-100 Firefist Rocket Launcher, MP-105 Machine Pistol											
											
Weapon ATML-100					Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-2	-3	-6	-	14(x2)	None				
Direct Fire Only, Optional AP rockets do Damage 10, Small Explosion Template											
Weapon MP-105 M-Pistol					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	2(x2)	-1	-	-	-	9	None				
Weapon Special Attributes											
											

ID Romanov Blitzer FT Specialist										P	41
Special Abilities										C	
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	5	11	3	1	5	3	19			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
House Romanov										Z	
Special Abilities: Para-Deploy											
Equipment: Gehenna Puker Flame Thrower											
											
Weapon Gehenna Puker FT					Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11	None				
Residual Damage, Medium Teardrop Template											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon Special Attributes											
											

ID Romanov Blitzer FT Specialist										P	41
Special Abilities										C	
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	5	11	3	1	5	3	19			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
House Romanov										Z	
Special Abilities: Para-Deploy											
Equipment: Gehenna Puker Flame Thrower											
											
Weapon Gehenna Puker FT					Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11	None				
Residual Damage, Medium Teardrop Template											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon Special Attributes											
											

ID Romanov Blitzer FT Specialist										P	41
Special Abilities										C	
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	5	11	3	1	5	3	19			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
House Romanov										Z	
Special Abilities: Para-Deploy											
Equipment: Gehenna Puker Flame Thrower											
											
Weapon Gehenna Puker FT					Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11	None				
Residual Damage, Medium Teardrop Template											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon Special Attributes											
											

ID Wolfhead Dragons P C 26

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	4	11	3	1	6	3	23

Elite Trooper, required 4-8 models, mortal
House Romanov

Special Abilities: Survival Training: 3



Equipment: AG-17 Panzerknacker Assault Rifle, Environment Suit

Weapon		AG-17 Panzerknacker AR			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	-1	0	0	-2	-	11		

Can mount one optional Loadout

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID Wolfhead Dragons

Special Abilities
Survival Training: 3 - +3 to saves against environmental effects

Weapon Special Attributes

Environment Suit: Adds +3 to Survival Training Related Saves

ID Wolfhead Dragon Sergeant P C 29

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	12	3	1	6	3	23

Elite Squad Leader, required 1/squad, mortal
House Romanov

Special Abilities: Survival Training: 3, Tactical Sense



Equipment: HG-14 Hagulsturm Shotgun

Weapon		HG-14 Shotgun			Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	8		

Shotgun Template, Cluster Effect 2

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Wolfhead Dragon Sergeant

Special Abilities
Survival Training: 3 - +3 to saves against environmental effects
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes

Environment Suit: Adds +3 to Survival Training Related Saves



ID Wolfhead Dragon RL Specialist P C 42

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	4	11	3	1	6	3	23

Elite Squad Specialist, optional up to 2/squad, mortal
House Romanov

Special Abilities: Survival Training: 3



Equipment: ARG-17 Rocket Launcher, HG-12 Pistol

Weapon		ARG-17 Rocket Launcher			Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-3	-4	-5	-	13(x2)	Direct Fire	

Optional AP rockets do DAM 10, Small Explosion Template

Weapon		HG-12 Pistol			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1	1	-	-	-	9	None	

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID Wolfhead Dragon RL Specialist

Special Abilities
Survival Training: 3 - +3 to saves against environmental effects

Weapon Special Attributes

Environment Suit: Adds +3 to Survival Training Related Saves

ID Wolfhead Dragon Captain P C 45

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	11	5	13	3	2	6	3	23

Individual Squad Linked Officer, limit 1/WDragon squad, mortal
House Romanov

Special Abilities: Survival Training, Tactical Sense, Unit Commander



Equipment: MG-50 Light Machine Gun, HG-12 Pistol, Environment Suit

Weapon		AG-17 Panzerknacker AR			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	-1	0	0	-2	-	11		

Can mount one optional Loadout

Weapon		P-60 Punisher			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	+2	+1	-	-	-	9		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Wolfhead Dragon Captain

Special Abilities
Survival Training: 3 - +3 to saves against environmental effects
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Jaeger unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Jaeger unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes

Environment Suit: Adds +3 to Survival Training Related Saves



Viktor Battlesuits

P C 57

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	4	10	3	3	11	3	23

Elite Trooper, required 2-4 models, mortal
House Romanov

S Z 3

Special Abilities: Tactical Sense



BAUHAUS

Equipment: Ironhand Pneumatic Fist, VA-74a Mounted Autocannon

Weapon		Ironhand Fist			Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	-	-	-	-	-	ST+3	AV-2	

Weapon		VA-74a Autocannon			Ballistic, Concussive, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	2(x2)	1(x2)	-	-	15		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage.



ID Viktor Battlesuits

Special Abilities
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes

Viktor RLP

P C 69

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	4	10	3	3	11	3	23

Elite Squad Specialist, optional up to 1/Viktor Squad, Mortal
House Romanov

S Z 3

Special Abilities: Tactical Sense



BAUHAUS

Equipment: Ironhand Pneumatic Fist, MG-90 Mounted HMG, AT-V28 Rocket Pods Launcher

Weapon		Ironhand Fist			Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	-	-	-	-	-	ST+3	AV-2	

Weapon		VA-74a Autocannon			Ballistic, Concussive, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	2(x2)	1(x2)	-	-	15		

Weapon		AT-V28 RL			Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	2(x2)	1(x2)	-	-	13(x2)		

Direct Fire Only, Cannot fire optional AP Rockets
Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage.



Haupt Kaptain Konrad von Juntz

P C 58

CC	RC	PW	LD	AC	WD	ST	MV	AR
11	11	5	14	3	3	6	3	21

Individual Force Commander, limit 1 / army, mortal
House Romanov

S Z 2

Special Abilities: Force Commander, Inspiration: 2, Strategic Insight, Tactical Sense



BAUHAUS

Equipment: Bergdahl Stonecleaver Light Machine Gun, Environment Suit, HG-12 Pistol

Weapon		Bergdahl LMG			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	3(x3)	2(x2)	1	-	-	11	None	

Weapon		HG-12 Pistol			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1	1	-	-	-	9	None	

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID Haupt Kaptain Konrad von Juntz

Special Abilities
Strategic Insight - Gains a +2 to Initiative checks.
Inspiration 2 - +2 to LD of all friendly models within command radius
Force Commander - Can activate any friendly unit where squad leader is in LOS, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance. May allow

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes
Environment Suit: Adds +3 to Survival Training Related Saves

ID

CC	RC	PW	LD	AC	WD	ST	MV	AR

Special Abilities:

Equipment:


Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules





ID Blitzers										P	28	
Special Abilities												
Demolition Training - Can Purchase Demolition Charge Load-Outs												
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77												
CC	RC	PW	LD	AC	WD	ST	MV	AR				
9	9	4	10	3	1	4	4	18				
Elite Trooper, required 4-8 models, mortal										S	2	
House Richthausen										Z		
Special Abilities: Demolition Training, Para-Deploy												
												
Equipment: AG-17 Panzerknacker Assault Rifle, MP-105 Machine Pistol												
BAUHAUS												
Weapon		AG-17 Panzerknacker AR				Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA					
-3	-1	0	0	-2	-	11						
Can mount one optional Loadout												
Weapon		MP-105 M-Pistol				Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA					
0	2(x2)	-1	-	-	-	9	None					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-						
Special Rules												


ID Blitzers											
Special Abilities											
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Weapon Special Attributes											
											


ID Blitzer Sergeant										P	31	
Special Abilities												
Demolition Training - Can Purchase Demolition Charge Load-Outs												
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77												
CC	RC	PW	LD	AC	WD	ST	MV	AR				
9	10	4	11	3	1	4	4	18				
Elite Squad Leader, required 1/squad, mortal										S	2	
House Richthausen										Z		
Special Abilities: Demolition Training, Para-Deploy												
												
Equipment: AG-17 Panzerknacker Assault Rifle, MP-105 Machine Pistol												
BAUHAUS												
Weapon		AG-17 Panzerknacker AR				Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA					
-3	-1	0	0	-2	-	11						
Can mount one optional Loadout												
Weapon		MP-105 M-Pistol				Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA					
0	2(x2)	-1	-	-	-	9	None					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-						
Special Rules												

ID Blitzer Sergeant											
Special Abilities											
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Weapon Special Attributes											
											

ID Blitzer PGL Specialist										P	39	
Special Abilities												
Demolition Training - Can Purchase Demolition Charge Load-Outs												
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77												
CC	RC	PW	LD	AC	WD	ST	MV	AR				
9	9	4	10	3	1	4	4	18				
Elite Squad Specialist, optional up to 2/squad, mortal										S	2	
House Richthausen										Z		
Special Abilities: Demolition Training, Para-Deploy												
												
Equipment: GL-357 Wrist-Mounted Grenade Launcher, MP-105 Machine Pistol												
BAUHAUS												
Weapon		GL-357 PGL				Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-3	-4	-	-	7	None					
Direct Fire Only, Small Explosion Template												
Weapon		MP-105 M-Pistol				Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA					
0	2(x2)	-1	-	-	-	9	None					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-						
Special Rules												

ID Blitzer PGL Specialist											
Special Abilities											
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Weapon Special Attributes											
											

ID Blitzer Captain										P	56	
Special Abilities												
Demolition Training - Can Purchase Demolition Charge Load-Outs												
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77												
CC	RC	PW	LD	AC	WD	ST	MV	AR				
9	10	5	13	3	2	4	4	19				
Individual Squad Linked Officer, limit 1/Blitzer Squad, mortal										S	2	
House Richthausen										Z		
Special Abilities: Demolition Training, Para-Deploy, Tactical Sense, Unit Commander												
												
Equipment: Gehenna Puker Flamethrower, MP-105 Machine Pistol												
BAUHAUS												
Weapon		Gehenna Puker FT				Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	11						
Residual Damage, Medium Teardrop Template												
Weapon		MP-105 M-Pistol				Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA					
0	2(x2)	-1	-	-	-	9	None					
Weapon												
CC	PB	SR	MR	LR	ER	DAM	SA					
-	-	-	-	-	-	-						
Special Rules												

ID Blitzer Captain											
Special Abilities											
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.											
Unit Commander - Can activate any Blitzer unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Blitzer unit. For 1 action point the commander may Rally any friendly unit within command distance.											
Weapon Special Attributes											
Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.											
											

Jaegers

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	10	3	1	5	3	20

Elite Trooper, required 4-8 models, mortal

House Richthausen

Special Abilities: Climb, Infiltrate



Equipment: AG-17 Panzerknacker Assault Rifle, HG-12 Pistol

Weapon	AG-17 Panzerknacker AR	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-3	-1	0	0	-2	-	11	

Can mount one optional Loadout

Weapon	HG-12 Pistol	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
0	1	1	-	-	-	9	None

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
	-	-	-	-	-	-	-	

Special Rules

Jaeger HMG Specialist

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	10	3	1	5	3	20

Elite Squad Specialist, optional up to 3/squad, mortal

House Richthausen

Special Abilities: Climb, Infiltrate



Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol

Weapon	MG-80 HMG	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-4	3(x3)	1(x2)	0	-	-	14	None

Weapon	HG-12 Pistol	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
0	1	1	-	-	-	9	None

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
	-	-	-	-	-	-	-	

Special Rules

Jaegers

Special Abilities

Climb - Model can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. Model still makes a climbing check, a 20 results in Lost Action only.

Infiltrate - Unit is deployed after all other models are deployed and reconnaissance checks are made. May be deployed anywhere except within enemy deployment zone or 12' from enemy. Models may be placed within LOS of enemy as long as they are in cover or deployed under MP.

Weapon Special Attributes



Jaeger Sergeant

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	11	3	1	5	3	21

Elite Squad Leader, required 1/squad, mortal

House Richthausen

Special Abilities: Climb, Infiltrate



Equipment: AG-17 Panzerknacker Assault Rifle, HG-12 Pistol

Weapon	AG-17 Panzerknacker AR	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-3	-1	0	0	-2	-	11	

Can mount one optional Loadout

Weapon	HG-12 Pistol	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
0	1	1	-	-	-	9	None

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
	-	-	-	-	-	-	-	

Special Rules

Jaeger Sergeant

Special Abilities

Climb - Model can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. Model still makes a climbing check, a 20 results in Lost Action only.

Infiltrate - Unit is deployed after all other models are deployed and reconnaissance checks are made. May be deployed anywhere except within enemy deployment zone or 12' from enemy. Models may be placed within LOS of enemy as long as they are in cover or deployed under MP.

Weapon Special Attributes



Jaeger HMG Specialist

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	10	3	1	5	3	20

Elite Squad Specialist, optional up to 3/squad, mortal

House Richthausen

Special Abilities: Climb, Infiltrate



Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol

Weapon	MG-80 HMG	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-4	3(x3)	1(x2)	0	-	-	14	None

Weapon	HG-12 Pistol	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
0	1	1	-	-	-	9	None

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
	-	-	-	-	-	-	-	

Special Rules

Jaeger HMG Specialist

Special Abilities

Climb - Model can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. Model still makes a climbing check, a 20 results in Lost Action only.

Infiltrate - Unit is deployed after all other models are deployed and reconnaissance checks are made. May be deployed anywhere except within enemy deployment zone or 12' from enemy. Models may be placed within LOS of enemy as long as they are in cover or deployed under MP.

Weapon Special Attributes



Jaeger Captain

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	12	5	15	3	2	5	3	21

Individual Squad Linked Officer, limit 1/Jaeger Squad, mortal

House Richthausen

Special Abilities: Climb, Infiltrate, Tactical Sense, Unit Commander



Equipment: AG-17 Panzerknacker Assault Rifle, P-60 Punisher Handgun

Weapon	AG-17 Panzerknacker AR	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
-3	-1	0	0	-2	-	11	

Can mount one optional Loadout

Weapon	P-60 Punisher	Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA
0	+2	+1	-	-	-	9	

Weapon	CC	PB	SR	MR	LR	ER	DAM	SA
	-	-	-	-	-	-	-	

Special Rules

Jaeger Captain

Special Abilities

Climb - Model can Climb at their normal movement rate per Action, and never risk the chance of falling and taking damage. Model still makes a climbing check, a 20 results in Lost Action only.

Infiltrate - Unit is deployed after all other models are deployed and reconnaissance checks are made. May be deployed anywhere except within enemy deployment zone or 12' from enemy. Models may be placed within LOS of enemy as long as they are in cover or deployed under MP.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Jaeger unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Jaeger unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes




Vulkan Battlesuits

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	4	10	3	2	10	3	24

Elite Trooper, required 2-4 models, mortal
House Richthausen

Special Abilities:




Equipment: Ironhand Pneumatic Fist, MG-90 Mounted HMG

Weapon		Ironhand Fist			Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	-	-	-	-	-	ST+3	AV-2	

Weapon		MG-90 Mounted HMG			Ballistic, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	14		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage.



Vulkan Battlesuits

Special Abilities

Weapon Special Attributes




Vulkan Sergeant

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	11	4	11	3	2	10	3	24

Elite Squad Leader, required 1/Vulkan Squad, Mortal
House Richthausen

Special Abilities: Tactical Sense




Equipment: Ironhand Pneumatic Fist, MG-90 Mounted HMG

Weapon		Ironhand Fist			Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	-	-	-	-	-	ST+3	AV-2	

Weapon		MG-90 Mounted HMG			Ballistic, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	14		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules: Vulnerable to radiant energy attacks. Suffers +2 Damage.




Vulkan Sergeant

Special Abilities

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes




Security Specialist Henrick Wolfe

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	13	3	4	5	3	20

Individual Force Commander, limit 1 per army, mortal
House Richthausen

Special Abilities: Counter Insurgency, Force Commander




Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, MP-105 Machine Pistol

Weapon		AG-17 Panzerknacker AR			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	-1	0	0	-2	-	11		

Weapon		GW-170 UBGL			Variable			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	0	0	-	-	-	-	ROF 1/turn	

Weapon		MP-105 M-Pistol			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	2(x2)	-1	-	-	-	9	None	

Special Rules




Security Specialist Henrick Wolfe

Counter Insurgency - Model is deployed without deployment card. During the first turn, all friendly models within command distance are prevented from being identified by enemy recon units or spotting attempts.

Force Commander - Can activate any friendly unit where squad leader is in LOS, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance. May allow off-board support.

Weapon Special Attributes



Security Specialist Henrick Wolfe

CC	RC	PW	LD	AC	WD	ST	MV	AR

Special Abilities:

Equipment:




Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		


Special Rules



Security Specialist Henrick Wolfe

Special Abilities

Weapon Special Attributes

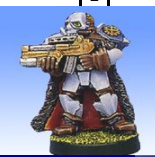


Venusian Rangers

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	12	3	1	5	3	21

Elite Trooper, required 4-8 models, mortal
House Saggielli

Special Abilities: Resolve: 3, Survival Training: 3



Equipment: AG-17 Panzerknacker Assault Rifle

Weapon		AG-17 Panzerknacker AR			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	-1	0	0	-2	-	11		

Can mount one optional Loadout

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

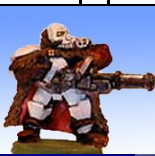
Special Rules

Venusian Ranger HMG Specialist

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	12	3	1	5	3	21

Elite Squad Specialist, optional up to 2/squad, mortal
House Saggielli

Special Abilities: Resolve: 3, Survival Training: 3



Equipment: MG-80 Heavy Machine Gun, HG-12 Pistol

Weapon		MG-80 HMG			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
-4	3(x3)	1(x2)	0	-	-	14	None	

Weapon		HG-12 Pistol			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1	1	-	-	-	9	None	

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Venusian Rangers

Special Abilities
Resolve: 3 - +3 to LD when making Morale Checks
Survival Training: 3 - +3 to saves against environmental effects

Weapon Special Attributes



Venusian Ranger Sergeant

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	5	13	3	1	5	3	22

Elite Squad Leader, required 1/squad, mortal
House Saggielli

Special Abilities: Resolve: 3, Survival Training: 3, Tactical Sense



Equipment: HG-14 Hagulsturm Shotgun

Weapon		HG-14 Shotgun			Rending			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	8		

Shotgun Template, Cluster Effect 2

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID Venusian Ranger Sergeant

Special Abilities
Resolve: 3 - +3 to LD when making Morale Checks
Survival Training: 3 - +3 to saves against environmental effects
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes



Venusian Ranger FT Specialist

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	8	5	12	3	1	5	3	21

Elite Squad Specialist, optional up to 2/squad, mortal
House Saggielli

Special Abilities: Resolve: 3, Survival Training: 3

Equipment: Gehenna Puker Flamethrower, HG-12 Pistol

Weapon		Gehenna Puker FT			Radiant			
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	11		

Residual Damage, Medium Teardrop Template

Weapon		HG-12 Pistol			Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA	
0	1	1	-	-	-	9	None	

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules


ID Venusian Ranger FT Specialist


Special Abilities
Resolve: 3 - +3 to LD when making Morale Checks
Survival Training: 3 - +3 to saves against environmental effects

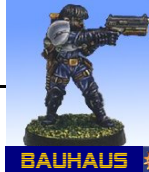
Weapon Special Attributes


Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.





Etoiles Mortants										P	26
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	5	12	3	1	4	4	18			
Elite Trooper, required 4-8 models, mortal										S	2
House Sagielli										Z	
Special Abilities: Group Assault, Secondary Attack											
											
P-60 Punisher Handgun, Punisher Short Sword											
Weapon P-60 Punisher										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	+2	+1	-	-	-	9					
Weapon Punisher Short Sword										Slashing	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											


ID Etoiles Mortants									
Special Abilities									
Group Assault - Model receives a +1 CC and +1 DM to a Strike Action for every friendly model that is in Base Contact with the enemy model. In addition to Multiple Attacker Bonus, Max +4/+4.									
Secondary Attack - Models may make a CC attack with their primary weapon and a another attack (at -4 to CC) with their secondary weapon.									
Weapon Special Attributes									
									


Etoiles Mortant Sergeant										P	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
12	9	6	13	3	1	4	4	18			
Elite Squad Leader, required 1/squad, mortal										S	2
House Sagielli										Z	
Special Abilities: Group Assault, Secondary Attack, Tactical Sense											
											
P-60 Punisher Handgun, Punisher Short Sword											
Weapon P-60 Punisher										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	+2	+1	-	-	-	9					
Weapon Punisher Short Sword										Slashing	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID Etoiles Mortant Sergeant									
Special Abilities									
Group Assault - Model receives a +1 CC and +1 DM to a Strike Action for every friendly model that is in Base Contact with the enemy model. In addition to Multiple Attacker Bonus, Max +4/+4.									
Secondary Attack - Models may make a CC attack with their primary weapon and a another attack (at -4 to CC) with their secondary weapon.									
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.									
Weapon Special Attributes									
									

Etoiles Mortant FT Specialist										P	41
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	5	12	3	1	4	4	18			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
House Sagielli										Z	
Special Abilities: Group Assault, Secondary Attack											
											
P-60 Punisher Handgun, J-88 Light Flame Thrower											
Weapon P-60 Punisher										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	+2	+1	-	-	-	9					
Weapon J-88 LFT										Radiant	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	9					
Residual Damage, Small Template											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID Etoiles Mortant FT Specialist									
Special Abilities									
Group Assault - Model receives a +1 CC and +1 DM to a Strike Action for every friendly model that is in Base Contact with the enemy model. In addition to Multiple Attacker Bonus, Max +4/+4.									
Secondary Attack - Models may make a CC attack with their primary weapon and a another attack (at -4 to CC) with their secondary weapon.									
Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.									
Weapon Special Attributes									
									

Etoiles Mortant Grenadier										P	33
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	5	12	3	1	4	4	18			
Elite Squad Specialist, optional up to 2/squad, mortal										S	2
House Sagielli										Z	
Special Abilities: Group Assault, Secondary Attack											
											
P-60 Punisher Handgun, Punisher Short Sword, AP-Grenades											
Weapon P-60 Punisher										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	+2	+1	-	-	-	9					
Weapon J-88 LFT										Radiant	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	9					
Residual Damage, Small Template											
Weapon AP-Grenades										Concussive	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-2	-3	-	-	-	8					
Indirect Fire, Small Explosion Template											
Special Rules											

ID Etoiles Mortant Grenadier									
Special Abilities									
Group Assault - Model receives a +1 CC and +1 DM to a Strike Action for every friendly model that is in Base Contact with the enemy model. In addition to Multiple Attacker Bonus, Max +4/+4.									
Secondary Attack - Models may make a CC attack with their primary weapon and a another attack (at -4 to CC) with their secondary weapon.									
Weapon Special Attributes									
									

Venusian Ranger Captain P C 40

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	11	6	13	3	2	5	3	22

Individual Squad Linked Officer, limit 1/Ranger Squad, mortal
House Saggielli

Special Abilities: Resolve: 3, Survival Training: 3, Tactical Sense, Unit Commander



Equipment: HG-14 Hagulsturm Shotgun, MP-105 Machine Pistol

Weapon		HG-14 Shotgun				Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	8			

Shotgun Template, Cluster Effect 2

Weapon		MP-105 M-Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2(x2)	-1	-	-	-	9	None		

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules

ID Venusian Ranger Captain

Special Abilities
Resolve: 3 - +3 to LD when making Morale Checks
Survival Training: 3 - +3 to saves against environmental effects
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Mounted Hussar unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Mounted unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes



Venusian Marshal P C 66

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	12	6	14	3	4	6	-	22

Individual Force Commander, limit 1 per army, mortal
House Saggielli

Special Abilities: Force Commander, Hate: 3, Strategic Insight, Tactical Sense

Equipment: AG-17 Panzerknacker Assault Rifle with GW-170 UBGL, MP-105 Machine Pistol

Sub-Albanian Horse, 1 required per Venusian Ranger, beast

CC	RC	PW	LD	AC	WD	ST	MV	SZ
7	-	-	-	3	-	-	4	2

Special Abilities: Natural Attack (7)

Weapon		AG-17 Panzerknacker AR				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-3	-1	0	0	-2	-	11			

Can mount one optional Loadout

Weapon		GW-170 UBGL				Variable			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	0	0	-	-	-	-		ROF 1/turn	

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon		MP-105 M-Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2(x2)	-1	-	-	-	9	None		



ID Venusian Marshal

Special Abilities
Force Commander - Can activate any friendly unit where squad leader is in LOS, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance. May allow off-board support.

Hate 3 - +3 to LD when making Morale Checks against Dark Legion Necrobiotics. Will not willingly break from combat with Dark Legion Necrobiotics.

Strategic Insight - Gains a +2 to Initiative checks.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Special Rules (Venusian Marshal): Hates Dark Legion Necrobiotics
Special Rules (Sub-Albanian Horse): Natural Attack is a Kick.



Etoiles Mortant Captain P C 40

CC	RC	PW	LD	AC	WD	ST	MV	AR
12	10	10	14	3	3	5	4	19

Individual Squad Linked Officer, limit 1/Mortant Squad, mortal
House Saggielli

Special Abilities: Group Assault, Secondary Attack, Tactical Sense, Unit Commander



P-60 Punisher Handgun, Punisher Short Sword

Weapon		P-60 Punisher				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	+2	+1	-	-	-	9			

Weapon		Punisher Short Sword				Slashing			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+4			

Weapon									
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-	-	-	-	-			

Special Rules: May select up to one power from the Art of Mentalism.

ID Etoiles Mortant Captain

Special Abilities
Group Assault - Model receives a +1 CC and +1 DM to a Strike Action for every friendly model that is in Base Contact with the enemy model. In addition to Multiple Attacker Bonus, Max +4/+4.

Secondary Attack - Models may make a CC attack with their primary weapon and a another attack (at -4 to CC) with their secondary weapon.

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Mounted Hussar unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Mounted unit. For 1 action point the commander may Rally any friendly unit within command distance.

Weapon Special Attributes



HMG-85/T P C 43

CC	RC	PW	LD	AC	WD	ST	MV	AR
8	10	4	12	3	2	4	-	21

Special Abilities: Tactical Sense

Equipment: HMG-85/t Mounted HMG, HG-12 Pistol

Weapon		HG-12 Pistol				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	1	-	-	-	9	None		

HMG-85T Mounted Machine Gun

CC	RC	PW	LD	AC	WD	ST	MV	SZ
-	-	-	-	3	-	-	2	2

Weapon		HMG-85/t HMG				Ballistic, Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	+0(x2)	+3(x3)	+2(x2)	-1(x2)	-	14			

Special Rules

ID HMG-85/T

Special Abilities
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Weapon Special Attributes



Mounted Hussars

P C 51

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	9	4	9	3	3	5	-	21

Elite Trooper, required 1-2 models, mortal
House Bernheim

S Z 2

Special Abilities: Guerilla Training, Survival Training: 2
Equipment: MP-105 Machine Pistol, Machete, S-34 Thermite Lance
Mount, 1 required per Mounted Hussar, beast

CC	RC	PW	LD	AC	WD	ST	MV	SZ
11	-	-	-	3	-	8	5	3

Special Abilities: Natural Attack (10), Predator Senses: 6

Weapon		MP-105 M-Pistol					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2(x2)	-1	-	-	-	9	None		

Weapon		Machete					Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+4			

Weapon		S-34 Thermite Lance					Concussive		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+6	AV-4		

Usable only on a Charge, Use Mount's Strength
Special Rules: Natural Attack is a bite. May automatically break from CC.



ID Mounted Hussars

Special Abilities

Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Predator Senses: 6 - Bonus of +6 when making Spot checks against enemy units who are closer than 7" away.

Survival Training 2 - +2 to saves against environmental effects



Mounted Hussar Sergeant

P C 55

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	9	5	11	3	3	5	-	21

Elite Squad Leader, required 1/squad, mortal
House Bernheim

S Z 2

Special Abilities: Guerilla Training, Survival Training: 2, Tactical Sense
Equipment: MP-105 Machine Pistol, Machete, S-34 Thermite Lance
Mount, 1 required per Mounted Hussar, beast

CC	RC	PW	LD	AC	WD	ST	MV	SZ
11	-	-	-	3	-	8	5	3

Special Abilities: Natural Attack (10), Predator Senses: 6

Weapon		MP-105 M-Pistol					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2(x2)	-1	-	-	-	9	None		

Weapon		Machete					Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+4			

Weapon		S-34 Thermite Lance					Concussive		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+6	AV-4		

Usable only on a Charge, Use Mount's Strength
Special Rules: Natural Attack is a bite. May automatically break from CC.



ID Mounted Hussar Sergeant

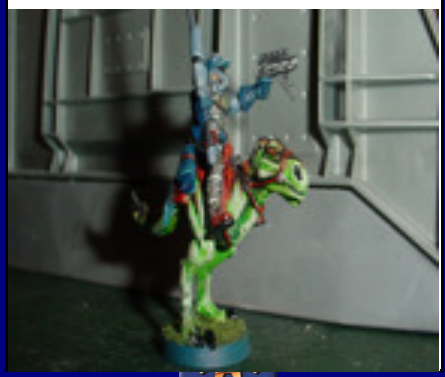
Special Abilities

Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Predator Senses: 6 - Bonus of +6 when making Spot checks against enemy units who are closer than 7" away.

Survival Training 2 - +2 to saves against environmental effects

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.



Mounted Hussar Bannerman

P C 53

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	9	4	10	3	3	5	-	21

Elite Squad Specialist, optional up to 1/squad, mortal
House Bernheim

S Z 2

Special Abilities: Guerilla Training, Inspiration: 3, Survival Training: 2
Equipment: MP-105 Machine Pistol, Machete, S-34 Thermite Lance
Mount, 1 required per Mounted Hussar, beast

CC	RC	PW	LD	AC	WD	ST	MV	SZ
11	-	-	-	3	-	8	5	3

Special Abilities: Natural Attack (10), Predator Senses: 6

Weapon		MP-105 M-Pistol					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2(x2)	-1	-	-	-	9	None		

Weapon		Machete					Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+4			

Weapon		S-34 Thermite Lance					Concussive		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+6	AV-4		

Usable only on a Charge, Use Mount's Strength
Special Rules: Natural Attack is a bite. May automatically break from CC.



ID Mounted Hussar Bannerman

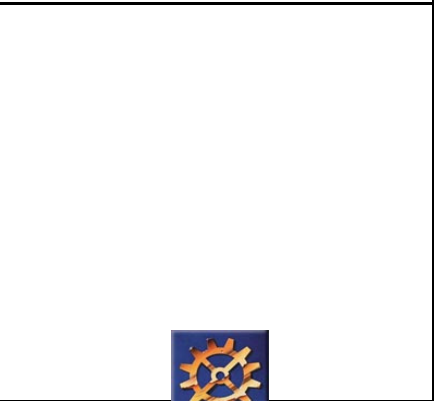
Special Abilities

Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Predator Senses: 6 - Bonus of +6 when making Spot checks against enemy units who are closer than 7" away.

Survival Training 2 - +2 to saves against environmental effects

Inspiration 3 - +3 to LD of all friendly models within command radius.



Mounted Hussar Captain

P C 61

CC	RC	PW	LD	AC	WD	ST	MV	AR
11	9	5	12	3	3	4	-	21

Elite Squad Specialist, optional up to 1/squad, mortal
House Bernheim

S Z 2

Special Abilities: Guerilla Training, Survival Training: 2, Tactical Sense, Unit Commander

Equipment: Dueling Saber, MP-105 Machine Pistol, Rebreather Mask, S-34 Thermite Lance

Mount, 1 required per Mounted Hussar, beast

CC	RC	PW	LD	AC	WD	ST	MV	SZ
11	-	-	-	3	-	8	5	3

Special Abilities: Natural Attack (10), Predator Senses: 6

Weapon		MP-105 M-Pistol					Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	2(x2)	-1	-	-	-	9	None		

Weapon		Dueling Saber					Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA		
2	-	-	-	-	-	ST+5			

Weapon		S-34 Thermite Lance					Concussive		
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+6	AV-4		

Usable only on a Charge, Use Mount's Strength
Gear: Rebreather Mask
Adds +2 to Survival Training Related Saves

ID Mounted Hussar Captain

Special Abilities

Guerilla Training - Deploy these units in the open, once all deployment has completed, they may be repositioned anywhere within the friendly DZ. Also get -1 RC to enemy attempting to shoot while this unit is under cover.

Predator Senses: 6 - Bonus of +6 when making Spot checks against enemy units who are closer than 7" away.

Survival Training 2 - +2 to saves against environmental effects

Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.

Unit Commander - Can activate any Mounted Hussar unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Mounted unit. For 1 action point the commander may Rally any friendly unit within command distance.

Special Rules: Natural Attack is a bite. May automatically break from CC.




Jungle Kommandos

P C 29

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	7	4	10	3	1	4	4	18

Elite Trooper, required 4-8 models, mortal
House Bernheim

Special Abilities: Ambush, Camouflage: 2



Equipment: AZ-60 Rotary Shotgun, Machete

Weapon		AZ-60 Rotary Shotgun		Rending			
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	11	

Autoshotgun Template Cluster Effect 5

Weapon		Machete		Slashing			
CC	PB	SR	MR	LR	ER	DAM	SA
0	-	-	-	-	-	ST+4	

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Special Rules



ID Jungle Kommandos

Special Abilities
Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.
Camouflage: 2 - when in cover, enemy models get -2 to RC attacks and 2 to LD when making Spot Checks

Weapon Special Attributes


Jungle Kommando Sergeant

P C 31

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	8	4	11	3	1	4	4	18

Elite Squad Leader, required 1/squad, mortal
House Bernheim

Special Abilities: Ambush, Camouflage: 2



Equipment: AZ-60 Rotary Shotgun with GW-170 UBGL, Machete

Weapon		AZ-60 Rotary Shotgun		Rending			
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	11	

Autoshotgun Template Cluster Effect 5

Weapon		GW-170 UBGL		Variable			
CC	PB	SR	MR	LR	ER	DAM	SA
-	0	0	-	-	-	-	ROF 1/turn

ROF: 1/turn, Direct Fire, Support Munitions Only

Weapon		Machete		Slashing			
CC	PB	SR	MR	LR	ER	DAM	SA
0	-	-	-	-	-	ST+4	

Special Rules



ID Jungle Kommando Sergeant

Special Abilities
Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.
Camouflage: 2 - when in cover, enemy models get -2 to RC attacks and 2 to LD when making Spot Checks

Weapon Special Attributes

Johan Emigholtz

P C 82

CC	RC	PW	LD	AC	WD	ST	MV	AR
12	11	5	16	3	4	6	-	21

Individual Force Commander, limit 1 / army, mortal
House Bernheim

Special Abilities: Dire Rating: 2, Division Commander, Execution, Secondary Attack, Survival Training: 2
Equipment: Dueling Saber, MP-105 Machine Pistol, S-34 Thermite Lance

Mount, 1 required per Mounted Hussar, beast

CC	RC	PW	LD	AC	WD	ST	MV	SZ
11	-	-	-	3	-	8	5	3

Special Abilities: Natural Attack (10), Predator Senses: 6

Weapon		MP-105 M-Pistol		Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA
0	2(x2)	-1	-	-	-	9	None

Weapon		Dueling Saber		Slashing			
CC	PB	SR	MR	LR	ER	DAM	SA
2	-	-	-	-	-	ST+5	

Weapon		S-34 Thermite Lance		Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA
0	-	-	-	-	-	ST+6	AV-4

Usable only on a Charge, Use Mount's Strength
Special Rules: Natural Attack is a bite. May automatically break from CC.



ID Johan Emigholtz

Special Abilities
Dire Rating 2 - Enemy models within 2" must -2 from their LD checks
Division Commander - Can activate any friendly unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any friendly unit. For 1 action point the commander may Rally any friendly unit within command distance.

Execution - If the Executioner wounds a friendly model that is currently suffering from a Morale Effect then ALL friendly models will automatically Rally. The Executioner need not make a Morale Check to attack a friendly model in this case.

Predator Senses: 6 - Bonus of +6 when making Spot checks against enemy units who are closer than 7" away.

Secondary Attack - Model may make a CC attack with Primary Weapon and an additional attack with their Secondary Weapon at a -4 to CC. Must select Primary weapon first.

Survival Training 2 - +2 to saves against environmental effects



Johan Emigholtz

P C 0

CC	RC	PW	LD	AC	WD	ST	MV	AR

Special Abilities:

Equipment:

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Weapon							
CC	PB	SR	MR	LR	ER	DAM	SA
-	-	-	-	-	-	-	

Special Rules



Strike Kommandos P C 25

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	4	11	3	1	4	4	17

Elite Trooper, required 4-8 models, mortal

House Bernheim S Z 2

Special Abilities: Deadshot, Fast Shot: 3

Equipment: Dagger, MP-103 Hellblazer SMG



Weapon		MP-103 Hellblazer SMG				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
-1	2(x2)	0(x2)	-1	-	-	9		

Weapon		Dagger				Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA	
3	-	-	-	-	-	ST+2		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID Strike Kommandos

Special Abilities
Deadshot - Model may shoot into close combat without a LD or risk of hitting friendly models.

Fast Shot 3 - +3 to LD when attempting to shoot from Wait and -2 to LD when making Spot Checks

Weapon Special Attributes

Strike Kommando Sergeant P C 26

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	4	11	3	1	4	4	17

Elite Squad Leader, required 1/squad, mortal

House Bernheim S Z 2

Special Abilities: Deadshot, Fast Shot: 3

Equipment: Dagger, HG-14 Hagulsturm Shotgun



Weapon		HG-14 Shotgun				Rending		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	8		

Shotgun Template, Cluster Effect 2

Weapon		Dagger				Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA	
3	-	-	-	-	-	ST+2		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID Strike Kommando Sergeant

Special Abilities
Deadshot - Model may shoot into close combat without a LD or risk of hitting friendly models.

Fast Shot 3 - +3 to LD when attempting to shoot from Wait and -2 to LD when making Spot Checks

Weapon Special Attributes

Strike Kommando LMG Specialist P C 33

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	4	11	3	1	4	4	17

Elite Squad Specialist, optional up to 3 per squad, mortal

House Bernheim S Z 2

Special Abilities: Deadshot, Fast Shot: 3

Equipment: Bergdahl Stonecleaver Light Machine Gun, Dagger



Weapon		Bergdahl LMG				Ballistic		
CC	PB	SR	MR	LR	ER	DAM	SA	
-3	3(x3)	2(x2)	1	-	-	11	None	

Weapon		Dagger				Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA	
3	-	-	-	-	-	ST+2		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules



ID Strike Kommando LMG Specialist

Special Abilities
Deadshot - Model may shoot into close combat without a LD or risk of hitting friendly models.

Fast Shot 3 - +3 to LD when attempting to shoot from Wait and -2 to LD when making Spot Checks

Weapon Special Attributes

Strike Kommando FT Specialist P C 39

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	10	4	11	3	1	4	4	17

Elite Squad Specialist, optional up to 3 per squad, mortal

House Bernheim S Z 2

Special Abilities: Deadshot, Fast Shot: 3

Equipment: Dagger, Gehenna Puker Flamethrower



Weapon		Gehenna Puker FT				Radiant		
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	11		

Residual Damage, Medium Teardrop Template

Weapon		Dagger				Slashing		
CC	PB	SR	MR	LR	ER	DAM	SA	
3	-	-	-	-	-	ST+2		

Weapon								
CC	PB	SR	MR	LR	ER	DAM	SA	
-	-	-	-	-	-	-		

Special Rules

ID Strike Kommando FT Specialist


Special Abilities
Deadshot - Model may shoot into close combat without a LD or risk of hitting friendly models.


Fast Shot 3 - +3 to LD when attempting to shoot from Wait and -2 to LD when making Spot Checks


Weapon Special Attributes


Residual Damage - when a Residual Damage Attack hits a model, it must continue making AR rolls until the model dies or a successful AR roll is made.





ID Jungle Kommando TRS Specialist										P	30
Special Abilities										C	
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	4	10	3	1	4	4	18			
Elite Squad Specialist, up to 3/squad, mortal										S	2
House Bernheim										Z	
Special Abilities: Ambush, Camouflage: 2											
Equipment: AZ-61 Twin Rotary Shotgun, Machete											
											
Weapon		AZ-61 Rotary Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	12					
Autoshotgun Template Cluster Effect 6											
Weapon		Machete				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											


ID Jungle Kommando TRS Specialist										P	
Special Abilities										C	
Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.											
Camouflage: 2 - when in cover, enemy models get -2 to RC attacks and 2 to LD when making Spot Checks											
Weapon Special Attributes											
											

ID Jungle Kommando Kaptain										P	52
Special Abilities										C	
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	10	5	15	3	3	5	4	19			
Individual squad linked officer, limit 1 per Kommando Squad,										S	2
House Bernheim										Z	
Special Abilities: Ambush, Camouflage: 2, Unit Commander											
Equipment: AZ-61 Twin Rotary Shotgun, Dueling Saber											
											
Weapon		AZ-61 Rotary Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	12					
Autoshotgun Template Cluster Effect 6											
Weapon		Dueling Saber				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
2	-	-	-	-	-	ST+5					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID Jungle Kommando Kaptain										P	
Special Abilities										C	
Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.											
Camouflage: 2 - when in cover, enemy models get -2 to RC attacks and 2 to LD when making Spot Checks											
Weapon Special Attributes											
											

ID										P	
Special Abilities										C	0
CC	RC	PW	LD	AC	WD	ST	MV	AR			
										S	
										Z	
Special Abilities:											
Equipment:											
											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID										P	
Special Abilities										C	0
Weapon Special Attributes											
											

ID										P	
Special Abilities										C	0
CC	RC	PW	LD	AC	WD	ST	MV	AR			
										S	
										Z	
Special Abilities:											
Equipment:											
											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules											

ID										P	
Special Abilities										C	0
Weapon Special Attributes											
