




ID ISC GENDARMES										P	16
CC	RC	PW	LD	AC	WD	ST	MV	AR			
6	7	4	9	3	1	4	4	16			
Grunt Trooper, required 4-12, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Resolve: 2											
Equipment: Interceptor SMG											
IMPERIAL											
Weapon		Interceptor SMG				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	10					
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 ISC Gendarmes											
Special Abilities											
Resolve: 2 - +2 to LD when making Morale Checks											
Weapon Special Attributes											
											


ID ISC AGENT										P	27
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	9	4	10	3	1	4	4	18			
Grunt Squad Specialist, optional: 2/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Resolve: 2											
Equipment: Charger Heavy Machine Gun											
IMPERIAL											
Weapon		Charger HMG				Ballistic, Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	4(x3)	2(x2)	-1	-	-	14					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID ISC Agent											
Special Abilities											
Resolve: 2 - +2 to LD when making Morale Checks											
Weapon Special Attributes											
											


ID ISC HANDLER										P	18
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	7	4	9	3	1	4	4	17			
Grunt Squad Leader, required: 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Resolve: 2, Form Fireteam											
Equipment: Invader Assault Rifle											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
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 ISC Handler											
Special Abilities											
Resolve: 2 - +2 to LD when making Morale Checks											
Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.											
Weapon Special Attributes											
											


ID ISC IRON MASTIFF										P	24
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	-	-	9	3	2	7	4	20			
Grunt Trooper, required: 2-4/Handler, Special										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Natural Attack (11), Predator Senses: 5											
Equipment:											
IMPERIAL											
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: A.I. Level 3, Natural Attack is a Bite											
Mastiffs are immune to issues of morale, but their handler is affected like any other mortal. If their handler becomes broken or killed, the mastiffs will immediately halt in place. They cannot act independently. They cannot activate unless they are commanded by a handler.											

ID ISC Iron Mastiff											
Special Abilities											
Predator Senses: 5 - Bonus of +5 when making Spot checks against enemy units who are closer than 7" away.											
Weapon Special Attributes											
											


ID STORM TRENCHERS										P	28
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	9	4	12	3	1	5	3	20			
Elite Trooper, required 4-8, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Para-Deploy, Survival Training: 2											
Equipment: Mandible Automatic Shotgun											
IMPERIAL											
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon						Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon						Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Storm Trenchers											
Special Abilities											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Survival Training: 2 - +2 to saves against environmental effects											
Weapon Special Attributes											
											


ID STORM TRENCHER SERGEANT										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	9	4	13	3	1	5	3	20			
Elite Squad Leader, required 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Para-Deploy, Survival Training: 2											
Equipment: Mandible Automatic Shotgun with Harbinger UBGL, Punisher Short Sword											
IMPERIAL											
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon		Harbinger UBGL				Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	-1	-	-	-	-		ROF 1/turn			
ROF: 1/turn, Direct Fire, Support Munitions Only											
Weapon		Punisher Short Sword				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Special Rules:											


ID Storm Trencher Sergeant											
Special Abilities											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Survival Training: 2 - +2 to saves against environmental effects											
Weapon Special Attributes											
											


ID STORM TRENCHER HMG SPECIALIST										P	34
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	9	4	12	3	1	5	3	20			
Elite Squad Specialist, optional up to 2/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Para-Deploy, Survival Training: 2											
Equipment: Charger Heavy Machine Gun											
IMPERIAL											
Weapon		Charger HMG				Ballistic, Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	4(x3)	2(x2)	-1	-	-	14					
Weapon						Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon						Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Storm Trencher HMG Specialist											
Special Abilities											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Survival Training: 2 - +2 to saves against environmental effects											
Weapon Special Attributes											
											


ID STORM TRENCHER FT SPECIALIST										P	40
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	9	4	12	3	1	5	3	20			
Elite Squad Specialist, optional up to 2/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Para-Deploy, Survival Training: 2											
Equipment: Gehenna Puker Flame Thrower											
IMPERIAL											
Weapon		Gehenna Puker FT				Radiant					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Residual Damage, Medium Teardrop Template											
Weapon						Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon						Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Storm Trencher FT Specialist											
Special Abilities											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
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 WOLFBAIRNS										P C	22
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	4	10	3	1	5	4	17			
Grunt Trooper, required 4-12, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Aggressor Sidearm, Punisher Short Sword											
Equipment: Stealth: 1											
											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
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 Wolfbairns											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Weapon Special Attributes											
											


ID WOLFBAIRN CHEIFTAN										P C	39
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	8	4	12	3	1	6	4	19			
Grunt Squad Leader, required 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Killing Stroke, Stealth: 1, Tactical Sense											
Equipment: Aggressor Sidearm, Greatsword											
											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Greatsword				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+8					
May Sweep											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Wolfbairn Cheiftan											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.											
Killing Stroke - Model gains an additional (x1) DM in CC Attacks											
											


ID WOLFBAIRN HMG SPECIALIST										P C	37
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	4	10	3	1	5	4	17			
Grunt Squad Specialist, optional up to 3/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Stealth: 1, Form Fireteam											
Equipment: Charger Heavy Machine Gun, Aggressor Sidearm											
											
IMPERIAL											
Weapon		Charger HMG				Ballistic, Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	4(x3)	2(x2)	-1	-	-	14					
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Wolfbairn HMG Specialist											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.											
											


ID WOLFBAIRN VANQUISHER										P C	41
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	7	5	13	3	2	6	4	19			
Indiv. squad linked officer, limit 1/Commando squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Stealth: 2, Unit Commander											
Equipment: Wolf's Fang Claymore, Smoke Grenades											
											
IMPERIAL											
Weapon		Wolf's Fang Claymore				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+8					
May Sweep, considered Rending Damage to Necro-Organic Models											
Weapon		Smoke Grenades				Environmental					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	0	-	-	-	0					
Indirect, Small Explosion, Level 2 Smoke Cloud.											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules: May command Wolfbane Commandos and Wolfbairn.											


ID Wolfbane Vanquisher											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Unit Commander - Can activate any Commando unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Commando unit. For 1 action point the commander may Rally any friendly unit within command distance.											
											


GRAY GHOST										P	41
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	11	5	14	3	2	4	4	19			
Support Unit, limit 1/army, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Demolition Training, Forward Observer											
Equipment: Invader Assault Rifle with Harbinger UBGL, Aggressor Sidearm										IMPERIAL	
Weapon		Invader Assault Rifle					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Harbinger UBGL					Variable				
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	-1	-	-	-					ROF 1/turn	
ROF: 1/turn, Direct Fire, Support Munitions Only											
Weapon		Aggressor Sidearm					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Special Rules:											


ID	Gray Ghost
Special Abilities	
Demolition Training - Can Purchase Demolition Charge Load-Outs	
Forward Observer - See section 10 Fire Missions & Forward Observers	
Weapon Special Attributes	
	


STORM TRENCHER MORTAR TEAM										P	54
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	5	11	3	1	4	4	18			
Support associated armament, required 1 model, mortal										S	2
Unit consists of 1 Spotter and 2 Crew										Z	
Special Abilities: Spotter - Tactical Sense, +1 LD Crew - None											
Equipment: Crew - Merlin's Hammer Mortar, Aggressor Sidearm Spotter - Aggressor Sidearm										IMPERIAL	
Weapon		Aggressor Sidearm					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
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.											

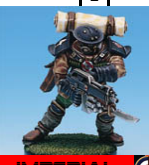
ID	Storm Trencher Mortar Team
Special Abilities	
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.	
Weapon Special Attributes	
	


RAMS AIR CAV										P	48
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	11	4	11	3	2	4	2/5:6	22			
Support Unit, required 1-2 models, mortal										S	3
Imperial Defence Ministry Forces										Z	
Special Abilities: Tactical Sense											
Equipment: Aggressor Sidearm, Southpaw Rocket Launcher, Twin Barracuda Jetpack										IMPERIAL	
Weapon		Southpaw RL					Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-3	-4	-5	-	13(x2)					
Optional AP rockets do DAM 10, Small Explosion Template											
Weapon		Aggressor Sidearm					Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID	Rams Air Cav
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	
Twin Barracuda Jetpack - This device used by the Ram's Air Cav to sustain flight. Flight is limited to a maximum altitude of 6. Those that fly the Twin Barracuda might be crazy but they aren't stupid.	
	


HURRICANE WALKER - STINGER CLASS										P	115
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	-	-	-	6/3	-	5	24			
Support Unit, required 1 model, vehicle										S	6
Crew consists of 1 Driver										Z	
Special Abilities: Impenetrability											
Equipment: Twin Southpaw Rocket Launchers, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasures Launcher										IMPERIAL	
Hurricane Pilot					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	-	-	-			
Weapon											
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	-	-	-	-			
Weapon		Twin Southpaw RL					Concussive, Radiant				
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-3	-4	-5	-	14(x2)					
Direct Fire, Has additional incendiary AP rockets that do Residual Damage 10, Small Explosion Template.											


ID	Hurricane Walker - Stinger Class
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.	
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	
CA-40 Ultrasonic Mine Sweeper - Place the light flamer template directly in front of the model and roll a d20 for each mine present. On a roll of less than 10, the mine will be destroyed. It can only be used once per turn.	
CA-60 Countermeasures Launcher - The CA-60 is a retrofit cannon designed to cast 30mm smoke grenades. Models equipped may spend an action to launch the grenade up to 12 using the base RC score of the model. The launcher has a 90 degree firing arc.	
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.	
	


REGULARS										P	18
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	
7	7	4	11	3	1	4	4	17		Z	2
Grunt Trooper, required 4-12, mortal											
Imperial Defence Ministry Forces											
Special Abilities:											
											
Equipment: Invader Assault Rifle, Aggressor Sidearm											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

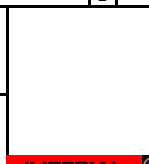
ID	Regulars
Special Abilities	
Weapon Special Attributes	
	


REGULAR SERGEANT										P	21
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	
7	7	4	11	3	1	4	4	17		Z	2
Grunt Squad Leader, required 1/squad, mortal											
Imperial Defence Ministry Forces											
Special Abilities: Tactical Sense											
											
Equipment: Invader Assault Rifle, Aggressor Sidearm											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID	Regular 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	
	


REGULAR HMG SPECIALIST										P	25
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	
7	7	4	11	3	1	4	4	17		Z	2
Grunt Squad Specialist, optional up to 2/squad, mortal											
Imperial Defence Ministry Forces											
Special Abilities:											
											
Equipment: Intruder Heavy Machine Gun, Aggressor Sidearm											
IMPERIAL											
Weapon		Intruder HMG				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	2(x3)	2(x2)	0	-	-	13					
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID	Regular HMG Specialist
Special Abilities	
Weapon Special Attributes	
	


REGULAR RL SPECIALIST										P	31
CC	RC	PW	LD	AC	WD	ST	MV	AR		S	
7	7	4	11	3	1	4	4	17		Z	2
Grunt Squad Specialist, optional up to 2/squad, mortal											
Imperial Defence Ministry Forces											
Special Abilities:											
											
Equipment: Southpaw Rocket Launcher, Aggressor Sidearm											
IMPERIAL											
Weapon		Southpaw RL				Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-3	-4	-5	-	13(x2)					
Optional AP rockets do DAM 10, Small Explosion Template											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID	Regular RL Specialist
Special Abilities	
Weapon Special Attributes	
	


REGULAR MEDIC										P	28
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	7	4	11	3	1	4	4	17			
Grunt Squad Specialist, optional up to 3/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Medic: 3											
Equipment: Invader Assault Rifle, Aggressor Sidearm											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID	Regular Medic
Special Abilities	
Medic: 3 - Can heal any wounded model within 2" on a roll of 3 or less	
Weapon Special Attributes	
	

IMPERIAL COLONEL										P	52
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	13	5	14	3	3	5	3	22			
Individual Force Commander, limit 1/army, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Division Commander, Resolve: 2, Strategic Insight, Tactical Sense, Force Commander											
Equipment: ASH-88 Chainsword, Aggressor Sidearm, Invader Assault Rifle											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		ASH-88 Chainsword				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Special Rules:											


ID	Imperial Colonel
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: 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.	
Strategic Insight - Gains a +2 to Initiative checks.	
Weapon Special Attributes	
	


SEAN GALLAGHER										P	51
CC	RC	PW	LD	AC	WD	ST	MV	AR			
14	10	7	15	3	3	7	3	21			
Individual Force Commander, limit 1/army, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Force Commander, Camouflage: 3, Hate: 3, War Cry											
Equipment: Aggressor Sidearm, Gallagher Runeblade											
IMPERIAL											
Weapon		Gallagher Runeblade				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
1	-	-	-	-	-	ST+7					
May Sweep, considered Rending Damage to Necrobiotic Models											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules: Hates Dark Legion Necroorganics											


ID	Sean Gallagher
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	
Camouflage: 3 - when in cover, enemy models get -3 to RC attacks and 3 to LD when making Spot Checks	
Hate 3 - +3 to LD when making Morale Checks against Dark Legion Necro-Organics. Will not willingly break from combat with Dark Legion Necro-Organics.	
War Cry - When a model uses this ability he must spend an action and make an LD test. If successful, the model has caused one friendly unit (of like disposition) to have an Enhanced Charge Special Ability at Level 1 for the Turn. It lasts only for the turn it was made. If this model fails the roll, the action is wasted. He may only try this once per activation. If the unit selected has the Enhanced Charge Special Ability already, he may not add to that rating and the unit is unaffected by War Cry.	
Weapon Special Attributes	
	


ELDER CHEFTAN										P	57
CC	RC	PW	LD	AC	WD	ST	MV	AR			
12	10	6	15	3	3	6	3	20			
Individual Force Commander, limit 1/army, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Stealth: 2, Force Commander, Tactical Senses, War Cry											
Equipment: Aggressor Sidearm, Wolf's Fang Claymore											
IMPERIAL											
Weapon		Wolf's Fang Claymore				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+8					
May Sweep, considered Rending Damage to Necro-Organic Models											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID	Elder Cheftan
Special Abilities	
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.	
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.	
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.	
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.	
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	
War Cry - When a model uses this ability he must spend an action and make an LD test. If successful, the model has caused one friendly unit (of like disposition) to have an Enhanced Charge Special Ability at Level 1 for the Turn. It lasts only for the turn it was made. If this model fails the roll, the action is wasted. He may only try this once per activation. If the unit selected has the Enhanced Charge Special Ability already, he may not add to that rating and the unit is unaffected by War Cry.	
Weapon Special Attributes	


ID WOLFbane COMMANDOS										P C	25
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	7	5	12	3	1	6	4	18			
Grunt Trooper, required 4-12, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Aggressor Sidearm, Punisher Short Sword											
Equipment: Stealth: 2										IMPERIAL	
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Punisher Short Sword				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon						Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

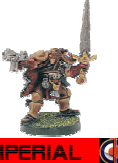
ID Wolfbane Commandos											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Weapon Special Attributes											
											

ID WOLFbane CHEIFMAN										P C	36
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	5	13	3	1	6	4	18			
Grunt Squad Leader, required 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Aggressor Sidearm, Punisher Short Sword											
Equipment: Stealth: 2, Tactical Sense										IMPERIAL	
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Harbinger UBGL				Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	-1	-	-	-	-		ROF 1/turn			
ROF: 1/turn, Direct Fire, Support Munitions Only											
Special Rules:											


ID Wolfbane Cheifman											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.											
											


ID WOLFbane HMG SPECIALIST										P C	39
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	5	12	3	1	6	4	18			
Grunt Squad Specialist, optional up to 3/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Stealth: 2, Form Fireteam											
Equipment: Charger Heavy Machine Gun										IMPERIAL	
Weapon		Charger HMG				Ballistic, Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	4(x3)	2(x2)	-1	-	-	14					
Weapon						Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon						Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Wolfbane HMG Specialist											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.											
											


ID WOLFbane PACHMASTER										P C	53
CC	RC	PW	LD	AC	WD	ST	MV	AR			
12	8	5	14	3	3	7	4	19			
Indiv. squad linked officer, limit 1/Commando squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Division Commander, Stealth: 2, War Cry											
Equipment: Aggressor Sidearm, Wolf's Fang Claymore										IMPERIAL	
Weapon		Wolf's Fang Claymore				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+8					
May Sweep, considered Rending Damage to Necro-Organic Models											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon						Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules: May command the Wolfpack troops (including Wolfbane Commandos & Wolfbairn).											


ID Wolfbane Packmaster											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
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.											
War Cry - When a model uses this ability he must spend an action and make an LD test. If successful, the model has caused one friendly unit (of like disposition) to have an Enhanced Charge Special Ability at Level 1 for the Turn. It lasts only for the turn it was made. If this model fails the roll, the action is wasted. He may only try this once per activation. If the unit selected has the Enhanced Charge Special Ability already, he may not add to that rating and the unit is unaffected by War Cry.											


HURRICANE WALKER - GUARDIAN CLASS										P	112
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	-	-	-	6/3	-	5	24			
Support Unit, required 1 model, vehicle										S	6
Crew consists of 1 Driver										Z	
Special Abilities: Impenetrability											
Equipment: Ultracharger Mounted Heavy Machine Gun, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasures Launcher										IMPERIAL	
Hurricane Pilot					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	-	-	-			
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	-	-	-	-			
Weapon Ultracharger HMG					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	13	None				
Special Rules:											

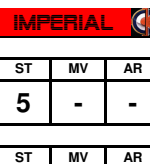
ID Hurricane Walker - Guardian Class										
Special Abilities										
Impenetrability - Models with Impenetrability have this increased ballistic load value already added to the AR value in their profile. Models with AV weapons will reduce their AR rating by the listed factor. Models with this Special Ability are completely immune to Natural, non-AV rated weapons.										
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										
CA-40 Ultrasonic Mine Sweeper - Place the light flamer template directly in front of the model and roll a d20 for each mine present. On a roll of less than 10, the mine will be destroyed. It can only be used once per turn.										
CA-60 Countermeasures Launcher - The CA-60 is a retrofit cannon designed to cast 30mm smoke grenades. Models equipped may spend an action to launch the grenade up to 12 using the base RC score of the model. The launcher has a 90 degree firing arc.										
										


HURRICANE WALKER - HAMMER CLASS										P	113
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	-	-	-	6/3	-	5	24			
Support Unit, required 1 model, vehicle										S	6
Crew consists of 1 Driver										Z	
Special Abilities: Impenetrability											
Equipment: Lumberjack Mounted Autocannon, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasures Launcher										IMPERIAL	
Hurricane Pilot					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	-	-	-			
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	-	-	-	-			
Weapon Lumberjack AC					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0(x2)	1(x2)	0(x2)	-	-	14(x2)	None				
Special Rules:											


ID Hurricane Walker - Hammer Class										
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.										
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										
CA-40 Ultrasonic Mine Sweeper - Place the light flamer template directly in front of the model and roll a d20 for each mine present. On a roll of less than 10, the mine will be destroyed. It can only be used once per turn.										
CA-60 Countermeasures Launcher - The CA-60 is a retrofit cannon designed to cast 30mm smoke grenades. Models equipped may spend an action to launch the grenade up to 12 using the base RC score of the model. The launcher has a 90 degree firing arc.										
										


HURRICANE WALKER - STINGER CLASS										P	115
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	-	-	-	6/3	-	5	24			
Support Unit, required 1 model, vehicle										S	6
Crew consists of 1 Driver										Z	
Special Abilities: Impenetrability											
Equipment: Twin Southpaw Rocket Launchers, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasures Launcher										IMPERIAL	
Hurricane Pilot					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	-	-	-			
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	-	-	-	-			
Weapon Twin Southpaw RL					Concussive, Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-3	-4	-5	-	14(x2)					
Direct Fire, Has additional incendiary AP rockets that do Residual Damage 10, Small Explosion Template.											


ID Hurricane Walker - Stinger Class										
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.										
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										
CA-40 Ultrasonic Mine Sweeper - Place the light flamer template directly in front of the model and roll a d20 for each mine present. On a roll of less than 10, the mine will be destroyed. It can only be used once per turn.										
CA-60 Countermeasures Launcher - The CA-60 is a retrofit cannon designed to cast 30mm smoke grenades. Models equipped may spend an action to launch the grenade up to 12 using the base RC score of the model. The launcher has a 90 degree firing arc.										
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.										
										


VERMIN APC										P	128
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	5/2	-	6	23			
Support Unit, required 1 model, vehicle										S	5
Crew consists of 1 Driver, 1 Gunner										Z	
Special Abilities: Impenetrability											
Transport can hold up to 8 troopers and their squad leader.											
Equipment: Ultracharger Mounted Heavy Machine Gun											
Vermin APC Driver					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	5	-	-			
Vermin APC Gunner					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	8	4	11	3	-	5	-	-			
Weapon Ultracharger HMG					Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	13	None				
Special Rules:											

ID Vermin APC										
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.										
Weapon Special Attributes										
										


TRENCHERS										P	20
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	8	4	11	3	1	5	3	19			
Grunt Trooper, required 4-12, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Deadshot											
Equipment: Invader Assault Rifle, Trench Spade										IMPERIAL	
Weapon		Invader Assault Rifle			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Trench Spade			Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Trenchers											
Special Abilities											
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.											
Weapon Special Attributes											
											

TRENCHER SERGEANT										P	23
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	9	4	12	3	1	5	3	19			
Grunt Squad Leader, required 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Tactical Sense, Deadshot											
Equipment: Invader Assault Rifle with Harbinger UBGL, Trench Spade										IMPERIAL	
Weapon		Invader Assault Rifle			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Harbinger UBGL			Variable						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	-1	-	-	-	-	ROF 1/turn				
ROF: 1/turn, Direct Fire, Support Munitions Only											
Weapon		Trench Spade			Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Special Rules:											


ID Trencher Sergeant											
Special Abilities											
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.											
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											
											


TRENCHER HMG SPECIALIST										P	31
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	8	4	11	3	1	5	3	19			
Grunt Squad Specialist, optional up to 2/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Deadshot, Form Fireteam											
Equipment: Charger Heavy Machine Gun, Trench Spade										IMPERIAL	
Weapon		Charger HMG			Ballistic, Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	4(x3)	2(x2)	-1	-	-	14					
Weapon		Trench Spade			Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Trencher HMG Specialist											
Special Abilities											
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.											
Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.											
Weapon Special Attributes											
											


TRENCHER GL SPECIALIST										P	32
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	8	4	11	3	1	5	3	19			
Grunt Squad Specialist, optional up to 2/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Deadshot											
Equipment: Thrasher Grenade Launcher, Trench Spade										IMPERIAL	
Weapon		Thrasher GL			Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-2	-3	-	-	9					
Direct Fire Only, Small Explosion Template											
Weapon		Trench Spade			Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Trencher GL Specialist											
Special Abilities											
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.											
Weapon Special Attributes											
											


TRENCHER SNIPER										P	34
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	10	4	11	3	1	5	3	19			
Grunt Squad Specialist, optional up to 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Deadshot, Form Fireteam, Sniper											
											
Equipment: Assailant Sniper Rifle, Trench Spade											
IMPERIAL											
Weapon		Assailant Sniper Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-6	-4	-2	1	2	1	14					
Can mount one optional loadout											
Weapon		Trench Spade				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Trencher Sniper									
Special Abilities									
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.									
Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.									
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									
									


TRENCHER DEMOLITION SPECIALIST										P	22
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	8	4	11	3	1	5	3	19			
Grunt Squad Specialist, optional up to 2/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Deadshot, Demolition Training											
Equipment: Invader Assault Rifle, Trench Spade											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Trench Spade				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Trencher Demolition Specialist									
Special Abilities									
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.									
Demolition Training - Can Purchase Demolition Charge Load-Outs									
Weapon Special Attributes									
									


BLOOD BERET CAPTAIN										P	48
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	12	4	14	3	2	5	3	20			
Indiv. squad linked officer, limit 1/B Beret squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Camouflage: 2, Para-Deploy, Survival Training: 2, Unit Commander											
											
Equipment: Invader Assault Rifle, Mandible Automatic Shotgun											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Blood Beret Captain									
Special Abilities									
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77									
Survival Training: 2 - +2 to saves against environmental effects									
Camouflage 2 - when in cover, enemy models get -2 to RC attacks and -2 to LD when making Spot Checks									
Unit Commander - Can activate any Blood Beret unit where squad leader is in command distance, once per turn. For 1 action point, the commander may join any Blood Beret unit. For 1 action point the commander may Rally any friendly unit within command distance.									
Weapon Special Attributes									
									


TRENCHER CAPTAIN										P	35
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	4	13	3	2	5	3	19			
Indiv. squad linked officer, limit 1/Trencher squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Aggressor Sidearm, Invader Assault Rifle, Punisher Short Sword											
											
Equipment: Deadshot, Tactical Senses, Unit Commander											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Punisher Short Sword				Slashing					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Special Rules:											


ID Trencher Captain									
Special Abilities									
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.									
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									
									


BLOOD BERETS										P	31
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	11	4	12	3	1	5	3	20			
Elite Trooper, required 4-8, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Camouflage: 2, Para-Deploy, Survival Training: 2											
Equipment: Invader Assault Rifle										IMPERIAL	
Weapon		Invader Assault Rifle			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
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 Blood Berets										
Special Abilities										
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77										
Survival Training: 2 - +2 to saves against environmental effects										
Camouflage 2 - when in cover, enemy models get -2 to RC attacks and -2 to LD when making Spot Checks										
Weapon Special Attributes										
										


BLOOD BERET SERGEANT										P	40
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	12	4	13	3	1	6	3	20			
Elite Squad Leader, required 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Camouflage: 2, Para-Deploy, Survival Training: 2											
Equipment: ASH-88 Chainsword, Interceptor SMG, Invader Assault Rifle										IMPERIAL	
Weapon		Invader Assault Rifle			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Weapon		Interceptor SMG			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	10					
Weapon		ASH-88 Chainsword			Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Special Rules:											




ID Blood Beret Sergeant										
Special Abilities										
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77										
Survival Training: 2 - +2 to saves against environmental effects										
Camouflage 2 - when in cover, enemy models get -2 to RC attacks and -2 to LD when making Spot Checks										
Weapon Special Attributes										
										


BLOOD BERET HMG SPECIALIST										P	39
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	11	4	12	3	1	5	3	20			
Elite Squad Specialist, optional up to 2/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Camouflage: 2, Para-Deploy, Survival Training: 2											
Equipment: Charger Heavy Machine Gun										IMPERIAL	
Weapon		Charger HMG			Ballistic, Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	4(x3)	2(x2)	-1	-	-	14					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											




ID Blood Beret HMG Specialist										
Special Abilities										
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77										
Survival Training: 2 - +2 to saves against environmental effects										
Camouflage 2 - when in cover, enemy models get -2 to RC attacks and -2 to LD when making Spot Checks										
Weapon Special Attributes										
										


BLOOD BERET TANK HUNTER										P	43
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	11	4	13	3	1	5	3	20			
Elite Squad Specialist, optional up to 1/squad, mortal										S	2
Imperial Defence Ministry Forces										Z	
Special Abilities: Camouflage: 2, Para-Deploy, Survival Training: 2, Form Fireteam											
Equipment: Aggressor Sidearm, CA-138 Deathlockdrum Autocannon										IMPERIAL	
Weapon		CA-138 Deathlockdrum AC			Ballistic, Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
-5	0	-1	-3	-	-	10(x2)	AV-4				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											





ID Blood Beret Tank Hunter										
Special Abilities										
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77										
Survival Training: 2 - +2 to saves against environmental effects										
Camouflage 2 - when in cover, enemy models get -2 to RC attacks and -2 to LD when making Spot Checks										
Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.										
Weapon Special Attributes										
										


HURRICANE WALKER - GUARDIAN CLASS										P	112
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	-	-	-	6/3	-	5	24			
Support Unit, required 1 model, vehicle										S	6
Crew consists of 1 Driver										Z	
Special Abilities: Impenetrability											
Equipment: Ultracharger Mounted Heavy Machine Gun, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasures Launcher											
Hurricane Pilot					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	-	-	-			
Special Rules:											





ID Hurricane Walker - Guardian Class											
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.											
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											
CA-40 Ultrasonic Mine Sweeper - Place the light flamer template directly in front of the model and roll a d20 for each mine present. On a roll of less than 10, the mine will be destroyed. It can only be used once per turn.											
CA-60 Countermeasures Launcher - The CA-60 is a retrofit cannon designed to cast 30mm smoke grenades. Models equipped may spend an action to launch the grenade up to 12 using the base RC score of the model. The launcher has a 90 degree firing arc.											
											


HURRICANE WALKER - HAMMER CLASS										P	113
CC	RC	PW	LD	AC	WD	ST	MV	AR			
7	8	-	-	-	6/3	-	5	24			
Support Unit, required 1 model, vehicle										S	6
Crew consists of 1 Driver										Z	
Special Abilities: Impenetrability											
Equipment: Lumberjack Mounted Autocannon, CA-40 Ultrasonic Mine Sweeper, CA-60 Countermeasures Launcher											
Hurricane Pilot					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	-	-	-			
Special Rules:											


ID Hurricane Walker - Hammer Class											
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.											
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											
CA-40 Ultrasonic Mine Sweeper - Place the light flamer template directly in front of the model and roll a d20 for each mine present. On a roll of less than 10, the mine will be destroyed. It can only be used once per turn.											
CA-60 Countermeasures Launcher - The CA-60 is a retrofit cannon designed to cast 30mm smoke grenades. Models equipped may spend an action to launch the grenade up to 12 using the base RC score of the model. The launcher has a 90 degree firing arc.											
											


VERMIN APC										P	128
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	5/2	-	6	23			
Support Unit, required 1 model, vehicle										S	5
Crew consists of 1 Driver, 1 Gunner										Z	
Special Abilities: Impenetrability											
Transport can hold up to 8 troopers and their squad leader.											
Equipment: Ultracharger Mounted Heavy Machine Gun											
Vermin APC Driver					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	5	-	-			
Vermin APC Gunner					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	8	4	11	3	-	5	-	-			
Special Rules:											


ID Vermin APC											
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.											
Weapon Special Attributes											
											


VERMIN APC										P	128
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	5/2	-	6	23			
Support Unit, required 1 model, vehicle										S	5
Crew consists of 1 Driver, 1 Gunner										Z	
Special Abilities: Impenetrability											
Transport can hold up to 8 troopers and their squad leader.											
Equipment: Ultracharger Mounted Heavy Machine Gun											
Vermin APC Driver					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	4	11	3	-	5	-	-			
Vermin APC Gunner					Tactical Sense						
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	8	4	11	3	-	5	-	-			
Special Rules:											


ID Vermin APC											
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.											
Weapon Special Attributes											
											


ID SMYTHE-AXLETHORPE STERLINGS										P	26
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	5	11	3	1	5	3	20			
Elite Trooper, required 4-8, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Close Combat Training: 2, Keen Eyes											
Equipment: Aggressor Sidearm, Mandible Automatic Shotgun											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon						Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Smythe-Axlethorpe Sterlings											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
Keen Eyes - Models with this Special Ability gain a +2 bonus when spotting stealthy enemy models.											
											
Weapon Special Attributes											


ID STERLINGS SERGEANT										P	27
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	5	12	3	1	5	3	20			
Elite Squad Leader, required 1/squad, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Close Combat Training: 2, Keen Eyes											
Equipment: Aggressor Sidearm, Mandible Automatic Shotgun with Harbinger UBGL											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon		Harbinger UBGL				Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	-1	-	-	-	-		ROF 1/turn			
ROF: 1/turn, Direct Fire, Support Munitions Only											
Special Rules:											

ID Sterlings Sergeant											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
Keen Eyes - Models with this Special Ability gain a +2 bonus when spotting stealthy enemy models.											
											
Weapon Special Attributes											


ID STERLINGS FT SPECIALIST										P	38
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	5	11	3	1	5	3	20			
Elite Squad Specialist, optional up to 1/squad, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Close Combat Training: 2, Keen Eyes											
Equipment: Aggressor Sidearm, Gehenna Puker Flamethrower											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Gehenna Puker FT				Radiant					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Residual Damage, Medium Teardrop Template											
Weapon						Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Sterlings FT Specialist											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
Keen Eyes - Models with this Special Ability gain a +2 bonus when spotting stealthy enemy models.											
											
Weapon Special Attributes											


ID STERLINGS GRENADEER										P	33
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	5	11	3	1	5	3	20			
Elite Squad Specialist, optional up to 1/squad, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Close Combat Training: 2, Keen Eyes											
Equipment: Aggressor Sidearm, Mandible Automatic Shotgun, AP Grenades											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon		AP-Grenades				Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-2	-3	-	-	-	8					
Indirect Fire, Small Explosion Template											
Special Rules:											

ID Sterlings Grenadier											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
Keen Eyes - Models with this Special Ability gain a +2 bonus when spotting stealthy enemy models.											
											
Weapon Special Attributes											


ID BLACK BERETS										P C	27
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	5	12	3	1	5	3	21			
Elite Trooper, required 4-8, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Blessed, Guerilla Trainings, Hate: 2											
Equipment: Interceptor SMG											
IMPERIAL											
Weapon		Interceptor SMG			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	10					
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: Hates Algethro Nephartes and Cybertronic AI's of level 4 or higher.											

ID Black Berets											
Special Abilities											
Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD andPW stats when using those stats in saves versus Dark Legion supernatural powers.											
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.											
Hate 2 - +2 to LD when making Morale Checks against designated models. Will not willingly break from combat with designated models.											
Weapon Special Attributes											
											


ID BLACK BERET SERGEANT										P C	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	10	5	12	3	1	5	3	21			
Elite Squad Leader, required 1/squad, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Blessed, Guerilla Trainings, Hate: 2											
Equipment: Interceptor SMG, ASH-88 Chainsword											
IMPERIAL											
Weapon		Interceptor SMG			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	10					
Can mount one optional loadout											
Weapon		ASH-88 Chainsword			Rending						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules: Hates Algethro Nephartes and Cybertronic AI's of level 4 or higher.											

ID Black Beret Sergeant											
Special Abilities											
Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD andPW stats when using those stats in saves versus Dark Legion supernatural powers.											
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.											
Hate 2 - +2 to LD when making Morale Checks against designated models. Will not willingly break from combat with designated models.											
Weapon Special Attributes											
											


ID BLACK BERET DEMOLITION SPECIALIST										P C	31
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	5	12	3	1	5	3	21			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Blessed, Guerilla Trainings, Hate: 2, Demolition Training											
Equipment: Interceptor SMG, Aggressor Sidearm											
IMPERIAL											
Weapon		Interceptor SMG			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	10					
Can mount one optional loadout											
Weapon		Aggressor Sidearm			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Black Beret Demolition Specialist											
Special Abilities											
Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD andPW stats when using those stats in saves versus Dark Legion supernatural powers.											
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.											
Hate 2 - +2 to LD when making Morale Checks against designated models. Will not willingly break from combat with designated models.											
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Weapon Special Attributes											
											


ID BLACK BERET FT SPECIALIST										P C	43
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	5	12	3	1	5	3	21			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Blessed, Guerilla Trainings, Hate: 2											
Equipment: Aggressor Sidearm, Gehenna Puker Flamethrower											
IMPERIAL											
Weapon		Gehenna Puker FT			Radiant						
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Residual Damage, Medium Teardrop Template											
Weapon		Aggressor Sidearm			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Black Beret FT Specialist											
Special Abilities											
Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD andPW stats when using those stats in saves versus Dark Legion supernatural powers.											
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.											
Hate 2 - +2 to LD when making Morale Checks against designated models. Will not willingly break from combat with designated models.											
Weapon Special Attributes											
											


ID CHARLES, THE BLACK PRINCE										P	46
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	10	5	14	3	2	5	4	21			
Individual Force Commander, limit 1/army, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Force Commander, Blessed, Guerilla Trainings, Hate: 2											
Equipment: Aggressor Sidearm, Destroyer Light Machine Gun											
IMPERIAL											
Weapon		Destroyer LMG				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	3(x3)	2(x2)	-1	-	-	11					
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Charles, The Black Prince											
Special Abilities											
Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD and PW stats when using those stats in saves versus Dark Legion supernatural powers.											
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.											
Hate 2 - +2 to LD when making Morale Checks against designated models. Will not willingly break from combat with designated models.											
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											
Weapon Special Attributes											
											


ID BLACK BERETS										P	27
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	5	12	3	1	5	3	21			
Elite Trooper, required 4-8, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Blessed, Guerilla Trainings, Hate: 2											
Equipment: Interceptor SMG											
IMPERIAL											
Weapon		Interceptor SMG				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	10					
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: Hates Algethor Nepharies and Cybertronic AI's of level 4 or higher.											


ID Black Berets											
Special Abilities											
Blessed - Models with this skill are particularly resistant to the effects of the Dark Symmetry. They will gain a +2 to their LD and PW stats when using those stats in saves versus Dark Legion supernatural powers.											
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.											
Hate 2 - +2 to LD when making Morale Checks against designated models. Will not willingly break from combat with designated models.											
Weapon Special Attributes											
											


ID SMYTHE-AXLETHORPE STERLINGS										P	26
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	5	11	3	1	5	3	20			
Elite Trooper, required 4-8, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Close Combat Training: 2, Keen Eyes											
Equipment: Aggressor Sidearm, Mandible Automatic Shotgun											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

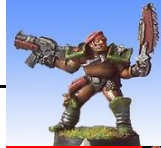
ID Smythe-Axlethorpe Sterlings											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
Keen Eyes - Models with this Special Ability gain a +2 bonus when spotting stealthy enemy models.											
Weapon Special Attributes											
											


ID STERLINGS SERGEANT										P	27
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	7	5	12	3	1	5	3	20			
Elite Squad Leader, required 1/squad, mortal										S	2
Bartholomew Alliance										Z	
Special Abilities: Close Combat Training: 2, Keen Eyes											
Equipment: Aggressor Sidearm, Mandible Automatic Shotgun with Harbinger UBGL											
IMPERIAL											
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Mandible Automatic Shotgun				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	11					
Template, Cluster Effect 4											
Weapon		Harbinger UBGL				Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	-1	-	-	-	-				ROF 1/turn	
ROF: 1/turn, Direct Fire, Support Munitions Only											
Special Rules:											


ID Sterlings Sergeant											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
Keen Eyes - Models with this Special Ability gain a +2 bonus when spotting stealthy enemy models.											
Weapon Special Attributes											
											


GOLDEN LIONS										P C	26
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	4	12	3	1	4	3	20			
Elite Trooper, required 4-8, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Infiltrate											
Equipment: PC-606 Hellstorm SMG											
											
IMPERIAL											
Weapon		PC-606 Hellstorm SMG				Ballistic, Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	1(x2)	0(x2)	-1	-	-	10	AV-2				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules:											


ID Golden Lions											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. the models may be placed in LOS of enemy models, as long as they are in cover or deployed under MP.											
Weapon Special Attributes											
											


GOLDEN LION SERGEANT										P C	31
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	11	4	13	3	1	4	3	20			
Elite Squad Leader, required 1/squad, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Infiltrate, Tactical Sense											
Equipment: PC-606 Hellstorm SMG, ASH-88 Chainsword											
											
IMPERIAL											
Weapon		PC-606 Hellstorm SMG				Ballistic, Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	1(x2)	0(x2)	-1	-	-	10	AV-2				
Weapon		ASH-88 Chainsword				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules:											


ID Golden Lion Sergeant											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. the models may be placed in LOS of enemy models, 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.											
Weapon Special Attributes											
											


GOLDEN LION DEMO SPECIALIST										P C	28
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	4	12	3	1	4	3	20			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Infiltrate, Demolition Training											
Equipment: PC-606 Hellstorm SMG											
											
IMPERIAL											
Weapon		PC-606 Hellstorm SMG				Ballistic, Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	1(x2)	0(x2)	-1	-	-	10	AV-2				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules:											

ID Golden Lion Demo Specialist											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. the models may be placed in LOS of enemy models, as long as they are in cover or deployed under MP.											
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Weapon Special Attributes											
											


GOLDEN LION LMG SPECIALIST										P C	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	4	12	3	1	4	3	20			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Infiltrate											
Equipment: Destroyer Light Machine Gun											
											
IMPERIAL											
Weapon		Destroyer LMG				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	3(x3)	2(x2)	-1	-	-	11	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-	-				
Special Rules:											

ID Golden Lion LMG Specialist											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. the models may be placed in LOS of enemy models, as long as they are in cover or deployed under MP.											
Weapon Special Attributes											
											


GOLDEN PANTHERS										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	11	4	12	3	1	5	3	21			
Elite Trooper, required 4-8, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Paradeplay, Survival Training: 1											
Equipment: Invader Assault Rifle, Punisher Short Sword											
											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
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				
-	-	-	-	-	-	-					

ID Golden Panthers									
Special Abilities									
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77									
Survival Training: 1 - +1 to saves against environmental effects									
Weapon Special Attributes									
									


GOLDEN PANTHER SERGEANT										P	32
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	11	4	13	3	1	5	3	21			
Elite Squad Leader, required 1/squad, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Paradeplay, Survival Training: 1, Tactical Sense											
Equipment: Invader Assault Rifle, Punisher Short Sword											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
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: Hates Algeth Nephartes and Cybertronic AI's of level 4 or higher.											


ID Golden Panther Sergeant									
Special Abilities									
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77									
Survival Training: 1 - +1 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									
									


GOLDEN LION TANKBUSTER										P	39
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	4	12	3	1	4	3	20			
Elite Squad Specialist, optional up to 1/squad, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Infiltrate, Form Fireteam											
Equipment: Nimrod Autocannon											
IMPERIAL											
Weapon		Nimrod Autocannon				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-5	0	-1	-3	-	-	11(x2)	AV-4				
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											



ID Golden Lion Tankbuster									
Special Abilities									
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. The models may be placed in LOS of enemy models, as long as they are in cover or deployed under MP.									
Form Fireteam - Once a the squad is Activated, models with this ability may split from the rest of the squad and leave Command Distance. For the remainder of the game, they are considered a separate Squad and will activate independently from their squad of origin. If such a Unit later comes within Command Distance with a similar model (also separated as a fireteam), they may unite to form a new squad. These models are now considered to be a Leaderless Squad and follow the rules for Leaderless Squads.									
Weapon Special Attributes									
									


GOLDEN PANTHER LMG SPECIALIST										P	36
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	11	4	12	3	1	5	3	21			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
Grand Murdoch Alliance										Z	
Special Abilities: Paradeplay, Survival Training: 1											
Equipment: Destroyer Light Machine Gun, Punisher Short Sword											
IMPERIAL											
Weapon		Destroyer LMG				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	3(x3)	2(x2)	-1	-	-	11					
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 Golden Panther LMG Specialist									
Special Abilities									
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77									
Survival Training: 1 - +1 to saves against environmental effects									
Weapon Special Attributes									
									


I D SGT. EDWARD S. MURDOCH										P C	47
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	13	5	15	3	2	5	3	21			
Individual Force Commander, limit 1/army, mortal										S Z	2
Grand Murdoch Alliance											
Special Abilities: Deadshot, Ferocity, Tactical Sense, Force Commander											
											
Equipment: Interceptor SMG, Invader Assault Rifle											
Weapon		Interceptor SMG			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	2(x2)	0(x2)	-1	-	-	10					
Can mount one optional loadout											
Weapon		Invader Assault Rifle			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Sgt. Edward S. Murdoch											
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											
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.											
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.											
Ferocity - Models with the Ferocity Special Ability gain an additional bonuse of +2 CC and +1 DAM when the model Charges or Countercharges.											
Weapon Special Attributes											
											


I D GOLDEN LIONS										P C	26
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	10	4	12	3	1	4	3	20			
Elite Trooper, required 4-8, mortal										S Z	2
Grand Murdoch Alliance											
Special Abilities: Infiltrate											
											
Equipment: PC-606 Hellstorm SMG											
Weapon		PC-606 Hellstorm SMG			Ballistic, Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
-1	1(x2)	0(x2)	-1	-	-	10	AV-2				
Weapon Special Attributes											
											

ID Golden Lions											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or within 12" of enemy models. the models may be placed in LOS of enemy models, as long as they are in cover or deployed under MP.											
Weapon Special Attributes											
											


I D GOLDEN PANTHER TANK BUSTER										P C	43
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	11	4	12	3	2	5	3	21			
Elite Squad Specialist, optional up to 2/squad, mortal										S Z	2
Grand Murdoch Alliance											
Special Abilities: Paradeplay, Survival Training: 1											
Equipment: Nimrod Autocannon, Punisher Short Sword											
Weapon		Nimrod Autocannon			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-5	0	-1	-3	-	-	11(x2)	AV-4				
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 Golden Panther Tank Buster											
Special Abilities											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Survival Training: 1 - +1 to saves against environmental effects											
Weapon Special Attributes											
											


I D GOLDEN PANTHER SNIPER										P C	40
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	11	4	12	3	1	5	3	21			
Elite Squad Specialist, optional up to 1/squad, mortal										S Z	2
Grand Murdoch Alliance											
Special Abilities: Paradeplay, Survival Training: 1, Sniper											
Equipment: Assailant Sniper Rifle, Punisher Short Sword											
Weapon		Assailant Sniper Rifle			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
-6	-4	-2	1	2	1	14					
Can mount one optional loadout											
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 Golden Panther Sniper											
Special Abilities											
Para-Deploy - Model or Squads may be held in reserve and deployed as per Para-Deploy procedure on Page 77											
Survival Training: 1 - +1 to saves against environmental effects											
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											
											


I D DUNSIRN HUNTERS										P	27
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	10	4	11	3	1	4	3	19			
Elite Trooper, required 4-8, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Infiltrate, Predator Senses: 4											
Equipment: Invader Assault Rifle											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
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 Dunsirn Hunters											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or											
Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.											
Weapon Special Attributes											
											


I D DUNSIRN HUNTERS SERGEANT										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	11	4	12	3	1	4	3	19			
Elite Squad Leader, required 1/squad, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Infiltrate, Predator Senses: 4											
Equipment: Invader Assault Rifle											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
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 Dunsirn Hunters Sergeant											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or											
Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.											
Weapon Special Attributes											
											


I D DUNSIRN HUNTERS DEMO SPECIALIST										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	10	4	11	3	1	4	3	19			
Elite Squad Specialist, optional up to 3/squad, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Infiltrate, Predator Senses: 4, Demolition Training											
Equipment: Invader Assault Rifle											
IMPERIAL											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
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 Dunsirn Hunters Demo Specialist											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or											
Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.											
Demolition Training - Can Purchase Demolition Charge Load-Outs											
Weapon Special Attributes											
											


I D DUNSIRN HUNTERS SNIPER										P	38
CC	RC	PW	LD	AC	WD	ST	MV	AR			
8	10	4	11	3	1	4	3	19			
Elite Squad Specialist, optional up to 2/squad, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Infiltrate, Predator Senses: 4, Sniper											
Equipment: Assailant Sniper Rifle											
IMPERIAL											
Weapon		Assailant Sniper Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-6	-4	-2	1	2	1	14					
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 Dunsirn Hunters Sniper											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's care may be deployed anywhere on the tabletop, except in the enemy deployment zone or											
Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.											
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											
											


ID LOUGHTON RAMS										P	25
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	5	11	3	1	6	4	19			
Elite Trooper, required 4-8, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Close Combat Training: 3, Group Assault											
Equipment: ASH-88 Chainsword, Aggressor Sidearm											
											
Weapon ASH-88 Chainsword										Rending	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon Aggressor Sidearm										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon										SA	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					


ID Loughton Rams											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
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.											
											


ID RAM SERGEANT										P	28
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	9	5	12	3	1	6	4	19			
Elite Squad Leader, required 1/squad, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Close Combat Training: 3, Group Assault, Tactical Sense											
Equipment: ASH-88 Chainsword, Aggressor Sidearm											
											
Weapon ASH-88 Chainsword										Rending	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+4					
Weapon Aggressor Sidearm										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon										SA	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					

ID Ram Sergeant											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
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.											
Tactical Sense - upon passing LD check, model may target nearest model in any squad of their selection. Enemy 12" or more away.											
											

ID RAM SHOTGUN SPECIALIST										P	28
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	5	11	3	1	6	4	19			
Elite Squad Specialist, optional up to 2/squad, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Close Combat Training: 3, Group Assault											
Equipment: M-517 Double Barrel Shotgun											
											
Weapon M-517 Shotgun										Rending	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	9					
Shotgun Template, Cluster Effect: 2										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon										SA	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Ram Shotgun Specialist											
Special Abilities											
Close Combat Training - A model with the Close Combat Training Special Ability imposes a penalty equal to the level against the CC stat of an enemy model that attempts to strike them.											
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.											
											

ID TIMOTHY MACGUIRE										P	51
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	12	5	16	3	3	5	3	20			
Individual Force Commander, limit 1/army, mortal										S	2
MacGuire Alliance										Z	
Special Abilities: Deadshot, Hate: 3, Resolve: 3, Strategic Insight, Force Commander											
Equipment: MacGuire Rifle, Aggressor Sidearm											
											
Weapon MacGuire Rifle										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
-3	-1	0	1	-1	-	11					
Weapon Aggressor Sidearm										Ballistic	
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon										SA	
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules: Hates Cybernetic AI of level 4 or higher											

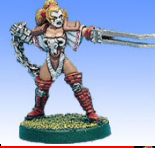
ID Timothy MacGuire											
Special Abilities											
Deadshot - A model with the Deadshot ability may Fire into Close Combat without fear of hitting a friendly model or an LD test. In addition, a missed shot will not threaten friendly models.											
Hate 2 - +2 to LD when making Morale Checks against designated models. Will not willingly break from combat with designated models.											
Resolve: 3 - +3 to LD when making Morale Checks											
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											
Strategic Insight - Gains a +2 to Initiative checks.											
											

MOURNING WOLVES P C 29

CC	RC	PW	LD	AC	WD	ST	MV	AR
9	6	4	12	3	2	5	4	18

Elite Trooper, required 4-8, mortal
 Wolf Packs S Z 2

Special Abilities: Group Assault, Secondary Attack



IMPERIAL

Equipment: Tangle Chain, Wolf Claw

Weapon		Tangle Chain				Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+5			

See Back

Weapon		Wolf Claw				Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
2	-	-	-	-	-	ST+5			

Imposes a -1 penalty to opponent's CC in Close Combat

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

Special Rules:



ID Mourning Wolves

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 another attack (at -4 to CC) with their secondary weapon.

Weapon Special Attributes

Tangle Chain - Negates opponent's charge bonuses. Once entangled by the chans (i.e. engaged in CC), opponent(s) may not break free.



MOURNING WOLF CHEIFTAN P C 34

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	7	4	13	3	2	5	4	18

Elite Squad Leader, required 1/squad, mortal
 Wolf Packs S Z 2

Special Abilities: Group Assault, Secondary Attack



IMPERIAL

Equipment: Tangle Chain, Invader Assault Rifle with Harbinger UBGL

Weapon		Tangle Chain				Rending			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+5			

See Back

Weapon		Invader Assault Rifle				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-4	-1	0	0	-3	-	10			

Can mount one optional loadout

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

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

Special Rules:



ID Mourning Wolf Chieftan

Special Abilities
 Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's core may be deployed anywhere on the tabletop, except in the enemy deployment zone or

Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.

Weapon Special Attributes

Tangle Chain - Negates opponent's charge bonuses. Once entangled by the chans (i.e. engaged in CC), opponent(s) may not break free.



MOURNING WOLF HEROINE P C 36

CC	RC	PW	LD	AC	WD	ST	MV	AR
12	8	4	13	3	2	5	4	18

Elite Squad Specialist, optional up to 3/squad, mortal
 Wolf Packs S Z 2

Special Abilities: Ferocity, Secondary Attack, War Cry



IMPERIAL

Equipment: Wolf's Fang Claymore

Weapon		Wolf's Fang Claymore				Slashing			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	-	-	-	-	-	ST+8			

May Sweep, considered Rending Damage to Necro-Organic Models

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

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

Special Rules:



ID Mourning Wolf Heroine

Special Abilities
 Ferocity - Models with the Ferocity Special Ability gain an additional bonus of +2 CC and +1 DAM when the model Charges or Countercharges.

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

War Cry - When a model uses this ability he must spend an action and make an LD test. If successful, the model has caused one friendly unit (of like disposition) to have an Enhanced Charge Special Ability at Level 1 for the Turn. It lasts only for the turn it was made. If this model fails the roll, the action is wasted. He may only try this once per activation. If the unit selected has the Enhanced Charge Special Ability already, he may not add to that rating and the unit is unaffected by War Cry.

Weapon Special Attributes



PATHFINDERS P C 57

CC	RC	PW	LD	AC	WD	ST	MV	AR
10	11	5	13	3	1	4	4	18

Elite Trooper, required 4-8, mortal
 Wolf Packs S Z 2

Special Abilities: Ambush, Camouflage: 3, Survival Training: 3, Tactical Sense



IMPERIAL

Equipment: Aggressor Sidearm, Howler Grenade Launcher, Iron Bolas

Weapon		Aggressor Sidearm				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
0	1	0	-	-	-	8			

Weapon		Howler GL				Concussive			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	-	-2	-4	-	-	7			

Indirect Fire, Small Explosion Template

Weapon		Iron Bolas				Ballistic			
CC	PB	SR	MR	LR	ER	DAM	SA		
-	0	-2	-	-	-	7			

See Back

Special Rules:



ID Pathfinders

Special Abilities
 Ambush - Model may hold 2 AP in Wait and does not require a LD check to activate.

Camouflage: 3 - when in cover, enemy models get -3 to RC attacks and 3 to LD when making Spot 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


Iron Bolas - Models of size 2 or less that are hit must pass a LD test or go prone.





MOURNING WOLVES										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
9	6	4	12	3	2	5	4	18			
Elite Trooper, required 4-8, mortal										S	2
Wolf Packs										Z	
Special Abilities: Group Assault, Secondary Attack											
Equipment: Tangle Chain, Wolf Claw										IMPERIAL	
Weapon		Tangle Chain				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+5					
See Back											
Weapon		Wolf Claw				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
2	-	-	-	-	-	ST+5					
Imposes a -1 penalty to opponent's CC in Close Combat											
Weapon						SA					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Mourning Wolves											
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 another attack (at -4 to CC) with their secondary weapon.											
Weapon Special Attributes											
Tangle Chain - Negates opponent's charge bonuses. Once entangled by the chans (i.e. engaged in CC), opponent(s) may not break free.											
											


MOURNING WOLF CHEIFAN										P	34
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	7	4	13	3	2	5	4	18			
Elite Squad Leader, required 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Group Assault, Secondary Attack											
Equipment: Tangle Chain, Invader Assault Rifle with Harbinger UBGL										IMPERIAL	
Weapon		Tangle Chain				Rending					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+5					
See Back											
Weapon		Invader Assault Rifle				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
-4	-1	0	0	-3	-	10					
Can mount one optional loadout											
Weapon		Harbinger UBGL				Variable					
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0	-1	-	-	-	-	ROF 1/turn				
ROF: 1/turn, Direct Fire, Support Munitions Only											
Special Rules:											


ID Mourning Wolf Cheifan											
Special Abilities											
Infiltrate - Models with this Special Ability are deployed after all other models have been deployed and after reconnaissance spot checks have been resolved. The Unit's core may be deployed anywhere on the tabletop, except in the enemy deployment zone or											
Predator Senses: 4 - Bonus of +4 when making Spot checks against enemy units who are closer than 7" away.											
Weapon Special Attributes											
Tangle Chain - Negates opponent's charge bonuses. Once entangled by the chans (i.e. engaged in CC), opponent(s) may not break free.											
											


WARHOUNDS										P	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	7	4	12	3	2	6	4	18			
Elite Trooper, required 4-8, mortal										S	2
Wolf Packs										Z	
Special Abilities: Stealth: 1											
Equipment: Dread Sledge Power Hammer, Aggressor Sidearm										IMPERIAL	
Weapon		Power Hammer				Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+6					
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Warhounds											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Weapon Special Attributes											
											


WARHOUND CHEIFAN										P	32
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	4	13	3	2	6	4	18			
Elite Squad Leader, required 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Stealth: 1											
Equipment: Dread Sledge Power Hammer, Aggressor Sidearm										IMPERIAL	
Weapon		Power Hammer				Concussive					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+6					
Weapon		Aggressor Sidearm				Ballistic					
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Warhound Cheifan											
Special Abilities											
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.											
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.											
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.											
Weapon Special Attributes											
											


WARHOUNDS										P	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	7	4	12	3	2	6	4	18			
Elite Trooper, required 4-8, mortal										S	2
Wolf Packs										Z	
Special Abilities: Stealth: 1											
Equipment: Dread Sledge Power Hammer, Aggressor Sidearm										IMPERIAL	
Weapon Power Hammer			Concussive								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+6					
Weapon Aggressor Sidearm			Ballistic								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					

ID	Warhounds
Special Abilities	
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.	
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.	
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.	
Weapon Special Attributes	
	


WARHOUND CHEIFAN										P	32
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	4	13	3	2	6	4	18			
Elite Squad Leader, required 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Stealth: 1											
Equipment: Dread Sledge Power Hammer, Aggressor Sidearm										IMPERIAL	
Weapon Power Hammer			Concussive								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+6					
Weapon Aggressor Sidearm			Ballistic								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					


ID	Warhound Cheifan
Special Abilities	
Stealth - A model with Stealth may move unseen at half its normal MV value. The model loses its Stealth status if it is successfully spotted by the enemy, or performs any action other than to Move, Wait, Concentrate, or Aim.	
There is a level associated with this skill, and that level acts as a penalty to the LD of enemy models attempting to spot the stealthy model. The Movement penalty for being in stealth mode is applied before any Movement penalties for terrain. However, a model may never Move less than 1" per move action, regardless of the penalties.	
Models with Stealth are deployed normally, and considered concealed until they either take an action that reveals their presence, or are spotted successfully by the enemy. Once revealed, they remain so for the remainder of the game.	
Weapon Special Attributes	
	


FENRIS BIKES										P	44
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	3/1	10	6	21			
Support Unit, required 2-4 models, vehicle										S	4
Crew consists of 1 Driver										Z	
Special Abilities: Natural Attack (12), Secondary Attack											
Equipment: Aggressor Sidearm, Punisher Short Sword										IMPERIAL	
Fenris Bike Driver			Aggressor Sidearm, Punisher Short Sword								
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	12	3	-	-	-	-			
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon Impaler Pick Hammer			Concussive								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+9					


ID	Fenris Bikes
Special Abilities	
The driver of a Fenris may move and attack an enemy within one inch of the bike with his sword using a single action. The attack may be launched at any time during the move. If the Fenris moves a minimum of three inches before the attack, the damage is determined by using the vehicle's STR instead of the driver's. This is the unit's primary attack. If the Fenris has adequate movement remaining after this attack to reach base contact with another model, it may attempt a secondary Natural Attack by ramming the new target. This is effectively a charge, with a successful CC roll indicating the ram was successful.	
Weapon Special Attributes	
	


HEDGEHOG NECROMOWER										P	54
CC	RC	PW	LD	AC	WD	ST	MV	AR			
-	-	-	-	-	3/0		5	21			
Support Unit, required 1-2 models, vehicle										S	3
Crew consists of 1 Driver										Z	
Special Abilities:											
Equipment: Ultracharger Mounted HMG										IMPERIAL	
Necromower Driver			Aggressor Sidearm, Wolf's Fang Claymore								
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	12	3	-	6	-	-			
Weapon Ultracharger HMG			Ballistic								
CC	PB	SR	MR	LR	ER	DAM	SA				
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	13	None				
Weapon Aggressor Sidearm			Ballistic								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					


ID	Hedgehog Necromower
Special Abilities	
May Sweep, considered Rending Damage to Necro-Organic Models	
Weapon Special Attributes	
	


ID HEADHUNTERS										P	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	12	3	2	6	4	19			
Elite Trooper, required 4-8, mortal										S	2
Wolf Packs										Z	
Special Abilities: Beheading, Secondary Attack											
Equipment: Aggressor Sidearm, Battle Axe										IMPERIAL	
Weapon		Battle Axe			Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+5					
Weapon		Aggressor Sidearm			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Headhunters											
Special Abilities											
Beheading - Models with this Special Ability may, under certain conditions, sever the head of their opponent. If the resulting To Hit roll of the attack that took their opponent's last wound was less than 4, they will have succeeded in decapitating their foe. Models may not decapitate opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent head. If the decapitation is scored, enemy models within command distance will be affected with a Dire Rating of 3 for the remainder of the turn while friendly models in command distance become Inspired +3.											
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											
											


ID HEADHUNTER CHEIFTAN										P	32
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	9	5	13	3	2	6	4	19			
Elite Squad Leader, required 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Beheading, Secondary Attack											
Equipment: Aggressor Sidearm, Battle Axe										IMPERIAL	
Weapon		Battle Axe			Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+5					
Weapon		Aggressor Sidearm			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID HeadHunter Cheifтан											
Special Abilities											
Beheading - Models with this Special Ability may, under certain conditions, sever the head of their opponent. If the resulting To Hit roll of the attack that took their opponent's last wound was less than 4, they will have succeeded in decapitating their foe. Models may not decapitate opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent head. If the decapitation is scored, enemy models within command distance will be affected with a Dire Rating of 3 for the remainder of the turn while friendly models in command distance become Inspired +3.											
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											
											


ID BERSERKERS										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	10	3	2	6	4	18			
Elite Trooper, required 4-8, mortal										S	2
Wolf Packs										Z	
Special Abilities: Berserk, Group Assault											
Equipment: Aggressor Sidearm, Punisher Short Sword										IMPERIAL	
Weapon		Aggressor Sidearm			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
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 Berserkers											
Special Abilities											
Berserk - When a model makes it's first kill, it must make a LD test to determine if it has become incensed and gone Berserk. If the model passes its LD test it is unaffected by the bloodbath and remains in control of its faculties. If the model fails it becomes Berserk. While Berserk, the model gains +4 CC and a +2 ST. However, his bloodlust makes him reckless, reducing his AR by -4. He must attack the nearest enemy model in LOS. Also, berserk models do not suffer the associated penalties for breaking Command Distances, as they are intent on the spilling of blood.											
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.											
Weapon Special Attributes											
											


ID BERSERKER CHEIFTAN										P	42
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	4	11	3	2	6	4	18			
Elite Squad Leader, required 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Berserk, Group Assault, Killing Stroke											
Equipment: Aggressor Sidearm, Impaler Pick Hammer										IMPERIAL	
Weapon		Aggressor Sidearm			Ballistic						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon		Impaler Pick Hammer			Concussive						
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+9					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Berserker Cheifтан											
Special Abilities											
Berserk - When a model makes it's first kill, it must make a LD test to determine if it has become incensed and gone Berserk. If the model passes its LD test it is unaffected by the bloodbath and remains in control of its faculties. If the model fails it becomes Berserk. While Berserk, the model gains +4 CC and a +2 ST. However, his bloodlust makes him reckless, reducing his AR by -4. He must attack the nearest enemy model in LOS. Also, berserk models do not suffer the associated penalties for breaking Command Distances, as they are intent on the spilling of blood.											
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.											
Killing Stroke - Model gains an additional (x1) DM in CC Attacks											
Weapon Special Attributes											
											


ID HEADHUNTERS										P C	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	12	3	2	6	4	19			
Elite Trooper, required 4-8, mortal										S	2
Wolf Packs										Z	
Special Abilities: Beheading, Secondary Attack											
Equipment: Aggressor Sidearm, Battle Axe										IMPERIAL	
Weapon			Battle Axe				Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+5					
Weapon			Aggressor Sidearm				Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Headhunters											
Special Abilities											
Beheading - Models with this Special Ability may, under certain conditions, sever the head of their opponent. If the resulting To Hit roll of the attack that took their opponent's last wound was less than 4, they will have succeeded in decapitating their foe. Models may not decapitate opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent head. If the decapitation is scored, enemy models within command distance will be affected with a Dire Rating of 3 for the remainder of the turn while friendly models in command distance become Inspired +3.											
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											
											


ID HEADHUNTER CHEIFTAN										P C	32
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	9	5	13	3	2	6	4	19			
Elite Squad Leader, required 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Beheading, Secondary Attack											
Equipment: Aggressor Sidearm, Battle Axe										IMPERIAL	
Weapon			Battle Axe				Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+5					
Weapon			Aggressor Sidearm				Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID HeadHunter Cheifitan											
Special Abilities											
Beheading - Models with this Special Ability may, under certain conditions, sever the head of their opponent. If the resulting To Hit roll of the attack that took their opponent's last wound was less than 4, they will have succeeded in decapitating their foe. Models may not decapitate opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent head. If the decapitation is scored, enemy models within command distance will be affected with a Dire Rating of 3 for the remainder of the turn while friendly models in command distance become Inspired +3.											
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											
											


ID HEADHUNTER BLADEMASTER										P C	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	12	3	2	6	4	19			
Elite Squad Specialist, optional up to 2/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Beheading, Secondary Attack											
Equipment: Aggressor Sidearm, Battle Sword										IMPERIAL	
Weapon			Battle Sword				Slashing				
CC	PB	SR	MR	LR	ER	DAM	SA				
1	-	-	-	-	-	ST+4					
Weapon			Aggressor Sidearm				Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Headhunter Blademaster											
Special Abilities											
Beheading - Models with this Special Ability may, under certain conditions, sever the head of their opponent. If the resulting To Hit roll of the attack that took their opponent's last wound was less than 4, they will have succeeded in decapitating their foe. Models may not decapitate opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent head. If the decapitation is scored, enemy models within command distance will be affected with a Dire Rating of 3 for the remainder of the turn while friendly models in command distance become Inspired +3.											
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											
											


ID HEADHUNTER HERO										P C	33
CC	RC	PW	LD	AC	WD	ST	MV	AR			
12	10	6	13	3	2	6	4	19			
Elite Squad Specialist, optional up to 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Beheading, Secondary Attack											
Equipment: Aggressor Sidearm, Battle Axe										IMPERIAL	
Weapon			Battle Axe				Concussive				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+5					
Weapon			Aggressor Sidearm				Ballistic				
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											


ID Headhunter Hero											
Special Abilities											
Beheading - Models with this Special Ability may, under certain conditions, sever the head of their opponent. If the resulting To Hit roll of the attack that took their opponent's last wound was less than 4, they will have succeeded in decapitating their foe. Models may not decapitate opponents that are larger than one SZ value greater than they are, or opponents that do not have an apparent head. If the decapitation is scored, enemy models within command distance will be affected with a Dire Rating of 3 for the remainder of the turn while friendly models in command distance become Inspired +3.											
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											
											


BERSEKERS										P	29
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	10	3	2	6	4	18			
Elite Trooper, required 4-8, mortal										S	2
Wolf Packs										Z	
Special Abilities: Berserk, Group Assault											
Equipment: Aggressor Sidearm, Punisher Short Sword										IMPERIAL	
Weapon Aggressor Sidearm			Ballistic								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
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 Berserkers											
Special Abilities											
Berserk - When a model makes it's first kill, it must make a LD test to determine if it has become incensed and gone Berserk. If the model passes its LD test it is unaffected by the bloodbath and remains in control of its faculties. If the model fails it becomes Berserk. While Berserk, the model gains +4 CC and a +2 ST. However, his bloodlust makes him reckless, reducing his AR by -4. He must attack the nearest enemy model in LOS. Also, berserk models do not suffer the associated penalties for breaking Command Distances, as they are intent on the spilling of blood.											
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.											
Weapon Special Attributes											
											

BERSEKER CHEIFTAN										P	42
CC	RC	PW	LD	AC	WD	ST	MV	AR			
11	8	4	11	3	2	6	4	18			
Elite Squad Leader, required 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Berserk, Group Assault, Killing Stroke											
Equipment: Aggressor Sidearm, Impaler Pick Hammer										IMPERIAL	
Weapon Aggressor Sidearm			Ballistic								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon Impaler Pick Hammer			Concussive								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	-	-	-	-	-	ST+9					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Berserker Chieftan											
Special Abilities											
Berserk - When a model makes it's first kill, it must make a LD test to determine if it has become incensed and gone Berserk. If the model passes its LD test it is unaffected by the bloodbath and remains in control of its faculties. If the model fails it becomes Berserk. While Berserk, the model gains +4 CC and a +2 ST. However, his bloodlust makes him reckless, reducing his AR by -4. He must attack the nearest enemy model in LOS. Also, berserk models do not suffer the associated penalties for breaking Command Distances, as they are intent on the spilling of blood.											
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.											
Killing Stroke - Model gains an additional (x1) DM in CC Attacks											
Weapon Special Attributes											
											

BERSEKER STANDARD BEARER										P	30
CC	RC	PW	LD	AC	WD	ST	MV	AR			
10	8	4	11	3	2	6	4	18			
Elite Squad Specialist, optional up to 1/squad, mortal										S	2
Wolf Packs										Z	
Special Abilities: Berserk, Group Assault, Inspiration: 3											
Equipment: Aggressor Sidearm										IMPERIAL	
Weapon Aggressor Sidearm			Ballistic								
CC	PB	SR	MR	LR	ER	DAM	SA				
0	1	0	-	-	-	8					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Weapon											
CC	PB	SR	MR	LR	ER	DAM	SA				
-	-	-	-	-	-	-					
Special Rules:											

ID Berserker Standard Bearer											
Special Abilities											
Berserk - When a model makes it's first kill, it must make a LD test to determine if it has become incensed and gone Berserk. If the model passes its LD test it is unaffected by the bloodbath and remains in control of its faculties. If the model fails it becomes Berserk. While Berserk, the model gains +4 CC and a +2 ST. However, his bloodlust makes him reckless, reducing his AR by -4. He must attack the nearest enemy model in LOS. Also, berserk models do not suffer the associated penalties for breaking Command Distances, as they are intent on the spilling of blood.											
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.											
Inspiration - Models with this ability may add their level of Inspiration to the effective LD value for both themselves and friendly models within their command radius.											
Weapon Special Attributes											
											

HEDGEHOG NECROMOWER										P	54					
CC	RC	PW	LD	AC	WD	ST	MV	AR								
-	-	-	-	-	3/0		5	21								
Support Unit, required 1-2 models, vehicle										S	3					
Crew consists of 1 Driver										Z						
Special Abilities:																
Equipment: Ultracharger Mounted HMG										IMPERIAL						
Necromower Driver			Aggressor Sidearm, Wolf's Fang Claymore				Weapon			Wolf's Fang Claymore			Slashing			
CC	RC	PW	LD	AC	WD	ST	MV	AR	CC	PB	SR	MR	LR	ER	DAM	SA
10	8	4	12	3	-	6	-	-	0	-	-	-	-	-	ST+8	
May Sweep, considered Rending Damage to Necro-Organic Models																
Weapon			Ultracharger HMG				Ballistic									
CC	PB	SR	MR	LR	ER	DAM	SA									
-	0(x2)	3(x3)	1(x2)	-1(x2)	-	13	None									
Weapon			Aggressor Sidearm				Ballistic									
CC	PB	SR	MR	LR	ER	DAM	SA									
0	1	0	-	-	-	8										

ID Hedgehog Necromower											
Special Abilities											
Weapon Special Attributes											
