



## WEAPON ABILITIES

### ANTI - X

- **[ANTI-KEYWORD X+]:** An unmodified Wound roll of 'x+' against a target with the matching keyword scores a Critical Wound.

### ASSAULT

- Can be shot even if the bearer's unit Advanced.

### BLAST

- Add 1 to the Attacks characteristic for every five models in the target unit (rounding down).
- Can never be used against a target that is within Engagement Range of any units from the attacking model's army (including its own).

### DEVASTATING WOUNDS

- A Critical Wound inflicts mortal wounds equal to the weapon's Damage characteristic, instead of any normal damage.

### EXTRA ATTACKS

- The bearer can attack with this weapon in addition to any other weapons it can make attacks with.

### HAZARDOUS

- After a unit shoots or fights, roll one Hazardous test (one D6) for each Hazardous weapon used. For each 1, one model equipped with a Hazardous weapon is destroyed (CHARACTERS, MONSTERS and VEHICLES suffer 3 mortal wounds instead).

### HEAVY

- Add 1 to Hit rolls if the bearer's unit Remained Stationary this turn.

### IGNORES COVER

- Target gets no benefits from Cover.

### INDIRECT FIRE

- Can target and make attacks against units that are not visible to the attacking unit.
- If no models are visible in a target unit when it is selected, then when making an attack against that target with an Indirect Fire weapon, subtract 1 from that attack's Hit roll and the target has the Benefit of Cover against that attack.

## CONSOLIDATION

- Up to 3".
- All models must end closer to closest enemy and in base-to-base if possible.
- If the above is not possible, each model can move towards the closest objective if they are able to get within 3" of it.
- If the above is also not possible, no model consolidates.

### LANCE

- + 1 to Wound rolls if charged

### LETHAL HITS

- Critical Hits (6s to Hit) automatically wound

### MELTA - X

- **[MELTAX]:** Increase the Damage by 'x' when targeting units within half range.

### PISTOL

- Can be shot even if the bearer's unit is within Engagement Range of enemy units, but must target one of those enemy units.
- Cannot be shot alongside any other non-Pistol weapon (except by a MONSTER or VEHICLE).

### PRECISION

- When targeting an Attached unit, the attacking model's player can have the attack allocated to a CHARACTER model in that unit visible to the bearer.

### RAPID FIRE - X

- **[RAPID FIRE X]:** Increase the Attacks by 'x' when targeting units within half range.

### SUSTAINED HITS - X

- **[SUSTAINED HITS X]:** Each Critical Hit scores 'x' additional hits on the target.

### TORRENT

- Automatically hits

### TWIN LINKED

- Re-roll Wound rolls

## (DESPERATE) FALL BACK

- **Fall Back Move:** Models move up to M".
- Units that Fall Back cannot shoot or declare a charge in the same turn.
- Models can move over enemy models when Falling Back, but you must take Desperate Escape tests for them before they do so (excluding models that are TITANIC or can FLY).
- If a Battle-shocked unit is selected to Fall Back, take a Desperate Escape test for every model in that unit.
- **Desperate Escape Test:** Roll one D6. On a 1-2, one model from that unit is destroyed.

## SPECIAL ABILITIES

### BIG GUNS NEVER TIRE

- Monsters and Vehicles can shoot and be shot at within Engagement Range at -1 to Hit.

### COVER

- **Benefit of Cover:** Add 1 to armour saving throws against ranged attacks.
- Does not apply to models with a Save of 3+ or better against attacks with an AP of 0.
- Multiple instances are not cumulative.

### DEEP STRIKE

- Unit can be set up in Reserves instead of on the battlefield.
- Unit can be set up in your Reinforcements step, more than 9" horizontally away from all enemy models.

### FIGHT FIRST

- Eligible to Fight in Fight First step.

### LEADER

- Before the battle, CHARACTER units with the Leader ability can be attached to one of their Bodyguard units to form an Attached unit.
- Attached units can only contain one Leader.
- Attacks cannot be allocated to CHARACTER models in Attached units.

### INFILTRATOR

- Can be set up anywhere not within 9" of an enemy model or deployment zone.

### LONE OPERATIVE

- Can only be selected as target if within 12".

### SCOUTS

- **Scouts x":** Unit can make a Normal move of up to x" before the first turn begins.
- If embarked in a DEDICATED TRANSPORT, that DEDICATED TRANSPORT can make this move instead.
- Must end this move more than 9" horizontally away from all enemy models.

### STEALTH

- -1 to Hit if targeted with a ranged attack.

## OBJECTIVES

- In range within 3" horizontally, 5" vertically.
- Add together all models OC characteristics. Highest OC Value controls it.
- Models cannot end a move on top of an objective marker