

EXPERIENCE **FLESH WOUNDS** **CONVALESCENCE** **NEW RECRUIT**

SPECIALISM: Medic - Reassuring
DEMEANOUR: Entertaining

ABILITIES: Specialist Retainer, Healing Serum

| | | | | | | | | | | |
|--------------------|-------|------------|------|----|---|---|---|---|---|---|
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | 1 | 0 | 1 | | |
| Scalpel claw | Melee | Melee | User | -1 | 1 | - | - | - | - | - |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | - | - | - | - | - |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
|----------------|-------|------|----|----|----|-----------|---|---|---|----|
| Santasia Minst | 6" | | 4+ | 4+ | 4+ | 3 | 3 | 2 | 2 | 5+ |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|----------------|----|----|----|----|---|---|---|----|----|
| Santasia Minst | 6" | 4+ | 4+ | 4+ | 3 | 3 | 2 | 2 | 7 |

17 POINTS

SANTASIA MINST

GNASHER-SCREAMER

31 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|------------------|----|----|----|---|---|---|---|----|----|
| Gnasher-Screamer | 4" | 4+ | - | 5 | 5 | 4 | 4 | 8 | 6+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------|-------|-------|------|----|---|---|
| Hideose mutations | Melee | Melee | User | -2 | 2 | - |
| Plague cleaver | Melee | Melee | User | -2 | 2 | Re-roll wound rolls of 1 for this weapon. |

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE

FLESH WOUNDS **CONVALESCENCE** **NEW RECRUIT**

LEVEL **FLESH WOUNDS** **CONV** **MINOR INJURY** **SERIOUS INJURY**

SPECIALISM: Strategist - Resourceful
DEMEANOUR: Intrepid

ABILITIES: Concealed Arched Weapon, Disruption Field Generator

| | | | | | | | | | | |
|---------------------------|-------|------------|------|----|---|---|---|---|---|---|
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | 1 | 0 | 1 | | |
| Monomolecular cane-rapier | Melee | Melee | User | -4 | 1 | - | - | - | - | - |
| Hetroom pistol | 12" | Pistol 1 | 4 | -2 | 2 | - | - | - | - | - |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
|--------------|-------|------|----|----|---|-----------|---|---|---|----|
| Etucia Vhane | 6" | | 3+ | 3+ | 3 | 3 | 3 | 4 | 3 | 4+ |

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--------------|----|----|----|---|---|---|---|----|----|
| Etucia Vhane | 6" | 3+ | 3+ | 3 | 3 | 3 | 4 | 3 | 9 |

POINTS

ETUCIA VHANE

VULGRAR THRICE-CURSED

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|----|----|----|---|---|---|---|----|----|
| Vulgrar Thrice-Cursed | 4" | 3+ | 6+ | 5 | 5 | 5 | 4 | 6 | 6+ |

| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES |
|-------------------|-------|------------|---|----|---|--|
| Belly-flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. |
| Fleshripper claws | Melee | Melee | 4 | -1 | 1 | - |

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

LEVEL **FLESH WOUNDS**

CONV **MINOR INJURY** **SERIOUS INJURY**

VULGRAR THRICE-CURSED

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|-------|------------|----|----|---|--|---|----|----|
| Vulgrar Thrice-Cursed | 4" | 3+ | 6+ | 5 | 5 | 5 | 4 | 9 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Belly-flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. | | | |
| Fleshripper claws | Melee | Melee | 4 | -1 | 1 | | | | |

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

| LEVEL | FLESH WOUNDS | INJURY | Contusion | Minor Injury | Serious Injury |
|-------|--|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

GNASHER-SCREAMER

31 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-------------------|-------|-------|----|------|----|-----------|---|----|----|
| Gnasher-Screamer | 4" | 4+ | - | 5 | 5 | 4 | 4 | 8 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Hideous mutations | Melee | Melee | | User | -2 | 2 | | | |
| Plague cleaver | Melee | Melee | | User | -2 | 2 | Re-roll wound rolls of 1 for this weapon. | | |

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

| EXPERIENCE | FLESH WOUNDS | CONVALESCENCE | NEW RECRUIT |
|--|--|--------------------------|--------------------------|
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VULGRAR THRICE-CURSED

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|-------|------------|----|----|---|--|---|----|----|
| Vulgrar Thrice-Cursed | 4" | 3+ | 6+ | 5 | 5 | 5 | 4 | 9 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Belly-flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. | | | |
| Fleshripper claws | Melee | Melee | 4 | -1 | 1 | | | | |

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

| LEVEL | FLESH WOUNDS | INJURY | Contusion | Minor Injury | Serious Injury |
|-------|--|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

GNASHER-SCREAMER

31 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-------------------|-------|-------|----|------|----|-----------|---|----|----|
| Gnasher-Screamer | 4" | 4+ | - | 5 | 5 | 4 | 4 | 8 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Hideous mutations | Melee | Melee | | User | -2 | 2 | | | |
| Plague cleaver | Melee | Melee | | User | -2 | 2 | Re-roll wound rolls of 1 for this weapon. | | |

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

| EXPERIENCE | FLESH WOUNDS | CONVALESCENCE | NEW RECRUIT |
|--|--|--------------------------|--------------------------|
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LORD OF RESENTMENT

Vulgrar Thrice-Cursed Aura Tactic

Use this Tactic at the start of the Movement phase if your kill team includes **VULGRAR THRICE-CURSED**. This model gains the following aura ability until the end of the battle round:

As long as this model is not shaken, you can re-roll hit rolls of 1 made for friendly **GELLERPOX INFECTED** models within 6" this model.

1 COMMAND POINT

INSANE GIBBERING

Vulgrar Thrice-Cursed Tactic

Use this Tactic at the start of the Psychic phase if your kill team includes **VULGRAR THRICE-CURSED**. Until the end of the phase, subtract 1 from Psychic tests taken for enemy **PSYKERS** whilst they are within 18" of your **VULGRAR THRICE-CURSED**.



1 COMMAND POINT

VULGRAR THRICE-CURSED

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|-------|------------|----|----|---|--|---|----|----|
| Vulgrar Thrice-Cursed | 4" | 3+ | 6+ | 5 | 5 | 5 | 4 | 9 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Belly-flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. | | | |
| Fleshripper claws | Melee | Melee | 4 | -1 | 1 | | | | |

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

| LEVEL | FLESH WOUNDS | INJURY | Contusion | Minor Injury | Serious Injury |
|-------|--|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |



GNASHER-SCREAMER

31 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-------------------|-------|-------|----|------|----|-----------|---|----|----|
| Gnasher-Screamer | 4" | 4+ | - | 5 | 5 | 4 | 4 | 8 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Hideous mutations | Melee | Melee | | User | -2 | 2 | | | |
| Plague cleaver | Melee | Melee | | User | -2 | 2 | Re-roll wound rolls of 1 for this weapon. | | |

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

| EXPERIENCE | FLESH WOUNDS | CONVALESCENCE | NEW RECRUIT |
|---|--|--------------------------|--------------------------|
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VULGRAR THRICE-CURSED

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|-------|------------|----|----|---|--|---|----|----|
| Vulgrar Thrice-Cursed | 4" | 3+ | 6+ | 5 | 5 | 5 | 4 | 9 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Belly-flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. | | | |
| Fleshripper claws | Melee | Melee | 4 | -1 | 1 | | | | |

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

| LEVEL | FLESH WOUNDS | INJURY | Contusion | Minor Injury | Serious Injury |
|-------|--|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

GNASHER-SCREAMER

31 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-------------------|-------|-------|----|------|----|-----------|---|----|----|
| Gnasher-Screamer | 4" | 4+ | - | 5 | 5 | 4 | 4 | 8 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Hideous mutations | Melee | Melee | | User | -2 | 2 | | | |
| Plague cleaver | Melee | Melee | | User | -2 | 2 | Re-roll wound rolls of 1 for this weapon. | | |

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

| EXPERIENCE | FLESH WOUNDS | CONVALESCENCE | NEW RECRUIT |
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CORRUPTION AND DECAY

Gellerpox Infected Tactic

Use this Tactic at the start of the Fight phase. Choose an enemy model within 3" of a model from your kill team. Until the end of the phase, subtract 1 from that enemy model's Toughness characteristic.



2 COMMAND POINTS

RANCID VOMIT

Gellerpox Infected Tactic

Use this Tactic at the start of the Shooting phase. Choose a NIGHTMARE HULK model from your kill team and then choose an enemy model within 6" of and visible to it. Roll three D6; for each roll of 5+ that enemy model suffers 1 mortal wound.



2 COMMAND POINTS

GELLERSHIFT

Gellerpox Infected Tactic

Use this Tactic in the Movement phase before making a normal move with a GELLERPOX MUTANT from your kill team. Remove that model from the battlefield, then set it up anywhere on the battlefield that is more than 4" from any enemy models. It cannot move further in this phase.



2 COMMAND POINTS

VULGRAR THRICE-CURSED

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-----------------------|-------|------------|----|----|---|--|---|----|----|
| Vulgrar Thrice-Cursed | 4" | 3+ | 6+ | 5 | 5 | 5 | 4 | 9 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Belly-flamer | 8" | Assault D6 | 4 | 0 | 1 | This weapon automatically hits its target. | | | |
| Fleshripper claws | Melee | Melee | 4 | -1 | 1 | | | | |

ABILITIES: Disgustingly Resilient, Bionic Abomination, Horrific Visage

SPECIALISM: Strength - Muscular

DEMEANOUR: Oppressive

| LEVEL | FLESH WOUNDS | INJURY | Contusion | Minor Injury | Serious Injury |
|-------|--|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

GNASHER-SCREAMER

31 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|-------------------|-------|-------|----|------|----|-----------|---|----|----|
| Gnasher-Screamer | 4" | 4+ | - | 5 | 5 | 4 | 4 | 8 | 6+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| HIDEOUS MUTATIONS | Melee | Melee | | User | -2 | 2 | | | |
| Plague cleaver | Melee | Melee | | User | -2 | 2 | Re-roll wound rolls of 1 for this weapon. | | |

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

| EXPERIENCE | FLESH WOUNDS | CONVALESCENCE | NEW RECRUIT |
|--|--|--------------------------|--------------------------|
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VERMINOID INFESTATION

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Set up a **MUTOID VERMIN** model on the battlefield anywhere that is wholly within 6" of a **GELLERPOX INFECTED** model from your kill team and more than 6" from any enemy models. This **MUTOID VERMIN** model is added to your kill team until the end of the mission, but is ignored for the purposes of determining whether your kill team is broken. At the end of the battle, remove all models added to your kill team through this Tactic before determining who has won the mission.

3 COMMAND POINTS

TWISTED BLESSINGS

Gellerpox Infected Tactic

Use this Tactic at the end of the Movement phase. Choose a **NIGHTMARE HULK** model from your kill team that has one or more flesh wounds and roll a D6; on a 4+ one flesh wound is removed from that model.



2 COMMAND POINTS

MACHINE GLITCH

Gellerpox Infected Tactic

Use this Tactic when a player attempts to open or close a door if a **GLITCHLING** from your Kill Team that is not shaken is within 1" of that door or doorway. Add 3 to your dice result when rolling off to determine if that door opens (or remains closed) or if it closes (or remains open).



1 COMMAND POINT



ELUCIA VHANE

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---------------------------|-------|------------|----|------|----|---|--|----|----|
| Elucia Vhane | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ |
| WEAPON | RANGE | TYPE | | S | AP | D | ABILITIES | | |
| Heirloom pistol | 12" | Pistol 1 | | 4 | -2 | 2 | - | | |
| Monomolecular cane-rapier | Melee | Melee | | User | -4 | 1 | - | | |
| Concussion grenade | 6" | Grenade D3 | | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | |

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

| LEVEL | FLESH WOUNDS | INJURY | Contusion | Minor Injury | Serious Injury |
|-------|--|--------------------------|--------------------------|--------------------------|--------------------------|
| | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

GNASHER-SCREAMER

31 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|-------------------|-------|-------|----|------|----|-----------|---|----|----|--|
| Gnasher-Screamer | 4" | 4+ | - | 5 | 5 | 4 | 4 | 8 | 6+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Hideous mutations | Melee | Melee | | User | -2 | 2 | | | | |
| Plague cleaver | Melee | Melee | | User | -2 | 2 | Re-roll wound rolls of 1 for this weapon. | | | |

ABILITIES: Disgustingly Resilient, Horrific Visage

SPECIALISM: Leader - Resourceful

DEMEANOUR: Cacophonous

EXPERIENCE

FLESH WOUNDS

CONVALESCENCE

NEW RECRUIT



ELUCIA VHANE

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv | |
|---------------------------|-------|------------|----|------|----|-----------|--|----|----|--|
| Elucia Vhane | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ | |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | | |
| Heirloom pistol | 12" | Pistol 1 | | 4 | -2 | 2 | | | | |
| Monomolecular cane-rapier | Melee | Melee | | User | -4 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL

FLESH WOUNDS

INJURY

Contusion

Minor Injury

Serious Injury

SANISTASIA MINST

17 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--------------------|-------|------------|------|----|---|--|---|----|----|
| Sanistasia Minst | 6" | 4+ | 4+ | 3 | 3 | 2 | 2 | 7 | 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | | | | |
| Scalpel claw | Melee | Melee | User | -1 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Specialist Retainer, Healing Serum

SPECIALISM: Medic - Reassuring

DEMEANOUR: Enterprising

EXPERIENCE



FLESH WOUNDS



CONVALESCENCE



NEW RECRUIT



ELUCIA VHANE

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---------------------------|-------|------------|------|----|---|--|---|----|----|
| Elucia Vhane | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Heirloom pistol | 12" | Pistol 1 | 4 | -2 | 2 | | | | |
| Monomolecular cane-rapier | Melee | Melee | User | -4 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL



FLESH WOUNDS



INJURY



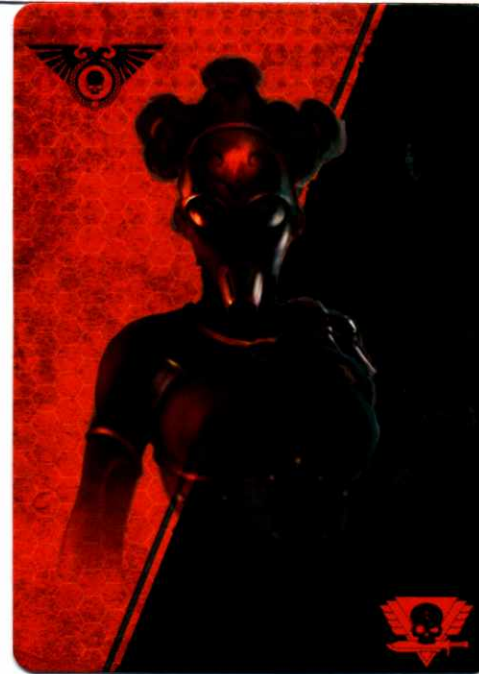
Contusion



Minor Injury



Serious Injury



SANISTASIA MINST

17 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--------------------|-------|------------|------|----|---|--|---|----|----|
| Sanistasia Minst | 6" | 4+ | 4+ | 3 | 3 | 2 | 2 | 7 | 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | | | | |
| Scalpel claw | Melee | Melee | User | -1 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Specialist Retainer, Healing Serum

SPECIALISM: Medic - Reassuring

DEMEANOUR: Enterprising

EXPERIENCE

FLESH WOUNDS

CONVALESCENCE

NEW RECRUIT

ELUCIA VHANE

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---------------------------|-------|------------|------|----|---|--|---|----|----|
| Elucia Vhane | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Heirloom pistol | 12" | Pistol 1 | 4 | -2 | 2 | | | | |
| Monomolecular cane-rapier | Melee | Melee | User | -4 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL

FLESH WOUNDS

INJURY

Contusion

Minor Injury

Serious Injury

MULTI-SPECTRAL AUSPICATOR

Elucia Vhane Aura Tactic

Use this Tactic at the start of the Movement phase. **ELUCIA VHANE** gains the following aura ability until the end of the battle round:

As long as this model is not shaken, re-roll hit rolls of 1 for attacks made by friendly **ELUCIDIAN STARSTRIDERS** models within 6" of it.



1 COMMAND POINT

DIGITAL LASER REGALIA

Elucia Vhane Tactic

Use this Tactic immediately after fighting with **ELUCIA VHANE**. Make an additional hit roll against an enemy model within 1" of her; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.



2 COMMAND POINTS

SANISTASIA MINST

17 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--------------------|-------|------------|------|----|---|--|---|----|----|
| Sanistasia Minst | 6" | 4+ | 4+ | 3 | 3 | 2 | 2 | 7 | 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | | | | |
| Scalpel claw | Melee | Melee | User | -1 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Specialist Retainer, Healing Serum

SPECIALISM: Medic - Reassuring

DEMEANOUR: Enterprising

EXPERIENCE

FLESH WOUNDS

CONVALESCENCE

NEW RECRUIT

ELUCIA VHANE

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---------------------------|-------|------------|------|----|---|--|---|----|----|
| Elucia Vhane | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Heirloom pistol | 12" | Pistol 1 | 4 | -2 | 2 | | | | |
| Monomolecular cane-rapier | Melee | Melee | User | -4 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL

FLESH WOUNDS

INJURY

Contusion

Minor Injury

Serious Injury

COMBAT MEDICINE

Elucidian Starstriders Tactic

Use this Tactic after using **SANISTASIA MINST**'s Healing Serum ability (whether or not the ability was successful). You can immediately use that ability for a second time this phase, either on a different model or the same model again.



1 COMMAND POINT

PRIORITY OBJECTIVE IDENTIFIED

Elucidian Starstriders Tactic

Use this Tactic at the end of the Movement phase if **LARSEN VAN DER GRAUSS** is within 3" of an objective marker and not shaken. Until the end of the battle round, add 1 to his saving throws and Attacks characteristic.



1 COMMAND POINT

EXECUTIONER SHELL

Elucidian Starstriders Tactic

Use this Tactic before Voidmaster Nitsch is chosen to shoot with in the Shooting phase. Only make a single hit roll with his artificer shotgun this phase, but add 3 to the result; if the hit roll is successful, the enemy model suffers 1 mortal wound and the attack sequence ends.



2 COMMAND POINTS

SANISTASIA MINST

17 POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|--------------------|-------|------------|------|----|---|--|---|----|----|
| Sanistasia Minst | 6" | 4+ | 4+ | 3 | 3 | 2 | 2 | 7 | 5+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Laspistol | 12" | Pistol 1 | 3 | 0 | 1 | | | | |
| Scalpel claw | Melee | Melee | User | -1 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Specialist Retainer, Healing Serum

SPECIALISM: Medic - Reassuring

DEMEANOUR: Enterprising

EXPERIENCE

FLESH WOUNDS

CONVALESCENCE

NEW RECRUIT

ELUCIA VHANE

POINTS

| NAME | M | WS | BS | S | T | W | A | Ld | Sv |
|---------------------------|-------|------------|------|----|---|--|---|----|----|
| Elucia Vhane | 6" | 3+ | 3+ | 3 | 3 | 4 | 3 | 9 | 4+ |
| WEAPON | RANGE | TYPE | S | AP | D | ABILITIES | | | |
| Heirloom pistol | 12" | Pistol 1 | 4 | -2 | 2 | | | | |
| Monomolecular cane-rapier | Melee | Melee | User | -4 | 1 | | | | |
| Concussion grenade | 6" | Grenade D3 | 3 | 0 | 1 | If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics. | | | |

ABILITIES: Concealed Archeotech Weapon, Disruption Field Generator

SPECIALISM: Strategist - Resourceful

DEMEANOUR: Intrepid

LEVEL

FLESH WOUNDS

INJURY

Contusion

Minor Injury

Serious Injury

KILLING STRIKES

Elucidian Starstriders Tactic

Use this Tactic before **KNOSSO PROND** is chosen to fight with in the Fight phase. Until the end of the phase, the Damage characteristic of her power blade is increased to D3.



2 COMMAND POINTS

VOLTAGHEIST TRANSFERENCE

Elucidian Starstriders Tactic

Use this Tactic in the Movement phase before making a normal move with **LARSEN VAN DER GRAUSS**. Remove this model from the battlefield, then set it up anywhere that is more than 4" from any enemy models. He cannot move further this phase.



2 COMMAND POINTS

VOLTAGHEIST FIELD

Elucidian Starstriders Tactic

Use this Tactic before **LARSEN VAN DER GRAUSS** is chosen to shoot with in the Shooting phase. He can do one of the following instead of shooting normally: open or close a door as if he were within 1" of it, scan a terrain feature for traps (your opponent(s) must tell you if that terrain feature has been trapped or not), or ignore penalties to his hit rolls for the target model being obscured when shooting with his voltaic pistol this phase.

2 COMMAND POINTS