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| Faction | Points | Strength | Attack | Move | Shoot | Courage | Armour | Attack  Value | Defence  Value | Shoot  Value | Move  Distance | Free Actions / Special Rules |
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| **Anti-Personnel;** Armour of target unit is reduced by 1 for shooting.  **Anti-Tank;** Armour of target vehicle is halved for shooting.  **Area Effect;** Target unit gains no armour bonus for cover and -1 to courage tests.  **Armour-Piercing;** Target’s armour counts as 1 point lower than usual.  **Artillery Support;** Activate on 8+. Target suffers shoot attack at 4+\*\*  **Back Into The Fray;** When the unit passes a rally test it can also take an ordered action.  **Cleric**\*; Do not fear units. Use enchanted weapons successfully every time  **Counter Charge**; Roll 7+ to meet charging opponents halfway\*\* | **Counter Sniper;** Can target Hard To Target units at ranges beyond 12”.  **Evade**; Roll 7+ when charged to make a Skirmish targeting charger; may not advance on them\*\*  **Fear**\*; Courage -1 if opp. rolls after fighting.  **Fearful**\*; Courage and Rally tests at -1.  **Fire Support;** If targeting a unit within 6**”** of an un-activated friendly unit, the friendly unit can forego its action to negate any range penalty.  **Fleet Footed**; No loss of move in rough ground.  **Flying / Burrowing**\*; Ignore terrain while moving, cannot claim cover.  **Go To Ground;** On a successful move action unit can go to ground. Unit cannot move or attack but gains +1 armour against shooting. If attacked defence value become 5+. | **Hard to Target;** Armour 2 for shooting, range must be 12” or less to target.  **Hatred**\*; Gain wild charge against hated species. If have it, auto-pass against hated.  **Indirect Fire;** When using the Fire Support rule unit can target a unit it cannot see but suffers normal range penalties.  **Infantry Fighting Vehicle;** Passenger unit may shoot at -1 and 12” range.  **Mechanoid, Demonic and Undead**\*; Gain one of FEAR, VENOM, FLYING. Courage becomes 0+. No FEAR effects. Hits round UP instead of DOWN.  **Mounted:** Increase maximum movement by 4”.  **Ranger**\*; No loss of Att/Def in rough ground. No armour bonus for rough ground.  **Skirmish**; Activate on 7+to move half distance and shoot at -1 (in either order). | **Special Insertion;** 6+ to activate off board. Can deploy anywhere but not within 6” of an enemy unit.  **Summoner**\*; May call on off-table units to arrive. See DR p46.  **Transport;** See Xenos Rule Supplement  **Venom**\*; Attack die = 6 do 2 points of damage.  **Were**\*; If takes hit, transforms on D6=5+ into beasts.  **Wild Charge**; Must attack if < attack distance.\*\*  \*\* Not when battered.  \* Fantastical rules. |