

# Jethro Kartin "Ex-Marksman. Elite fighter. Cautious."

Veteran Sharpshooter				
Movement	Defense	Toughness	Health	Wounds
5"	4+	1	6	1

Munitorum Mk VI Power Sword <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	0	1	
Heavy	4+	2	4	3	

Kantrael MG XII Infantry Lasgun <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	3+	20	3	2	2	
Aimed	2+	24	1	3	6	Sniper

**Coherency Bonus**  
Reroll [1] in Shoot-actions

**Passive: Make Every Shot Count**  
All Shoot-actions score critical hits on a 5+.

**Combat Ability: Executioner's Stance**  
All Shoot-actions in this turn score critical hits on a 4+. Make a Shoot-action.

**Blitz: Frag Grenade**  
9" - A1 - Q3+ - Area 3/3 - Stun

**Magazine**

**Ammunition**

**Warp**

**Toughness**

**Wounds**

**Health**

**Actions**

**Combat Ability: Executioner's Stance**

**Blitz: Frag Grenade**

# Helma Lomant "Ex-Squad-Leader. Commanding. Loyal to the bone."

Veteran Sharpshooter				
Movement	Defense	Toughness	Health	Wounds
5"	4+	1	6	1

Catachan Mk IV "Devil's Claw" Sword <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	0	1	Bleed 1
Heavy	4+	2	1	3	Bleed 1

Locke Mk IIb Spearhead Boltgun <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	4+	16	3	2	4	Stun
Aimed	3+	20	2	3	8	Stun

**Coherency Bonus**  
Reroll [1] in Shoot-actions

**Passive: Make Every Shot Count**  
All Shoot-actions score critical hits on a 5+.

**Combat Ability: Voice of Command**  
Replenish 1 point toughness for all operatives in coherency. Stun all enemy units within 2".







**Blitz: Krak Grenade**  
9" - A1 - Q3+ - Critical - D9

**Magazine**












**Ammunition**



**Warp**










**Toughness**







**Wounds**



**Health**




**Actions**

**Combat Ability: Voice of Command**

**Blitz: Krak Grenade**

# Imada Yohachi "Ex-Bountyhunter. Bullet-kisser. Unfathomable."

Veteran Sharpshooter				
Movement	Defense	Toughness	Health	Wounds
5"	4+	1	6	1

Munitorum Mk VII Sapper Shovel <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	3	1	2	
Heavy	4+	1	2	4	

Columnus Mk V Infantry Autogun <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	3+	16	8	1	1	
Aimed	2+	20	3	2	3	Sniper

**Coherency Bonus**  
Reroll [1] in Shoot-actions

**Passive: Make Every Shot Count**  
All Shoot-actions score critical hits on a 5+.

**Combat Ability: Infiltrate**  
Make a Move-action +4" distance. The operative may move through enemy models.

**Blitz: Smoke Grenade**  
Enemies shooting the veteran and allies in coherency get -1 to hit. Lasts till the next operatives turn.

**Magazine**

**Ammunition**

**Warp**

**Toughness**

**Wounds**

**Health**

**Actions**

**Combat Ability: Infiltrate**

**Blitz: Smoke Grenade**

# Burke "Ex-Bodyguard. Drunken brawler. Raging screamer."

Ogryn Skullbreaker				
Movement	Defense	Toughness	Health	Wounds
6"	3+	2	9	2

Achlys Mk I Power Maul <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	0	1	Stun
Heavy	4+	2	3	3	Stun

Foe-Rend Mk II Ripper Gun <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	5+	12	4	0	1	Blast 2
Aimed	4+	16	3	1	2	Stun

**Coherency Bonus**  
Add 1 Toughness on turnstart

**Passive: Thick Skin**  
Regeneration 6

**Combat Ability: Indomitable**  
Make a Charge-action in a straight line. The Ogryn may move through enemy models. Place 2 Stun-markers on units on the path.

**Blitz: Big Rock**  
9" - A1 - Q3+ - AP3 - D6 - Stun

**Magazine**

**Ammunition**

**Warp**

**Toughness**

**Wounds**

**Health**

**Actions**

**Combat Ability: Indomitable**

**Blitz: Big Rock**

# Quake "Ex-Demolition-Specialist. Calm destroyer. Loyal Protector."

Ogryn Skullbreaker				
Movement	Defense	Toughness	Health	Wounds
6"	3+	2	9	2

Orox Mk II Battle Maul & Mk III Slab Shield <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	0	1	Stun
Heavy	4+	2	1	1	Blast 4; Stun

Blastoom Mk III Grenadier Gauntlet <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	5+	18	1	0	1	Blast 8; Stun
Aimed	4+	24	1	3	9	Stun

**Coherency Bonus**  
Add 1 Toughness on turnstart

**Passive: Thick Skin**  
Regeneration 6

**Combat Ability: Loyal Protector**  
Thick Skin grants Regeneration 5 until your next turn. Taunt all enemy units within 3" and make them only attack you.







**Blitz: Frag Bomb**  
9" - A1 - Q3+ - Area 5/5

**Magazine**












**Ammunition**



**Warp**










**Toughness**







**Wounds**



**Health**



**Actions**

**Combat Ability: Loyal Protector**

**Blitz: Frag Bomb**

# Itchy Trigger "Ex-Load-Carrier. Black-Powder-Lover. Emotionally unstable."

Ogryn Skullbreaker				
Movement	Defense	Toughness	Health	Wounds
6"	3+	2	9	2

Bull Butcher Mk III Cleaver <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	1	2	Bleed 1
Heavy	4+	2	2	4	Bleed 3

Krouk Mk V Twin-Linked Heavy Stubber <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	5+	16	10	0	1	Relentless
Aimed	4+	20	6	1	2	Relentless

**Coherency Bonus**  
Add 1 Toughness on turnstart

**Passive: Thick Skin**  
Regeneration 6

**Combat Ability: Point-Blank Barrage**  
Relentless triggers on 5+ for all Shoot-actions in this turn. Make a Shoot-action.

**Blitz: Big Box of Hurt**  
9" - A1 - Q3+ - Blast 10 - D2 - Stun

**Magazine**

**Ammunition**

**Warp**

**Toughness**

**Wounds**

**Health**

**Actions**

**Combat Ability: Point-Blank Barrage**

**Blitz: Big Box of Hurt**

# Zephyra "Ex-Novitiate-Penitents. Heresy-huntress. Executioner."

Zealot Preacher				
Movement	Defense	Toughness	Health	Wounds
5"	5+	1	6	1

Tigrus Mk XV Heavy Eviscerator <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	2+	6	1	1	
Heavy	3+	1	3	6	Bleed 3

Artemia Mk III Purgation Flamer <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	2+	8	1	0	1	Area 3/4
Aimed						

**Coherency Bonus**  
Reroll [1] on Fight-actions

**Passive: Martyrdom**  
If the Zealot loses 3 health he gains 1 extra action-point.

**Combat Ability: Fury of the Faithful**  
All Fight-actions in this turn score critical hits on a 4+. Make a Charge-action.







**Blitz: Stun Grenade**  
9" - A1 - Q3+ - Area 3/1 - Stun

**Magazine**










**Ammunition**



**Warp**










**Toughness**










**Wounds**



**Health**




**Actions**

**Combat Ability: Fury of the Faithful**

**Blitz: Stun Grenade**

# Brother Thaddeus "Ex-Confessor. Guilt-recognizer. Eloquent."

## Zealot Preacher

Movement	Defense	Toughness	Health	Wounds
5"	5+	1	6	1

## Crucis Mk II Thunder Hammer Fight-action

	to Hit	Attacks	Penetration	Damage	Special
Light	2+	3	1	1	Blast 3; Stun
Heavy	3+	1	4	8	

## Lawbringer Mk VI Combat Shotgun Shoot-action

	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	4+	12	3	0	2	Stun
Aimed	3+	16	2	2	2	Stun

## Coherency Bonus

Reroll [1] on Fight-actions

## Passive: Martyrdom

If the Zealot loses 3 health he gains 1 extra action-point.

## Combat Ability: Chorus of Fortitude

Replenish 1 Action-point for all other operatives in coherency. Place 2 Stun-markers on different units within 3" of the Zealot.

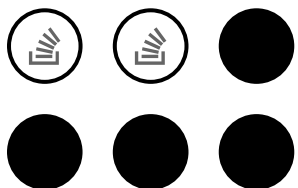
## Blitz: Fire Grenade

9" - A1 - Q3+ - Area 4/3

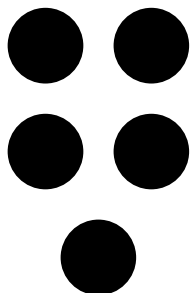
## Magazine



## Ammunition



## Warp



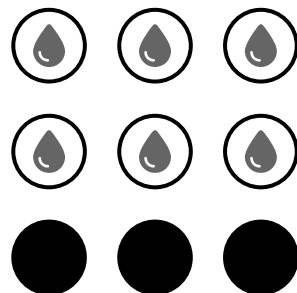
## Toughness



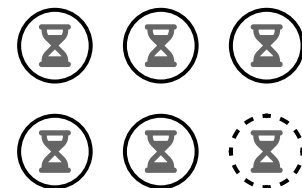
## Wounds



## Health



## Actions



## Combat Ability: Chorus of Fortitude



## Blitz: Fire Grenade





# Gallianus van Hroth "Ex-Pontificus-Urba. Unshakable faith."

Zealot Preacher				
Movement	Defense	Toughness	Health	Wounds
5"	5+	1	6	1

Catachan Mk III Combat Blade <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	2+	8	0	1	Bleed 2
Heavy	3+	3	3	3	Bleed 4

Zarona Mk IIa Quickdraw Stub Revolver <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	4+	10	2	2	2	
Aimed	3+	10	1	3	6	

**Coherency Bonus**  
Reroll [1] on Fight-actions

**Passive: Martyrdom**  
If the Zealot loses 3 health he gains 1 extra action-point.

**Combat Ability: Shroudfield**  
The Zealot may move through enemy models in Move- or Fight-actions. Melee Weapons gain the Sniper Special Rule. Make a Fight-action.

**Blitz: Blades of Faith**  
9" - A3 - Q3+ - AP4 - D2

**Magazine**

**Ammunition**

**Warp**

**Toughness**

**Wounds**

**Health**

**Actions**

**Combat Ability: Shroudfield**

**Blitz: Blades of Faith**

# Merek Prendergast "Ex-Fortune-Teller. Theta-Psyker. Narcotics addicted."

Psyker Psykinetic				
Movement	Defense	Toughness	Health	Wounds
5"	6+	1	5	1

Obscurus Mk II Blaze Force Sword <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	0	1	
Heavy	4+	2	2	3	Warp 1

Nomanus Mk VI Surge Force Staff <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	3+	18	3	1	2	Warp 1
Aimed	2+	12	3X	1	1	Warp X

**Coherency Bonus**  
Reroll [1] on Defence-rolls

**Passive: Battle Meditation**  
Automatically quell one Warp-token at the start of a turn.

**Combat Ability: Venting Shriek**  
Quell 100% of Warp-tokens. Place 1 Stun-markers on a unit within 3" of the Psyker

**Blitz: Brain Rupture**  
One visible model. Q3+ - A1 - Critical - D2X - Warp X

**Magazine**

**Ammunition**

**Warp**

**Toughness**

**Wounds**

**Health**

**Actions**

**Combat Ability: Venting Shriek**

**Blitz: Brain Rupture**

# Luther Phraag "Ex-Sanctioned-Psyker. Epsilon-Psyker. Blind."

Psyker Psykinetic				
Movement	Defense	Toughness	Health	Wounds
5"	6+	1	5	1

Maccabian Mk V Duelling Sword <small>Fight-action</small>					
	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	0	1	Bleed 1
Heavy	4+	1	3	6	Bleed 2

Equinox Mk IV Voidstrike Force Staff <small>Shoot-action</small>						
	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	3+	18	3	1	2	Warp 1
Aimed	2+	24	1	2	3X	Warp X; Stun

**Coherency Bonus**  
Reroll [1] on Defence-rolls

**Passive: Battle Meditation**  
Automatically quell one Warp-token at the start of a turn.

**Combat Ability: Scrier's Gaze**  
Warp X. Use the value of X for every Warp-attack this turn while not spending any more Warp-tokens. Make a "Warp X"- action.

**Blitz: Assail**  
9" - AX - Q3+ - APX - D2 - Warp X

**Magazine**

**Ammunition**

**Warp**

**Toughness**

**Wounds**

**Health**

**Actions**

**Combat Ability: Scrier's Gaze**

**Blitz: Assail**

# Ada Phronn "Ex-Witchhunter. Eta-Psyker. Exorcist."

## Psyker Psykinetic

Movement	Defense	Toughness	Health	Wounds
5"	6+	1	5	1

## Illisi Mk V Blaze Force Sword Fight-action

	to Hit	Attacks	Penetration	Damage	Special
Light	3+	6	0	1	
Heavy	4+	3	1	2	Warp 1

## Equinox Mk III Trauma Force Staff Shoot-action

	to Hit	Range	Attacks	Penetration	Damage	Special
Hip	3+	18	3	1	2	Warp 1
Aimed	2+	12	1	X	2	Warp X; Stun; Area X/2

## Coherency Bonus

Reroll [1] on Defence-rolls

## Passive: Battle Meditation

Automatically quell one Warp-token at the start of a turn.

## Combat Ability: Telekine Shield

Enemys shooting the Psyker and allies in coherency get -1 to hit.  
Lasts till the next operatives turn.

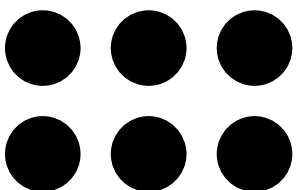
## Blitz: Smite

9" - A2X - Q3+ - D2 - Warp X

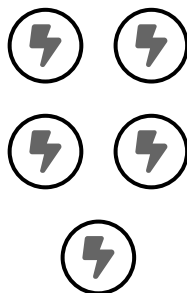
## Magazine



## Ammunition



## Warp



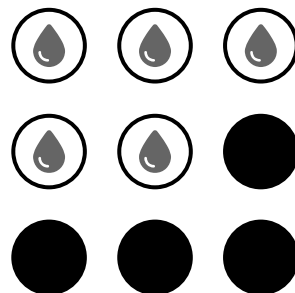
## Toughness



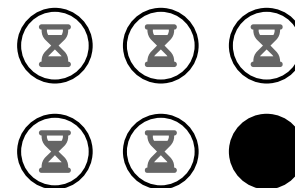
## Wounds



## Health



## Actions



## Combat Ability: Telekine Shield



## Blitz: Smite

