

Test List

Faction: (The Principality of New Antioch Variant) The Red Brigade	
Ducats: 475	Glory: 5

Lieutenant			Traits: Newantioch, Tough, Elite	
Base: 32	Range: +2	Melee: +2	Move: 6"	Lieutenant
Weapons:				
Name	Type	Range	Keywords	Modifiers
Pistol	1-Handed	12"/Melee		
Rules: A model armed with a pistol can use it in melee as well as ranged combat (using Ranged Characteristic), including as an off-hand weapon to execute an additional melee attack.				
Name	Type	Range	Keywords	Modifiers
Automatic Pistol	1-Handed	12"/Melee	Assault	-1D to Injury
Modifiers: -1D to Injury				
Rules: A model armed with an automatic pistol can use it in melee as well as ranged combat (using Ranged Characteristic), including as an off-hand weapon to execute an additional melee attack. You can make two Attack ACTIONS with the automatic pistol instead of one if used as a ranged weapon. They can be against the same target or two different ones.				
Abilities/Upgrades:				
<ul style="list-style-type: none">On My Command!: Once per Turn, as an ACTION the Lieutenant can instead force the opponent to activate one of their models that the Lieutenant can select from amongst the models they can see. This ends the Activation of the Lieutenant.Gunslinger: If armed with 2 pistols, this model may shoot both of them during each Activation without a Penalty as Ranged Attack or in Melee. In addition, the model suffers no penalties in melee using a pistol as an off-hand weapon.				

Skills/Injuries:
<ul style="list-style-type: none">• Shadowwalker: Enemy attacks from long range against this model suffer -2 DICE penalty instead of -1 DICE.• Insomniac: This character must always be deployed as the first model on your side in any battle it takes part in. It cannot use the Keyword INFILTRATOR if it has it.

- Shadowwalker:

Enemy attacks from long range against this model suffer -2 DICE penalty instead of -1 DICE.

- Insomniac:

This character must always be deployed as the first model on your side in any battle it takes part in. It cannot use the Keyword INFILTRATOR if it has it.

Communicant Anti-Tank Hunter			Traits: Strong, Tough	
Base: 40	Range: +1	Melee: +1	Move: 6"	Communicant Anti-Tank Hunter
Weapons:				
Name	Type	Range	Keywords	Modifiers
Anti-Material Rifle	2-Handed	36"	Heavy, Critical	+1D to Injury
Modifiers: +1D to Injury				
Rules: Ignores armour. Add +1 DICE when rolling on the Injury Chart.				
Name	Type	Range	Keywords	Modifiers
Trench Club	1-Handed	Melee		
Name	Type	Range	Keywords	Modifiers
Trench Club	1-Handed	Melee		
Abilities/Upgrades:				
<ul style="list-style-type: none"> • Miracle of Regeneration: At the start of each of their Activations, the Communicant may remove 1 BLOOD MARKER from themselves, if they have any. 				
Equipment:				
<ul style="list-style-type: none"> • Combat Helmet: Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL. 				

Mechanised Heavy Infantry			Traits: Newantioch, Strong	
Base: 32	Range: +1	Melee: 0	Move: 6"	Mechanised Heavy Infantry
Weapons:				
Name	Type	Range	Keywords	Modifiers
Heavy Flamethrower	2-Handed	10"	Heavy, Fire	Ignore Armour
Modifiers: Ignore Armour				
Rules: Hits up to two models within range automatically with an Attack Action as long as they are within 6" of each other. Ignores armour. It also has the Keyword FIRE, so it causes an additional +1 BLOOD MARKER on enemies it hits, even if no other damage is caused.				
Name	Type	Range	Keywords	Modifiers
GreatSword/Axe	2-Handed	Melee	Heavy, Critical	+1D to Injury
Modifiers: +1D to Injury				
Name	Type	Range	Keywords	Modifiers
Misericordia	1-Handed	Melee		Ignore Armour
Modifiers: Ignore Armour				
Rules: Ignores the armour of opponents that are Down.				
Abilities/Upgrades:				
<ul style="list-style-type: none">Machine Armour: Replace your existing armour with Reinforced Armour.Grants a -3 modifier to all injury rolls against the model wearing this armour. Due to its bulk the wearer rolls D3 for a charge extra distance instead of D6. Any Down results on the Injury Chart are converted to Minor Hit. Machine armour cannot be combined with any shield. Models wearing Machine Armour may have a Base Size of 40mm if you wish.				

Crimson Communicant			Traits: Newantioch, Strong, Tough	
Base: 40	Range: -1	Melee: +1	Move: 6"	Crimson Communicant
Weapons:				
Name	Type	Range	Keywords	Modifiers
GreatSword/Axe	2-Handed	Melee	Heavy, Critical	+1D to Injury
Modifiers: +1D to Injury				
Name	Type	Range	Keywords	Modifiers
Automatic Shotgun	2-Handed	12"	Assault	+1D to Hit
Modifiers: +1D to Hit				
Rules: Owing to its high accuracy, add +1 DICE to all rolls to hit and ignore the penalty to hit rolls when attacking at long range. However, injuries are rolled with -1 DICE at long range due to the low penetration power. Counts as a 1-Handed weapon when wielded with a shield.				
Abilities/Upgrades:				
<ul style="list-style-type: none">• Atonement Bell: This bell always takes the use of one hand of the Communicant in Melee (though not in ranged combat). The Communicant can make an off-hand attack with the Bell. It causes no damage, but any enemy on a 40mm base or smaller hit with an Atonement Bell can be moved D3 inches from the Communicant into any direction the Communicant chooses. This can break them out of melee combat (allowing free attacks), falling down, into hazardous terrain etc. It cannot be made to move the model into another Melee combat, however.• Strength Through Pain: The Crimson Communicant adds +1 DICE to its Melee characteristics for each 1 BLOOD MARKER it currently has.				