

Base Heretic Warband

Faction: Heretic Legion	
Ducats: 740	Glory: 8

Heretic Priest			Traits: Heretic, Elite, Tough	
Base: 32	Range: +2	Melee: +2	Move: 6"	Heretic Priest
Weapons:				
Name	Type	Range	Keywords	Modifiers
Sacrificial Knife	1-Handed	Melee	Risky	+2D on Injury Results
Rules: The Sacrificial Knife adds +2 DICE to all rolls on the Injury Chart.				
Name	Type	Range	Keywords	Modifiers
Sword/Axe	1-Handed	Melee	Critical	
Abilities/Upgrades:				
<ul style="list-style-type: none">• Puppet Master: Select a target model, friend or foe (including the Priest), within 12". As a RISKY ACTION you can move the model D6" in any one direction, including forcing it to jump/fall down or enter into melee combat with any enemy model (as if it had Charged), or leave Combat (as if it had Retreated, including granting any enemies within range free attacks).				
Equipment:				
<ul style="list-style-type: none">• Standard Armour: -1 to all Injury Chart rolls against the model. Can be combined with any shield.				

Artillery Witches				Traits: Heretic, Artificial	
Base: 25	Range: 0	Melee: -1	Move: 6" Artillery Witches		
Weapons:					
Name	Type	Range	Keywords	Modifiers	
Sword/Axe	1-Handed	Melee	Critical		
Name	Type	Range	Keywords	Modifiers	
Sword/Axe	1-Handed	Melee	Critical		
Abilities/Upgrades:					
<ul style="list-style-type: none">• Infernal Bomb: This wicked infernal weapon is treated as a one-handed Ranged weapon with the Keyword BLAST 3". Specify a 1x1mm point on the battlefield within 36" that you want to target that the Witch can see. Next, take a Ranged Attack ACTION. If the roll fails (i.e. you roll 6 or less with the two lowest Dice), the bomb lands 1" away from its intended location, multiplied by the number representing the degree of failure (for example, if you rolled 5, the bomb lands 2" away, as 7-5=2). The direction is decided by your opponent. Roll on the Injury Chart for each model within the BLAST radius.• Artificial Life: Artillery Witches are not affected by FEAR. Additionally, attacks with the Keyword GAS suffer a -1 DICE penalty to injure the Witch and they do not suffer additional BLOOD MARKERS from the Keyword GAS.• Levitate: The Artillery Witch can Climb up without taking an ACTION and does not roll on the Injury Chart when falling.					
Equipment:					
<ul style="list-style-type: none">• Standard Armour: -1 to all Injury Chart rolls against the model. Can be combined with any shield.					

Heretic Death Commando				Traits: Heretic, Elite, Infiltrator	
Base: 32	Range: +1	Melee: +2		Move: 6"	Heretic Death Commando

Weapons:				
Name	Type	Range	Keywords	Modifiers
Sacrificial Knife	1-Handed	Melee	Risky	+2D on Injury Results
Rules: The Sacrificial Knife adds +2 DICE to all rolls on the Injury Chart.				
Name	Type	Range	Keywords	Modifiers
Sword/Axe	1-Handed	Melee	Critical	
Abilities/Upgrades:				
<ul style="list-style-type: none"> Stealth Generator: Ranged attacks against a Death Commando suffer -1 DICE to all the attack rolls. Hide: As a RISKY ACTION with +1 DICE the Commando can hide if any piece of scenery the model is touching can block line of sight in any direction, even partially, regardless of whether an enemy currently has a clear LOS. If successful, enemies cannot target the Commando with ranged attacks or Charges. Weapons with the Keyword BLAST affect the Commando as normal if it is in the radius of the weapon. This effect ends if the Commando moves from its exact position in any way, it makes a Ranged Attack or an enemy model comes within 1.5" of it. 				
Equipment:				
<ul style="list-style-type: none"> Standard Armour: -1 to all Injury Chart rolls against the model. Can be combined with any shield. 				

Heretic Trooper			Traits: Heretic	
Base: 25	Range: 0	Melee: 0	Move: 6"	Heretic Trooper
Weapons:				
Name	Type	Range	Keywords	Modifiers
Bayonet	2-Handed	Melee	Cumbersome	

Rules:

Bayonets can only be attached to weapons fitted with a 'Bayonet lug' (indicated in each Warband's Armoury). They do not count towards the maximum melee weapons a model can carry.

Name	Type	Range	Keywords	Modifiers
Bolt Action Rifle	2-Handed	24"		

Equipment:

- Standard Armour:
-1 to all Injury Chart rolls against the model. Can be combined with any shield.

Heretic Trooper			Traits: Heretic	
Base: 25	Range: 0	Melee: 0	Move: 6"	Heretic Trooper
Weapons:				
Name	Type	Range	Keywords	Modifiers
Bayonet	2-Handed	Melee	Cumbersome	
Rules:				
Bayonets can only be attached to weapons fitted with a 'Bayonet lug' (indicated in each Warband's Armoury). They do not count towards the maximum melee weapons a model can carry.				
Name	Type	Range	Keywords	Modifiers
Bolt Action Rifle	2-Handed	24"		
Equipment:				
• Standard Armour: -1 to all Injury Chart rolls against the model. Can be combined with any shield.				

Heretic Chorister			Traits: Heretic, Elite, Fear		
Base: 32	Range: -2	Melee: +2	Move: 6"	Heretic Chorister	
Weapons:					
Name	Type	Range	Keywords	Modifiers	
GreatSword/Axe	2-Handed	Melee	Heavy, Critical	+1D to Injury	
Abilities/Upgrades:					
<ul style="list-style-type: none">• Unholy Hymns: All enemy models within 8" of the Chorister suffer an additional -1 DICE for all ACTIONS they attempt.• Unholy Horror: The gruesome visage of the Model causes FEAR.					
Equipment:					
<ul style="list-style-type: none">• Standard Armour: -1 to all Injury Chart rolls against the model. Can be combined with any shield.					

Heretic Trooper				Traits: Heretic													
Base: 25 Range: 0 Melee: 0			Move: 6" Heretic Trooper														
Weapons:																	
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Bolt Action Rifle	2-Handed	24"															
Equipment:																	

- Standard Armour:
-1 to all Injury Chart rolls against the model. Can be combined with any shield.

Heretic Legionnaire			Traits: Heretic	
Base: 25	Range: 0	Melee: 0	Move: 6"	Heretic Trooper
Weapons:				
Name	Type	Range	Keywords	Modifiers
Automatic Rifle	2-Handed	24"	Assault	2 Attacks
Rules: A model armed with an Automatic Rifle can make two attack ACTIONS instead of one. Both attacks must be against the same target.				
Abilities/Upgrades:				
<ul style="list-style-type: none"> • Heretic Legionnaire Ranged: Add +1 DICE to the ranged characteristic of the model. All legionnaires in a warband must upgrade the same characteristic. 				
Equipment:				
<ul style="list-style-type: none"> • Standard Armour: -1 to all Injury Chart rolls against the model. Can be combined with any shield. 				

Heretic Legionnaire			Traits: Heretic	
Base: 25	Range: 0	Melee: 0	Move: 6"	Heretic Trooper
Weapons:				

Name	Type	Range	Keywords	Modifiers
Automatic Rifle	2-Handed	24"	Assault	2 Attacks
Rules: A model armed with an Automatic Rifle can make two attack ACTIONS instead of one. Both attacks must be against the same target.				
Abilities/Upgrades:				
<ul style="list-style-type: none"> Heretic Legionnaire Ranged: Add +1 DICE to the ranged characteristic of the model. All legionnaires in a warband must upgrade the same characteristic. 				
Equipment:				
<ul style="list-style-type: none"> Standard Armour: -1 to all Injury Chart rolls against the model. Can be combined with any shield. 				

Hellhound			Traits:	
Base: 25	Range: 0	Melee: +1	Move: 8"	Hellhound
Abilities/Upgrades:				
<ul style="list-style-type: none"> Four Paws: Dogs may take any Dash ACTION or jump/Diving Charge ACTION with bonus +1 DICE. They cannot climb sheer surfaces. Hellhound: This horrifying infernal canine is the size of a small pony, and within its tortured belly rage flames of Hell itself. It howls in constant agony and rage in combat. This dog is immune to any attack with the Keyword FIRE, and its own attack has the Keyword FIRE. 				
