

Meth

Faction: War Pilgrimage of St. Methodius	
Ducats: 900	Glory: 8

Anchorite Shrine			Traits: Trenchpilgrim, Fear, Tough	
Base: 60	Range: 0	Melee: +2	Move: 6"	Anchorite Shrine
Weapons:				
Name	Type	Range	Keywords	Modifiers
Gas Censer	2-Handed	Special	Gas, BLAST 6"	Ignore Armour
Modifiers: Ignore Armour				
Rules: The Anchorite may make an Injury roll against all models within 6" except the Anchorite itself. Note that all models within range, friend or foe, are hit if the weapon is used. No Line of Sight is needed. The attack has the Keyword GAS and Ignores Armour.				
Abilities/Upgrades:				
<ul style="list-style-type: none">• Catherine Wheel: The Anchorite Shrine treats the Catherine Wheel as a one-handed melee weapon with the Keywords RISKY and HEAVY that grants a +1 DICE bonus to hit (for a total of +3 DICE due to its Melee Characteristic). Because of the enormous weight and the skill of the Anchorite Shrine in inflicting maximum pain, the Catherine Wheel rolls on the Injury Chart with 3D6 (instead of usual 2D6), adding all three dice together!• Bonebreaker Mace: The Anchorite Shrine treats the Bonebreaker Mace as a one-handed melee weapon with the Keyword RISKY. The Bonebreaker Mace has a +1 DICE bonus to injure. Because the Bonebreaker Mace is wielded alongside the Catherine Wheel, it is treated as an Off-Hand Weapon and suffers penalties accordingly.				
Equipment:				

- Combat Helmet:

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

- Holy Diesel Engine:

The Anchorite can add +2 DICE to its Dash ACTIONS, but it automatically gains 1 BLOOD MARKER if it succeeds in a Dash ACTION.

- Piston Legs:

Once during its Activation, the Anchorite Shrine may make an extra Melee Attack ACTION against a Downed enemy model on a 32mm or smaller base. Resolve the attack as if the Anchorite Shrine was armed with a Trench Club. This attack Ignores armour as the Anchorite stomps their enemies into pulp.

Anchorite Shrine				Traits: Trenchpilgrim, Fear, Tough	
Base: 60	Range: 0	Melee: +2	Move: 6" Anchorite Shrine		
Weapons:					
Name	Type	Range	Keywords	Modifiers	
Auto Cannon	2-Handed	48"	Heavy	+1D to Injury	
Modifiers: +1D to Injury					
Rules: Machine Guns can make three Attack ACTIONS instead of one. They can target separate models with each attack, as long as all targets are within 6" of each other. After taking all three attacks the Activation of the model is over regardless of any remaining ACTIONS the model might have. Add +1 DICE to all Injury rolls. They can shoot up to 5 times instead of 3 if they take all the attacks as RISKY ACTIONS.					
Abilities/Upgrades:					
<ul style="list-style-type: none">Catherine Wheel: The Anchorite Shrine treats the Catherine Wheel as a one-handed melee weapon with the Keywords RISKY and HEAVY that grants a +1 DICE bonus to hit (for a total of +3 DICE due to its Melee Characteristic). Because of the enormous weight and the skill of the Anchorite Shrine in inflicting maximum pain, the Catherine Wheel rolls on the Injury Chart with 3D6 (instead of usual 2D6), adding all three dice together!Bonebreaker Mace: The Anchorite Shrine treats the Bonebreaker Mace as a one-handed melee weapon with the Keyword RISKY. The Bonebreaker Mace has a +1 DICE bonus to injure. Because the Bonebreaker Mace is wielded alongside the Catherine Wheel, it is treated as an Off-Hand Weapon and suffers penalties accordingly.					
Equipment:					

- **Combat Helmet:**

Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.

- **Sacred Geometry:**

This upgrade increases its Ranged Characteristic to +1 DICE.

- **Grand Anchorite:**

The Anchorite Shrine can always move out of melee combat with any enemy without the enemy having a chance to attack it. Additionally, it can move out of melee combat as part of a Standard Move, Charge, or Dash.

Mendelist Ammo Monk			Traits:	
Base: 25	Range: -1	Melee: -1	Move: 6"	Mendelist Ammo Monk
Abilities/Upgrades:				
<ul style="list-style-type: none"> • Faithful Followers: When a friendly model within 1" of the Monk is activated, you can declare that the Monk is activated at the same time. You may then use the Monk before taking any ACTION or movement with the model you originally activated. This does not allow you to Activate the Monk more than once per Turn. • The Ammunition Sacrament: As a RISKY ACTION, the Monk can provide a friendly model within 1" of it with one of the following benefits. The chosen benefit lasts until the end of the targeted model's Activation this Turn: <ul style="list-style-type: none"> • Bullet of the Guided Path: Whenever this model makes an Attack with a Ranged Weapon, add +1 DICE to hit. • Cartridge of His Wrath: Add the Keywords SHRAPNEL and BLAST 2" to every Ranged Weapon this model is equipped with. • Echo of His Word: Whenever this model makes an Attack with a Ranged Weapon, add +1 to injury rolls caused by that Attack. 				
Equipment:				
<ul style="list-style-type: none"> • Gas Mask: Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls. 				

Combat Medic				Traits: Newantioch	
Base: 25		Range: 0		Melee: 0	
Move: 6"		Combat Medic			
Weapons:					
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">• Finish the Fallen: Due their knowledge of anatomy and physiology, medics are experts at inflicting debilitating injuries and excruciating pain. Unless the target has the Keyword DEMONIC or BLACK GRAIL, add +1 BONUS DICE to any injury rolls the medic makes in melee against opponents who are Down.• Expert Medic: Medic adds +1 BONUS DICE whenever they use their Medi-Kit to aid friendly models.• Convent Conditioning: The medic is immune to FEAR.					
Equipment:					
<ul style="list-style-type: none">• Medi-Kit: Models with a Medi-kit can take a RISKY ACTION to remove one BLOOD MARKER from any one friendly model (including themselves) within 1" range or allow one friendly model (including themselves) who is Down to regain their footing.• Gas Mask: Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.					

Observer			Traits:	
Base: 32	Range: +1	Melee: +2	Move: 8"	Observer
Weapons:				
Name	Type	Range	Keywords	Modifiers
Polearm	2-Handed	Melee	Cumbersome	-1D to Hit for Chargers
Modifiers: -1D to Hit for Chargers				
Rules: Melee attacks made against this model are made with -1 DICE if the attacking model charged this turn.				
Abilities/Upgrades:				
<ul style="list-style-type: none">• Lightning Speed: In Melee, the Observer may attack twice with its Trench Polearm instead of only once.• Temporal Fugue: Attacks that target the Observer suffer -1 DICE to hit.• Eye of God: If the Observer fails an ACTION, you may re-roll the dice. However, if any of the dice you roll gives a result of 1, there is psychic backlash and the Observer suffers a Down result (including any resulting BLOOD MARKERS), and their Activation immediately ends.• Voice of God: As a RISKY ACTION, the Observer may command any model on the board, friend or foe, that has not been Activated this Turn. If successful, that model is compelled by the Divine Words. The Observer's Activation immediately ends and the target's Activation begins immediately after.				
Equipment:				
<ul style="list-style-type: none">• Combat Helmet: Ignores additional BLOOD MARKERS caused by the Keyword SHRAPNEL.• Gas Mask: Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.• Medi-Kit: Models with a Medi-kit can take a RISKY ACTION to remove one BLOOD MARKER from any one friendly model (including themselves) within 1" range or allow one friendly model (including themselves) who is Down to regain their footing.				

War Prophet			Traits: Trenchpilgrim, Elite	
Base: 32	Range: +2	Melee: +2	Move: 6"	War Prophet
Weapons:				
Name	Type	Range	Keywords	Modifiers
Automatic Rifle	2-Handed	24"	Assault	2 Attacks
Modifiers: 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.				
Name	Type	Range	Keywords	Modifiers
Trench Club	1-Handed	Melee		
Name	Type	Range	Keywords	Modifiers
Sword/Axe	1-Handed	Melee	Critical	
Abilities/Upgrades:				
<ul style="list-style-type: none">• Memento Mori: The War Prophet is touched by a higher power and the revealed truth allows them a degree of protection against premature death. Once per battle, when the War Prophet is taken Out of Action for any reason, ignore the result as if nothing had happened.• Laying On Hands: With a successful ACTION, you may remove D3 BLOOD MARKERS from any friendly model within 6" (including the Prophet).• Loudspeakers: The War Prophet blares out holy sermons and dire prophecies at 100 decibels to inspire the faithful. The Prophet can take a RISKY ACTION with +2 DICE once during each Activation. If the action is successful, all friendly models within 8" of the Prophet (including the Prophet) that are not engaged in melee can immediately move up to 3" towards any enemy model they can see by the optimal path that reduces the distance between the moving model and the enemy. This move allows them to enter combat as if they charged the enemy and are considered to have done so until the end of the turn.				
Equipment:				

- Gas Mask:

Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.

- Iron Capirote:

Negates the additional BLOOD MARKERS from weapons with SHRAPNEL Keyword. Makes the model immune to the effects of FEAR.

Stigmatic Nun			Traits: Trenchpilgrim	
Base: 25	Range: +1	Melee: +1	Move: 8"	Stigmatic Nun
Weapons:				
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">• Blessed Stigmata: At the start of each of their Activations, any Stigmatic can remove 1 BLOOD MARKER (but not an INFECTION MARKER) from themselves, and convert it into a BLESSING MARKER.• Agile: Stigmatic Nuns may take any Dash ACTION or jump/climb/Diving Charge ACTION with +1 DICE.				
Equipment:				
<ul style="list-style-type: none">• Incendiary Bullets: Before the battle begins, a model may use this item to grant a "rifle" or "pistol" weapon that they are equipped with the FIRE keyword until the end of the battle.• Gas Mask: Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.• Iron Capirote: Negates the additional BLOOD MARKERS from weapons with SHRAPNEL Keyword. Makes the model immune to the effects of FEAR.				

Stigmatic Nun				Traits: Trenchpilgrim	
Base: 25	Range: +1	Melee: +1	<div>Move: 8"Stigmatic Nun</div>		
Weapons:					
Name	Type	Range	Keywords	Modifiers	
Warcross	Special	8"	Assault	Ignore Long Range Penalty	
Modifiers: Ignore Long Range Penalty					
Rules: Does not count as one of the Ranged weapons carried by the model. Cannot be carried with Grenades. Ignores penalties for long range. A model with the weapon will not run out of them					
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.					
Abilities/Upgrades:					
<div>• Blessed Stigmata: At the start of each of their Activations, any Stigmatic can remove 1 BLOOD MARKER (but not an INFECTION MARKER) from themselves, and convert it into a BLESSING MARKER.</div> <div>• Agile: Stigmatic Nuns may take any Dash ACTION or jump/climb/Diving Charge ACTION with +1 DICE.</div>					
Equipment:					
<div>• Gas Mask: Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.</div> <div>• Iron Capirote: Negates the additional BLOOD MARKERS from weapons with SHRAPNEL Keyword. Makes the model immune to the effects of FEAR.</div> <div>• Musical Instrument: Any friendly models within 4" of the musician who is not Down can add +1 DICE to their Dash ACTIONS. Musical Instruments take one hand to use at all times as if it were a weapon.</div>					

Trench Pilgrim			Traits: Trenchpilgrim	
Base: 25	Range: 0	Melee: 0	Move: 6"	Trench Pilgrim
Weapons:				
Name	Type	Range	Keywords	Modifiers
Pistol	1-Handed	12"/Melee		
<p>Rules:</p> <p>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.</p>				
Abilities/Upgrades:				
<p>• Resurrection:</p> <p>When a Trench Pilgrim dies, you may elect to re-buy them after the battle as a Martyr-Penitent resurrected by a Meta-Christ for a cost of 45 ducats. When hit, any attacks against a artyr-Penitent add -1 DICE when rolling on the Injury Table. Their Melee bonus is increased to +1 DICE.</p>				
Equipment:				
<p>• Troop Flag:</p> <p>Grants +1 DICE for all Morale tests as long as the model with the flag is not Down or Out of Action. Requires one hand to use.</p> <p>• Gas Mask:</p> <p>Negates the extra BLOOD MARKER from attacks with the keyword GAS, and such attacks suffer -1 DICE penalty to all Injury Rolls.</p>				