								6	Poin
NAME	M	WS BS	S	T	W	A	LD	SV	MAX
Voidsmaster Nitsch	6"	4+ 3+	- 3	3	2	2	8	5+	1
WEAPON	RANGE	TYPE	S	AP		)	A	BILITIE	S
Artificer Shotgun	12"	Assault 2	4	0	2	2	weap	get is wi , add 1 to on's Stre tracterist	o this ength
Concussion Grenade	6"	Grenade D3	3	0	:	I		in featu	re, add Strengt ge
Laspistol	12"	Pistol 1	3	0		1		-	
ABILITIES:									
Loyal Retainer	Add 1	to the Lead	-	racteristic ELUCIA			el whilst it	is withir	n 6" of
SPECIALISM:	LEADE	R							
Resourceful		ong as this dditional C							
- ·					-				
Experience: □□[			Flesh Wou	ınds: □□[	Con	vales	cence: 🗆	New Re	
Experience: LILI			Flesh Wou	ınds: □□[	□ Cor	vales	cence: 🗆		cruit: [
•	M	WS BS		ınds: □□l	Cor.	vales	cence:   LD		
NAME Knosso			S					25	ecruit: [
NAME Knosso Prond	M	WS BS	S	T	<b>W</b> 2	A	LD 8	25 <b>SV</b>	Poin MA)
NAME Knosso Prond WEAPON Death Cult	M 7"	WS BS	S S	<b>T</b> 3	W 2	A 4	LD 8	25 SV 5+	Poin MA)
NAME Knosso Prond WEAPON Death Cult Power Blade	M 7" RANGE	WS BS 3+ 4+  TYPE	S S - 4 S	<b>T</b> 3	W 2	4 )	LD 8	25 SV 5+ BILITIES	Poin MA)
NAME Knosso Prond WEAPON Death Cult Power Blade Dartmask Concussion Grenade	M 7" RANGE	WS BS 3+ 4+  TYPE  Melee	\$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$	3 AP	W 2	4 2	LD  8  Al  This weal  If the tail of a terral to this weal and the second terral to the second terral to the second terral to the second terral terra	SV 5+ BILITIES	Poin MA)  1  S  unds o  ithin 1  re, add  Strengt ge
NAME Knosso Prond WEAPON Death Cult Power Blade Dartmask Concussion Grenade	M 7" RANGE Melee 9"	WS BS 3+ 4+  TYPE  Melee  Pistol  Grenade	S S S S S S S S S S S S S S S S S S S	<b>T</b> 3 AP -2 -1	W 2	4	LD  8  Al  This weal  If the tail of a terral to this weal and the second terral to the second terral to the second terral to the second terral terra	25 SV 5+ BILITIES  pon wo a 2+. rget is w in feature eapon's d Damag	Poin MA)  1  S  unds o  ithin 1  re, add  Strengt ge
NAME Knosso Prond WEAPON Death Cult Power Blade Dartmask Concussion Grenade ABILITIES: Uncanny	M 7" RANGE Melee 9"	WS BS 3+ 4+  TYPE  Melee  Pistol  Grenade	S S S S S S S S S S S S S S S S S S S	<b>T</b> 3 AP -2 -1	2	4 4 1	LD  8  A  This wea  If the tar of a terra to this we cha	25 SV 5+ BILITIES  pon wo a 2+. rget is w in feature eapon's d Damag	Poin MA)  1  S  unds o  ithin 1  re, add  Strengt ge
NAME Knosso Prond WEAPON Death Cult Power Blade Dartmask  Concussion Grenade  ABILITIES: Uncanny Reflexes	M 7" RANGE Melee 9"	WS BS 3+ 4+  TYPE  Melee  Pistol  Grenade  D3	S S User 1 3	T 3 AP -2 -1 0 llls for this	W 2	4 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	LD  8  This wea  If the tar of a terra to this we and cha	SV 5+  BILITIES  pon wo a 2+.  rget is w in feature eapon's 3 d Dama; racterist	Poin MA)  1  S  unds o  ithin 1' re, add Strengt ge ics.
NAME Knosso Prond WEAPON Death Cult Power Blade Dartmask  Concussion Grenade  ABILITIES: Uncanny Reflexes Zealous  Specialist	M 7" RANGE Melee 9" 6"	WS BS 3+ 4+  TYPE  Melee  Pistol  Grenade  D3	S S User  1  3  This mode ailed hit roarged or w	T  3  AP  -2  -1  0  el has a 5+  els for this as charged at, but this	W 2 Invulnes model d by an as does n	A 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	LD  8  Al  This weal  If the tail of a terral to this weal to this weal to this weal to the same chall the same	SV 5+  BILITIES  pon wo a 2+.  rget is w in feature eapon's d Damagracterist  d in whi	Poin MA)  1  S  unds of the control
NAME Knosso Prond WEAPON Death Cult Power Blade Dartmask Concussion	M 7" RANGE Melee 9" 6"	WS BS  3+ 4+  TYPE  Melee  Pistol  Grenade  D3	S User  1  3  This mode ailed hit roarged or we as a specialis	T  3  AP  -2  -1  0  el has a 5+  els for this as charged at, but this	W 2 Invulnes model d by an as does n	A 4 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	LD  8  Al  This weal  If the tail of a terral to this weal to this weal to this weal to the same chall the same	SV 5+  BILITIES  pon wo a 2+.  rget is w in feature eapon's d Damagracterist  d in whi	Poin MA)  1  S  unds o  ithin 1' re, add Strengt ge ics.

Experience: 

Convalescence: 

New Recruit:

									22	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Larsen van	6"	4+	4+	3	3	2	2	8	4+	1
der Grauss	0	- T	<b>T</b> 1	,	3			0	*1	•
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3
Voltaic Pistol	12"	Pist	tol 1	5	0		1	weapon	nade for	this hits o
Concussion Grenade	6"		nade )3	3	0		1		in featur	re, add Strengt ge
ABILITIES:										
Voltagheist Array	Frience	lly ELU	JCIDL		RSTRIC ave a 5+ i			that are w	ithin 6"	of this
Specialist Retainer	This mo	odel is a		ı specialis umber of				unt toward	ds the m	aximur
	_	per Sho						n, when yo	_	
SPECIALISM: Scanner Experience:	Once p	oer Sho	ur kill t	rolls for	in 6" of t that mo	his mo del in tl	del to nis pha	shoot, you	i can ado New Re	l 1 to h
Scanner Experience: □□	Once p	oer Sho	ur kill t	rolls for	in 6" of t that mo	his mo del in tl	del to nis pha	shoot, you ase.	i can ado New Re	l 1 to h cruit: [ Point
Scanner  Experience:   NAME  Sanistasia	Once p	oer Sho	ur kill t	ream with rolls for lesh Wou	in 6" of t that mod	his moo del in tl	del to nis pha	shoot, you ase. cence: □	n can add New Re	l 1 to h
Scanner  Experience:   NAME  Sanistasia  Minst	Once pmodel fr	ws  4+	ur kill t	ream with rolls for lesh Wou	nin 6" of t that modernds: □□	his moodel in the Con	del to nis pha nvalese	shoot, you ase.  cence:	New Re	l 1 to h cruit: [ Point MAX
Scanner  Experience:   NAME  Sanistasia  Minst  WEAPON	Once p model fr	ws 4+	ur kill t	ream with rolls for lesh Wou	in 6" of that moonds: □□  T  3	his moodel in the Con  W  2	del to nis pha nvalese  A	shoot, you ase.  cence:	New Re  17  SV  5+	l 1 to h cruit: [ Point MA)
Scanner  Experience:   NAME  Sanistasia  Minst  WEAPON  Scalpel Claw	Once p model fi	WS 4+ TY	BS 4+	team with rolls for lesh Wou	that moon nds:	w 2	del to nis pha nvalese  A 2	shoot, you ase.  cence:	New Re  17  SV  5+	l 1 to h cruit: [ Point MAX
	Once p model fri	WS  4+  Piss  Green	BS 4+ /PE	seam with rolls for lesh Wou	tin 6" of the that moonds:   T  AP  -1	w 2	del to nis pha nvaleso  A 2 D	shoot, you ase.  cence:   LD  7  A  If the tar of a terra to this we are	New Res  17  SV  5+  BILITIES	Point MAX  1  ithin 1' re, add Strengt ge
Scanner  Experience:   NAME  Sanistasia  Minst  WEAPON  Scalpel Claw  Laspistol  Concussion  Grenade	Once p model fri	WS  4+  Piss  Green	BS 4+ /PE elee tol 1	seam with rolls for lesh Would state and state	that moonds:   T  AP  -1  0	w 2	A 2 D 1	shoot, you ase.  cence:   LD  7  A  If the tar of a terra to this we are	New Res  17  SV  5+  BILITIES	Point MAX  1  ithin 1' re, add Strengt ge
Scanner  Experience:   NAME  Sanistasia  Minst  WEAPON  Scalpel Claw  Laspistol  Concussion	M  6"  RANGE  Melee  12"  At the Reading friend	ws  4+  Piss  Gree  I	BS 4+ /PE elee tol 1  nade D3  of the M did not JCIDIA	seam with rolls for lesh Would San	that moonds:   T  3  AP  -1  0  tt phase, a k or maker.	as long as long as long of the thickness	A 2 D 1 1 1 4+ ond	shoot, you ase.  cence:   LD  7  A  If the tar of a terra to this we are	New Red  17  SV  5+  BILITIES	Poin MA)  1  S  Hithin 1  S  Hithin 1  Hithin

This model is never treated as being shaken when taking Nerve tests for other

models in your kill team.

SPECIALISM:

Reassuring

**MEDIC** 

Aximillion 8" 3+ - 3 3 1 2 5 6+ 1  NEAPON RANGE TYPE S AP D ABILITIES  Vicious Bite Melee Melee User 0 1 - ABILITIES:  Loyal Retainer Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: VETERAN  Grizzled This model ignores penalties to its Leadership characteristic and Nerve tests.  Experience:										6	Point
WEAPON RANGE TYPE S AP D ABILITIES  Vicious Bite Melee Melee User 0 1 -  ABILITIES:  Loyal Retainer  Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: VETERAN  Grizzled This model ignores penalties to its Leadership characteristic and Nerve tests.  Experience: Convalescence: New Recruit: Concussion  Grenade Type S AP D ABILITIES  Rotor Cannon  Concussion Grenade D3 0 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Vicious Bite Melee Melee User 0 1	Aximillion	8"	3+	-	3	3	1	2	5	6+	1
Add 1 to the Leadership characteristic of this model whilst it is within 6° of ELUCIA VHANE.  SPECIALISM:  VETERAN  Grizzled  This model ignores penalties to its Leadership characteristic and Nerve tests.  Experience:   This model ignores penalties to its Leadership characteristic and Nerve tests.  Experience:   Convalescence:   New Recruit:   6 Point  NAME  M WS BS S T W A LD SV MAX  Voidsman Gunner  6" 4+ 3+ 3+ 3 3 1 1 7 5+ 1  WEAPON RANGE TYPE S AP D ABILITIES  Rotor Cannon  24" Heavy 4 4 -1 2 -  Concussion Grenade  Grenade  6" Grenade D3 0 1 to this weapon's Strength and Damage characteristics.  Laspistol 12" Pistol 1 3 0 1 -  ABILITIES:  Loyal Retainer  Add 1 to the Leadership characteristic of this model whilst it is within 6° of ELUCIA VHANE.  SPECIALISM:  DEMOLITIONS  Breacher  You can add 1 to this model's wound rolls against targets that are obscured.  Experience:   Convalescence:   New Recruit:   6 Point  NAME  M WS BS S T W A LD SV MAX	WEAPON	RANGE	TY	'PE	S	AP		)	A	BILITIES	3
Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: VETERAN  This model ignores penalties to its Leadership characteristic and Nerve tests.  Experience:	Vicious Bite	Melee	Me	elee	User	0		1		-	
ELUCIA VHANE.  SPECIALISM: VETERAN  Grizzled This model ignores penalties to its Leadership characteristic and Nerve tests.  Experience:	ABILITIES:										
This model ignores penalties to its Leadership characteristic and Nerve tests.  Experience: DDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDDD	Loyal Retainer	Add 1	to the	Leader	_				l whilst it	is within	of 6" of
Experience: Separate	SPECIALISM:	VETER	AN								
NAME M WS BS S T W A LD SV MAX  Voidsman Gunner  6" 4+ 3+ 3 3 1 1 7 5+ 1  WEAPON RANGE TYPE S AP D ABILITIES  Rotor Cannon  Concussion Grenade  D3 3 0 1 to this weapon's Strength and Damage characteristics.  Laspistol 12" Pistol 1 3 0 1 -  ABILITIES:  Loyal Retainer  Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: DEMOLITIONS  Breacher You can add 1 to this model's wound rolls against targets that are obscured.  Experience: □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	Grizzled	This m	odel iş	gnores p	penalties	to its Lea	dership	chara	cteristic a	nd Nerv	e tests.
Voidsman Gunner  6" 4+ 3+ 3 3 1 1 7 5+ 1  WEAPON RANGE TYPE S AP D ABILITIES  Rotor Cannon  24" Heavy 4 4 -1 2 -  Concussion Grenade D3 3 0 1 fif the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.  Laspistol 12" Pistol 1 3 0 1 -  ABILITIES:  Loyal Retainer  Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: DEMOLITIONS  Breacher You can add 1 to this model's wound rolls against targets that are obscured.  Experience: □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□	Experience:			□□ Fl	esh Wou	nds: □□[	□ Cor	valesc	ence: 🗆	New Re	cruit: □
Voidsman Gunner       6"       4+       3+       3       1       1       7       5+       1         WEAPON       RANGE       TYPE       S       AP       D       ABILITIES         Rotor Cannon       24"       Heavy 4       4       -1       2       -         Concussion Grenade       6"       Grenade D3       3       0       1       If the target is within 1" of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.         Laspistol       12"       Pistol 1       3       0       1       -         ABILITIES:         Loyal Retainer       Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.         SPECIALISM:       DEMOLITIONS         Breacher       You can add 1 to this model's wound rolls against targets that are obscured.         Experience:       Point         NAME       M       WS       BS       S       T       W       A       LD       SV       MAX										6	Point
Rotor Cannon  24" Heavy 4 4 -1 2 -  Concussion Grenade  By B	NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Rotor Cannon  24" Heavy 4 4 -1 2 -  Grenade D3 3 0 1 to this weapon's Strength and Damage characteristics.  Laspistol 12" Pistol 1 3 0 1 -  ABILITIES:  Loyal Retainer  Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: DEMOLITIONS  Breacher You can add 1 to this model's wound rolls against targets that are obscured.  Experience: Description of Point  NAME M WS BS S T W A LD SV MAX		6"	<b>4</b> +	3+	3	3	1	1	7	5+	1
Cannon  Concussion Grenade  Gr	WEAPON	RANGE	TY	PE	S	AP		)	A	BILITIES	3
Concussion Grenade  6" Grenade  D3  0  1  of a terrain feature, add 1 to this weapon's Strength and Damage characteristics.  Laspistol  12" Pistol 1  3  0  1  -  ABILITIES:  Loyal Retainer  Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM:  DEMOLITIONS  Breacher  You can add 1 to this model's wound rolls against targets that are obscured.  Experience:  Flesh Wounds:  Convalescence:  New Recruit:  6 Point  NAME  M WS BS S T W A LD SV MAX		24"	Hea	ıvy 4	4	-1	:	2		-	
Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: DEMOLITIONS  Breacher You can add 1 to this model's wound rolls against targets that are obscured.  Experience:   Flesh Wounds:   Convalescence:   New Recruit:   6 Point  NAME M WS BS S T W A LD SV MAX		6"			3	0		1	of a terra to this we an	in featur eapon's S d Damaş	re, add 1 Strength ge
ABILITIES:  Loyal Retainer  Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.  SPECIALISM: DEMOLITIONS  Breacher  You can add 1 to this model's wound rolls against targets that are obscured.  Experience: Convalescence: New Recruit: Convalescence: New Recruit: Convalescence: New Recruit: NAME  M WS BS S T W A LD SV MAX	Laspistol	12"	Pist	tol 1	3	0		1		-	
ELUCIA VHANE.  SPECIALISM: DEMOLITIONS  Breacher You can add 1 to this model's wound rolls against targets that are obscured.  Experience: Convalescence: New Recruit: Convalescence: New Recruit: Convalescence: New Recruit: Name M WS BS S T W A LD SV MAX	-										
Breacher You can add 1 to this model's wound rolls against targets that are obscured.  Experience:   Convalescence:   New Recruit:   6 Point  NAME M WS BS S T W A LD SV MAX	Loyal Retainer	Add 1	to the	Leader	-				l whilst it	is within	16" of
Experience: Convalescence: New Recruit: Convalescence: New Recruit: New Recruit: New Recruit: Name M WS BS S T W A LD SV MAX	SPECIALISM:	DEMO	LITIO	NS							
6 Point NAME M WS BS S T W A LD SV MAX	Breacher	You ca	ın add	1 to thi	is model's	s wound	rolls aga	inst t	argets that	are obse	cured.
NAME M WS BS S T W A LD SV MAX	Experience:			□ Fl	esh Wou	nds: □□[	Cor	valesc	cence: 🗆	New Re	cruit: □
NAME M WS BS S T W A LD SV MAX										6	Point
	NAME	M	WS	BS	S	Ţ	W	A	LD		MAX
TOMOGRAPH OF THE STATE OF THE S	Voidsman	6"	4+	3+	3	3	1	1	7	5+	3
	WEAPON	RANGE	TV	'PE	S	AP			Λ	BILITIES	

									6	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Voidsman	6"	4+	3+	3	3	1	1	7	5+	3
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	3
Lasgun	24"	Ra Fir	•	3	0		1		-	
Concussion Grenade	6"	Grei D	nade 93	3	0		1		in featur	e, add 1 Strength ge
Laspistol	12"	Pist	ol 1	3	0		1		-	
ABILITIES:										
Loyal Retainer	Add 1	to the	Leade	-	acteristic			el whilst it	is within	6" of
Experience: □□			□ F	lesh Wou	nds: □□	Co	nvales	cence: 🗆 🗎	New Re	cruit: 🗆

										6	Points
NAME	M	WS	BS	S	T	W	A	L	D	SV	MAX
Voidsman	6"	4+	3+	3	3	1	1	7	7	5+	3
WEAPON	RANGE	TY	/PE	S	AP		D		AB	ILITIES	3
Concussion Grenade	6"		nade D3	3	0		1	of a to	errair s wea and		e, add 1 Strength ge
Lasgun	24"		ipid re 1	3	0		1			-	
Laspistol	12"	Pis	tol 1	3	0		1			-	
ABILITIES:											
Loyal Retainer	Add 1	to the	Leader	-	acteristic LUCIA			el whils	t it is	within	6" of
Experience:			□□ Flo	esh Wou	nds: □□[	Co	nvales	cence:	□ N	lew Re	cruit: 🗆
										6	Points
NAME	M	WS	BS	S	Ţ	W	A	L	D	SV	Points MAX
	M 6"	<b>WS</b> 4+	<b>BS</b> 3+	<b>S</b>	<b>T</b>	W 1	A 1		<b>D</b>		
Voidsman		4+			-				7	SV	MAX 3
Voidsman WEAPON Concussion	6"	4+ Gre	3+	3	3		1	If the of a to this	AB e targ errair s wea	5+ ILITIES get is win featur	MAX 3 thin 1" e, add 1 Strength ge
Voidsman WEAPON Concussion Grenade	6" RANGE	4+ Gre I	3+ /PE	3	3 AP		1 D	If the of a to this	AB e targ errair s wea	5+ ILITIES get is win featur apon's S Damag	MAX 3 thin 1" e, add 1 Strength ge
Voidsman WEAPON Concussion Grenade Lasgun	6" RANGE	Gree I	3+ /PE made D3	3 \$	3 AP		1 D	If the of a to this	AB e targ errair s wea	5+ ILITIES get is win featur apon's S Damag	MAX 3 thin 1" e, add 1 Strength ge
Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol	6" RANGE	Gree I	3+ /PE enade D3 apid re 1	3 \$	3 AP 0		1 D	If the of a to this	AB e targ errair s wea	5+ ILITIES get is win featur apon's S Damag	MAX 3 thin 1" e, add 1 Strength ge
NAME Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol  ABILITIES: Loyal Retainer	6" RANGE 6" 24" 12"	Gree I  Ra Fin	3+ PPE  anade D3  apid re 1 tol 1	3 S 3 Sship char	3 AP 0	1 of thi	1 1 1 1 1 1 s s mod	If the of a to this	AB e targerrair s s wea and chara	5+ ILITIES get is win feature apon's S Damag acteristi	MAX 3 thin 1" e, add 1 Strength ge cs.
Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol  ABILITIES:	6" RANGE 6" 24" 12" Add 1	Green I Raa Fin Piss	3+ /PE  nade D3  upid re 1 tol 1	3 3 3 ship char	3 AP 0 0 cacteristic	1 of thi	1 1 1 1 s s mod NE.	If the of a to this	AB e targerrain s wea and chara	5+  ILITIES  get is win featur  apon's S  Damag  acteristi	MAX 3 thin 1" e, add 1 Strength ge cs.
Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol  ABILITIES:  Loyal Retainer	6" RANGE 6" 24" 12" Add 1	Green I Raa Fin Piss	3+ /PE  nade D3  upid re 1 tol 1	3 3 3 ship char	3 AP 0 0 cacteristic	1 of thi	1 1 1 1 s s mod NE.	If the of a to this	AB e targerrain s wea and chara	SV 5+ SILITIES get is win featur upon's S Damag acteristi s within	MAX 3 thin 1" e, add 1 Strength ge cs.
Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol  ABILITIES:  Loyal Retainer	6" RANGE 6" 24" 12" Add 1	Green I Raa Fin Piss	3+ /PE  nade D3  upid re 1 tol 1	3 3 3 ship char	3 AP 0 0 cacteristic	1 of thi	1 1 1 1 s s mod NE.	If the of a to this	AB e targerrain s wea and chara	SV 5+ SILITIES get is win featur upon's S Damag acteristi s within	MAX 3 3 3 3 3 4 5 4 6 7 6 7 6 7 6 7 6 7 6 7 7 7 7 7 7 7 7
Voidsman  WEAPON  Concussion  Grenade  Lasgun  Laspistol  ABILITIES:  Loyal Retainer  Experience: □□	6"  RANGE  6"  24"  12"  Add 1	Gree I Raa Fin Piss	3+ //PE  enade D3  upid re 1  tol 1  Leader:	3 3 3 ship char E	3 AP 0 0 cacteristic LUCIA	of thi	1  1  1  1  s mod	If the of a to to this	AB e targerrain s wea and chara	5+  ILITIES  get is win featur apon's S  Damag acteristi  S within	max 3 3 thin 1" e, add 1 Strength ge cs.  Points

									6	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Voidsman	6"	4+	3+	3	3	1	1	7	5+	3
WEAPON	RANGE	TYI	PE	S	AP		0	AE	BILITIES	
Concussion Grenade	6"	Gren D		3	0		1		n featur	e, add 1 Strength ge
Lasgun	24"	Rap Fire		3	0		1		•	
Laspistol	12"	Pisto	ol 1	3	0		1		-	
ABILITIES:										

Add 1 to the Leadership characteristic of this model whilst it is within  $6^{\prime\prime}$  of Loyal Retainer ELUCIA VHANE.

									6	Point
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX
Voidsman	6"	4+	3+	3	3	1	1	7	5+	3
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	3
Concussion Grenade	6"		nade )3	3	0		1	of a terra to this w	rget is wi iin featur eapon's S d Damag racteristi	re, add 1 Strength ge
Lasgun	24"		pid re 1	3	0		1		÷	
Laspistol	12"	Pist	tol 1	3	0		1		-	
ABILITIES:										
Loyal Retainer	Add 1	to the	Leader	•	acteristic LUCIA			el whilst it	is within	16" of
г			□ Fl	esh Wou	nds: □□[	Со	nvales	cence: 🗆	New Re	cruit: 🗆
Experience: □□										
Experience: ⊔□									6	Points
1	M	WS	BS	S	T	W	A	LD	6 SV	Points MAX
NAME Voidsman		WS 4+	<b>BS</b> 3+	<b>S</b> 3	T 3	W 1	A 1	<b>LD</b>		
NAME	M	4+						7	SV	MAX 3
NAME Voidsman WEAPON Concussion	M 6"	4+  TY	3+	3	3		1	7  If the ta of a terra to this w	<b>SV</b> 5+	MAX 3 thin 1" ee, add 1 Strength ge
NAME Voidsman	M 6" RANGE	4+ Gre	3+ PE	3	3 AP		1 D	7  If the ta of a terra to this w	5+ BILITIES rget is with feature eapon's Standard	MAX 3 thin 1" ee, add 1 Strength ge
NAME Voidsman WEAPON Concussion Grenade	M 6" RANGE	4+ Gre C Ra Fin	3+ PE nade 03	3 \$	3 AP		1 D	7  If the ta of a terra to this w	5+ BILITIES rget is with the seapon's State of the seapon's State	MAX 3 thin 1" ee, add 1 Strength ge
NAME Voidsman WEAPON Concussion Grenade Lasgun	M 6" RANGE	4+ Gre C Ra Fin	3+ PE nade 03 pid re 1	3 \$	3 AP 0		1 D	7  If the ta of a terra to this w	5+ BILITIES rget is with the seapon's State of the seapon's State	MAX 3 thin 1" ee, add 1 Strength ge
NAME Voidsman WEAPON Concussion Grenade Lasgun Laspistol	M 6" RANGE 6" 24" 12"	Gre I	3+ PPE  nade 03  pid re 1  tol 1	3 S 3 ship char	3 AP 0 0	1 of this	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	7  If the ta of a terra to this w	5+  BILITIES  rget is within feature eapon's S d Damag racteristi	MAX  3  Sthin 1" re, add 1 Strength ge ccs.
NAME Voidsman WEAPON Concussion Grenade Lasgun Laspistol ABILITIES:	M 6" RANGE 6" 24" 12" Add 1	Gre C Ra Fin Pist	3+ PPE  nade D3  pid re 1  tol 1  Leader	3 3 3 ship char	3 AP 0 0 cacteristic	1 of thi	1  1  1  1  1  1  NE.	7  If the ta of a terra to this w an cha	5+  BILITIES  rget is within feature eapon's 8 d Damagaracteristi	MAX 3 thin 1" re, add 1 Strength ge cs.
NAME Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol  ABILITIES:  Loyal Retainer	M 6" RANGE 6" 24" 12" Add 1	Gre C Ra Fin Pist	3+ PPE  nade D3  pid re 1  tol 1  Leader	3 3 3 ship char	3 AP 0 0 cacteristic	1 of thi	1  1  1  1  1  1  NE.	7  If the ta of a terra to this wan cha	SV 5+ BILITIES rget is within feature eapon's 8 d Damagaracteristi	MAX 3 thin 1" re, add 1 Strength ge cs.
NAME Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol  ABILITIES:  Loyal Retainer	M 6" RANGE 6" 24" 12" Add 1	Gre C Ra Fin Pist	3+ PPE  nade D3  pid re 1  tol 1  Leader	3 3 3 ship char	3 AP 0 0 cacteristic	1 of thi	1  1  1  1  1  1  NE.	7  If the ta of a terra to this wan cha	SV 5+ BILITIES rget is within feature eapon's 8 d Damagaracteristi	MAX  3  Sthin 1" re, add 1 Strength re, add 2 Construction of the
NAME Voidsman WEAPON  Concussion Grenade  Lasgun  Laspistol  ABILITIES:  Loyal Retainer  Experience: □□	M 6" RANGE 6" 24" 12" Add 1	Gre D Ra Fin Pist to the	3+ PPE  nade D3  pid re 1  tol 1  Leader	3 3 3 ship char Eesh Wou	3 AP 0 0 cacteristic LUCIA	of thin	1  1  1  1  1  nvalesce	If the ta of a terra to this w an cha	5+  BILITIES  rget is within feature eapon's S d Damaga racteristi  -  is within  New Re	MAX  3  thin 1" re, add 1  Strength ge cs.  A 6" of  Points

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NAME	M	WS BS	S	T	W	A	LD	SV	MAX
Voidsman	6"	4+ 3+	3	3	1	1	7	5+	3
WEAPON	RANGE	TYPE	S	AP	D		Al	BILITIES	3
Concussion Grenade	6"	Grenade D3	3	0	1			n featur	re, add 1 Strength ge
Lasgun	24"	Rapid Fire 1	3	0	1			-	
Laspistol	12"	Pistol 1	3	0	1			-	

## ABILITIES:

Loyal Retainer

Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.