Artificer Shotgun Concussion Grenade Laspistol Abilities: Loyal Retainer Specialism:	12" 6" 12"	Grei D Pist	ault 2 made D3 tol 1	•	T 3 AP 0 cacteristic CLUCIA	of this		If the targer weaper character at terrain this weaper character at the targer at the t	, add 1 tc oon's Stree tracteristi get is with feature, a oon's Stree e characte	hin half o this ngth ic. hin 1" of add 1 to ngth and cristics.
Artificer Shotgun Concussion Grenade Laspistol Abilities: Loyal Retainer Specialism:	12" 6" 12" Add 1	Assa Gree	PE ault 2 anade D3 tol 1	\$ 4 3 ship char	AP 0 0 cacteristic	of this	2 1 1	If the targe weaper characteristics a terrain this weaper Damage	BILITIES get is witt, add 1 toon's Street uracteristi get is with feature, a on's Street e characte	hin half o this ngth ic. hin 1" of add 1 to ngth and eristics.
Artificer Shotgun Concussion Grenade Laspistol Abilities: Loyal Retainer Specialism:	12" 6" 12" Add 1	Assa Grei D	ault 2 made D3 tol 1	4 3 3 ship char	0 0 cacteristic	of this	2 1 1	If the targ range weap cha If the targ a terrain this weap Damage	get is with, add 1 to on's Street tracteristi get is with feature, a on's Street characte	hin half o this ngth ic. hin 1" of add 1 to ngth and cristics.
Concussion Grenade Laspistol Abilities: Loyal Retainer Specialism:	6" 12" Add 1	Grei D Pist	nade D3 tol 1	3 3 ship char	0 0	of this	1 1 mode	range weap cha If the targ a terrain this weap Damage	, add 1 tc oon's Stree tracteristi get is with feature, a oon's Stree e characte	o this ngth ic. hin 1" of add 1 to ngth and ristics.
Grenade Laspistol Abilities: Loyal Retainer Specialism:	12" Add 1	Pist	tol 1	3 ship char	0 racteristic	of this	1 mode	a terrain this weap Damage	feature, a on's Stree e characte	add 1 to ngth and eristics.
Abilities: Loyal Retainer Specialism: Loyal	Add 1			ship char	acteristic	of this	mode	l whilstiti	s within	6" of
Loyal Retainer Specialism: Lo		1 to the	e Leaders	•				l whilstiti	s within	6" of
Specialism: Lo		1 to the	e Leader:	•				l whilst it i	s within	6" of
	eader						E.			
Resourceful										
	As long a							ken, you ga battle rou		ditional
xperience: 🗆 🗆 🗖]□□ F	lesh Wou	ınds: 🗆 [ПС	onval	escence: 🗆	New Re	cruit: 🗆
									25	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Knosso Prond	7"	3+	4+	4	3	2	4	8	5+	1
NEAPON I	RANGE	TY	'PE	S	AP		D	A	BILITIES	1
Death Cult Power Blade	Melee	Mo	elee	User	-2		1		-	
Oartmask	9"	Pis	stol	1	-1		1	This weap	pon wou 2+.	nds on
Concussion Grenade	6"		enade D3	3	0		1	If the target is within 1" a terrain feature, add 1 t this weapon's Strength at Damage characteristics		

This model has a 5+ invulnerable save.

You can re-roll failed hit rolls for this model in a battle round in which it charged $\,$

or was charged by an enemy model.

This model is always a specialist, but this does not count towards the maximum

number of specialists in your kill team.

Add 1 to this model's Attacks characteristic.

Uncanny

Reflexes

Zealous

Specialist

Retainer

Specialism:

Expert Fighter

Combat

									22	Point
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
Larsen van der Grauss	6"	4+	4+	3	3	2	2	8	4+	1
WEAPON	RANGE	TY	PE	S	AP		D	A	BILITIES	,
Voltaic Pistol	12"	Pist	col 1	5	0		1	of 6 made inflicts 3		weapoi ne targe
Concussion Grenade	6"		nade)3	3	0		1	this weap	feature, a	add 1 to ngth an
Abilities:										
Voltagheist Array	Frien	dly ELU	UCIDI	AN STA model h				that are wi	ithin 6" c	of this
Specialist Retainer	This m	odel is a	•	a specialis umber of				unt toward l team.	ls the ma	ximum
-		per Sho		team witl	nin 6″ of	this mo	odel to	n, when you		
Scanner	Once model	per Sho from yo	our kill	team with rolls for	nin 6" of that mo	this mo	odel to his ph	shoot, you ase.	ı can add New Re	1 to hit
Scanner	Once model	per Sho from yo	our kill	team with rolls for	nin 6" of that mo	this mo	odel to his ph	shoot, you ase.	ı can add New Re	1 to hit cruit: [Point
Scanner Experience: NAME Sanistasia	Once model i	per Sho	our kill i	team with rolls for lesh Wou	nin 6″ of that mo unds: □	this model in the	odel to his ph Conval	shoot, you ase. escence:	n can add New Re 17	1 to hit
Scanner Experience: NAME Sanistasia Minst	Once model f	per Sho from you	our kill i	team with rolls for lesh Wou	nin 6" of that mo unds: T	this model in the	odel to his ph Conval	shoot, you ase. escence:	New Re	1 to hir
Scanner Experience: NAME Sanistasia Minst WEAPON	Once model i	per Sho from you WS 4+	our kill i	team with rolls for lesh Wou	nin 6" of that mo unds: T	this model in the	odel to his ph Conval	shoot, you ase. escence:	New Re 17 SV 5+	1 to hi ccruit: [Point MAX
Scanner Experience: NAME Sanistasia Minst WEAPON Scalpel Claw	Once model i	per Sho from you WS 4+	BS 4+ PE	rolls for lesh Wou	nin 6" of that mo unds: T AP	this model in the	A 2	shoot, you ase. escence:	New Re 17 SV 5+	1 to hi ccruit: [Point MAX
Scanner Experience: NAME Sanistasia Minst WEAPON Scalpel Claw Laspistol Concussion	Once model if	WS 4+ TYI Mo Pist	BS 4+ PE	team with rolls for rolls for lesh Wood	nin 6" of that mo ands: T 3 AP	this model in the	A 2	shoot, you ase. escence: LD 7 If the targ a terrain this weap	New Re 17 SV 5+ BILITIES - get is with feature, a	Point MAX 1 hin 1" oadd 1 tongth ar
Scanner Experience: NAME Sanistasia Minst WEAPON Scalpel Claw Laspistol Concussion Grenade	M 6" RANGE Melee	WS 4+ TYI Mo Pist	BS 4+ PE elee col 1	team with rolls for lesh Woods	inin 6" of of that mooninds: □ T 3 AP -1 0	this model in the	A 2 D 1	shoot, you ase. escence: LD 7 If the targ a terrain this weap	New Re 17 SV 5+ BILITIES - get is with feature, a on's Street	Point MAX 1 hin 1" cadd 1 tongth and
NAME Sanistasia Minst WEAPON Scalpel Claw Laspistol Concussion Grenade Abilities:	M 6" RANGE Melee 12" At the en and of ELUCII	WS 4+ TYI Mo Pist Green D and of the did not DIAN S	BS 4+ PE elee col 1 nade 03	s User 3 TRIDEF	nin 6" of that mo ands: T 3 AP -1 0 ase, as loe e a charg SS mode	w 2 a sthe e attemple that had	A 2 D 1 1 1	shoot, you ase. escence: LD 7 If the targ a terrain this weap	New Reserved 17 SV 5+ BILITIES	Point MAX 1 hin 1" o and 1 tangth ar eristics. Readie endly s withi
Specialism: Scanner Experience: NAME Sanistasia Minst WEAPON Scalpel Claw Laspistol Concussion Grenade Abilities: Healing Serum Specialist Retainer	M 6" RANGE Melee 12" 6" At the equand of ELUCII 1" of this	WS 4+ TYI Mo Pist Gree DIAN S s model	BS 4+ PE elee col 1 nade or Move Fall Bac STARS 1. Roll a	team with rolls for lesh Woods San	T 3 AP -1 0 asee, as longe a charge 8.8 mode 4+ one feat, but the	w 2 Ing as the eattern of that has been desired as the interest of the control o	A 2 D 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	If the targ a terrain this weap Damage del is not should be phase, cheef lesh wour s removed unt toward	New Reserved 17 SV 5+ BILITIES	Point MAX 1 hin 1" cadd 1 to add 1 to add 1 to arristics. Readie endly s within the model.

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

models in your kill team.

Experience: \square \square \square \square \square \square \square Flesh Wounds: \square \square Convalescence: \square New Recruit: \square

Reassuring

NAME		we				107				Poin
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Aximillion	8"	3+	-	3	3	1	2	5	6+	1
WEAPON	RANGE	_	PE	S	AP		D		ABILITIES	
Vicious Bite	Melee	M	elee	User	0		1		-	
Abilities:										
Loyal Retainer	Add	1 to the	: Leader		racteristic ELUCIA			l whilst it	is within	6" of
Specialism:	Vetera	1								
Grizzled Experience: □□□								acteristic a		
									6	Poin
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	TY	PE	S	AP		D		ABILITIES	
Rotor Cannon	24"	Hea	ıvy 4	4	-1		2		-	
Concussion Grenade	6"		nade D3	3	0		1	a terrair this weap	get is with feature, a pon's Strer ge characte	dd 1 t ngth ar
Laspistol	12"	Pist	tol 1	3	0		1		-	
Abilities:										
Loyal Retainer	Add	1 to the	: Leader	-	racteristic ELUCIA			l whilst it	is within	6" of
Specialism:	Demoli	tions								
Breacher	You	can add	l 1 to thi	is model'	s wound	rolls ag	ainst	argets tha	t are obscu	red.
Experience: 🗆 🗆 🖸			□□ F	lesh Wo	unds: □		onval	escence: 🗆	New Re	cruit:
									6	Poin
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		ABILITIES	
	24"		pid re 1	3	0		1		-	
Lasgun									get is with	
Lasgun Concussion Grenade	6"		nade 03	3	0		1	this weap	n feature, a oon's Strer ge characte	dd 1 t igth ai
Concussion	6" 12"	Γ		3	0		1	this weap	n feature, a oon's Strer	dd 1 t igth ai
Concussion Grenade		Γ)3					this weap	n feature, a oon's Strer	dd 1 t igth ai

										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		ABILITIES			
Concussion Grenade	6"		nade 03	3	0		1	a t	errain weap	get is with feature, a on's Strea characte	add 1 to ngth and	
Lasgun	24"		pid re 1	3	0		1			-		
Laspistol	12"	Pis	tol 1	3	0		1			-		
Abilities:												
Loyal Retainer Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.												
Experience:]□□ F	lesh Wou	ınds: 🗆 l		onval	escer	псе: □	New Re	cruit: 🗆	

									6	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
Voidsman	6"	4+	3+	3	3	1	1	7	7 5+				
WEAPON	RANGE	TY	PE	S	AP		D	Į.					
Concussion Grenade	6"	Gren D	nade 03	3	0		1	this weap	feature, a	add 1 to ngth and			
Lasgun	24"	Raj Fir		3	0		1		-				
Laspistol	12"	Pist	ol 1	3	0		1		-				
Abilities:													
Loyal Retainer	Add	1 to the	Leaders	-	acteristic LUCIA			el whilstiti	is within	6" of			
Experience:				lesh Wou	ınds: 🗆		onval	escence: 🗆	New Re	cruit: 🗆			

									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	A	BILITIES	
Concussion Grenade	6"		nade 03	3	0		1	this weap	feature, a	ndd 1 to ngth and
Lasgun	24"	Ra _j Fir	-	3	0		1		-	
Laspistol	12"	Pist	ol 1	3	0		1		-	
Abilities:										
Loyal Retainer	Add	1 to the	Leaders	-	acteristic LUCIA			l whilst it i	s within	6" of
Experience:			l□□ Fl	lesh Wou	ınds: 🗆 🛭		Convale	escence: 🗆	New Re	cruit: 🗆

										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		ABILITIES			
Concussion Grenade	6"		nade 03	3	0		1	a t	terrain s weap	feature, a	ngth and	
Lasgun	24"		pid re 1	3	0		1			-		
Laspistol	12"	Pis	tol 1	3	0		1			-		
Abilities:												
Loyal Retainer Add 1 to the Leadership characteristic of this model whilst it is within 6" of ELUCIA VHANE.												
Experience:] 🗆 🗆 I	lesh Wou	ınds: 🗆 l		onval	escer	nce: 🗆	New Re	cruit: 🗆	

									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		ABILITIES	
Concussion Grenade	6"	Gren D		3	0		1	a terrair this weap	get is with a feature, boon's Stre ge characte	add 1 to ngth and
Lasgun	24"	Raj Fir		3	0		1		-	
Laspistol	12"	Pist	ol 1	3	0		1		-	
Abilities:										
Loyal Retainer	Add	1 to the	Leader		acteristic LUCIA			el whilst it	is within	6" of
Experience: $\Box\Box$			l□□ F	lesh Wou	ınds: □ l		onval	escence: [New Re	cruit: 🗆

									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	A		
Concussion Grenade	6"		nade 03	3	0		1	If the targ a terrain this weap Damage	feature, a	add 1 to ngth and
Lasgun	24"		pid :e 1	3	0		1		-	
Laspistol	12"	Pist	tol 1	3	0		1		-	
Abilities:										
Loyal Retainer	Add	1 to the	: Leaders	-	acteristic LUCIA			el whilstiti	s within	6" of
Experience: $\Box\Box$]□□ F	lesh Wou	ınds: 🗆 🛭	$\Box\Box$ C	onval	escence: 🗆	New Re	cruit: 🗆