

# LEGIONARY<sup>•</sup> FACTION EQUIPMENT

## WARDED ARMOUR

Daubed with profane icons, emblazoned with infernal scripture and blessed by the Ruinous Powers, this power armour possesses unholy resilience.

**STRATEGIC GAMBIT.** Select one friendly LEGIONARY<sup>•</sup> operative. Until the Ready step of the next Strategy phase, change that operative's Save stat to 2+.

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## TINTED ROUNDS

Subjected to fell rituals, these bolt rounds are infused with corruption.

Once per turning point, when a friendly **LEGIONARY<sup>¶</sup>** operative is performing the **Shoot** action and you select a bolt pistol or boltgun, you can use this rule. If you do, until the end of that action, that weapon has the Rending weapon rule.

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## CHAOS TALISMANS

Those who carry the talismans of the Ruinous Powers may be granted great gifts, though they invariably come at a price.

**STRATEGIC GAMBIT.** Select one Marks of Chaos keyword. Once during each of their activations, when a friendly **LEGIONARY** operative that has that keyword is shooting, fighting or retaliating, if you roll two or more fails, you can inflict D3 damage on that friendly operative to discard one of them and retain the other as a normal success instead. Note that if it's the **Shoot** action and that damage incapacitates that friendly operative, the action doesn't end (continue the sequence with your successful attack dice).

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## MALEFIC BLADES

Redolent with daemonic energies, this blade hungers for blood.

Friendly **LEGIONARY<sup>¶</sup>** operatives have the following melee weapon:

NAME	ATK	HIT	DMG
➡ Malefic blade	5	3+	3/4