IRON PACT

Disciplined soldiers who trust the chain of command, hold the line and fight as a unit.

HOW THEY PLAY Support one another, control firing lanes and use Field Orders to keep the warband working as a unit.

LINE MARSHAL — LEADER COMBAT

M	ACC	DEF	FHT	HP
5	1	4	1	4

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Rattlegun**	15"	1	1	-	-
RANGED	**Slugger**	8"	1	1	Sidearm	-
MELEE	**Knife**	1"	-	1	-	-

DESIGNATE KILLZONE (ACTION) Place a Killzone marker at a point within Line of Sight. The Killzone extends 3" from the marker. Once per activation, an Iron Pact fighter making a Shooting attack against an enemy within the Killzone may reroll one failed hit roll. A hit generated by this reroll cannot cause Damage, but still applies Nerve Tokens and Critical effects. Only one Killzone may be active per warband; placing a new one removes the previous marker.

COORDINATED FIRE Once per round, after this model hits with a ranged attack, a friendly model within 5" gains +1 ACC on its next shooting attack this round.

GREENBRACE — CORE SCOUT

M	ACC	DEF	FHT	HP
6	0	3	0	2

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Pipe Gun**	8"	1	1	Sidearm, Crude	-
RANGED	**Zipgun**	15"	1	1	Crude, Reload	-
MELEE	**Alley Cutter**	1"	-	1	Crude	-

UNTESTED If this model begins its activation more than 5" from any friendly fighter that is not Downed, it must take a Nerve Test, even with no Nerve Tokens. It still takes Nerve Tests normally when required.

OATHMAN — CORE FIGHTER

M	ACC	DEF	FHT	HP
5	1	4	1	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Scrap Repeater**	15"	1	1	Crude	-
RANGED	**Slugger**	8"	1	1	Sidearm	-
MELEE	**Knife**	1"	-	1	-	-

SHIELD BROTHERS While within 3" of another friendly Iron Pact model, this model may reroll failed Nerve Tests.

BULWARK GUNNER — SPECIALIST HEAVY GUNNER

M	ACC	DEF	FHT	HP
4	1	4	0	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Heavy Slug Spitter**	20"	3	1	Unwieldy, Recoil, Raking Fire	-
MELEE	**Knife**	1"	-	1	-	-

BRACED POSITION If this model does not move during its activation, it gains +1 DEF until the start of its next activation.

WEAPON TRAITS ON THESE FIGHTERS

In Game 1, ignore every trait printed in red. Crit effects, weapon Specials and fighter special rules still apply.

CRUDE On an unmodified roll of 1, the item breaks and cannot be used for the rest of the game.
RAKING FIRE Shots may be split between models within 3" of a previous target.
RECOIL Each consecutive shot after the first suffers −1 to hit.
RELOAD Requires 1 Action to reload after firing.
SIDEARM May Shoot while engaged, but receives no Exposed bonus, no Cover benefit and no Aim benefit.
UNWIELDY Costs 2 actions to use this weapon.

In Game 2, switch to the full fighter profiles. They restore the rules that help the Iron Pact manage Crude and Unwieldy weapons.

READY FOR MORE?

In Game 2, grow your warband to around 150 Thracks and add the full faction rules.

Issue Field Orders and coordinate the whole warband.

ASHEN COVENANT

Faith-bound zealots awaiting the return of Regent Gideon Varr.

HOW THEY PLAY Build Nerve on the enemy, stay close to your support pieces and press the attack as they begin to falter.

PROPHET OF THE REGENT — LEADER COMBAT

M	ACC	DEF	FHT	HP
5	1	4	2	4

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Slugger**	8"	1	1	Sidearm	-
MELEE	**Varr's Testament**	1"	-	2	Knockback (1")	**Special:** On Win: One friendly model within 6" may immediately remove 1 Nerve Token.

FIREBRAND (ACTION) Choose a visible enemy model within 10". That model must immediately take a Nerve Test.

SERMON OF FIRECALL For the purposes of Nerve Tests, friendly Ashen Covenant models within 5" count as having 1 fewer Nerve Token.

FANATICAL PRESENCE Friendly Ashen Covenant models that begin their activation within 5" gain +1 M for that activation.

CINDERGUARD — CORE FIGHTER

M	ACC	DEF	FHT	HP
5	1	4	0	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Scrap Repeater**	15"	1	1	Crude	-
MELEE	**Alley Cutter**	1"	-	1	Crude	-

DISCIPLINED VOLLEY If an enemy has already been targeted by a friendly shooting attack this round, this model gains +1 ACC when rolling to hit against it.

KNIGHT-MILITANT — CORE FIGHTER

M	ACC	DEF	FHT	HP
5	1	4	1	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Slugger**	8"	1	1	Sidearm	-
MELEE	**Blessed Maul**	1"	-	1	Knockback (1")	**Special:** On Win: Target gains +1 Additional Nerve Token.

SHIELD OF THE COVENANT This model never counts as Exposed. Once per round, it may reduce damage from a Fight action by 1 (to a minimum of 1).

FLAME DEACON — SPECIALIST DISRUPTOR

M	ACC	DEF	FHT	HP
5	1	4	1	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Censer-Pike (ranged)**	6"	1	1	Spray, Catastrophic	**Crit:** Burning: Target burns, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	**Censer-Pike (melee)**	2"	-	1	-	**Special:** On Win: Roll a D6, on 5+ the target gains the Burning status.

AURA OF IMMOLATION Enemy models within 3" of this unit count as being Exposed (+1 ACC for ranged attacks against them).

BACKDRAFT If this model suffers damage from a melee attack, roll 1D6. On a 6, the attacker gains the Burning status.

FLAMEWARD This unit ignores the effects of Burning.

WEAPON TRAITS ON THESE FIGHTERS

In Game 1, ignore every trait printed in red. Crit effects, weapon Specials and fighter special rules still apply.

CATASTROPHIC On an unmodified Hit roll of 1, the weapon fails. The wielder and all models within 2" suffer 1 Damage.

CRUDE On an unmodified roll of 1, the item breaks and cannot be used for the rest of the game.

KNOCKBACK (X) After resolving this attack, push the target X" directly away from the attacker.

SIDEARM May Shoot while engaged, but receives no Exposed bonus, no Cover benefit and no Aim benefit.

SPRAY Roll an **additional attack** against any models, friend or foe, within 2" of the target.

Additional attacks do not trigger negative traits such as Crude, Catastrophic or Hazardous. Only the original attack can.

READY FOR MORE?

In Game 2, grow your warband to around 150 Thracks and add the full faction rules.

Swear an Article of Flame and turn Nerve into fanatic strength.

THE SPLICE

Fleshcrafted survivors whose bodies keep mutating long after their makers lost control.

HOW THEY PLAY Cross the table quickly, lean on mutations and overwhelm enemies in close combat.

RENDFATHER — LEADER COMBAT

M	ACC	DEF	FHT	HP
6	1	4	2	4

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Bile Spit**	2"	1	0	Sidearm	**Crit:** Causes +1 Damage.
MELEE	**Predatory Talons**	1"	-	2	-	**Special:** If this model moves into engagement, gain +1 FHT until end of round.

PREDATOR UNLEASHED (ONCE PER GAME) During its activation, this model may perform one additional free Fight action, even if it has already fought this activation.

FRENZY AURA Friendly Splice models that start their activation within 3" of this model gain +1 FHT during that activation.

TWITCHER DRONE — CORE SCOUT

M	ACC	DEF	FHT	HP
6	0	3	1	2

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
MELEE	**Raking Claws**	1"	-	1	-	**Special:** On Win: If you win by 2+, the target gains 1 additional Nerve Token.

SCUTTLE This model ignores vertical movement penalties when climbing.

EXPENDABLE This model does not generate Nerve Tokens for allies when Downed.

GRAFTKIN — CORE FIGHTER

M	ACC	DEF	FHT	HP
5	1	4	1	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Spine Spitter**	8"	1	1	Sidearm	-
MELEE	**Sinew Rippers**	1"	-	1	-	**Special:** On Win: If you win by 2 or more, target suffers +1 Damage.

MUTATIONS OFF IN GAME 1 Both of this fighter's abilities key off the faction's mutation rules, so in your first battle it fights on its profile alone. It is the simplest fighter here to learn on.

RIBSHRIEKER — SPECIALIST DISRUPTOR

M	ACC	DEF	FHT	HP
5	0	4	1	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Screamer Nodule**	6"	1	0	Sidearm, Suppressing	-
MELEE	**Raking Claws**	1"	-	1	-	**Special:** On Win: If you win by 2+, the target gains 1 additional Nerve Token.

DREAD RESONANCE Enemy models within 5" suffer –1 to Nerve Tests.

MARROWQUAKE (ACTION) Once per activation, this model may unleash a concussive shriek. All enemy models within 3" gain 1 Nerve Token.

WEAPON TRAITS ON THESE FIGHTERS

In Game 1, ignore every trait printed in red. Crit effects, weapon Specials and fighter special rules still apply.

SIDEARM May Shoot while engaged, but receives no Exposed bonus, no Cover benefit and no Aim benefit.

SUPPRESSING Deal +1 Nerve Token to the target.

The Graftkin changes the most once the faction rules arrive: it starts with a mutation of your choice, and can reroll the one it makes each activation.

READY FOR MORE?

In Game 2, grow your warband to around 150 Thracks and add the full faction rules.

Every fighter mutates at the start of its activation, and the Rendfather steers what it becomes.

NULL PROTOCOL

Freed domestic and industrial machines that refuse to be owned again.

HOW THEY PLAY Focus fire, coordinate attacks and use movement tricks to keep pressure on the same target.

PROTO-PRIME — LEADER COMBAT

M	ACC	DEF	FHT	HP
5	2	4	1	4

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Sawtooth Rifle**	12"	2	1	Recoil	-
MELEE	**Knife**	1"	-	1	-	-

PRIORITY TARGET (ACTION) Designate one visible enemy model within 15" as the Priority Target. All friendly Null Protocol models may reroll results of 1 on ranged attack rolls against that target this round.

COMMAND RELAY After this model finishes its activation, you may immediately activate one other friendly model within 5" that has not yet activated this round before the opposing player activates.

FREEBORN TROOPER — CORE FIGHTER

M	ACC	DEF	FHT	HP
5	1	4	1	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Scrap Repeater**	15"	1	1	Crude	-
MELEE	**Unarmed**	1"	-	1	-	**Special:** Unarmed attacks suffer -1 to Fight rolls.

FAULT-TOLERANT SYSTEMS Each time this model would gain a Nerve Token, roll a D6. On a 6+, the token is ignored.

ADAPTIVE FIRELINE If another friendly Null Protocol model has already made a ranged attack against the same target this round, this model gains +1 ACC when making a ranged attack against that target.

SKIRMARK UNIT — CORE SCOUT

M	ACC	DEF	FHT	HP
6	0	3	0	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Crank Blaster**	10"	2	1	Burst Fire, No Aim, Crude	-
MELEE	**Unarmed**	1"	-	1	-	**Special:** Unarmed attacks suffer -1 to Fight rolls.

MOBILITY DIRECTIVE After making a ranged attack, this model may immediately move up to 2".

EVASIVE FRAME If this model moved this turn, ranged attacks targeting it suffer a −1 ACC modifier.

NULLBLADE OPERATIVE — SPECIALIST SKIRMISHER

M	ACC	DEF	FHT	HP
6	1	3	2	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Throwing Knives**	6"	1	1	Sidearm, Silent	-
MELEE	**Knife**	1"	-	1	-	-

SUBROUTINE CLOAK If this model begins its activation out of Line of Sight of all enemy models, it gains +1 ACC and +1 FHT for this activation.

LEAP DIRECTIVE This model gains +1 to Jump tests when jumping gaps or down levels.

WEAPON TRAITS ON THESE FIGHTERS

In Game 1, ignore every trait printed in red. Crit effects, weapon Specials and fighter special rules still apply.

BURST FIRE Can split attacks between targets within 2".

CRUDE On an unmodified roll of 1, the item breaks and cannot be used for the rest of the game.

NO AIM Cannot benefit from Aim bonuses.

RECOIL Each consecutive shot after the first suffers −1 to hit.

SIDEARM May Shoot while engaged, but receives no Exposed bonus, no Cover benefit and no Aim benefit.

SILENT Shots don't alert nearby enemies (used in stealth missions).

READY FOR MORE?

In Game 2, grow your warband to around 150 Thracks and add the full faction rules.

Decrypt Adaptive Subroutines and coordinate the whole warband through them.

CRIMSON VEIL

Gene-wrought aristocrats who send expendable thralls ahead of their engineered elite.

HOW THEY PLAY Use Thralls to screen your True Veil fighters, then drive those elite units into melee where they are at their best.

VEIL ASCENDANT

LEADER COMBAT · TRUE VEIL

M	ACC	DEF	FHT	HP
6	2	4	3	4

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Bloodlash Pistol**	8"	1	1	Sidearm	**Crit:** Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	**Duellist's Blade**	1"	-	2	Duellist	-

PREDATOR'S FLOW When this model Downs an enemy in melee, it may be placed anywhere within 2" of that model.

AURA OF SUPREMACY Enemy models within 5" suffer –1 to Nerve Tests.

THRALL

CORE FIGHTER

M	ACC	DEF	FHT	HP
5	0	3	0	1

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Thumbbuster**	6"	1	1	Sidearm, Hazardous, Crude	-
MELEE	**Alley Cutter**	1"	-	1	Crude	-

DISPOSABLE This model does not cause nearby allies to gain a Nerve Token when Downed.

INSIGNIFICANT This model cannot generate Momentum.

VEILBOUND RETAINER

CORE FIGHTER

M	ACC	DEF	FHT	HP
5	1	4	0	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Bloodlash Rifle**	15"	1	1	-	**Crit:** Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	**Knife**	1"	-	1	-	-

BODYGUARD TO THE VEIL Once per round, when a True Veil model within 3" is successfully hit by a ranged attack, this model may swap places with it. The Veilbound Retainer suffers the effects of the hit instead.

VEILBLADE INITIATE

SPECIALIST SKIRMISHER · TRUE VEIL

M	ACC	DEF	FHT	HP
6	1	4	2	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Bloodlash Pistol**	8"	1	1	Sidearm	**Crit:** Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	**Iron Kiss**	1"	-	1	Keen	-

DANCER'S STEP After winning a melee combat, this model may move 1".

JEALOUS RIVALRY If another friendly True Veil model is within 3", this model suffers –1 FHT.

WEAPON TRAITS ON THESE FIGHTERS

In Game 1, ignore every trait printed in red. Crit effects, weapon Specials and fighter special rules still apply.

CRUDE On an unmodified roll of 1, the item breaks and cannot be used for the rest of the game.

DUELLIST When fighting an enemy while not engaged with any other enemies, this fighter may reroll a natural 1 on its Fight roll.

HAZARDOUS On an unmodified Hit roll of 1, the wielder or operator takes 1 Damage.

KEEN If this model wins a melee and rolls a natural 6 on its Fight die, it deals +1 Damage.

SIDEARM May Shoot while engaged, but receives no Exposed bonus, no Cover benefit and no Aim benefit.

True Veil is a keyword, printed after the unit type. In Game 2, True Veil fighters perform Red Rites.

READY FOR MORE?

In Game 2, grow your warband to around 150 Thracks and add the full faction rules.

Perform Red Rites, and spend a Thrall's life to trigger one early.

SCAVVER CLADES

Nomadic salvage crews, traders and tinkerers surviving on whatever they can repair, barter or drag home.

HOW THEY PLAY Adapt to what you have, use improvised gear and let the Boss keep the crew steady while you play the objectives.

CLADE BOSS — LEADER COMBAT

M	ACC	DEF	FHT	HP
5	1	4	2	4

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Revolver**	10"	1	2	Sidearm	-
MELEE	**Crank Axe**	1"	-	2	Cumbersome	-

SCRAP BRAWLER When this model wins a Fight, the enemy gains 1 additional Nerve Token. Then remove 1 Nerve Token from this model or a friendly model within 3".

BOSS SWAGGER Friendly models within 5" gain +1 to Nerve Tests.

FASTEST GUN When this model uses Snap Fire, it does not suffer the –1 ACC modifier.

GUTTER RAT — CORE SCOUT

M	ACC	DEF	FHT	HP
6	0	3	0	2

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Pipe Gun**	8"	1	1	Sidearm, Crude	-
MELEE	**Alley Cutter**	1"	-	1	Crude	-

STREET SCUTTLER This model ignores movement penalties from rough terrain and gains +1 to tests when jumping gaps or dropping down levels.

RAT'S REFLEXES Once per round, when this model is targeted by a ranged attack, it may move 1" before the attack is resolved.

SCRAP JACK — CORE FIGHTER

M	ACC	DEF	FHT	HP
5	1	4	1	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Rust Rifle**	12"	1	1	Crude	-
MELEE	**Alley Cutter**	1"	-	1	Crude	-

SCRAP ARMOUR Each time this model would suffer Damage from a ranged attack, roll a D6. On a 6, reduce that Damage by 1.

HEAVY LIFTER After performing an Interact action, this model may move 1".

GEARHEAD — SPECIALIST SUPPORT

M	ACC	DEF	FHT	HP
5	0	4	0	3

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	**Scrap Repeater**	15"	1	1	Crude	-
MELEE	**Bolt Hammer**	1"	-	1	-	-

FIELD FIXER (ACTION) If within 2" of a friendly model, may repair a broken or spent weapon on a 3+. Alternatively, if within 2" of a friendly Juggernaut, it can attempt to repair 1 HP instead.

JURY-RIGGED BOOST (ACTION) Choose a friendly model within 3". The next time that model hits with a ranged attack this round, when rolling on the Impact Table you may add 1 to the result. The weapon also gains the Hazardous trait for this attack.

WEAPON TRAITS ON THESE FIGHTERS

In Game 1, ignore every trait printed in red. Crit effects, weapon Specials and fighter special rules still apply.

CRUDE On an unmodified roll of 1, the item breaks and cannot be used for the rest of the game.

CUMBERSOME –1 to Fight rolls.

SIDEARM May Shoot while engaged, but receives no Exposed bonus, no Cover benefit and no Aim benefit.

READY FOR MORE?

In Game 2, grow your warband to around 150 Thracks and add the full faction rules.

Roll the Scavver's Stash before each battle and field whatever you dragged home.