

**ANTI-KEYWORD, X+:** CRITICAL WOUNDS the named unit type on X. E.g. ANTI-VEHICLE 3+ scores a CRITICAL WOUND on a VEHICLE on a Wound roll of 3+.

**ASSAULT:** Can Advance and Shoot.

**BLAST:** Add 1 to the attacks characteristics for every 5 models in a unit (round down). Can't be fired at any units in Engagement Range.

**CONVERSION X:** Each time attack is made if model is more than X away, an unmodified successful hit of 4+ scores a CRITICAL HIT.

**CRITICAL HITS:** An unmodified Hit roll of 6. Always successful.

**CRITICAL WOUNDS:** An unmodified Wound roll of 6. Always successful.

**DEADLY DEMISE X:** When model is destroyed roll d6, on a 6 each unit within 6" range suffers X Mortal Wounds.

**DEEP STRIKE:** Unit can be set up in Reserves instead of on the battlefield. Must be 9" horizontally away from all enemy models.

**DESPERATE ESCAPE:** Roll one dice for each model in the unit when Falling Back after failing a Battle Shock test, or when Falling Back through enemy models. On a 1 or 2, a model in the unit is removed.

**DEVASTATING WOUNDS:** On a CRITICAL WOUND, convert the damage to Mortal Wounds and the attack sequence ends.

**EXTRA ATTACKS:** Weapons ability. Each time bearer fights, they can make a number of additional attacks with weapon as listed. The number cannot be modified by other rules.

**FEEL NO PAIN, X+:** Each time this model would lose a wound, roll one D6: if the result is equal to or greater than X that wound is not lost.

**FIGHT FIRST:** Units with this ability that are eligible to fight do so in the Fights First step, provided every model in the unit has this ability.

**FIRING DECK-X:** Allows a number of models embarked on a TRANSPORT to fire out

**HAZARDOUS:** After the unit has finished its attacks. Take a hazard test for each weapon used, for each roll of a 1 a model with a HAZARDOUS weapon is destroyed. CHARACTERS, MONSTERS, and VEHICLES suffer 3 Mortal Wounds on a roll of a 1 instead.

**HEAVY:** +1 to hit when the bearer's unit REMAINS STATIONARY.

**IGNORES COVER:** Weapons with this in their profile do not allow for the Benefit of Cover against that attack.

**INDIRECT FIRE:** This weapon can fire at models that are not visible. If it does so, subtract 1 from the hit roll, and the target has the Benefit of Cover.

**INFILTRATORS:** A unit can be set up outside of your deployment zone. It must still be 9" away from enemy models and the enemy deployment zone.

**LANCE:** Weapons with this ability get +1 to wound when Charging.

**LEADER:** CHARACTER units with LEADER can be attached to one of their Bodyguard units before the battle.

Attached units can only contain one LEADER. Attacks cannot be allocated to CHARACTER model in Attached units.

**LETHAL HITS:** CRITICAL HITS automatically wound the target.

**MELTA X:** Add X to the damage when fired at half range.

**OBJECTIVE CONTROL (OC):** This shows how effectively a model can exert control over objectives.

**ONE SHOT:** This weapon can only be fired once per battle.

**PRECISION HITS:** Can allocate attacks to a CHARACTER models that is visible when targeting an Attached unit.

**RAPID DEPLOYMENT:** A unit can disembark after this model has advanced. They cannot charge but can otherwise act normally.

**RAPID FIRE X:** Increase the attacks by X when targeting unit is within half range.

**SCOUT X:** Pre-game movement of X" after Deployment phase. DEDICATED TRANSPORT units also inherit the ability if occupied by SCOUT units. Must end more than 9" horizontally away from enemy models.

**STEALTH:** If every model in a unit has this ability, they are -1 to hit vs ranged.

**SUSTAINED HITS X:** CRITICAL HITS score X additional hits.

**TORRENT:** Attacks with TORRENT weapons automatically hit.

**TWIN-LINKED:** You can reroll the attack's Wound rolls.