

LEGATE ATRIUS

FIELD OFFICER / PRELATOR, [ATRIUS]

28

GRAV PROJECTOR TRIDENT
RNG ACC 1+ 5+ 9+
7" 3 5 6 10

RAPID FIRE

DUALBLADE SECARUS
RNG ACC 2+ 6+ 9+
1" 4 8 10 11

DEFENSES

ACT EV MV SZ ORD RAD
4 7 4" 40 2 10"

V.3

24

UPGRADES

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

IN SHADOW CLAD
Place this unit completely within 3" of its current location.

COMBAT INTERLINK
Attacks performed by this unit gain +1 Acc until the end of this activation.

CRYSTMUSCULAR AUGMENT
All hit levels of this unit's melee weapons gain +2 damage until the end of this activation.

COORDINATED ACTION
Until the end of the round, each time a friendly regular activates within 6" of this unit, assign it one Adaptation token (in addition to any others it would be assigned).

SPECIAL RULES

INVISIBILITY NANOFIELD
At the end of each round, place this unit completely within 3" of its current location.
Each time this unit is hit by an attack performed by an enemy that is more than 3" away from it, reduce the Hit Level of that attack by one level.
E.g. a Critical Hit becomes a Moderate Hit, and a Moderate Hit becomes a Glancing Hit. This effect cannot cause an attack to miss.

***PRELATOR COMBATSKIN (1)**
Assign this unit 1 Adaptation token () at the start of its activation.
While this unit has one or more Adaptation tokens assigned to it, it has the defense on its profile.

TACTICAL ADAPTATION
The first time this unit destroys an enemy during its activation each round, assign it one Adaptation token.

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EVOCATUS HELCIA

FIELD OFFICER / PRELATOR, [HELICIA]

25

IMPULSE GRAVSCYTHE
RNG ACC 3+ 7+ 10+
6" 3 5 7 9

RAPID FIRE

DEFENSES

ACT EV MV SZ ORD RAD
4 8 5" 30 1 6"

V.3

23

UPGRADES

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

STORM

GRAVITIC LEAP
Place this unit completely within 3" of its current location.

GRAVITON RESONANCE
Choose one of the following benefits; this unit's Impulse Gravscythe weapon gains that benefit until the end of this activation (each can only be chosen once each activation):

- IMPACT** - All hit levels of this weapon gain the Impact attack modifier (I).
- CRITICAL PRECISION** - The critical hit level of this weapon gains the Precise attack modifier (P).

SPECIAL RULES

INVISIBILITY NANOFIELD
At the end of each round, place this unit completely within 3" of its current location.
Each time this unit is hit by an attack performed by an enemy that is more than 3" away from it, reduce the Hit Level of that attack by one level (*this cannot cause an attack to miss*).

GRAVWELL COMBATSKIN
Immediately after an attack performed by this unit is resolved, assign it one Adaptation token ().
This unit's attacks gain +1 Acc for each Adaptation token currently assigned to it.

ADAPTIVE COORDINATION
This unit can spend one Adaptation token to pay the cost of the **CALL IN SUPPORT** order.

COVERT OPS STEALTH AGENT
Opfor units treat their Alert range as being 3" shorter when measuring to this unit.

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PRELATOR OPTIUS

FIELD OFFICER / PRELATOR

COST 18

GRAV IMPULSE PROJECTOR
RNG ACC 3+ 6+ 9+
9" 4 6 10 11

COMBAT SECARUS
RNG ACC 2+ 5+ 8+
1" 4 6 10 12

ACT EV MV SZ ORD RAD
4 7 4" 30 2 8"

DEFENSES: 1

PRELATOR OPTIUS

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

IN SHADOW CLAD
Place this unit completely within 3" of its current location.

COMBAT INTERLINK
Attacks performed by this unit gain +1 Acc until the end of this activation.

COMBAT SYNCHRONICITY
Assign target other friendly regular within Rad one Adaptation token ().
A unit may only be assigned one Adaptation token each round as a result of Combat Synchronicity, and such tokens are not discarded at the start of that unit's next activation.

SPECIAL RULES

INVISIBILITY NANOFIELD
At the end of each round, place this unit completely within 3" of its current location.
Each time this unit is hit by an attack performed by an enemy that is more than 3" away from it, reduce the Hit Level of that attack by one level.
E.g. a Critical Hit becomes a Moderate Hit, and a Moderate Hit becomes a Glancing Hit. This effect cannot cause an attack to miss.

***PRELATOR COMBATSKIN (1)**
Assign this unit 1 Adaptation token () at the start of its activation.
While this unit has one or more Adaptation tokens assigned to it, it has the **DODGE** defense on its profile.

ADAPTIVE COORDINATION
This unit can spend one Adaptation token to pay the cost of the **CALL IN SUPPORT** order.

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PLAYTEST RULES
SUBJECT TO CHANGE

v.3

QAIRUS, PRECARI OPERATIVE

FIELD OFFICER / PRECARI, [QAIRUS]

COST 19

KAESUS SHORTSWORD
RNG ACC 3+ 5+ 8+
1" 5 9 10 13

ACT EV MV SZ ORD RAD
4 7 4" 30 2 8"

DEFENSES: *

QAIRUS, PRECARI OPERATIVE

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

REFRESH

DISORIENT
Assign target enemy within 6" one Concussion token (), then pick it up to 2" in any direction.

WILLBREAK
Discard one token assigned to target unit within 6" (friendly or enemy). If you do, this unit deals 2 damage to the target.

SUBVERT
You can perform one melee or ranged attack with target enemy trooper within 6". The target of Subvert is considered friendly until the attack is resolved, and the attack cannot generate additional attacks.

IN SHADOW CLAD
Place this unit completely within 3" of its current location.

SPECIAL RULES

APPARITION NANOFIELD
At the end of each round, place this unit completely within 3" of its current location.
In addition, during the Determine Hit Level step of the first enemy attack each round targeting this unit that would result in a hit, the attack misses instead. Place this unit completely within 3" of its current location.

***PRECARI COMBATSKIN (1)**
While this unit has one or more Adaptation tokens assigned to it, it has the **DODGE** defense.

Assign this unit one Adaptation token () at the start of its activation.
This unit can spend one Adaptation token to pay the cost of the **REFRESH** action.

COVERT OPS BIDENGINEER
This unit gains +2 to Medical test rolls.

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PLAYTEST RULES
SUBJECT TO CHANGE

v.3

PRELATOR VANGUARD

INFANTRY / PRELATOR



COST 17

UPGRADES

DEFENSES

ACT 3/+1 **EV** 7 **MV** 4" **SZ** 30

GRAV IMPULSE PROJECTOR
 RNG ACC 3+ 6+ 9+
 9" 4 6 10 11

COMBAT SECURUS
 RNG ACC 2+ 5+ 8+
 1" 4 6 10 12

ABILITIES

- MOVE** ∞
- ATTACK** ∞
- INTERACT**
- ASSAULT**
- STORM**

IN SHADOW GLAD
 Place this unit completely within 3" of its current location.

COMBAT INTERLINK
 Attacks performed by this unit gain +1 Acc until the end of this activation.

SPECIAL RULES

INVISIBILITY NANOFIELD
 At the end of each round, place this unit completely within 3" of its current location.
 Each time this unit is hit by an attack performed by an enemy that is more than 3" away from it, reduce the Hit Level of that attack by one level.
 E.g. a Critical Hit becomes a Moderate Hit, and a Moderate Hit becomes a Glancing Hit. This effect cannot cause an attack to miss.

***PRELATOR COMBATSKIN (1)**
 Assign this unit 1 Adaptation token (🛡️) at the start of its activation.
 While this unit has one or more Adaptation tokens assigned to it, it has the **DODGE** (🛡️) defense on its profile.

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PLAYTEST RULES
 SUBJECT TO CHANGE

v.3

PRECARI ADEPT

INFANTRY / PRECARI



COST 18

UPGRADES

DEFENSES

ACT 3/+1 **EV** 7 **MV** 4" **SZ** 30

DAMAGE TRACKER 27

2 PKP

GRAV PROJECTOR BIDENT
 RNG ACC 1+ 5+ 9+
 7" 4 6 10 10

CRYSTOFORM KAESUS
 RNG ACC 2+ 6+ 9+
 2" 5 6 9 12

ABILITIES

- MOVE** ∞
- ATTACK** ∞
- INTERACT**
- ASSAULT**
- STORM**
- REFRESH**

CRYPTAESTHESIC MARK
 Assign target enemy within 6" one Marker token (📍).

TRANSLOCATE
 Push target other friendly regular within 8" up to 2" in any direction.

NEUROPSYCH INTERFACE
 Until the end of this activation, the distance at which a unit can be targeted by this unit's Psychokinetic actions (🧠) is increased by 2".

SPECIAL RULES

INVISIBILITY NANOFIELD
 At the end of each round, place this unit completely within 3" of its current location.
 Each time this unit is hit by an attack performed by an enemy that is more than 3" away from it, reduce the Hit Level of that attack by one level (this cannot cause an attack to miss).

***PRECARI COMBATSKIN (1)**
 While this unit has one or more Adaptation tokens assigned to it, it has the **DODGE** (🛡️) defense.
 Assign this unit one Adaptation token (🛡️) at the start of its activation.
 This unit can spend one Adaptation token to pay the cost of the **REFRESH** action.

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PLAYTEST RULES
 SUBJECT TO CHANGE

v.3

PRAETORIAN INTERDICTOR

INFANTRY / PRAETORIAN

DAMAGE TRACKER

28

GRAVITON IMPACTOR

RNG	RNG	ACC	2+	5+	8+
5"	1"	4	5	7	9

SLOW, BREACHING

RETRACTABLE HASTUS

RNG	ACC	2+	5+	8+
2"	4	6	10	12

ACT **EV** **MV** **SZ**

3/+1 7 4" 40

DEFENSES

2

PRAETORIAN INTERDICTOR

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

RAPID REGENERATION

When this unit is damaged by an attack, you can perform this action to heal up to 3 damage from it.

SPECIAL RULES

INVISIBILITY NANOFIELD

At the end of each round, place this unit completely within 3" of its current location.

Each time this unit is hit by an attack performed by an enemy that is more than 3" away from it, reduce the Hit Level of that attack by one level (*this cannot cause an attack to miss*).

PRAETORIAN COMBATSKIN (2)

Assign this unit 2 Adaptation tokens (👤) at the start of its activation.

Reduce the damage of enemy attacks targeting this unit by 1 for each Adaptation token currently assigned to it.

ADAPTIVE ASSAULT

This unit can spend 1 Adaptation token to pay the cost of the **ASSAULT** action.

COORDINATE (ADAPTIVE ASSAULT)

When this unit is commanded, other activated regular units gain Adaptive Assault (see above) until the end of the commanding Field Officer's activation.

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PLAYTEST RULES
SUBJECT TO CHANGE

v.3

PRELATOR SUPPLICIUS

INFANTRY / PRELATOR

DAMAGE TRACKER

27

IACTIC CAESTI

RNG	ACC	2+	6+	9+
1"	3	6	8	15

ACT **EV** **MV** **SZ**

3/+1 7 5" 30

DEFENSES

1

PRELATOR SUPPLICIUS

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

IN SHADOW CLAD

Place this unit completely within 3" of its current location.

IACTIC RESONANCE

Choose one of the following benefits; this unit's Iactic Caesti weapon gains that benefit until the end of this activation (each can only be chosen once each activation):

- **IMPACT** - All hit levels of this weapon gain the Impact attack modifier (👊).
- **RAPID FIRE** - This weapon gains the Rapid Fire special weapon attribute.

Reminder: after a weapon with Rapid Fire attacks, it can make one additional attack for free. This attack can target a different enemy but does not generate additional attacks.

SPECIAL RULES

INVISIBILITY NANOFIELD

At the end of each round, place this unit completely within 3" of its current location.

Each time this unit is hit by an attack performed by an enemy that is more than 3" away from it, reduce the Hit Level of that attack by one level (*this cannot cause an attack to miss*).

***PRELATOR COMBATSKIN (1)**

Assign this unit 1 Adaptation token (👤) at the start of its activation.

While this unit has one or more Adaptation tokens assigned to it, it has the 🛡️₂ defense on its profile.

IACTIC ARTISTRY

Immediately after a melee attack performed by this unit that hit is resolved, it can move up to 2" in any direction.

Each subsequent melee attack that targets the same enemy each activation gains +1 Acc (*this effect stacks with additional attacks*).

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PLAYTEST RULES
SUBJECT TO CHANGE

v.3

PRECARI VORTEX

INFANTRY / PRECARI

DAMAGE TRACKER

25

1 PKP

GRAV PROJECTOR BIDENT

RNG	ACC	1+	5+	9+
7"	4	6	10	10

INTERFACED WAVE GENERATOR

RNG	ACC	1+	6+	9+
2"	4	4	6	9

ACT **EV** **MV** **SZ**

3/+1 7 4" 30

V.3

COST

19

UPGRADES

DEFENSES

1

PRECARI VORTEX

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

REFRESH

PARAKINETIC TIDES

Choose one:

- **PERIMETRIC DRAG** - Set the distance at which this unit's Tidal Force special rule affects enemies to 6" (rather than 3").
- **RIP TIDE** - Set the damage dealt by this unit's Tidal Force special rule to 4 (rather than 2).

SINGULARITY

Push each enemy within 3" of this unit up to 2" directly towards it (in the order you choose).

SPECIAL RULES

INVISIBILITY NANOFIELD

At the end of each round, place this unit completely within 3" of its current location.

In addition, during the Determine Hit Level step of the first enemy attack each round targeting this unit that would result in a hit, the attack misses instead. Place this unit completely within 3" of its current location.

PRECARI COMBATSKIN (1)

Assign this unit one Adaptation token () at the start of its activation.

This unit can spend one Adaptation token to pay the cost of the **REFRESH** action.

***PRECARI PRECOGNITION**

While this unit has one or more Adaptation tokens assigned to it, it has the **DODGE** () defense.

TIDAL FORCE

Each time an enemy unit within 3" begins a push, deal it 2 damage.

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PLAYTEST RULES
SUBJECT TO CHANGE

V.2