

PRIDE PACKLEADER

FIELD OFFICER / WARPACK

26

PLASMA RIFLE

RNG	ACC	2+	5+	9+
10"	4	6	10	14

WARSWORD

RNG	ACC	2+	5+	8+
1"	4	8	10	14

ACT

EV

MV

SZ

ORD

RAD

3

7

5"

30

3

8"

V.91

COST

18

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

ASSAULT

STORM

FOR HONOR!

This unit can move up to 3".

If this unit is incapacitated by an enemy before its next activation, before it is destroyed you can assign one Fury token (👹) to target friendly regular within 6".

A unit may only be assigned one Fury token each round as a result of For Honor!

PACK TACTICS

Until the end of the round, the attacks of all friendly Warpack units gain +1 Acc if they target an enemy within Rad of this unit.

SPECIAL RULES

VENGEFUL

Assign this unit one Fury Token (👹) the first time each round another friendly regular within 6" is incapacitated by an enemy.

CALL TO ACTION (WARPACK)

Friendly Warpack units within Rad have the **ASSAULT** action on their profile.

PACKMISTRESS FERAQ

FIELD OFFICER / WARPACK, [FERAQ]

28

RELIC LONGBLADE

RNG	ACC	2+	5+	8+
2"	5	7	8	12

ACT

EV

MV

SZ

ORD

RAD

2*

8

5"

30

3

10"

V.91

COST

20

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

ASSAULT

REJOINER

You can perform this action when an enemy ends a move within 6" and LOS of this unit. This unit can move up to 3" and perform one melee attack targeting that enemy unit. The Dodge defense may not be applied against this attack.

CALL THE HUNT

Until the end of the round, this unit and other friendly Warpack units gain the **SWARM (WARPACK)** special rule while within this unit's Rad:

SWARM (WARPACK) - This unit's melee attacks gain +1 Acc for each other friendly Warpack unit engaging the target.

INCITE

Assign target friendly Warpack Infantry within Rad one Fury token (👹).

SPECIAL RULES

VENGEFUL

Assign this unit one Fury Token (👹) the first time each round another friendly regular within 6" is incapacitated by an enemy.

CALL TO ACTION (WARPACK)

Friendly Warpack units within Rad have the **ASSAULT** action on their profile.

*PREPARATION

At the start of each Upkeep phase assign this unit one Action token (👹).

PRIDE FIRSTCLAW

FIELD OFFICER / WARPACK

V.91

COST **21**

28

WARPACK PLASMA CARBINE

RNG	ACC	0+	5+	8+
8"	3	4	8	14

SUNDERING SPEAR

RNG	ACC	2+	6+	9+
2"	5	9	10	14

ACT	EV	MV	SZ	ORD	RAD
3	7	5"	30	2	8"

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

ASSAULT

STORM

WARTHANE'S WILL

Until the end of the round, when another friendly Warpack unit ends a move within this unit's Rad and engaging an enemy unit it is assigned one Fury token (👊).

A unit may only be assigned one Fury token each round as a result of Warthane's Will.

SPECIAL RULES

VENGEFUL

Assign this unit one Fury Token (👊) the first time each round another friendly regular within 6" is incapacitated by an enemy.

BATTLECRY

The first time each round this unit destroys an enemy with a melee attack, assign this unit and one other friendly regular within Rad one Fury token.

A unit may only be assigned one Fury token each round as a result of Battlecry.

KHASH'PARAH, BLADE OF PAQHAT

FIELD OFFICER / [KHASH'PARAH]

V.91

COST **18**

30

PRECISION

ALACRITY

RESOLVE

STRENGTH

RELIC SUNDERING SPEAR

RNG	ACC	2+	6+	10+
2"	4	8	12	15

ACT	EV	MV	SZ	ORD	RAD
3	8	4"	40	1	0"

ABILITIES

MOVE

∞

ATTACK

∞

ASSAULT

FLAGELLATE

Assign this unit 4 damage and one Fury token (👊).

RECONSTITUTE

Heal up to 4 damage from this unit.

SPECIAL RULES

VENGEFUL

Assign this unit one Fury Token (👊) the first time each round another friendly regular within 6" is incapacitated by an enemy.

RECALCITRANT

This unit may not issue the Command order.

At the start of this unit's activation, deactivate all its active enhancements.

Once during this unit's activation as a free action, you can activate one of its enhancements for every 2 Fury tokens it has currently assigned to it:

- DEADLY PRECISION** - This unit's melee attacks gain +2 Acc.
- FERAL ALACRITY** - This unit gains +2" Mv.
- FURIOUS RESOLVE** - Reduce the damage of enemy attacks targeting this unit by 2.
- RAW STRENGTH** - All hit levels of this unit's melee attacks gain +4 damage.

PRIDE PACKWARRIOR

INFANTRY / WARPACK

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WARPACK PLASMA CARBINE

RNG	ACC	D+	S+	B+
8"	3	4	8	14

WARBLADE

RNG	ACC	D+	S+	B+
1"	4	6	10	14

ACT

EV

MV

SZ

2/1

7

5"

30

V.91

COST

8

PRIDE PACKWARRIOR

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

STORM

FOR HONOR!

This unit can move up to 3".

If this unit is incapacitated by an enemy before its next activation, before it is destroyed you can assign one Fury token (☠️) to one friendly regular within 6".

A unit may only be assigned one Fury token each round as a result of For Honor!

SPECIAL RULES

VENGEFUL

Assign this unit one Fury Token (☠️) the first time each round another friendly regular within 6" is incapacitated by an enemy.

WARPACK ARTIFICER

INFANTRY / WARPACK

24

MODULAR PLASMA RIFLE

RNG	ACC	D+	S+	B+
10"	3	6	10	14

REPAIR TOOLS

RNG	ACC	D+	S+	B+
1"	4	6	8	12

ACT

EV

MV

SZ

2/1

7

5"

30

V.9

COST

14

WARPACK ARTIFICER

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

STORM

PLAS-TECH OPTIMIZATION

Choose one:

- PROPELLANT COIL ENHANCEMENT**
Until the end of the round, the ranged attacks of friendly Warpack regulars gain +1 Acc while they are within 4" of this unit.
- POWER CELL OVERLOAD**
Until the end of this activation, this unit's ranged attacks gain the Rend attack modifier (☠️).

SPECIAL RULES

VENGEFUL

Assign this unit one Fury Token (☠️) the first time each round another friendly regular within 6" is incapacitated by an enemy.

