

PRIDE PACKLEADER

FIELD OFFICER / WARPACK

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PLASMA RIFLE

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

WARWORD

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

ACT

EV

MV

SZ

ORD

RAD

▲ 3

7

5"

30

⦿ 3

8"

ABILITIES

FOR HONOR!

This unit can move up to 3".

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

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 friendly Warpack units gain +1 Acc if they target an enemy that is within Rad of this unit.

Reminder; this unit also receives the benefit of Pack Tactics when attacking enemies that are within its own Rad of 8".

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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 (if they do not have it already).

Reminder; friendlies benefitting from Call to Action can perform an Assault action if they begin the action within its Rad, and pay the cost as normal, even if they don't normally have it on their profile.

v1

PACKMISTRESS FERAQ

FIELD OFFICER / WARPACK, [FERAQ]

28

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RELIC LONGBLADE

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

ACT

EV

MV

SZ

ORD

RAD

▲ 2

8

5"

30

⦿ 3

10"

ABILITIES

REJOINER

You can perform this action when an enemy ends a move within 3" of this unit.

This unit can move up to 3" and may 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 (☠).

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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 (if they do not have it already).

***PREPARATION**

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

Reminder; tokens gained because of Preparation are retained when the unit activates. This also allows them to use Interrupt abilities before they activate if they wish.

v1

PRIDE FIRSTCLAW

FIELD OFFICER / WARPACK

28

WARPACK PLASMA CARBINE

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

SUNDERING SPEAR

RNG	ACC	2+	5+	8+
2"	5	9	10	14

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

PRIDE FIRSTCLAW

ABILITIES

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.

Reminder; only units within 1" of an enemy can engage it, even if their weapons have a longer range.

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

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]

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PRECISION **ALACRITY**

RESOLVE **STRENGTH**

RELIC WARGLAIVE

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

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

KHASH'PARAH, BLADE OF PAQHAT

ABILITIES

FLAGELLATE

Deal this unit 4 damage and assign it one Fury token (☘).

RECONSTITUTE

Heal up to 4 damage from this unit.

MOVE ∞

ATTACK ∞

ASSAULT

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 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

22

WARPACK PLASMA CARBINE				
RNG	ACC	0+	5+	8+
8"	3	4	8	14

WARBLADE				
RNG	ACC	2+	5+	8+
1"	4	6	10	14

ACT

EV

MV

SZ

2/+1

7

5"

30

V1

8

COST

8

ABILITIES

M

MOVE

∞

A

ATTACK

∞

I

INTERACT

S

STORM

SPECIAL RULES

VENGEFUL

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

Reminder; Fury tokens may be spent to perform Assault actions or attacks using melee weapons.

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WARPACK ARTIFIGER

INFANTRY / WARPACK

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MODULAR PLASMA RIFLE				
RNG	ACC	1+	5+	8+
10"	3	6	10	14

REPAIR HARNESS				
RNG	ACC	2+	5+	8+
1"	4	6	8	12

ACT

EV

MV

SZ

2/+1

7

5"

30

V1

14

COST

14

ABILITIES

M

MOVE

∞

A

ATTACK

∞

I

INTERACT

S

STORM

SPECIAL RULES

VENGEFUL

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

Reminder; Fury tokens may be spent to perform Assault actions or attacks using melee weapons.

👁️
COVERT OPS
FIELD TECHNICIAN

This unit gains +3 to Engineering test rolls.

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KHARIPHESH DREAMSPEAKER

INFANTRY / WARPACK, TEMPLAR

22

2 PKP

WHISPERING SPEAR

RNG	ACC	2+	5+	8+
2"	4	7	8	12

ACT

2/+1

EV

7

MV

5"

SZ

30

V1

16

COST

16

ABILITIES

MOVE

∞

ATTACK

∞

INTERACT

ASSAULT

REFRESH

SPECIAL RULES

VENGEFUL

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

TEMPLAR PSYCHOKINETICS

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

COVERT OPS WARRIOR PRIEST

This unit gains +2 to Medical test rolls.

Reminder: *Refresh* allows you to reset one of this unit's Psychokinetic Points (PKP). If performed using Templar Psychokinetics it costs one Fury token in place of one Action token.

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Scripted by G. Brian McManis | Environment art by V. D. Eya

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