

LEGATE ATRIUS

FIELD OFFICER / PRELATOR, [ATRIUS]

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

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

V.2

COST
24

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

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.

*** 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 **1** 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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PLAYTEST RULES
SUBJECT TO CHANGE
V.2

EVOCATUS HELCIA

FIELD OFFICER / PRELATOR, [HELICIA]

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

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

V.2

COST
23

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

STORM

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.

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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V.2

QAIRUS, PRECARI OPERATIVE

FIELD OFFICER / PRECARI, (QAIRUS)

COST
19

HP
24

PKP
3

WEAPON: KAESUS SHORTSWORD

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

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

DEFENSE: * (Shield)

ABILITIES

DISORIENT
Assign target enemy within 6" one Concussion token (☠), then push 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

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.

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.

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

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PRELATOR OPTIUS

FIELD OFFICER / PRELATOR

COST
18

HP
22

WEAPON: GRAV IMPULSE PROJECTOR

RNG	ACC	3+	6+	9+
9"	4	6	10	11

WEAPON: COMBAT SECARUS

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

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

DEFENSE: * (Shield)

ABILITIES

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.
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.

***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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PRELATOR VANGUARD

INFANTRY / PRELATOR



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
3/+1 7 4" 30

V.2 COST 17

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.

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.

* **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 🛡️ 1 defense on its profile.

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V.2

PRELATOR SUPPLICIUS

INFANTRY / PRELATOR



IACTIC CAESTI

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

ACT EV MV SZ
3/+1 7 5" 30

V.2 COST 20

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 Caestus 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.

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.

* **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 🛡️ 1 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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V.2

PRECARI ADEPT

INFANTRY / PRECARI

22

2 PKP

GRAV PROJECTOR BIDENT					CRYSTOFORM KAESUS				
RNG	ACC	1+	5+	9+	RNG	ACC	2+	6+	9+
7"	4	6	10	10	2"	5	6	9	12

ACT EV MV SZ

3/+1 7 4" 30

*

PRECARI ADEPT

V.2

20

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

REFRESH

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PRECARI ADEPT

V.2

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.

PLAYTEST RULES
SUBJECT TO CHANGE

PRECARI VORTEX

INFANTRY / PRECARI

22

1 PKP

GRAV PROJECTOR BIDENT					INTERFACED WAVE GENERATOR				
RNG	ACC	1+	5+	9+	RNG	ACC	1+	6+	9+
7"	4	6	10	10	2"	4	4	6	9

ACT EV MV SZ

3/+1 7 4" 30

*

PRECARI VORTEX

V.2

21

ABILITIES

MOVE ∞

ATTACK ∞

INTERACT

ASSAULT

STORM

REFRESH

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PRECARI VORTEX

V.2

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.

PLAYTEST RULES
SUBJECT TO CHANGE

PRAETORIAN INTERDICTOR

INFANTRY / PRAETORIAN

PRAETORIAN INTERDICTOR

ABILITIES

SPECIAL RULES

V.2

COST

18

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.

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.

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 until the end of the commanding Field Officer's activation *(see above)*.

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