

# NAMELESS STARTER SECT

## NAMELESS

THE BLIGHT								Leader - Qty: 1 Pts: 32	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	5+	4+	4+	1	3	2	25mm		
Recon 5+, Resilient (1), Tactician (1), Tough									
<b>Caustic Spit</b> - The active model may perform a free Shoot action with R2, It Burns!. If the active model has no Shoot stat it will use a Shoot stat of 7+.									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
The Blight	Leader	Corrosive Blast	R3	AP1	It Burns!	3	32 pts		
		Ravenous Maw	CC	-	Frenzy (1), Toxic (1)				

INKER								Troop - Qty: 1 Pts: 8	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	-	6+	6+	-	2	1	25mm		
Ink Sac									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Inker	Troop	Teeth	CC	-	-	1	8 pts		

ASSASSIN								Troop - Qty: 1 Pts: 13	
SP	RA	FI	SV	AR	HP	SZ	Base		
2-3	-	5+	5+	1	2	1	25mm		
Beast, Jump Pack, Stealthy									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Assassin	Troop	Claws	CC	-	Frenzy (2)	1	13 pts		

SCUTTLE								Troop - Qty: 3 Pts: 21	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	-	5+	6+	-	2	1	25mm		
Agile, Beast, Evade, Horde									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Scuttler	Troop	Pincers	CC	-	-	1	7 pts		

GUNSLINGER								Troop - Qty: 2 Pts: 26	
SP	RA	FI	SV	AR	HP	SZ	Base		
1-2	5+	5+	5+	1	2	1	25mm		
Hacker									
Weapon Stats									
Unit	Type	Weapon	Range	AP	Keywords	VPs	Cost		
Gunslinger	Troop	Twin Crystal Pistols	R3	-	Prey, Rapid Fire, Weight of Fire (1)	1	13 pts		

Units:8 Troops:7 Specialists:(0/7) Support:(0/2) VPs:10

## SPECIAL RULES

Agile	When a model with this keyword takes an <i>Advance</i> or <i>Sprint</i> action it may move one additional level up or down in the same stack following normal movement rules.
Beast	A model with this keyword cannot pick up, carry/use Items or Equipment, or interact with control panels. All of its weapons and equipment are either natural or have been grafted on permanently by skilled bio-technicians. A model with this keyword can still claim objective cubes.
Caustic Spit	The active model may perform a free Shoot action with R2, It Burns!. If the active model has no Shoot stat it will use a Shoot stat of 7+.
Evade	When an unpinned model with the <i>Evade</i> keyword is the subject of a Shoot action but is not killed or Pinned, it may make an immediate 1 cube move in any direction. This may trigger a close combat fight as normal.
Frenzy (n)	A model with this keyword may re-roll (n) dice when making Fight tests. <i>Frenzy</i> is cumulative. If more than one <i>Frenzy</i> modifier applies to the test then add together the (n) value from each source.
Hacker	A model with this keyword is skilled at accessing terminals and intel. This keyword is used in conjunction with Tactical Asset Missions and Interactive Scenery. In addition, a model with this keyword which finds an Intel item will gain an additional VP.
Horde	During a close combat fight, models with the <i>Horde</i> keyword will gain the friendly model bonus as normal, plus an additional +1 die modifier for each friendly model in the same cube (not counting itself) that also has the <i>Horde</i> keyword.
Ink Sac	Once per game a model with this keyword can deploy a Smoke marker in its cube at the beginning or end of its activation. In addition, when this model is killed place a <i>Smoke</i> marker in its cube.
	Weapons with this keyword unleash indiscriminate sheets of flame, acid, or similar lethal concoctions.

	<p>It Burns! weapons attack every model in the same cube as the primary target, regardless of which side they are on or whether they are visible to the Shooter. In reality, the weapon fires great gouts of flame that fill the cube, and even near-misses set things alight.</p> <p>Choose one visible model as the primary target and roll a <b>3 dice Ranged test (X)</b> with no modifiers or re-rolls allowed of any kind. Roll a <b>3 dice Survive test (X)</b> separately for each model in the target cube. Compare each individually to the attack roll to see the results as per a normal ranged attack. Whatever the result of the attack (even if it misses) all models in the target cube are set on fire (mark them with a fire marker). A model can have a maximum of one fire marker at any one time.</p> <p>A model with a fire marker must attempt to put out the fire when it is activated. This is a free Special action that the model must take (before even a <i>Stand Up</i> action) but will not count towards its normal action limit this activation. It is resolved as follows:</p> <p>The fire rolls a <b>3 dice 4+ test (X)</b>.</p> <p>The target rolls a <b>3 dice Survive test (X)</b>.</p> <p><b>Draw or Survive has more successes:</b> The target puts out the fire before it does any real damage. The model may continue with any remaining actions as normal.</p> <p><b>Fire has more successes:</b> The target manages to put out the flames and is no longer on fire, but suffers damage in the process. The number of HP lost is equal to the difference in total successes. Armour can reduce damage as normal (resolved using AP0, regardless of the AP of the original attack). The model's activation ends immediately.</p>
Jump Pack	<p>Short distance aeronautical gravitation devices can allow rapid movement around the battlefield.</p> <p>A model that has the <i>Jump Pack</i> keyword takes no damage and is not Pinned by falling.</p> <p>In addition, a model with a Jump Pack can:</p> <ul style="list-style-type: none"> <li>? Move up or down levels without needing a wall to climb.</li> <li>? Jump over solid full cube height walls on the same level counting as a single cube of movement.</li> <li>? Jump over gaps in the floor of the same level (up to one cube wide), provided it has enough cubes of movement to do so.</li> </ul>
Prey	<p>Some factions mark targets with trichinid shards or pheromones to attract predators. If this weapon rolls a success on a <i>Shoot</i> or <i>Assault</i> action (but not a <i>Blaze Away</i>), place a <i>Prey</i> marker on the target model. Friendly models targeting a model with a <i>Prey</i> marker receive +1 dice to Fight tests. This effect is not cumulative.</p>
Rapid Fire	<p>A model using a weapon with the <i>Rapid Fire</i> keyword may choose to fire it normally, or <i>Blaze Away</i> with a <i>Shoot</i> action in an attempt to pin models, but cause no damage. Rules that affect <i>Shoot</i> actions, still apply (e.g. <i>Evade</i>, <i>Smoke</i> etc.).</p> <p>The active model must declare they are making a <i>Blaze Away</i> attempt and then follow the same rules for making a <i>Shoot</i> action (LOS, Range etc). However, the player making the <i>Blaze Away</i> rolls a <b>4 dice Ranged test (X)</b>.</p> <p><b>Modifiers</b></p> <p><b>Clear Shot, +2 dice:</b> If you have a completely unobstructed view to the whole of the target model (including the base).</p> <p><b>High Ground, +1 die:</b> If you are on a higher level than the target.</p> <p><b>Friendly Fire, -2 dice:</b> If there are any friendly models in the target cube.</p> <p><b>Note:</b> Armour and Armour Piercing is not applicable when making a Survive roll against a <i>Blaze Away</i> because no damage is caused.</p> <p><b>Target Survive Roll</b></p> <p>Assuming the shooting model scored at least one success, the player using the target model now rolls a <b>3 dice Survive test (X)</b>.</p> <p><b>Blaze Away Results</b></p> <p>Both players now compare the number of successes they have rolled.</p> <p>If the active model has rolled more successes than the target model, the target model is Pinned (see page 26).</p> <p>With any other result, nothing happens.</p>
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Resilient (n)	<p>A model with this keyword may re-roll (n) dice when making Survive tests.</p> <p>Resilient is cumulative. If more than one <i>Resilient</i> modifier applies to the test then add together the (n) value from each source.</p>
Stealthy	<p>If a model with this keyword is the target of a <i>Shoot</i> action, the attacking model cannot gain the Clear Shot modifier.</p>
Tactician (n)	<p>A model with this keyword is a great leader and intuitively understands how to get the most out of a combat situation. Its player adds (n) Command Dice to their Command Dice roll while the <i>Tactician</i> model remains in play (not left the game, or killed).</p> <p>Having more than one <i>Tactician</i> in a Strike Team provides no additional benefit beyond having a replacement if the first one is killed. Simply select the model you wish to use (probably the one that gives the most extra dice!).</p>
Tough	<p>A model with this keyword automatically reduces the numbers of HP lost during an attack on it by 1.</p>
Toxic (n)	<p>A model that loses any HP from a <i>Toxic</i> weapon will lose (n) additional HP. Toxic has no effect on models with the <i>Construct</i> keyword.</p>
Weight of Fire (n)	<p>A model with this keyword may re-roll (n) dice when making Ranged tests.</p> <p><i>Weight of Fire</i> is cumulative. If more than one <i>Weight of Fire</i> modifier applies to the test then add together the (n) value from each source.</p>