



Ignition:core

Nephilim Faction Datacards



Updates

1 May 2022. Corrected the following rule on **COVERT OPERATOR:**
HASASHIN FIGHTER to allow for movement in any direction:

Titan Hunter: (Tactical Ability) This model may move up to (4) squares closer to ~~Hostile Warlord Mech~~ or ~~Hostile Pilot~~ following normal rules for movement during the **Tactical Phase**.

1 May 2022. Corrected the **Hit Roll Chart** for **WYVERN DROP SHIP**.

Standard Issue Weapons: Nephilim		Keywords: Quick Reference
Basilisk Fusion-Sword Range: 2 Rate of fire: 2 Damage: 2 Ammo: Unlimited	Burst Roll 0: 0 1-4: 1D8 5-8: 2D8 + Crit 9: 2D8 + Crit2	Special Rule: Armor Piercing. Strike-Through2.
Sylpheed Wind Blades Range: 10 Rate of fire: 1 Damage: 1 Ammo: 3	Burst Roll 0: 0 1-4: 1D8 5-8: 2D8 + Crit 9: 2D8 + Crit2	Special Rule: Anti-Personnel, Quick Draw
Twin Seraphim Canister Rifles Range: 16 Rate of fire: 1-6 Damage: 1 Ammo: 14	Burst Roll 0: 0 1-2: 1D8 3-6: 2D8 + Push 7-8: 2D8 + Crit + Push 9: 3D8 + Crit2 + Push2	Special Rule: this weapon has the Multi-Targetting2 special rule up to Range: 8
Muzzle Thump Range: 2 Rate of fire: 1 Damage: 1 Ammo: Unlimited	Burst Roll 0-2: 0 3-7: 1D8 + Push1 8: 2D8 + Push2 9: 2D8 + Push3 + Crit	
Eden-Caster Range: 3 Rate of fire: 2 Damage: 2 Ammo: Unlimited	Burst Roll 0: 0 1-2: 1D8 3-6: 2D8 + Charge1 7-8: 2D8 + Crit + Charge2 + Chain1 9: 2D8 + Crit2 + Charge3 + Chain2	
Harbinger 30 Cal. Heavy Machine Gun Range: 16 Rate of fire: 1-2 Damage: 1 Ammo: 10	Burst Roll 0: 0 1-2: 2D8 3-5: 3D8 6-8: 3D8 + Crit + Chain1 9: 4D8 + Crit + Push1 + Chain2	
Arbiter 50 Cal. Sniper Rifle Range: 40 Rate of fire: 1 Damage: 2 Ammo: 6	Burst Roll 0: 0 1-2: 1D8 3-5: 2D8 6-8: 2D8 + Crit 9: 3D8 + Crit2	
Twin-Lightning Energy Pistols Range: 8 Rate of fire: 1-6 Damage: 1 Ammo: 12	Burst Roll 0: 0 1-6: 1D8 + Push 7-8: 2D8 + Crit + Push 9: 3D8 + Crit2 + Push2	Special Rule: Multi-Targetting2
<p>Flying: Models with this keyword may move over terrain as if it was not there, provided they have enough movement points to end their movement completely past the terrain feature. (IE they may not finish their movement on a square occupied by terrain.)</p> <p>Destroyed: A model that is destroyed is removed from the board.</p> <p>PushX: When an attack generates a “Push” the player controlling the Attacking Model can move the Defending model a number of squares equal to (X) following the normal rules for movement. Multiple push results stack. (E.G. the attacking model generates a Push1 and Push2 result on an attack. The controlling player can move the defending model 3 squares in any direction.)</p> <p>Crit/CritX: Crit/CritX: Abbreviation for Critical Hit/Critical Hits. Anytime a Crit is generated during an attack, an additional (D8) HIT result is generated against the Defending Model, however this result is automatically an (8) result and cannot be modified. (do not roll the D8). In the case of CritX several additional (D8) HIT results are generated against the Defending Model equal to the number of X.</p> <p>ChainX: When an attack generates ChainX, the attacking model rolls additional Burst D10 dice equal to the value of X. The secondary D10 roll does not consume ammo and cannot generate further results of ChainX.</p> <p>ChargeX: When an attack generates ChargeX, the attacking model regains Charges equal to the value of X on an equipped weapon or wargear.</p> <p>Armor Piercing: This weapon may gain +1 to any HIT roll results when resolving D8 results against Mech and Transport models.</p> <p>Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.</p> <p>Quick Draw: Once per activation, a model may make a single attack with this weapon without spending an action point.</p> <p>Multi-TargettingX: This weapon may divide its Burst Roll evenly among a number of Hostile targets equal to X. These targets must be declared prior to making the Burst Roll.</p> <p>Strike-ThroughX: If this attack deals any Damage, the controlling player may place the Attacking Model in any square that’s within X squares of the Target.</p> <p>EDEN Link: When this model enters play, friendly Pilot model can enter play in the cockpit unless the Pilot was already in play on the battlefield. If this model is destroyed while the Pilot is in the cockpit, the Pilot is placed on the battlefield within (3) squares of this model before it is removed from play. During activation, an embarked Pilot can make a Dismount (Action) to be placed on the board in a square adjacent to this model. A friendly pilot can make an Embark (Action) to enter the cockpit while adjacent to this model. Dismount and Embark actions cannot both be performed during the same activation. The Pi lot can activate this model while disembarked, but each action costs an additional Action Point, and the Pilot must spend (2) Movement Points to move this model one square.</p> <p>CapacityX: ‘Transport’ vehicles with this keyword can only embark a number Infantry/Pilot models equal to the value of X.</p> <p>Open Transport: Models embarked on a ‘Transport’ with this keyword can make shooting attacks while embarked. LOS is determined as if the Transport model was making the shooting attack.</p> <p>An adjacent Infantry or Pilot model can Embark this model by spending (1) movement point. An Embarked Infantry or Pilot model can Disembark this model by spending (2) movement points to be placed in any square adjacent to this model.</p> <p>When this model enters play (during deployment or the reinforcement phase) any Infantry or Pilot models out of play may enter play Embarked on this model.</p> <p>Hero: This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were Infantry.</p>		

INFANTRY

COVERT OPERATOR: HASHASHIN GUNNER

HEAD
3 HP
[0HP]:Destroyed

TORSO
4 HP
[0HP]:Destroyed

Movement: 6
Actions: 1

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss



Tracer Rounds: (Tactical Ability) This model may spend (1) Ammo to mark a hostile **Mech** or **Transport** model within **range** and **LoS** of its equipped weapon. Attacks made against **Marked** model may add (+1) to **Hit Roll D8s**.

Evasion: (Reaction) If this model is **attacked** roll **3D10** before the **attacker** rolls any dice. For each result of **8** or **9** this model may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Evasion** is resolved).

Twin Seraphim Canister Rifles
Ammo: 14

Muzzle Thump
Ammo: Unlimited

INFANTRY

COVERT OPERATOR: HASHASHIN FIGHTER

HEAD
3 HP
[0HP]:Destroyed

TORSO
4 HP
[0HP]:Destroyed

Movement: 6
Actions: 1

Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss



Titan Hunter: (Tactical Ability) This model may move up to (4) squares following normal rules for movement during the **Tactical Phase**.

Vanguard: This model may deploy/reinforce up to (4) squares away from its deployment zone

Evasion: (Reaction) If this model is **attacked** roll **3D10** before the **attacker** rolls any dice. For each result of **8** or **9** this model may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Evasion** is resolved).

Basilisk Fusion
Sword Ammo: Unlimited

Sylpheed Wind Blades
Ammo: 3

INFANTRY

COVERT OPERATOR: HASHASHIN CASTER

HEAD

3 HP
[OHP]: Destroyed

TORSO

4 HP
[OHP]: Destroyed

Movement: 6
Actions: 1

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss



Eden-Caster: When this model attacks, before dice are rolled, it may use any of the following abilities by expending the indicated number of **Core Charges**. Abilities may be repeated provided there are enough charges.

-{1 Core Charge} Holy Light: A friendly infantry model regains 2 Hp on each hit location.

-{3 Core Charge} Light Wave: This attack hits all hostile models in range.

-{5 Core Charge} Smite: This attack also hits a hostile model within LoS of any friendly model

Eden-Caster
Core Charges: 9

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WYVERN

DROP SHIP

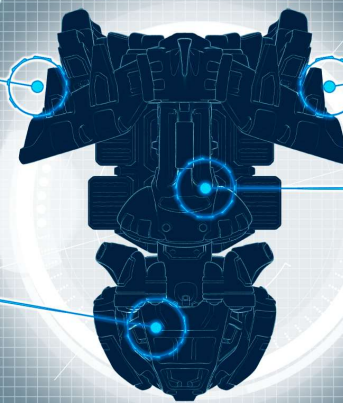
Right Engine 6 HP

[OHP]:
-3 Movement

Cockpit 8 HP

[OHP]: Place all Embarked models adjacent to this model then it is destroyed.

Movement: 12
Actions: 2



Left Engine 6 HP

[OHP]:
-3 Movement

Fuselage 10 HP

[OHP]: Place all Embarked models adjacent to this model then it is destroyed. Each model suffers (2) DMG to each HIT location.

Hit Roll Chart

8: Attacker's choice
+ Push 1
6-7: Fuselage
5: Defender's choice
1-4: Miss

Resupply: (Action) A model within (3) Squares regains (3) Ammo on a weapon.

Boost: (Action) this model gains (+4) Movement.

Rapid Insertion/Extraction: (Action) An Embarked model is placed in a square adjacent to this model. OR an adjacent Friendly Infantry or Pilot model becomes Embarked.

Egress: (Special Rule) During the reinforcement phase this model may be removed from play and then returned to play in the same manner as any models destroyed during the battle round.

Keywords Open Transport, Flying

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AZRAEL

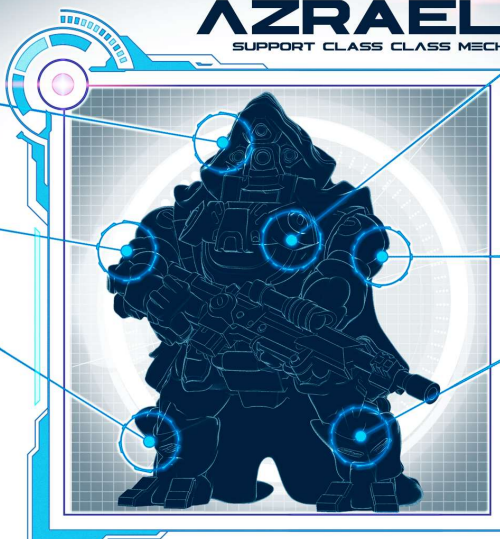
SUPPORT CLASS CLASS MECH

Head 6 HP
[OHP]: -1 to all rolls

Right Arm 8 HP
[OHP]: -1 to rolls for gear equipped to this arm

Right Leg 8 HP
[OHP]: -1 Movement

Movement: 7
Actions: 2



Torso 12 HP
[OHP]: Destroyed

Left Arm 8 HP
[OHP]: -1 to rolls for gear equipped to this arm

Left Leg 8 HP
[OHP]: -1 Movement

Hit Roll Chart*
8: Attacker's choice
7: Head
5-6: Torso
2-4: Defender's Choice
1: Miss

*Hits allocated to a location already at zero HP become 8s

Advanced Targeting Protocols 'Precision Aim': This model may apply +1 or -1 to any HIT location rolls when making a **Shooting Attack**.

Once per battle round, this weapon can make a free shooting attack at any time during the **Activation Phase**.

Arbiter 50 Cal. Sniper Rifle
Ammo: 6

Muzzle Thump
Ammo: Unlimited

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URIEL

SUPPORT CLASS CLASS MECH

Head 6 HP
[OHP]: -1 to all rolls

Right Arm 8 HP
[OHP]: -1 to rolls for gear equipped to this arm

Right Leg 8 HP
[OHP]: -1 Movement

Movement: 7
Actions: 2



Torso 12 HP
[OHP]: Destroyed

Left Arm 8 HP
[OHP]: -1 to rolls for gear equipped to this arm

Left Leg 8 HP
[OHP]: -1 Movement

Hit Roll Chart*
8: Attacker's choice
7: Head
4-6: Torso
2-3: Defender's Choice
1: Miss

*Hits allocated to a location already at zero HP become 8s

Advanced Targeting Protocols 'Sweeping Fire': D10 Burst Rolls generated by **ChainX** may target eligible models that were not the original target of the attack that generated them. Additional D10 **Burst Rolls** must be allocated to target models **before D8 Hit Rolls** are made. Each **ChainX D10** may be allocated to a different eligible target model if the controlling player desires.

Harbinger 30 Cal. Heavy Machine Gun
Ammo: 10

Muzzle Thump
Ammo: Unlimited

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PILOT

HEAD

4 HP

[OHP]:Destroyed

TORSO

8 HP

[OHP]:Destroyed

Movement: 7
Actions: 4

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss



Advanced Escape and Evade: **(Tactical Ability)** If this model is not **Embarked** in the cockpit of a **Mech**, it may move up to its full movement value during the **Tactical Phase** in addition to moving normally during its activation.

Dash: **(Action)** this model gains (+4) **Movement**.

Evasion: **(Reaction)** If this model is **attacked** roll **3D10** before the **attacker** rolls any dice. For each result of **8** or **9** this model may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Evasion** is resolved).

Twin-Lightning Energy Pistols
Ammo: 12

Muzzle Thump
Ammo: Unlimited

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PILOT

HEAD

4 HP

[OHP]:Destroyed

TORSO

8 HP

[OHP]:Destroyed

Movement: 7
Actions: 4

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss



Advanced Escape and Evade: **(Tactical Ability)** If this model is not **Embarked** in the cockpit of a **Mech**, it may move up to its full movement value during the **Tactical Phase** in addition to moving normally during its activation.

Dash: **(Action)** this model gains (+4) **Movement**.

Evasion: **(Reaction)** If this model is **attacked** roll **3D10** before the **attacker** rolls any dice. For each result of **8** or **9** this model may move (1) square. If this takes this model out of **range** or **LoS**, the attack fails. (**Full/Partial LoS** is determined after **Evasion** is resolved).

Twin-Lightning Energy Pistols
Ammo: 12

Muzzle Thump
Ammo: Unlimited

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NEPHILIM RELIC WARLORD CLASS MECH



Head 5 HP
[OHP]: -1 to all rolls

Right Arm 2 HP
[OHP]: -1 to rolls for gear equipped to this arm

Right Leg 8 HP
[OHP]: -1 Movement

*This model uses the Pilot's Movement & Action Points.

Torso 16 HP
[OHP]: Destroyed

Left Arm 8 HP
[OHP]: -1 to rolls for gear equipped to this arm

Left Leg 8 HP
[OHP]: -1 Movement

Hit Roll Chart*
8: Attacker's choice
7: Head
5-6: Torso
3-4: Defender's choice
1-2: Miss

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Advanced Evasion Protocols: **(Reaction)** If this model is attacked roll 6D10 before the attacker rolls any dice. For each result of 7, 8 or 9 this model may move (1) square. If this takes this model out of range or LoS, the attack fails. (Full/Partial LoS is determined after Evasion is resolved).

Keywords: EDEN Link

*Hits allocated to a location already at zero HP become 8s

'Phase-Shift' Countermeasure System: This model has (6) **'Phase-Shift' ECM Grenades (ammo)** loaded into its rear-mounted **'Countermeasure System'**. After making an **Advanced Evasion** Protocols roll, any number of these grenades can be spent to turn an equal number of failed rolls into successful rolls.

'Purgation' Submachinegun:

Range: 10
Rate of fire: 1-2
Damage: 1
Ammo: 6

Burst Roll

0: 0
1-4: 2D8
5-6: 3D8 + Crit
7-8: 3D8 + Crit2
9: 3D8 + Crit3

Special Rule: Anti-Personnel

Revenant's Blade:

Range: 2
Rate of fire: 1
Damage: 3
Ammo: Unlimited

Burst Roll

0: 0
1-4: 2D8
5-6: 3D8
7-8: 3D8 + Crit + Chain
9: 3D8 + Crit + Chain2

Special Rule: Armor Piercing. Strike-Through3

Guard-Breaker Grenades

This model has (6) **'Breaker' Flashbang Grenades (ammo)** loaded into its pommel-mounted **'Countermeasure System'**. Once per **Burst Roll**, and once per **Hit Roll** a grenade can be spent to re-roll a single D10 or D8.

DARK PALADIN

HEAD

4 HP

[OHP]:Destroyed

TORSO

8 HP

[OHP]:Destroyed

Movement: 6
Actions: 3

Hit Roll Chart

8: Head
6-7: Torso
1-5: Miss



Sword-Caster: This model may use any of the following abilities by expending the indicated number of **Core Charges**.

- (X Core Charge) **Dark Halo:** Any **DMG** suffered by this model or **Friendly Hashashin Infantry** within **LoS** of this model may be negated by spending **Core Charges** equal to the **DMG** negated.
- (7 Core Charge) **Dark Wave:** The next **Melee** attack hits all **Hostile** models in range.
- (8 Core Charge) **Revenant:** Destroyed **Nephilim Warlord Class Mech** is returned to play within (3) squares of this model with (1)HP remaining on each **Hit Location**. This model immediately **embarks** as if it were the **Pilot**.

Keywords: Hero, Infantry

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'Redemption' Great-Sword

Burst Roll

0: 0

1-4: 1D8

5-6: 2D8 + Charge1

7-8: 2D8 + Charge2 + Chain1

9: 2D8 + Crit + Charge3 + Chain2

Range: 3

Rate of fire: 2

Damage: 3

Ammo: Unlimited

Special Rule:

Armor Piercing.

Strike-Through2.

Core Charges: 12

Very rarely, Sworn Paladins are cast out of The Order. None can say they have fallen out of the Creator's favor, though they have often done so with The Shields of Isalia. The title of Paladin, once given, cannot be stripped by any mortal being. As such these fallen knights are registered to 'The Apocryphal Order of the Dark Cross' and cut off from any support by The Order. The first recorded Paladin (named only as 'Dark Cross') is rumored to be cast out, not for violating Order doctrine, but for daring to accuse an Order official publicly on matters of current policy vs holy doctrine.