ignition:core

Paladin Freelance Armored Fireteam
Datacards

Updates

- 18 November 2020. Updated Hit Location Chart on Sentinel and Paladin datacards.

- 22 November 2020. Updated weapon name. "Valkyrie Minigun" became "Crusader Minigun".

- 23 November 2020. Added "This equipment regenerates 1 HP each reinforcement phase." to Aegis Shield System.

- 30 November 2020 added "Sere Knife" to all infantry datacards. Added "Muzzle Thump" to Sentinels and to Lancer Beam Rifle.

- 3 December 2020 added "build guide" for Paladin Freelance Armored Fireteam.

- 28 January 2021 improved 'Burst Roll' for Crusader Minigun. Improved Aegis Shield System HP. Aegis Shield System can now tank for all friendly models within 3 squares (was previously restricted to Mechs and Dropships) see Standard Issue Wargear. Added **Aegis Regen System** to **Paladin Warlord Class Mech** datacard.

- 25 February 2021. Changed 'Egress' on the Talos Dropship to read as follows: **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.

- 9 March 2021. Added Holy Paladin: Relic Warlord Class Mech unit datacard and respective wargear

- 28 April 2021: Added 'Hero' keyword to quick reference chart.

- 3 May 2021: Added 'Anti-Personnel' keyword to Defender Handgun and SERE Knife.

- 14 May 2021: Changed text in 'Aegis Shield System' from: This cannot be used for HIT Results of 8. to: This cannot be used for CRITs. Added text to 'Martyr Shield System: (Cannot be used for CRITs) (Results of 8, rolled naturally, or modified from lesser natural rolls can be blocked by Martyr/Aegis Shield System.

- 22 June 2021: added the **Field Tactician** and **Knight** Hero to the **Paladin Datacards**.

- 11 July 2021: Updated **Hellfire Missile Rack** rate of fire (RoF) to 1-4 to improve damage output.

- 12 September 2012: Corrected typo on 'Knight' Hero card. Changed **Sword Saint** to **Sword Master.**

- 8 June 2022**: Added the following special rule to Lancer Beam Rifle:** Each time this weapon makes an attack action, this model may also fire a single **MISSILE** weapon at **Rate of Fire:1.** This can be used to ignore the Special Rule that restricts **Hellfire and Javelin Missile Systems** from firing only once per activation. The **MISSILE** weapon must have available ammo to make this extra attack.

- 8 June 2022: Improved formatting of **Paladin Warlord Class Mech** data-cards.

- 19 June 2022: Added "**Strike-ThroughX**" to Keywords Quick Reference and "S**trike-Through1**" to **Relic Gunblade** melee profile for **Holy Paladin Warlord Class Mech**

- 26 Jule 2022: Added **"Tactical Airdrop"** ability to Pilot data-cards. Removed **"Escape and Evade"** tactical ability from Pilot data-cards

- 30 November 2022. Added additional text to 'Strike-ThroughX' to clarify the rule: This can include a square previously occupied by the **Target**, provided that the **Target** was **Destroyed** by this attack**.**

- 18 March 2023: **Knight** is updated from **Hero** to **Infantry** along with relevant changes to abilities and stats.
- 18 March 2023: **Field Tactician** is updated from **Hero** to **Team Leader** along with relevant changes to abilities and stats.

Build Guide

This section covers the modular build options for the ignition:core Paladin and Sentinel Mechs, so you can assemble your miniatures in accordance with their core rules functionality.

Paladin: Warlord Class Mech: This model is built with the Aegis Shield System. In addition, each one chooses from the following options.

-Main Gun: Gunblade OR Lancer Beam Rifle.

-Secondary Systems: Icarus Flight Kit and Javelin Missile Pod OR Hellfire Missile Rack

The remaining models are built from all parts provided.

Sentinel: Support Class Mech: This model is built with the Gladius Burst Rifle. In addition, each one may take one of the following options

-Icarus Flight Kit and Javelin Missile Pod.   Or   Hellfire Missile Rack

-Icarus Flight Kit and Javelin Missile Pod.   Or   Hellfire Missile Rack

Gunblade

Lancer Beam Rifle

Paladin Faction Keywords

AdvantageX: When a model makes a roll with **AdvantageX** it rolls a number of dice equal to the value of X. Once the roll is made, the controlling player discards a number of dice equal to the value of X of their choosing, and then resolves the roll.

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

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.

Destroyed: A model that is destroyed is removed from the board.

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 **Pilot** 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.

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.)

Hero: This model may activate during any initiative step of its controlling player. Further this model can claim objectives as if it were **Infantry.**

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.

Secondary Explosion: If a weapon with this keyword makes an attack that destroys a **Mech** or **Transport** model, then all models within (3) squares suffer **(1) DMG** to all **HIT locations** and **Push1**

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. This can include a square previously occupied by the **Target**, provided that the **Target** was **Destroyed** by this attack**.**

Transport: An adjacent **Infantry** or **Pilot** model can **Embark** this model by spending (2) movement points. An **Embark**ed **Infantry** or **Pilot** model can **Disembark** this model by spending (3) movement points to be placed in any square adjacent to this model. 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.

PALADIN

HEAD

[0HP]: -1 to all rolls

TORSO

[0HP]: Destroyed

(R)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG

[0HP]: -1 Movement

(L)LEG

[0HP]: -1 Movement

AMMO: Gunblade

AMMO: Javelin Missile Pod

Aegis Shield System

Aegis Regen System: **(Action)** This unit regains **6HP** to its **Aegis Shield System**. This ability may allow the Aegis Shield System to exceed its HP attribute by up to 6HP (18HP total)

Aegis Shield System HP: 12 If this equipment has 1 or more HP, the controlling player may roll a D10 each time any friendly model within three squares of this model suffers a hit. On a roll of 4-9 the Aegis Shield System suffers the damage instead. This cannot be used for CRITs.

This equipment regenerates 1 HP each reinforcement phase.

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
Keywords: EDEN Link

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

Gun-Blade: Gun-Mode
Range: 12
Rate of fire:1-3
Damage: 1
Ammo: 9
Burst Roll
0:   0
1-2: 1D8
3-4: 2D8
5-6: 3D8
7-8: 4D8 + Crit
9: 5D8 + Crit2
This weapon enters play in **Gun-Mode**. At any time during the battle this weapon can be switched to **Sword-Mode.** Once in **Sword-Mode**, It must remain in **Sword-Mode** for the remainder of the time in play.
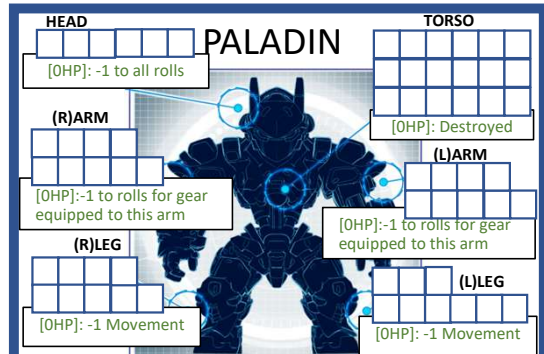
Gun-Blade: Sword-Mode
Range: 3
Rate of fire: 2
Damage: 3
Ammo: Unlimited
Burst Roll
0: 0
1: 1D8
2-5: 2D8
6-8: 3D8 + Push 1
9: 3D8 + Crit + push 3

'Javelin' Missile Pod
Range: 30
Rate of fire:1-3
Damage: 3
Ammo: 3

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Push1
9: 3D8 + Push2
Special Rule: This weapon can only be fired once per activation.

Icarus Flight Kit
Model equipped with this gear gains the **Flying** keyword and increases its **Movement** by (6).

PALADIN

HEAD
[0HP]: -1 to all rolls

TORSO
[0HP]: Destroyed

(R)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG
[0HP]: -1 Movement

(L)LEG
[0HP]: -1 Movement

AMMO: Lancer Beam Rifle

AMMO: Javelin Missile Pod

Aegis Shield System

Aegis Regen System: (Action) This unit regains **6HP** to its **Aegis Shield System**. This ability may allow the Aegis Shield System to exceed its HP attribute by up to 6HP (18HP total)

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This equipment regenerates 1 HP each reinforcement phase.

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
Keywords: EDEN Link

Lancer Beam Rifle
Range: 25
Rate of fire:1-2
Damage: 2
Ammo: 9
Burst Roll
0:   0
1-3: 1D8
4-6: 2D8
7-8: 2D8 + Crit
9: 2D8 + Crit2

Each time this weapon makes an attack action, this model may also fire a single **MISSILE** weapon at **Rate of Fire:1.**

This can be used to ignore the Special Rule that restricts Hellfire and Javelin Missile Systems from firing only once per activation. The **MISSILE** weapon must have available ammo to make this extra attack.

'Javelin' Missile Pod
Range: 30
Rate of fire:1-3
Damage: 3
Ammo: 3

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Push1
9: 3D8 + Push2
Special Rule: This weapon can only be fired once per activation.

Icarus Flight Kit
Model equipped with this gear gains the **Flying** keyword and increases its **Movement** by (6).

PALADIN

HEAD

[0HP]: -1 to all rolls

TORSO

[0HP]: Destroyed

(R)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG

[0HP]: -1 Movement

(L)LEG

[0HP]: -1 Movement

AMMO: Gunblade

AMMO: Hellfire Missile Rack

Aegis Shield System

Aegis Regen System: **(Action)** This unit regains **6HP** to its **Aegis Shield System**. This ability may allow the Aegis Shield System to exceed its HP attribute by up to 6HP (18HP total)

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This equipment regenerates 1 HP each reinforcement phase.

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
Keywords: EDEN Link

Gun-Blade: Gun-Mode
Range: 12
Rate of fire:1-3
Damage: 1
Ammo: 9
Burst Roll
0:   0
1-2: 1D8
3-4: 2D8
5-6: 3D8
7-8: 4D8 + Crit
9: 5D8 + Crit2
This weapon enters play in **Gun-Mode**. At any time during the battle this weapon can be switched to **Sword-Mode.** Once in **Sword-Mode**, It must remain in **Sword-Mode** for the remainder of the time in play.

Gun-Blade: Sword-Mode
Range: 3
Rate of fire: 2
Damage: 3
Ammo: Unlimited
Burst Roll
0: 0
1: 1D8
2-5: 2D8
6-8: 3D8 + Push 1
9: 3D8 + Crit + push 3

'Hellfire Missile Rack
Range: 30
Rate of fire:1-4
Damage: 3
Ammo: 8

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Push1
9: 3D8 + Push2
Special Rule: This weapon can only be fired once per activation.

PALADIN

HEAD

[0HP]: -1 to all rolls

TORSO

[0HP]: Destroyed

(R)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG

[0HP]: -1 Movement

(L)LEG

[0HP]: -1 Movement

AMMO:
Lancer Beam Rifle

AMMO:
Hellfire Missile Rack

Aegis Shield System

Aegis Regen System: (Action) This unit regains **6HP** to its **Aegis Shield System**. This ability may allow the Aegis Shield System to exceed its HP attribute by up to 6HP (18HP total)

Aegis Shield System HP: 12 If this equipment has 1 or more HP, the controlling player may roll a D10 each time any friendly model within three squares of this model suffers a hit. On a roll of 4-9 the Aegis Shield System suffers the damage instead. This cannot be used for CRITs.

This equipment regenerates 1 HP each reinforcement phase.

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
Keywords: EDEN Link

Lancer Beam Rifle
Range: 25
Rate of fire:1-2
Damage: 2
Ammo: 9
Burst Roll
0:   0
1-3: 1D8
4-6: 2D8
7-8: 2D8 + Crit
9: 2D8 + Crit2

Each time this weapon makes an attack action, this model may also fire a single **MISSILE** weapon at **Rate of Fire:1.**

This can be used to ignore the Special Rule that restricts Hellfire and Javelin Missile Systems from firing only once per activation. The **MISSILE** weapon must have available ammo to make this extra attack.

'Hellfire Missile Rack
Range: 30
Rate of fire:1-4
Damage: 3
Ammo: 8

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Push1
9: 3D8 + Push2
Special Rule: This weapon can only be fired once per activation.

SENTINEL

HEAD

[0HP]: -1 to all rolls

TORSO

[0HP]: Destroyed

(R)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG

[0HP]: -1 Movement

(L)LEG

[0HP]: -1 Movement

AMMO:
Gladius Burst Rifle

AMMO:
Hellfire Missile Rack

Take Aim: (Tactical Ability) This unit may forego moving to gain an **Aim Token**.

At any time during the **Activation** phase this token can be discarded to instantly make a free **Shooting** action.

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

Movement: 6
Actions: 2

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

Keywords: Support Mech

'Gladius' Burst Rifle
Range: 16
Rate of fire:1-2
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 2D8 +Crit
9: 2D8 + Crit2

'Hellfire Missile Rack
Range: 30
Rate of fire:1-4
Damage: 3
Ammo: 8

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Push1
9: 3D8 + Push2
Special Rule: This weapon can only be fired once per activation.

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
Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent

SENTINEL

HEAD
[0HP]: -1 to all rolls

TORSO
[0HP]: Destroyed

(R)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG
[0HP]: -1 Movement

(L)LEG
[0HP]: -1 Movement

AMMO: Gladius Burst Rifle

AMMO: Javelin Missile Pod

Take Aim: (Tactical Ability) This unit may forego moving to gain an **Aim Token**.

At any time during the **Activation** phase this token can be discarded to instantly make a free **Shooting** action.

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

Movement: 6
Actions: 2

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

Keywords: Support Mech

'Gladius' Burst Rifle
Range: 16
Rate of fire:1-2
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 2D8 +Crit
9: 2D8 + Crit2

'Javelin' Missile Pod
Range: 30
Rate of fire:1-3
Damage: 3
Ammo: 3

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 2D8 + Push1
9: 3D8 + Push2
Special Rule: This weapon can only be fired once per activation.

Icarus Flight Kit
Model equipped with this gear gains the **Flying** keyword and increases its **Movement** by (6).
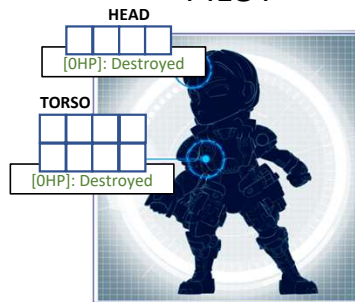
Muzzle Thump
Range: 2
Rate of fire:1
Damage: 1
Ammo: Unlimited

Burst Roll
0-2: 0
3-7: 1D8 + Push1
8: 2D8 + Push2
9: 2D8 + Push3 + Crit
Out of ammo and desperate, the mech slams the muzzle of its empty weapon into its opponent

PILOT

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Defender Handgun

Tactical Airdrop: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may instead place **the Warlord Class Mech** in **Tactical Airdrop**. A Mech in **Tactical Airdrop** is deployed during this unit's initiative step, at least (4) squares away from this unit.

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

Movement: 6
Actions: 3

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

PILOT

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Defender Handgun

Tactical Airdrop: (Ability) If this unit's **Warlord Class Mech** is destroyed, but this unit is still in play during the **Reinforcement Phase**, the controlling player may instead place **the Warlord Class Mech** in **Tactical Airdrop**. A Mech in **Tactical Airdrop** is deployed during this unit's initiative step, at least (4) squares away from this unit.

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

Movement: 6
Actions: 3

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

INFANTRY: FIRETEAM LEADER

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Crusader Minigun

AMMO:
Defender Handgun

Defensive Position: **(Tactical Ability)** This unit foregoes moving to gain **Aim Token**.

Any time during **Activation** phase discard this token to instantly move (1) square then make a free **Shooting** action.

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

Movement: 6
Actions: 2

Keywords: Infantry, Team Leader

Crusader Mini Gun
Range: 16
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-2: 2D8
3-5: 3D8
6-8: 3D8 + Crit
9: 4D8 + Crit + Push1

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
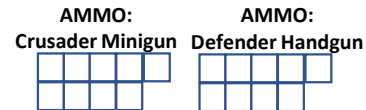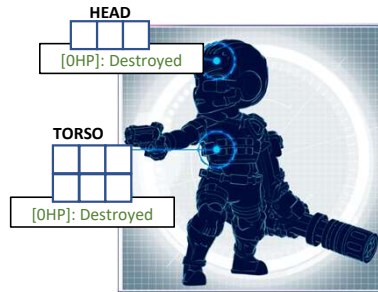**Ammo: Unlimited**

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

Team Leader: Only one model in an Armored Fireteam can have the **Team Leader** keyword

INFANTRY: FIRETEAM LEADER

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Crusader Minigun

AMMO:
Defender Handgun

Defensive Position: **(Tactical Ability)** This unit foregoes moving to gain **Aim Token**.

Any time during **Activation** phase discard this token to instantly move (1) square then make a free **Shooting** action.

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

Movement: 6
Actions: 2

Keywords: Infantry, Team Leader

Crusader Mini Gun
Range: 16
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-2: 2D8
3-5: 3D8
6-8: 3D8 + Crit
9: 4D8 + Crit + Push1

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
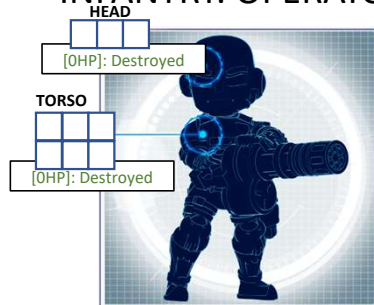9: 2D8 + Crit
Special rule: Anti-Personnel

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: Anti-Personnel

Team Leader: Only one model in an Armored Fireteam can have the **Team Leader** keyword

INFANTRY: OPERATOR

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Crusader Minigun

AMMO:
Defender Handgun

Defensive Position: (Tactical Ability) This unit foregoes moving to gain **Aim Token**.

Any time during **Activation** phase discard this token to instantly move (1) square then make a free **Shooting** action.

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

Movement: 6
Actions: 1

Crusader Mini Gun
Range: 16
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-2: 2D8
3-5: 3D8
6-8: 3D8 + Crit
9: 4D8 + Crit + Push1

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
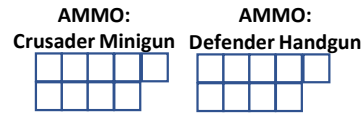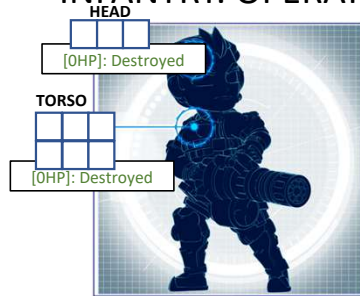9: 2D8 + Crit
Special rule: Anti-Personnel

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: Anti-Personnel

INFANTRY: OPERATOR

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Crusader Minigun

AMMO:
Defender Handgun

Defensive Position: (Tactical Ability) This unit foregoes moving to gain **Aim Token**.

Any time during **Activation** phase discard this token to instantly move (1) square then make a free **Shooting** action.

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

Movement: 6
Actions: 1

Crusader Mini Gun
Range: 16
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-2: 2D8
3-5: 3D8
6-8: 3D8 + Crit
9: 4D8 + Crit + Push1

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
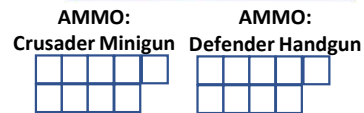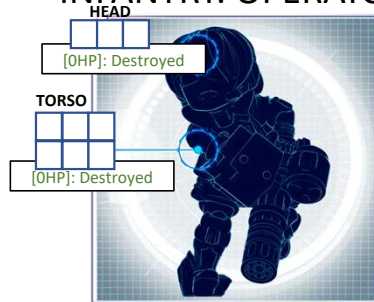9: 2D8 + Crit
Special rule: Anti-Personnel

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: Anti-Personnel

INFANTRY: OPERATOR

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO: | **AMMO:**
Crusader Minigun | **Defender Handgun**

Defensive Position: (Tactical Ability) This unit foregoes moving to gain **Aim Token**.

Any time during **Activation** phase discard this token to instantly move (1) square then make a free **Shooting** action.

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

Movement: 6
Actions: 1

Crusader Mini Gun
Range: 16
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-2: 2D8
3-5: 3D8
6-8: 3D8 + Crit
9: 4D8 + Crit + Push1

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
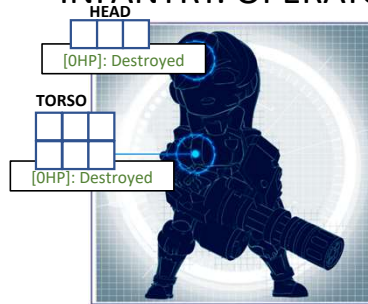0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: Anti-Personnel

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: Anti-Personnel

INFANTRY: OPERATOR

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO: | **AMMO:**
Crusader Minigun | **Defender Handgun**

Defensive Position: (Tactical Ability) This unit foregoes moving to gain **Aim Token**.

Any time during **Activation** phase discard this token to instantly move (1) square then make a free **Shooting** action.

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

Movement: 6
Actions: 1

Crusader Mini Gun
Range: 16
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-2: 2D8
3-5: 3D8
6-8: 3D8 + Crit
9: 4D8 + Crit + Push1

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
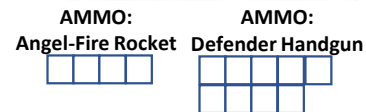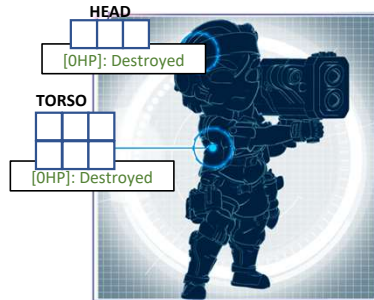1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

INFANTRY: HEAVY WEAPON SPECIALIST

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Angel-Fire Rocket

AMMO:
Defender Handgun

Defensive Position: **(Tactical Ability)** This unit foregoes moving to gain **Aim Token**.

Any time during **Activation** phase discard this token to instantly move (1) square then make a free **Shooting** action.

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

Movement: 6
Actions: 1

'Angel-Fire' Rocket Launcher
Range: 30
Rate of fire:1
Damage: 3
Ammo: 4

Burst Roll
0: 0
1-3: 1D8
4-6: 2D8
7-8: 3D8 + Push1
9: 3D8 + Push2 + Crit

Special rule: **Secondary Explosion**
If a weapon with this keyword makes an attack that destroys a **Mech** or **Transport** model, then all models within (3) squares suffer **(1) DMG** to all **HIT locations** and **Push1**

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

TALOS DROPSHIP

(R) ENGINE

[0HP]: Place all **Embarked** models adjacent to this model then it is destroyed. Each model suffers (1) DMG to each HIT location.

TAIL

[0HP]: Place all **Embarked** models adjacent to this model then it is destroyed.

(L) ENGINE

[0HP]: Place all **Embarked** models adjacent to this model then it is destroyed. Each model suffers (1) DMG to each HIT location.

FUSELAGE

[0HP]: This Model and all **Embarked** models are destroyed
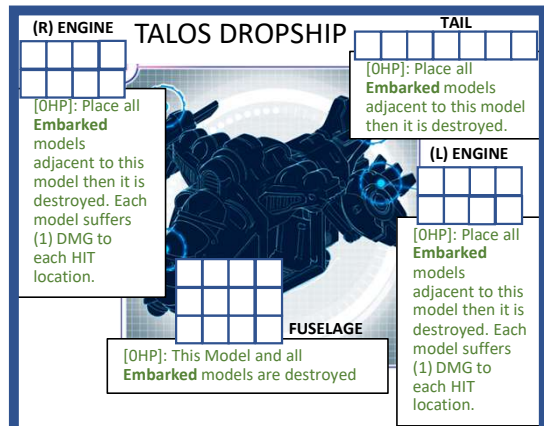
Resupply: (Action) A model within (3) Squares regains (3) Ammo on a weapon.

Boost: (Action) this model gains (+3) **Movement.**

Repair/Medic: (Action) A model within (3) Squares regains (3) HP on a single HIT location.

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.

Hit Roll Chart
8:Attacker's choice + Push1
7:Fuselage + Push1
6:Fuselage
5: Tail
4- Defenders choice
1-3: Miss

Movement: 10
Actions: 2

Keywords Transport, Flying

Transport: An adjacent **Infantry** or **Pilot** model can **Embark** this model by spending (2) movement points. An **Embark**ed **Infantry** or **Pilot** model can **Disembark** this model by spending (3) movement points to be placed in any square adjacent to this model.

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.

FIRETEAM LEADER:FIELD TACTICIAN

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed
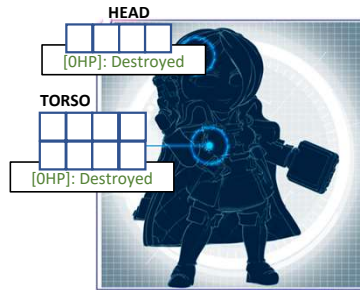
AMMO: 'Peacekeeper' Dual Function Revolver
.45cal Enforcer Rounds   **.50cal Executioner**

Short Controlled Bursts: (Passive) Any time this model or any **Friendly** model within (6) squares makes an attack action; they may re-roll a single **Burst D10.** Additionally, **Burst Rolls** of (8) or higher do not consume **Ammo** for this model or any **Friendly** model within (6) squares**.**

Sentry Robot Terminal

(Action) **Push3** on a friendly **Sentinel** model in play.

(Action) A friendly **Sentinel** model in play immediately makes an **Attack Action.** This attack cannot be with a **Missile** weapon.

Keywords: Infantry, Team Leader

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

Movement: 6
Actions: 2

'Peacekeeper' Dual Function Revolver

.45cal Enforcer
(Outer-Cylinder)
Burst Roll
0: 0
1-6: 1D8
7-8: 2D8 + Crit
9: 2D8 + Crit2

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

Ammo: 6

.50cal Executioner (Center-Barrel)
Burst Roll
0: 0
1-4: 1D8 +Push1
5-8: 1D8 +Crit +Push1
9: 1D8 +Crit2 +Push2

Range: 10
Rate of fire: 1
Damage: 4

Ammo: 1

Team Leader: Only one model in an Armored Fireteam can have the **Team Leader** keyword

KNIGHT

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

Sword Master: This model may re-roll any **Burst** and **Hit** rolls.

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

Shield Guardian: (Tactical Ability) This model loses **Sword Master** for the remainder of the battle round, but gains +1 to all rolls for **Knight's Shield** and may re-roll any D10s for **Knight's Shield** and cannot be moved involuntarily (e.g., by **Push**) until the end of the battle round.

Knight's Shield So long as this model in on an **Objective,** it controls that objective regardless of how many **Hostile** models are also on the objective. Note: if a **Hostile** model with a similar ability is also on the objective, this ability and their ability are both negated.

Each time this model suffers damage, roll a D10 for each point of damage suffered. (1) point of damage is negated for each roll of 7+

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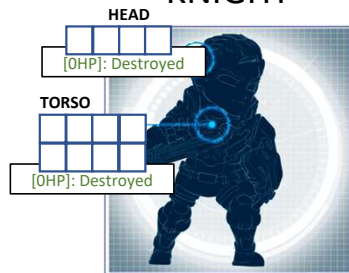
Hit Roll Chart
8: Head
6-7: Torso
1-5: Miss

Movement: 6
Actions: 1

Knight's Sword
Range: 2
Rate of fire: 1
Damage: 2
Ammo: Unlimited
0: 0
1-3: 2D8
4-6: 2D8 + Strike
7-8: 2D8 + Strike + Crit
9: 2D8 + Strike2 + Crit

Special rule- Strike: This **Burst Roll** generates an additional D10 **Burst Roll** (Additional D10 **Burst Rolls** lose the **Strike** keyword.)

KNIGHT

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

Sword Master: This model may re-roll any **Burst** and **Hit** rolls.

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

Shield Guardian: (Tactical Ability) This model loses **Sword Master** for the remainder of the battle round, but gains +1 to all rolls for **Knight's Shield** and may re-roll any D10s for **Knight's Shield** and cannot be moved involuntarily (e.g., by **Push**) until the end of the battle round.

Knight's Shield So long as this model in on an **Objective,** it controls that objective regardless of how many **Hostile** models are also on the objective. Note: if a **Hostile** model with a similar ability is also on the objective, this ability and their ability are both negated.

Each time this model suffers damage, roll a D10 for each point of damage suffered. (1) point of damage is negated for each roll of 7+

Keywords: Infantry

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

Movement: 6
Actions: 1

Knight's Sword
Range: 2
Rate of fire: 1
Damage: 2
Ammo: Unlimited
0: 0
1-3: 2D8
4-6: 2D8 + Strike
7-8: 2D8 + Strike + Crit
9: 2D8 + Strike2 + Crit

Special rule- Strike: This **Burst Roll** generates an additional D10 **Burst Roll** (Additional D10 **Burst Rolls** lose the **Strike** keyword.)

HOLY PALADIN

HEAD
[0HP]: -1 to all rolls

TORSO
[0HP]: Destroyed

(R)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG
[0HP]: -1 Movement

(L)LEG
[0HP]: -1 Movement

AMMO: Relic Gunblade

Martyr Shield System

Eternal Life Protocols: (Tactical Ability) A **Pilot** embarked in this model may suffer 1 DMG to any hit location to restore 3HP to any location on the **Holy Paladin Relic Warlord Class Mech.**

Martyr Drive: Once per activation a **Pilot** embarked in this model may suffer 2 DMG to any hit location to gain an additional action point.

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

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

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

Keywords: EDEN Link, Relic

Relic Gun-Blade: This weapon enters play in **Gun-Mode**. At any time during the battle this weapon can be switched to **Sword-Mode.** Once in **Sword-Mode**, It must remain in **Sword-Mode** for the remainder of the time in play.

Gun-Mode
Range: 18
Rate of fire:1-3
Damage: 1
Ammo: 12
Burst Roll
0:   0
1-4: 2D8
5-6: 3D8
7-8: 3D8 + Crit
9: 3D8 + Crit2

Sword-Mode
Range: 3
Rate of fire: 2
Damage: 3
Ammo: Unlimited
Burst Roll
0: 0
1: 1D8
2-5: 2D8
6-8: 3D8 + Push1
9: 3D8+Crit+Push2
Special Rule: Strike-Through1

Martyr Shield System Each time this model or any friendly model within three squares of this model suffers a HIT the controlling player may roll a D10. (Cannot be used for CRITs)
on a **4-7: Martyr Shield system** suffers the damage instead (If the shield system has 0HP, Damage is suffered as normal)
On a **8-9**: Damage is negated completely even if the shield system is at 0HP.

Archangel Flight Kit Model equipped with this gear gains the **Flying** keyword and increases its **Movement** by (4).
Angel's Ascent (Action) This model gains LOS to all models on the board for the duration of its activation. (Other Models can also see this model for the purpose of any reactive abilities, e.g "Take Aim".)

KNIGHT SENTINEL

HEAD
[0HP]: -1 to all rolls

TORSO
[0HP]: Destroyed

(R)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM
[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG
[0HP]: -1 Movement

(L)LEG
[0HP]: -1 Movement

Aegis Shield System

Guardian-Protocol: (Tactical Ability) This model may select one of the following :

Advance Ranks: This model immediately moves (4) squares.

Hold The Line: This model may apply -1 to all **D8 Hit Location** rolls made against it, and cannot be affected by involuntary movements (e.g., **PUSH)** but reduces its **Movement** to (0) until the end of the next activation phase.

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

Movement: 6
Actions: 2

Keywords: Support Mech

Crushing Mace

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

Burst Roll
0: 0
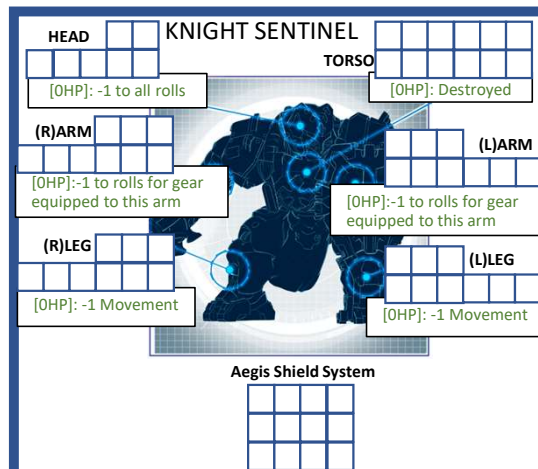**1-6: 2D8 + Push1**
7-8: 3D8 + Push2
9: 3D8 + Push3 + Crit

Special rule: **Stalwart Defender:** When an enemy model moves into a square in range of this weapon and **LOS** of the model equipped with this weapon, the equipped model may make a single attack with this weapon.

This ability cannot be used against the same model more than once per battle round.

Aegis Shield System
HP: 12

If this equipment has 1 or more HP, the controlling player may roll a D10 each time any friendly model within three squares of this model suffers a hit. On a roll of 4-9 the Aegis Shield System suffers the damage instead. This cannot be used for CRITs.

This equipment regenerates 1 HP each reinforcement phase.

KNIGHT SENTINEL

HEAD

[0HP]: -1 to all rolls

TORSO

[0HP]: Destroyed

(R)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(L)ARM

[0HP]:-1 to rolls for gear equipped to this arm

(R)LEG

[0HP]: -1 Movement

(L)LEG

[0HP]: -1 Movement

Aegis Shield System

Guardian-Protocol: (Tactical Ability) This model may select one of the following :

Advance Ranks: This model immediately moves (4) squares.

Hold The Line: This model may apply -1 to all **D8 Hit Location** rolls made against it, and cannot be affected by involuntary movements (e.g., **PUSH)** but reduces its **Movement** to (0) until the end of the next activation phase.

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

Movement: 6
Actions: 2

Keywords: Support Mech

Crushing Mace

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

Burst Roll
0: 0
1-6: 2D8 + Push1
7-8: 3D8 + Push2
9: 3D8 + Push3 + Crit

Special rule: **Stalwart Defender:** When an enemy model moves into a square in range of this weapon and **LOS** of the model equipped with this weapon, the equipped model may make a single attack with this weapon.
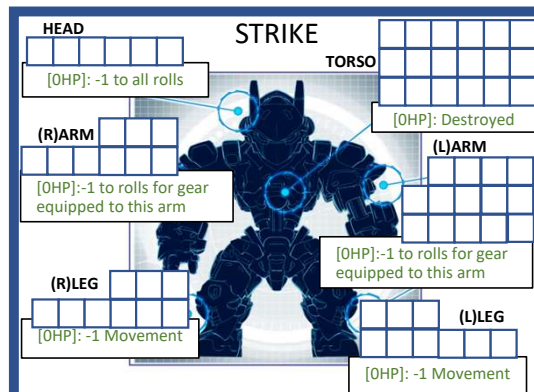
This ability cannot be used against the same model more than once per battle round.

Aegis Shield System
HP: 12

If this equipment has 1 or more HP, the controlling player may roll a D10 each time any friendly model within three squares of this model suffers a hit. On a roll of 4-9 the Aegis Shield System suffers the damage instead. This cannot be used for CRITs.

This equipment regenerates 1 HP each reinforcement phase.

STRIKE

HEAD
[0HP]: -1 to all rolls

TORSO
[0HP]: Destroyed

(R)ARM
[0HP]: -1 to rolls for gear equipped to this arm

(L)ARM
[0HP]: -1 to rolls for gear equipped to this arm

(R)LEG
[0HP]: -1 Movement

(L)LEG
[0HP]: -1 Movement

Eternal Life Protocols: (Tactical Ability) A **Pilot** embarked in this model may suffer 1 DMG to any hit location to restore 3HP to any location on the **Holy Paladin Relic Warlord Class Mech.**

Martyr Drive: Once per activation a **Pilot** embarked in this model may suffer 2 DMG to any hit location to gain an additional action point.

'Dominion' Linear-Ground-Mobility Boosters: (Action) this model gains (+6) **Movement.**

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

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

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

Keywords: EDEN Link, Paladin, Relic

'Chaos-Breaker' Particle Saber
Range: 3
Rate of fire: 1
Damage: 3
Ammo: Unlimited

Burst Roll
0:   0
1-4: 2D8
5-6: 3D8
7-8: 3D8 + Crit
9: 3D8 + Crit2
Special Rule: Strike-Through2

Gauntlet-Strike: This model makes a free attack with the **'Aegis Gauntlet'** against any eligible target after each **Chaos-Breaker Particle Saber** attack is resolved.
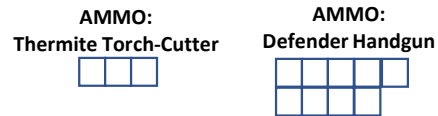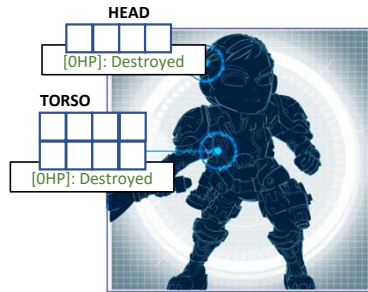
'Aegis Gauntlet'
Range: 1
Rate of fire: 1
Damage: 4
Ammo: Unlimited

Burst Roll
0:   0
1-4: 1D8 + Push1
5-6: 1D8 + Push3
7-8: 1D8 + Crit + Push3
9: 1D8 + Crit2 + Push5

Aegis Shield Receiver

So long as this model's **Left Arm** has at least **1HP** this model may use the **Shield System** of another friendly model in play.

ACE PILOT

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed

AMMO:
Thermite Torch-Cutter

AMMO:
Defender Handgun

Focused Smite: (Ability) This unit may suffer **1 DMG** to any hit location to gain **Advantage1** on its next **Burst Roll** and its next **Hit Roll.**

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

Movement: 6
Actions: 3

'Defender' Handgun
Range: 8
Rate of fire:1-3
Damage: 1
Ammo: 9

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

'SERE' Knife
Range: 1
Rate of fire: 1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-6: 1D8
7-8: 2D8
9: 2D8 + Crit
Special rule: **Anti-Personnel**

Thermite Torch-Cutter

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

Burst Roll
0:   0
1-4: 2D8
5-6: 3D8
7-8: 3D8 + Crit
9: 3D8 + Crit2
Special Rule: Strike-Through2, Secondary Explosion
If a weapon with this keyword makes an attack that destroys a **Mech** or **Transport** model, then all models within (3) squares suffer **(1) DMG** to all **HIT locations** and **Push1**

INFANTRY TEAM LEADER: ARGUS

HEAD

[0HP]: Destroyed

TORSO

[0HP]: Destroyed
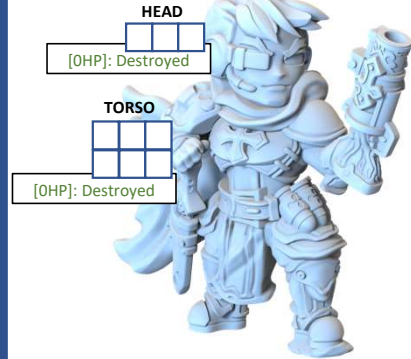
AMMO:
'MERCY' GRENADE LAUNCHER

Advanced Maneuvers: **(Tactical Ability)** Every **Friendly Infantry** model in play may move up to (2) Squares.

Aegis Plate Armor

This model may use the **Shield System** of another friendly model in play

Hit Roll Chart   **Movement**: 6
8: Head   **Actions**: 2
6-7: Torso
1-5: Miss

Keywords: Infantry, Team Leader

'Mercy' Grenade Launcher
Range: 16
Rate of fire:1
Damage: 2
Ammo: 4

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8
8: 3D8 + Push1
9: 3D8 +Push1 + Crit1
Keyword: Blast2

Holy Order Sword
Range: 2
Rate of fire:1
Damage: 2
Ammo: Unlimited

Burst Roll
0: 0
1-5: 1D8
6-7: 2D8 + Strike
8: 2D8 + Strike + Crit1
9: 2D8 + Strike2 + Crit2

Anti-Personnel: This weapon may gain +1 to any HIT roll results when resolving D8 results against Infantry and Pilot models.

Strike: This **Burst Roll** generates an additional D10 **Burst Roll** (Additional D10 **Burst Rolls** lose the **Strike** keyword.)

Dominate If this attack inflicts DMG, Defender suffers Push1 and Attacker may move into the square the Defender was pushed out of.

Team Leader: Only one model in an Armored Fireteam can have the **Team Leader** keyword