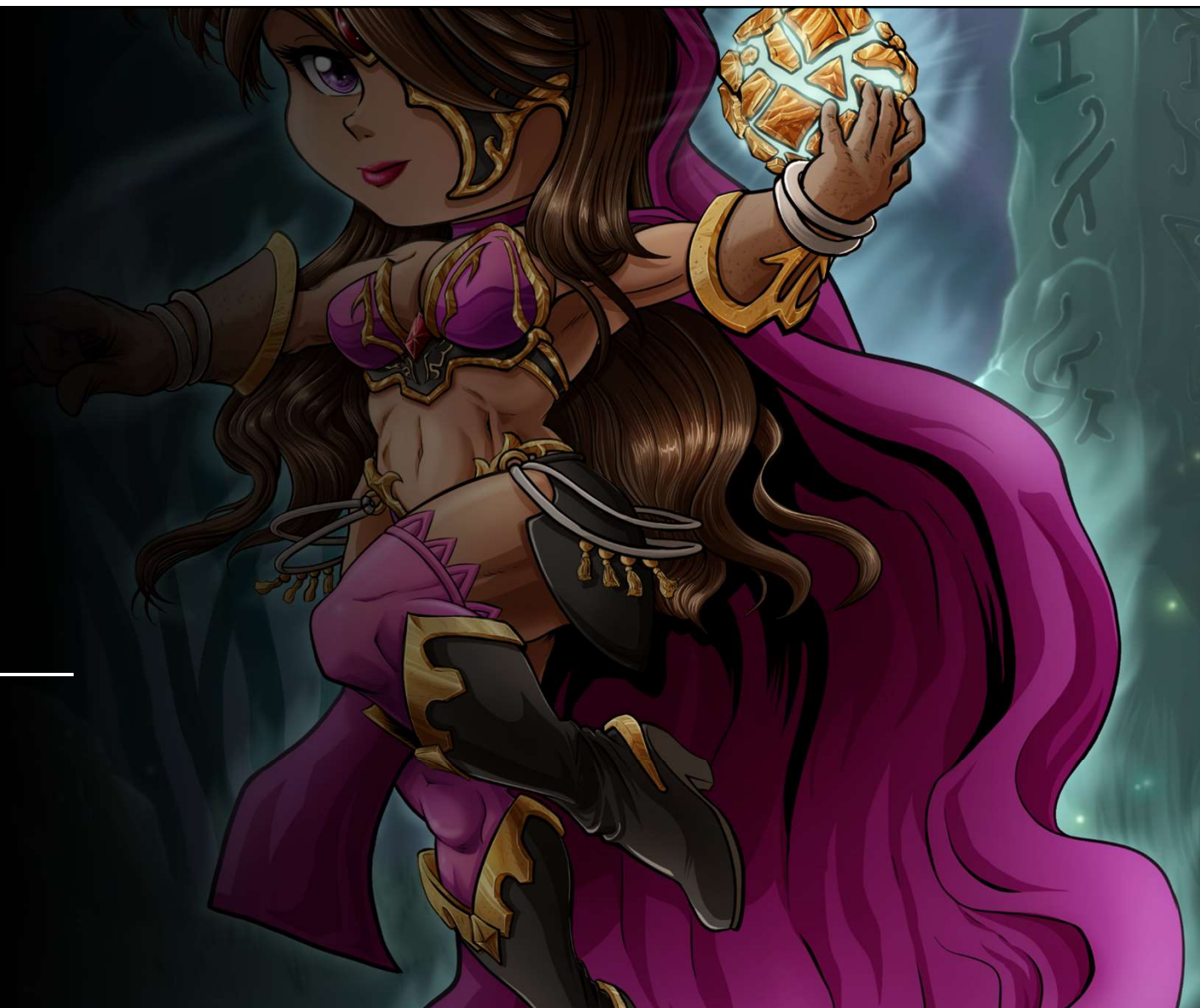




# Ignition:core

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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**.

12 October 2022. Corrected erroneous Movement and Actions for Pilots on new datacards to correct values (Move:7 Actions:4).

12 October 2022. Added Razael Support Class Mech to Damage/Ammo tracker cards. (note: All of Razael's information is on the tracker card so there is not a separate data card for him. Future releases will have all info on the tracker cards, and prior releases will be phased into this new format)

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: **Dark Paladin** is updated from **Hero** to **Infantry** along with relevant changes to abilities and stats.

### **Nephilim Faction Keywords**

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

**Armor Piercing:** This weapon may gain +1 to any HIT roll results when resolving D8 results against Mech and Transport models.

**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**.

**ChargeX:** When an attack generates **ChargeX**, the attacking model regains **Charges** equal to the value of X on an equipped weapon or wargear.

**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.

**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**.

**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**.

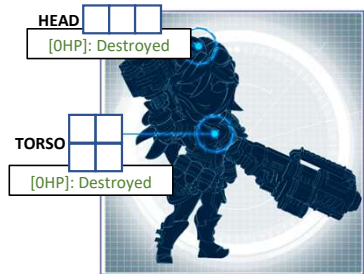
**Open Transport:** Models embarked on a 'Transport' with this keyword can make shooting attacks while embarked. LOS is determined as if the Transport model was making the shooting attack. An adjacent **Infantry** or **Pilot** model can **Embark** this model by spending (1) movement point. An **Embarked Infantry** or **Pilot** model can **Disembark** this model by spending (2) movement points to be placed in any square adjacent to this model. 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.

**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.

**Quick Draw:** Once per activation, a model may make a single attack with this weapon without spending an **action point**.

**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.

## INFANTRY: HASHASHIN GUNNER



AMMO: TWIN SERAPHIM CANISTER RIFLES



**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).

### Hit Roll Chart

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

**Movement: 6**  
**Actions: 1**

### 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**

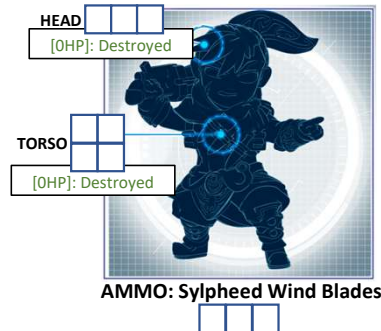
### Muzzle Thump

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

## INFANTRY: HASHASHIN FIGHTER



**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).

### Hit Roll Chart

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

**Movement:** 6  
**Actions:** 1

### 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

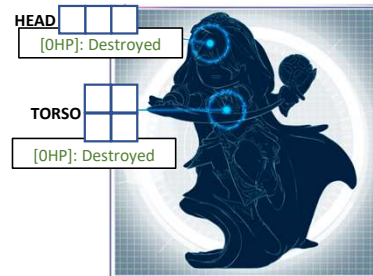
**Burst Roll**  
**0:** 0

**1-4:** 1D8  
**5-8:** 2D8 + Crit  
**9:** 2D8 + Crit2

**Special Rule:** **Anti-Personnel, Quick Draw**

**Designer's note:** Read your weapon profiles carefully. There are any advantages to be found in the details of each weapon. For Example, the Hashashin Fighter can through a single Sylpheed Wind Blade for free each time he activates, effectively giving him two attack actions instead of one.

## INFANTRY: HASHASHIN CASTER



### EDEN CASTER: CORE CHARGES



**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

### Hit Roll Chart

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

**Movement:** 6  
**Actions:** 1

### 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


## WYVERN DROPSHIP

(R) ENGINE




[OHP]: -3 Movement

(L) ENGINE




[OHP]: -3 Movement

COCKPIT



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

FUSELAGE



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

**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.

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.

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.

**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.

**Hit Roll Chart**

8:Attacker's choice+Push1

6-7:Fuselage

5- Defenders choice

1-4: Miss

**Movement: 12**

**Actions: 2**

**Designer's note:** Transport are integral to victory in ignition:core. When deploying at the start of the game it is strongly recommended to embark at least some of your infantry in your dropship. Taking and holding objectives will win you the game, and dropships often afford you the mobility to claim several objectives as early as the first battle round.

Keywords Open Transport, Flying

HEAD

[OHP]: -1 to all rolls

(R)ARM

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

(R)LEG

[OHP]: -1 Movement

AZRAEL

AMMO: Arbiter 50 Cal. Sniper Rifle

TORSO

[OHP]: Destroyed

(L)ARM

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

(L)LEG

[OHP]: -1 Movement

**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 unit can make a free shooting attack at any time during the **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

**Keywords** Support Mech

**Movement:** 7

**Actions:** 2

**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

**Muzzle Thump**

Range: 2

Rate of fire:1

Damage: 1

Ammo: Unlimited

**Burst Roll**

0-2: 0

3-7: 1D8 + Push1

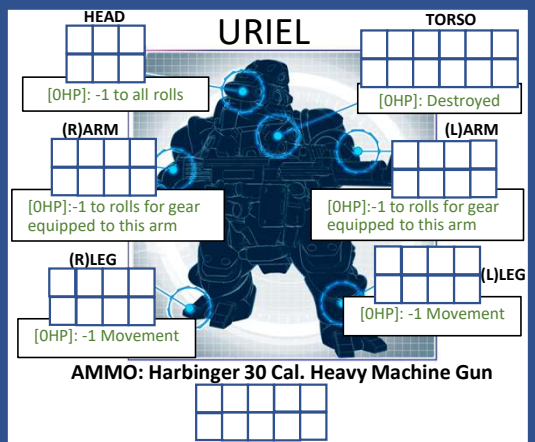
8: 2D8 + Push2

9: 2D8 + Push3 + Crit

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

**Designer’s note:** “At any time during the **Activation Phase**” abilities can be used at **any** initiative step. Even if it is your opponent’s turn. These abilities can even be declared and resolved when your opponent declares an attack but must be declared before your opponent rolls their dice.





**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.

**Hit Roll Chart\***

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

**Movement:** 7  
**Actions:** 2

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

**Keywords** Support Mech

**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

**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*

**RAZAEAL**

**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

**Hulking Hunter:** **(Tactical Ability)** This model may move up to (3) squares following normal rules for movement during the **Tactical Phase**.

**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 **Advanced Evasion Protocols** is resolved).

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

**Movement:** 9  
**Actions:** 2

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

**Keywords** Support Mech

**Giant-Slayer Great-Sword**

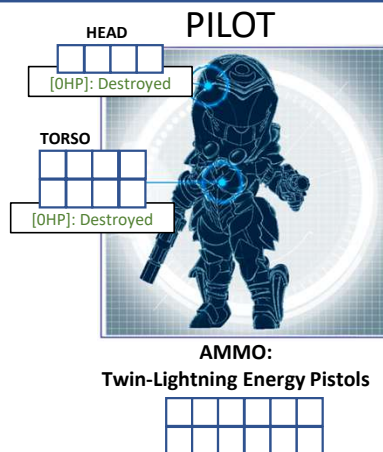
**Range:** 3  
**Rate of fire:** 1  
**Damage:** 4  
**Ammo:** Unlimited

**Burst Roll**  
**0:** 0  
**1-6:** 1D8  
**7-8:** 1D8 + Crit + Chain  
**9:** 1D8 + Crit2 + Chain2

**Special Rule:**  
**Armor Piercing**

**Designer's note:** This model does not have the 'Flying' Keyword. (common playtester mistake due to the way this unit is modelled.)

Designer's note, this model does not have the 'Flying' Keyword.



**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).

#### Hit Roll Chart

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

**Movement:** 7  
**Actions:** 4

#### 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**

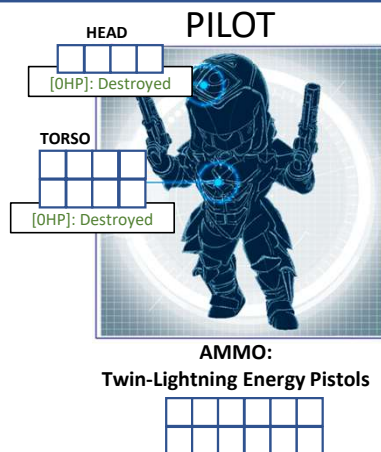
#### Muzzle Thump

**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

**Designer's note:** Nephilim pilots can use their **DASH** action to increase their movement, even when embarked in their mech. Several players and play-testers have overlooked this ability until it was pointed out to them directly.



**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).

#### Hit Roll Chart

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

**Movement:** 7  
**Actions:** 4

#### 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**

#### 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

**Designer's note:** Nephilim pilots can use their **DASH** action to increase their movement, even when embarked in their mech. Several players and play-testers have overlooked this ability until it was pointed out to them directly.

## NEPHILIM

**HEAD**  
[OHP]: -1 to all rolls

**TORSO**  
[OHP]: Destroyed

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

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

**(R)LEG**  
[OHP]: -1 Movement

**(L)LEG**  
[OHP]: -1 Movement

**AMMO:**  
**'Purgation'**  
Submachinegun

**AMMO:**  
**'Phase-Shift'**  
ECM Grenades

**AMMO:**  
**'Guard-Breaker'**  
Flashbang Grenades

**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 **Advanced Evasion Protocols** is resolved).

**Hit Roll Chart\***

8: Attacker's choice

7: Head

5-6: Torso

3-4: Defender's choice

1-2: Miss

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

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

**Keywords:** EDEN Link, Relic, Warlord Mech

**'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

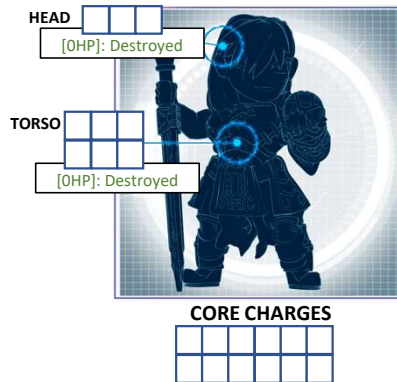
**Burst Roll**  
0: 0  
1-4: 2D8  
5-6: 3D8  
7-8: 3D8 + Crit + Chain  
9: 3D8 + Crit + Chain2

**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.

**'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.

## DARK PALADIN



**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.

### Hit Roll Chart

8: Head

6-7: Torso

1-5: Miss

Keywords: Infantry

Movement: 6

Actions: 1

### '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.**

*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 of 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.*