

ASHEN COVENANT



Fanatical believers, disciplined and utterly devoted, waiting for His return.

SIGNATURE RULES

FACTION TRAIT • FANATICAL ZEAL

Ashen Covenant fighters gain +1 to FHT rolls if they themselves have any Nerve Tokens. Their fervour grows when tested, driving them to strike harder.

MOMENTUM SURGE • MARTYR'S STAND • COST 2

When a Covenant model is reduced to 0 HP, spend 2 Momentum to allow that model to immediately make one free Shoot or Fight action before resolving its Injury Roll, even if it has already activated this turn.

ARTICLES OF FLAME

Before battle, swear one vow.

THE CLEANSING HAND • STRIKE THE SHAKEN

Benefit: Gain +1 FHT in melee against models with Nerve Tokens. Drawback: Cannot use the Aim action.

SEARING JUDGEMENT • BURN THE NEAREST SIN

Benefit: All models gain +1 ACC against models with Nerve Tokens. Drawback: Models must target the closest valid enemy when using a ranged attack, unless in base contact with an objective.

THE SACRED GROUND • HOLD WHAT IS HOLY

Benefit: Covenant models count as in Heavy Cover while within 3" of an objective or terrain feature. Drawback: Double Move actions do not generate Momentum.

THE ASHEN MIND • FEAR NOTHING TOGETHER

Benefit: Covenant models may ignore Nerve Tests if within 3" of another friendly model with no Nerve Tokens. Drawback: If a model fails a Nerve Test, it must immediately Move toward the nearest enemy if able.

PROPHET OF THE REGENT

LEADER COMBAT

₣

55

5	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Varr's Testament	1"	-	2	Knockback (1")	

Special: On Win: One friendly model within 6" may immediately remove 1 Nerve Tokens.

PROFICIENCIES

Ranged: Pistols, Throwers • **Melee:** Blades, Blunts

FIREBRAND (ACTION)

Choose a visible enemy model within 10". That model must immediately take a Nerve Test.

SERMON OF FIRECALL

For the purposes of Nerve Tests, friendly Ashen Covenant models within 5" count as having 1 fewer Nerve Token.

FANATICAL PRESENCE

Friendly Ashen Covenant models that begin their activation within 5" gain +1 M for that activation.

CINDERGUARD

CORE FIGHTER

₣ 20

5

M

1

ACC

4

DEF

0

FHT

3

HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
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RANGED	Scrap Repeater	15"	1	1	Crude	
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MELEE	Alley Cutter	1"	-	1	Crude	
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PROFICIENCIES **Ranged:** Rifles, Launchers, Heavy Weapons · **Melee:** Blades

DISCIPLINED VOLLEY

If an enemy has already been targeted by a friendly shooting attack this round, this model gains +1 ACC when rolling to hit against it.

KNIGHT-MILITANT

CORE FIGHTER

₣ 28

5

M

1

ACC

4

DEF

1

FHT

3

HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
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RANGED	Slugger	8"	1	1	Sidearm	
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MELEE	Gut Ripper	1"	-	1	-	
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Special: On Win: If model rolled a natural 6 on its Fight die, target gains the Bleeding status.

MELEE	Blessed Maul	1"	-	1	Knockback (1")	
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Special: On Win: Target gains +1 Additional Nerve Token.

PROFICIENCIES **Ranged:** Pistols · **Melee:** Blades, Blunts, Polearms

PAIRED IN FAITH

If within 3" of a Squire Bearer at the start of their activation, the Knight Militant gains +1 to either FHT or DEF (player's choice). The effect lasts until next activation.

SHIELD OF THE COVENANT

This model never counts as Exposed. Once per round, it may reduce damage from a Fight action by 1 (to a minimum of 1).

FLAME DEACON

SPECIALIST DISRUPTOR

₣ 26

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Censer-Pike (ranged)	6"	1	1	Spray, Catastrophic	Crit: Burning: Target burns, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	Censer-Pike (melee)	2"	-	1	-	Special: On Win: Roll a D6, on 5+ Target gains the Burning Status

PROFICIENCIES **Ranged:** Throwers · **Melee:** Blunts

AURA OF IMMOLATION

Enemy models within 3" of this unit count as being Exposed (+1 ACC for ranged attacks against them).

FLAMEWARD

This unit ignores the effects of Burning.

BACKDRAFT

If this model suffers damage from a melee attack, roll 1D6. On a 6, the attacker gains the Burning status.

WEAPON TRAITS

AS FOUND ON ASHEN COVENANT WEAPONS

CATASTROPHIC	On an unmodified Hit roll of 1, the weapon fails. The wielder and all models within 2" suffer 1 Damage.
CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
KNOCKBACK (X)	After resolving this attack, push the target X" directly away from the attacker.
SIDEARM	Can fire in melee with no penalty.
SPRAY	Roll an additional attack against any models (Friend & Foe) within 2" of the target.

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THE NINTH VIGIL

SUGGESTED WARBAND

7

FIGHTERS

197

THRACKS SPENT

3

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Prophet of the Regent	LEADER COMBAT	5	1	4	2	4	55	55
2	Knight-Militant	CORE FIGHTER	5	1	4	1	3	28	56
3	Cinderguard	CORE FIGHTER	5	1	4	0	3	20	60
1	Flame Deacon	SPECIALIST DISRUPTOR	5	1	4	1	3	26	26

MUSTERED • 1 LEADER • 5 CORE • 1 SPECIALIST

THRACKS 197 / 200

WHY THESE FIGHTERS

PROPHET OF THE REGENT

Firebrand forces a Nerve Test at 10" with no roll to hit. It adds no tokens, so save it for a target that already has some.

KNIGHT-MILITANT X2

Blessed Maul stacks an extra Nerve Token on a win. Shield of the Covenant means it never counts as Exposed.

CINDERGUARD X3

Twenty Thracks for a 15" Scrap Repeater. Disciplined Volley pays out every time they shoot second.

FLAME DEACON

Aura of Immolation makes every enemy within 3" Exposed. Walk it forward and your whole line gains +1 ACC.

HOW IT PLAYS

- Swear Searing Judgement. Any hit leaves a Nerve Token, so the first shot switches +1 ACC on for the rest.
- Disciplined Volley rewards follow-up fire. If another friendly fighter has already attacked the target, the Cinderguard gains +1 ACC.
- Nerve fuels the Covenant. Fanatical Zeal makes shaken fighters stronger.
- Save Firebrand for a fighter on two or three Nerve Tokens that hasn't activated, a failed test costs them an activation.
- Watch out: Searing Judgement forces you to target the nearest valid enemy.

MOMENTUM SURGE • MARTYR'S STAND • 2 MOMENTUM • ONE FREE ATTACK AT 0 HP, BEFORE THE INJURY ROLL.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Advance in two clumps. Deacon down the centre, Knights on the flank the enemy has to cross. Nobody shoots yet.

■ ROUND 02

One Cinderguard opens up. The others follow at +1 ACC, then the Knights go in.

■ ROUND 03

Prophet joins the melee. Spend Martyr's Stand on any Knight that drops so it swings once more on the way out.

MUSTER RULES • BUILDING YOUR OWN 200

Every warband must include at least one Leader. • You cannot field more Specialists than you have Core fighters. • Zero to one Juggernaut units. Maximum fourteen fighters. • One faction only, unless the scenario allows allies. • Spend anything left over in the Starter Armoury.

SWEAR ONE ARTICLE OF FLAME BEFORE THE BATTLE. SEARING JUDGEMENT SUITS THIS LIST.