

CRIMSON VEIL



Gene-wrought aristocrats, perfected killers, and the thralls who die in their shadow.

SIGNATURE RULES

THE SACRIFICE RULE

During its activation, a True Veil model within 2" of a Thrall may remove that Thrall from play to perform a Red Rite even if its trigger condition was not met. The Rites are performances, and every performance has a cost. It is simply never paid by the performer.

MOMENTUM SURGE • UNNATURAL DREAD • COST 2

Select an enemy model within 10" and line of sight of a True Veil. That model must immediately take a Nerve Test at -1. Some predators do not need to touch you to hurt you.

RED RITES

True Veil only. One Rite per round.

RITE OF RETAINMENT • DEATH NEARBY FEEDS THEM

Trigger: A model goes Out Cold within 2" of this model.

Effect: Heal 1 HP and move up to 3".

RITE OF THE CRIMSON STEP • WOUNDED, THEN GONE

Trigger: This model suffers damage.

Effect: Immediately move up to 2".

RITE OF GRACE • ONE KILL FLOWS INTO THE NEXT

Trigger: This model downs an enemy in melee.

Effect: Move up to 2" and make 1 free melee attack against a different target within range.

RITE OF THE SILKEN VEIL • UNSEEN, UNTOUCHABLE

Trigger: No enemy has line of sight to this model at the end of its activation.

Effect: Gain +1 DEF until the start of your next activation.

RITE OF THORNS • INSULT SHARPENS THE BLADE

Trigger: This model fought in melee and did not win.

Effect: Gain +1 FHT until the end of your next activation.

VEIL ASCENDANT

LEADER COMBAT

₣

58

6

M

2

ACC

4

DEF

3

FHT

4

HP

SLOT

WEAPON

RNG

ATK

DMG

TRAITS

CRIT / SPECIAL

RANGED

Bloodlash Pistol

8"

1

1

Sidearm

Crit: Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.

MELEE

Duelist's Blade

1"

-

2

Duelist

PROFICIENCIES

Ranged: Pistols · **Melee:** Blades

TRUE VEIL

This model may perform 1 Red Rite per round.

PREDATOR'S FLOW

When this model Downs an enemy in melee, it may be placed anywhere within 2" of that model.

AURA OF SUPREMACY

Enemy models within 5" suffer -1 to Nerve Tests.

THRALL

CORE FIGHTER

₣

14

5

M

0

ACC

3

DEF

0

FHT

1

HP

SLOT

WEAPON

RNG

ATK

DMG

TRAITS

CRIT / SPECIAL

RANGED

Thumbbuster

6"

1

1

Sidearm, Hazardous,
Crude

MELEE

Alley Cutter

1"

-

1

Crude

PROFICIENCIES

Ranged: Pistols · **Melee:** Blades

DISPOSABLE

This model does not cause nearby allies to gain a Nerve Token when Downed.

INSIGNIFICANT

This model cannot generate Momentum.

SACRIFICE

Once per round, a True Veil model within 2" may remove a Thrall from play to immediately perform a Red Rite, ignoring its normal trigger condition. The removal of the Thrall counts as them going Out Cold.

CHATTEL

This model does not gain Experience during campaign play.

VEILBOUND RETAINER

CORE FIGHTER

₣ 26

5	1	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Bloodlash Rifle	15"	1	1	-	Crit: Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Rifles · **Melee:** Blades

BODYGUARD TO THE VEIL

Once per round, when a True Veil model within 3" is successfully hit by a ranged attack, this model may swap places with it. The Veilbound Retainer suffers the effects of the hit instead.

VEILBLADE INITIATE

SPECIALIST SKIRMISHER

₣ 38

6	1	4	2	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Bloodlash Pistol	8"	1	1	Sidearm	Crit: Bleeding: Target bleeds, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
MELEE	Iron Kiss	1"	-	1	Keen	

PROFICIENCIES **Ranged:** Thrown Weapons, Pistols · **Melee:** Blades

TRUE VEIL

This model may perform 1 Red Rite per round.

DANCER'S STEP

After winning a melee combat, this model may move 1".

JEALOUS RIVALRY

If another friendly True Veil model is within 3", this model suffers -1 FHT.

WEAPON TRAITS

AS FOUND ON CRIMSON VEIL WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
DUELIST	When fighting a single enemy (no other enemies in base contact), gain +1 FHT.
HAZARDOUS	On a natural roll of a 1 to hit, the wielder/operator takes 1 Damage.
KEEN	If this model wins a melee and rolls a natural 6 on its Fight die, it deals +1 Damage.
SIDEARM	Can fire in melee with no penalty.

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HOUSE SANGUINE

SUGGESTED WARBAND

7

FIGHTERS

190

THRACKS SPENT

10

LEFT FOR GEAR

THE MUSTER

200 THRACK LIMIT

QTY	FIGHTER	ROLE	M	ACC	DEF	FHT	HP	EACH	TOTAL
1	Veil Ascendant	LEADER COMBAT	6	2	4	3	4	58	58
2	Veilbound Retainer	CORE FIGHTER	5	1	4	0	3	26	52
3	Thrall	CORE FIGHTER	5	0	3	0	1	14	42
1	Veilblade Initiate	SPECIALIST SKIRMISHER	6	1	4	2	3	38	38

MUSTERED • 1 LEADER • 5 CORE • 1 SPECIALIST

THRACKS 190 / 200

WHY THESE FIGHTERS

VEIL ASCENDANT

FHT 3 and a damage 2 Duelist blade. Aura of Supremacy is a standing -1 to enemy Nerve Tests within 5".

VEILBOUND RETAINER X2

Bodyguard to the Veil swaps places with a True Veil model that has just been hit. One shot a round, absorbed.

THRALL X3

Fourteen Thracks of ammunition. Sacrifice one to fire a Red Rite whose trigger has not happened yet.

VEILBLADE INITIATE

A second True Veil, so a second Rite each round. Keep it more than 3" from the Ascendant or Jealous Rivalry costs it 1 FHT.

HOW IT PLAYS

- Two True Veil models means two Rites per round. Rite of Grace chains kills, Rite of the Silken Veil banks DEF when you are out of sight.
- Thralls stay 2" ahead of the Ascendant at all times. Screening and sacrifice is their whole purpose.
- Retainers hold within 3" of a True Veil so Bodyguard is always live when the shooting starts.
- Watch out: Thralls are HP 1, cannot generate Momentum, and gain no Experience. They are a resource, not really part of the warband.

MOMENTUM SURGE • UNNATURAL DREAD • 2 MOMENTUM • FORCE A NERVE TEST AT -1 WITHIN 10" OF A TRUE VEIL.

OPENING THREE ROUNDS

SUGGESTED LINE OF PLAY

■ ROUND 01

Thralls move forward as a screen. Ascendant and Initiate stay more than 3" apart and out of line of sight.

■ ROUND 02

Rite of the Silken Veil for +1 DEF while you close. Retainers tuck in within 3" of each True Veil model.

■ ROUND 03

Charge with both True Veil models. Sacrifice a Thrall to fire Rite of Grace and chain straight into a second kill.

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.

THE SACRIFICE RULE: A TRUE VEIL MAY REMOVE A THRALL WITHIN 2" TO PERFORM A RITE OFF-TRIGGER.