



THRACKDOWN

FACTION RULES

LAUNCH ROSTER EDITION • OPEN ALPHA V1.4



Six factions, four fighters each: the launch roster of the Open Alpha. More units step out of the ash as the Alpha advances. Follow the reveals on the news and changelog at thrackdown.com, and muster your warband with the free [Warband Builder](#).

READING THE CARDS

M move in inches • **ACC** accuracy • **DEF** defence • **FHT** fight • **HP** hit points

Costs are in Thracks; a standard warband is mustered at 200.

Weapons list range, attacks and damage, with their traits beside them.

Proficiencies list the weapon classes a fighter can use without penalty.

Special rules are printed in full on each card.



IRON PACT

Disciplined survivalists bound by oath and order, with the firepower to enforce both.

SIGNATURE RULES

CHAIN OF COMMAND

If the last Leader in your warband is removed from play, another eligible model steps up: Leader, then Oathman, then Specialist, gaining the Leader keyword for issuing Field Orders. Once per battle, the Pact does not stop giving orders just because someone shot the officer.

MOMENTUM SURGE • NEW ORDERS • COST 2

Spend 2 Momentum to issue a new Field Order, replacing the currently active Order with another from the list. The new Order takes effect immediately. Doctrine is rigid; its application is not.

FIELD ORDERS

Choose one at the start of each round.

IRON MARK • FOCUS FIRE ON A SINGLE TARGET

Select a visible enemy model within Line of Sight of a Leader. Iron Pact models within 5" of a Leader gain +1 ACC when making Shooting attacks against that model.

SUPPRESSING FIRE • COVER EVERY LANE

Iron Pact models within 5" of a Leader ignore the -1 ACC penalty when making Snap Fire attacks.

LOCK FORMATION • DIG IN AND HOLD

Iron Pact models within 5" of a Leader gain +1 DEF if they have not moved this round.

BREACH AND CLEAR • SEND ONE FIGHTER THROUGH THE DOOR

Select a friendly Iron Pact model within 5" of a Leader. That model gains +1 FHT. If it Downs an enemy model in melee, it may immediately perform one Free Action.

ADVANCE • PUSH A FIGHTER FORWARD

Select a friendly model within 5" of a Leader. That model gains +2 M.

PACT DISCIPLINE • COMPOSURE IS A RESOURCE

Gain 1 Momentum. Sometimes the most disciplined order is simply: carry on.

LINE MARSHAL

LEADER COMBAT

₣

40

5

M

1

ACC

4

DEF

1

FHT

4

HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Rattlegun	15"	1	1	-	
RANGED	Sluggar	8"	1	1	Sidearm	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES

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

DESIGNATE KILLZONE (ACTION)

Place a Killzone marker within Line of Sight. The Killzone extends 3" in all directions. Iron Pact models making shooting attacks against enemies within the Killzone may reroll one failed hit roll per activation. Hits generated from this reroll cannot cause Damage, but do apply Nerve Tokens and Critical effects. Only one Killzone may be active per warband; placing a new Killzone removes the previous one.

COORDINATED FIRE

Once per round, after this model hits with a ranged attack, a friendly model within 5" gains +1 ACC on its next shooting attack this round.

GREENBRACE

CORE SCOUT

₣

15

6

M

0

ACC

3

DEF

0

FHT

2

HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Pipe Gun	8"	1	1	Sidearm, Crude	
RANGED	Zipgun	15"	1	1	Crude, Reload	
MELEE	Alley Cutter	1"	-	1	Crude	

PROFICIENCIES

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

UNTESTED

At the start of its activation, this model must take a Nerve Test unless it is within 5" of a friendly fighter that is not Downed.

OATHMAN

CORE FIGHTER

₣ 25

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Knife	1"	-	1	-	

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

OATH-FORGED RELIABILITY

When this model rolls a natural 1 with a Crude weapon, roll 1D6. On a 4+, ignore the Crude effect.

SHIELD BROTHERS

While within 3" of another friendly Iron Pact model, this model may reroll failed Nerve Tests.

BULWARK GUNNER

SPECIALIST HEAVY GUNNER

₣ 35

5	1	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Heavy Slug Spitter	20"	3	1	Unwieldy, Recoil, Raking Fire	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, Launchers, Heavy Weapons · **Melee:** Blades

SUPPORT FRAME

This model ignores the Unwieldy trait when firing Heavy Weapons.

BRACED POSITION

If this model does not move during its activation, it gains +1 DEF until the start of its next activation.

WEAPON TRAITS

AS FOUND ON IRON PACT WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
RAKING FIRE	Shots may be split between models within 3" of a previous target.
RECOIL	Each consecutive shot after the first suffers -1 to hit.
RELOAD	Requires 1 Action to reload after firing.
SIDEARM	Can fire in melee with no penalty.
UNWIELDY	Costs 2 actions to use this weapon.



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	Sluggger	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

When a friendly model within 5" takes a Nerve Test, treat it as having 1 fewer Nerve Token.

FANATICAL PRESENCE

Friendly models that begin their activation within 5" gain +1 M this activation.

CINDERGUARD

CORE FIGHTER

₣ 20

5	1	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
MELEE	Alley Cutter	1"	-	1	Crude	

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	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Slugger	8"	1	1	Sidearm	
MELEE	Gut Ripper	1"	-	1	-	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")	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.



THE SPLICE

The legacy of fleshcrafting and uncontrolled mutation, warped, unstable, and still changing.

SIGNATURE RULES

LINGERING FLUX

Fond of your current mutation? A model may try to keep it instead of rolling anew: on a 4+ the mutation holds, on a 2–3 it fades, and on a 1 the body rebels, dealing 1 damage and granting nothing. The flesh does not like being told what to do.

MOMENTUM SURGE • OVERFLUX • COST 2

Spend 2 Momentum at the start of a model's activation to roll twice on the Mutation Table and gain both results. If doubles are rolled, the model suffers 1 damage. More is more, right up until it's too much.

THE MUTATION TABLE

Every Splice activation begins with biology rolling the dice.

1 • BLOATED FORM

+1 DEF, -1 Movement.

3 • GLANDULAR BURST

+1 Movement.

5 • BONE SPIKES

+1 FHT.

2 • HEIGHTENED SENSES

+1 ACC.

4 • WARPSTRIDE

ignore movement penalties and Jump tests this activation.

6 • REKNITTING FLESH

heal 1 HP or remove 1 Nerve Token.

RENDFATHER

LEADER COMBAT

₹

55

6	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Bile Spit	2"	1	0	Sidearm	Crit: Causes +1 Damage
MELEE	Predatory Talons	1"	-	2	-	Special: If this model moves into engagement, gain +1 FHT until end of round.

PROFICIENCIES

Ranged: Bile Projectors, Predator Appendages • **Melee:** Rending Growths

PREDATOR UNLEASHED (ONCE PER GAME)

During its activation, this model may perform one additional free Fight action, even if it has already fought this activation.

FRENZY AURA

Friendly models that start their activation within 3" of this model gain +1 FHT during that activation.

DIRECTED EVOLUTION

This model may add or subtract 1 from its Flesh Flux test and from any Mutation Table roll it makes.

TWITCHER DRONE

CORE SCOUT

₣ 18

6	0	3	1	2
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
MELEE	Raking Claws	1"	-	1	-	Special: On Win: If you win by 2+, the target gains 1 additional Nerve Token.

PROFICIENCIES **Ranged:** Bile Projectors, Spine Launchers · **Melee:** Rending Growths

SCUTTLE

This model ignores vertical movement penalties when climbing.

EXPENDABLE

This model does not generate Nerve Tokens for allies when Downed.

GRAFTKIN

CORE FIGHTER

₣ 26

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Spine Spitter	8"	1	1	Sidearm	
MELEE	Sinew Rippers	1"	-	1	-	Special: On Win: If you win by 2 or more, target suffers +1 Damage.

PROFICIENCIES **Ranged:** Bile Projectors, Spine Launchers · **Melee:** Rending Growths

GRAFTED

This model begins the game with one Flesh Flux mutation of your choice and does not roll for Flesh Flux during the first round.

ADAPTIVE FORM

When this model rolls on the Flesh Flux table, it may reroll the result once.

RIBSHRIEKER

SPECIALIST DISRUPTOR

₣ 26

5	0	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Screamer Nodule	6"	1	0	Sidearm, Suppressing	
MELEE	Raking Claws	1"	-	1	-	Special: On Win: If you win by 2+, the target gains 1 additional Nerve Token.

PROFICIENCIES **Ranged:** Bile Projectors, Resonance Organs · **Melee:** Rending Growths

DREAD RESONANCE

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

MARROWQUAKE (ACTION)

Once per activation, this model may unleash a concussive shriek. All enemy models within 3" gain 1 Nerve Token.

WEAPON TRAITS

AS FOUND ON SPLICE WEAPONS

SIDEARM	Can fire in melee with no penalty.
SUPPRESSING	Deal +1 Nerve Token to the target



NULL PROTOCOL

Once tools of others, now architects of their own survival and destiny.

SIGNATURE RULES

SIGNATURE RULE • NO MORE MASTERS

Null Protocol units cannot be controlled by enemy abilities, effects, or conditions that would force them to change sides or act against their warband. They did not sever one set of chains to wear another.

SYNTHETIC PHYSIOLOGY

Protocol models are completely immune to Poison effects. Somewhere in Nova Eden, an assassin with a needle pistol is having a very frustrating day.

MOMENTUM SURGE • DATA SYNC • COST 2

Spend 2 Momentum to link the active model with another within 5". The second model immediately repeats the same non-attack action for free, without counting as its activation. One moves, and the other moves with it, two minds agreeing at the speed of signal.

ADAPTIVE SUBROUTINES

One per round, each once per game. Bank status: 3 of 6 decrypted.

01 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

03 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

05 • OVERDRIVE SEQUENCE • SAFETY LIMITS: OFF

all friendly Null Protocol models gain +1 FHT until the end of the round.

02 • ENCRYPTED

Awaiting decryption. Further Subroutines unlock as new leaders reveal.

04 • TARGET LOCK • ALL LENSES, ONE TARGET

all Null Protocol models gain +1 ACC when targeting enemies within 10".

06 • PURGE DIRECTIVE • DELETE THE FEAR

all Null Protocol models immediately remove all Nerve Tokens.

PROTO-PRIME

LEADER COMBAT

₣

44

5	2	4	1	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Sawtooth Rifle	12"	2	1	Recoil	
MELEE	Knife	1"	-	1	-	

PROFICIENCIES

Ranged: Pistols, SMGs, Rifles, Shotguns · **Melee:** Blades, Blunts

ADAPTIVE SUBROUTINES (ASSAULT PROTOCOLS)

May enact one of the following Subroutines at the start of any round. Each may only be used once per game. • **Target Lock:** All Null Protocol models gain +1 ACC when targeting enemies within 10". • **Overdrive Sequence:** All friendly Null Protocol models gain +1 FHT. • **Purge Directive:** All Null Protocol models immediately remove all Nerve Tokens.

PRIORITY TARGET (ACTION)

Designate one visible enemy model within 15" as the Priority Target. All friendly Null Protocol models may reroll results of 1 on ranged attack rolls against that target this round.

COMMAND RELAY

After this model finishes its activation, you may immediately activate one other friendly model within 5" that has not yet activated this round before the opposing player activates.

FREEBORN TROOPER

CORE FIGHTER

₣

20

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
MELEE	Unarmed	1"	-	1	-	Special: Unarmed attacks suffer -1 to Fight rolls.

PROFICIENCIES

Ranged: Pistols, Rifles, Launchers · **Melee:** Blades, Blunts

FAULT-TOLERANT SYSTEMS

Each time this model would gain a Nerve Token, roll a D6. On a 6+, the token is ignored.

ADAPTIVE FIRELINE

If another friendly Null Protocol model has already made a ranged attack against the same target this round, this model gains +1 ACC when making a ranged attack against that target.

SKIRMARK UNIT

CORE SCOUT

₹

22

6	0	3	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Crank Blaster	10"	2	1	Burst Fire, No Aim, Crude	
MELEE	Unarmed	1"	-	1	-	Special: Unarmed attacks suffer -1 to Fight rolls.

PROFICIENCIES **Ranged:** Pistols, SMGs, Shotguns, Throwers · **Melee:** Blunts

MOBILITY DIRECTIVE

After making a ranged attack, this model may immediately move up to 2".

EVASIVE FRAME

If this model moved this turn, ranged attacks targeting it suffer a -1 ACC modifier.

NULLBLADE OPERATIVE

SPECIALIST SKIRMISHER

₹

28

6	1	3	2	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Throwing Knives	6"	1	1	Sidearm, Silent	
MELEE	Knife	1"	-	1	-	

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

SUBROUTINE CLOAK

If this model begins its activation out of Line of Sight of all enemy models, it gains +1 ACC and +1 FHT for this activation.

LEAP DIRECTIVE

This model gains +1 to Jump tests when jumping gaps or down levels.

WEAPON TRAITS

AS FOUND ON NULL PROTOCOL WEAPONS

BURST FIRE	Can split attacks between targets within 2".
CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
NO AIM	Cannot benefit from Aim bonuses.
RECOIL	Each consecutive shot after the first suffers -1 to hit.
SIDEARM	Can fire in melee with no penalty.
SILENT	Shots don't alert nearby enemies (used in stealth missions).



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 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 • WOUND THEM, LOSE THEM

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	2	4	3	4
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	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	0	3	0	1
M	ACC	DEF	FHT	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.

CHATEL

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.



SCAVVER CLADES

Nomadic looters, tinkerers, and traders living off the bones of the old world.

SIGNATURE RULES

STASH SMALL PRINT

All stash weapons carry the Crude trait, and everything is removed from the warband when the battle ends. And a reminder from the core rules: fighters wielding a weapon they lack proficiency for suffer -1 to hit with it, and the stash does not check who it's handing things to. The full weapon tables live in the faction rules PDF. Some hauls win games. Some hauls are three stun grenades and a prayer.

TINKER'S TOUCH

Once per round, when a friendly model fails an Interact action, you may reroll the test. Percussive maintenance is a proud Clade tradition.

MOMENTUM SURGE • JURY-RIG • COST 2

Choose one spent, broken, or One-Shot weapon or equipment item used by a model in this warband. It may be used one additional time this battle. Nothing is ever truly empty if you shake it hard enough.

THE SCAVVER'S STASH

Rolled before every battle. Roll a D3 for hauls, then a D6 per haul.

ROLL 1-2 • UP CLOSE & PERSONAL

Short-range scrap guns, pistols, SMGs, shotguns, and throwers. Good for alley fights and tight quarters.

ROLL 3-4 • SHOOTIN' IRONS & SCRAP CANNONS

Rifles, carbines, snipers, heavy scrap guns, and non-explosive launchers. The backbone of most hauls.

ROLL 5-6 • THINGS THAT GO BOOM

Grenades and unstable explosives. Dangerous to everyone involved.

CLADE BOSS

LEADER COMBAT

₣

44

5	1	4	2	4
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Revolver	10"	1	2	Sidearm	
MELEE	Crank Axe	1"	-	2	Cumbersome	

PROFICIENCIES

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

SCRAP BRAWLER

When this model wins a Fight, the enemy gains 1 additional Nerve Token. Then remove 1 Nerve Token from this model or a friendly model within 3".

BOSS SWAGGER

Friendly models within 5" gain +1 to Nerve Tests.

FASTEST GUN

When this model uses Snap Fire, it does not suffer the -1 ACC modifier.

GUTTER RAT

CORE SCOUT

₹ 14

6	0	3	0	2
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Pipe Gun	8"	1	1	Sidearm, Crude	
MELEE	Alley Cutter	1"	-	1	Crude	

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

STREET SCUTTLE

This model ignores movement penalties from rough terrain and gains +1 to tests when jumping gaps or dropping down levels.

RAT'S REFLEXES

Once per round, when this model is targeted by a ranged attack, it may move 1" before the attack is resolved.

SCRAP JACK

CORE FIGHTER

₹ 24

5	1	4	1	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Rust Rifle	12"	1	1	Crude	
MELEE	Alley Cutter	1"	-	1	Crude	

PROFICIENCIES **Ranged:** Pistols, Rifles, Shotguns, Throwers, Launchers · **Melee:** Blades, Blunts

SCRAP ARMOUR

Each time this model would suffer Damage from a ranged attack, roll a D6. On a 6, reduce that Damage by 1.

HEAVY LIFTER

After performing an Interact action, this model may move 1".

GEARHEAD

SPECIALIST SUPPORT

₹ 20

5	0	4	0	3
M	ACC	DEF	FHT	HP

SLOT	WEAPON	RNG	ATK	DMG	TRAITS	CRIT / SPECIAL
RANGED	Scrap Repeater	15"	1	1	Crude	
MELEE	Bolt Hammer	1"	-	1	-	

PROFICIENCIES **Ranged:** Pistols, SMGs, Rifles · **Melee:** Blunts, Industrial Weapons

FIELD FIXER (ACTION)

If within 2" of a friendly model, may repair a damaged or spent weapon on a 3+. Alternatively, if within 2" of a friendly Juggernaut, it can attempt to repair 1 HP instead.

JURY-RIGGED BOOST (ACTION)

Choose a friendly model within 3". The next time that model hits with a ranged attack this round, when rolling on the Injury Table you may add 1 to the result. The weapon also gains the Hazardous trait for this attack.

WEAPON TRAITS

AS FOUND ON SCAVVER CLADES WEAPONS

CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
CUMBERSOME	-1 to Fight rolls.
SIDEARM	Can fire in melee with no penalty.