



## **VARIANT SQUADS AND HEROES**

### **PLAY TEST DOCUMENTS**

The contents of this document are intended for play testing purposes only. Information within is a work-in-progress and subject to change prior to printing.

Each page below represents one card. There are two Model Stat Cards per section.

# **IRON STAR ALLIANCE**

# Paladin Annihilators

## Alliance Squad

SPD	MAT	RAT	DEF	ARM
4	3	3	3	3

3 model squad  
Deployment Cost: 2  
Base Size: 30mm  
Damage: 1

## Special Rules

**Compound Armor** - This model gains +1 ARM against explosion damage.

**Smart Lock Charge XICONX** - While charged, this model ignores cover when making a ranged attack.

## WEAPONS

**Harbinger Cannon** [Ballistic] ranged weapon RNG: 12 POW: 4

**Hunter-Killer Rounds Spike XICONX** - When making an attack with this weapon, this model can spike to ignore line of sight and cover when declaring the target and resolving the attack.

**Strafe** - After declaring an attack with this weapon and its target, roll one power die. For each strike rolled, you can make one additional attack against another model within 2" of the initial target. Each attack must target a different model. Additional attacks cannot generate additional Strafe attacks.

# Justicar Voss

Alliance Hero

SPD	MAT	RAT	DEF	ARM
7	5	3	4	3

Deployment Cost: 1

Base Size: 30mm

Damage: 3

## Special Rules

**Compound Armor** - This model gains +1 ARM against explosion damage.

**Relentless** - When this model destroys one or more enemy models with a melee attack, immediately after the attack is resolved, this model can move up to 2".

**Void Shifter Charge XICONX** - While this model is charged, it gains +1 ARM. When this model is hit by an enemy attack while charged, after the attack is resolved, you can reposition this model anywhere within 2" of its current location.

**Void Jumper Spike XICONX** - When this model is hit by an enemy attack, before the damage roll is made, you can spike to have this model ignore the damage and effects of the attack. Reposition this model anywhere within 8" of its current location.

**Weapon Expert** - When this model attacks during its activation, it can attack with all of its weapons.

## WEAPONS

**2x Arc Blades**      **[Kinetic]**      **melee weapon**      **RNG: 1**      **POW: 5**

**Attack Mode** - Each time this weapon is used to make an attack, choose one of the following special rules:

- **Armor-Piercing** - When resolving a damage roll for an attack made with this weapon, reduce the target's ARM by 1.

- **Malefactor** - When this model hits a target with an attack with this weapon, enemy Cypher cards on the model hit expire.

- **Repulsor** - When this model hits a model with an equal or smaller sized-base with an attack with this weapon, before damage is rolled, the model hit is slammed 3" directly away from this model. Collateral damage is equal to the POW of this weapon.

# **AETERNUS CONTINUUM**

# Vassal Witch Hunters

## Continuum Squad

SPD	MAT	RAT	DEF	ARM
4	3	3	3	2

3 model squad

Deployment Cost: 2

Base Size: 30mm

Damage: 1

## Special Rules

**Mimetic Cloak Charge XICONX** - While this model is charged, it gains Stealth. A model with Stealth cannot be targeted by attacks made by models more than 8" away.

**Phase Sequencer Spike XICONX** - Once per activation, this unit can spike to use Phase Sequencer. That activation, models in this squad can move through structures and through other models if they enough movement to move completely past them.

## WEAPONS

**Hex Cannon** [Energy] ranged weapon RNG: 12 POW: 4

**Malefactor** - When this model hits a target with an attack with this weapon, enemy Cypher cards on the model hit expire.

# Hierotheos Raxis

## Continuum Hero

SPD	MAT	RAT	DEF	ARM	FOC
5	3	4	2	4	4

Deployment Cost: 1

Base Size: 40mm

Damage: 3

## Special Rules

**Arc Relay [13]** - This model can channel Fury Cyphers. A Fury Cypher channeled through this model is RNG 13.

**Kinetic Field Charge XICONX** - While this model is charged, this model and friendly models within 5" of it gain cover.

**Pathfinder** - This model ignores movement penalties for rough terrain.

**Psycho Relay** - While this unit is in play, you can have up to six Cypher cards in your hand at any time.

**Thanotech Reclaimer Spike XICONX** - This model can spike to use Thanotech at any time during its activation. When it does so you can return any Cypher card in your discard pile to your hand.

## WEAPONS

**Soul Grinder [Energy]**      **ranged weapon**      **RNG: 10**      **POW: 4**

**Spray Weapon** - This is a Spray Weapon.

# **MARCHER WORLD**



# Ranger Heavy Support

## Marcher Worlds Squad

SPD	MAT	RAT	DEF	ARM
4	3	3	3	3

3 model squad  
Deployment Cost: 2  
Base Size: 30mm  
Damage: 1

## Special Rules

**Slip Displacer Spike XICONX** - Once per activation, this squad can spike to move up to 3".

## WEAPONS

**Talon Rocket Launcher** [Ballistic] ranged weapon RNG: 12 POW: 4  
**Blast Weapon** - This is a Blast Weapon.

**Targeter Charge XICONX** - While charged, this model can reroll ranged attack rolls with this weapon. A roll can be rerolled once as a result of Targeter.

**Fusion Blade** [Kinetic] melee weapon RNG: 1 POW: 3

# Artemis Fang

Marcher Worlds Hero

SPD	MAT	RAT	DEF	ARM
7	3	6	4	3

Deployment Cost: 1

Base Size: 30mm

Damage: 2

## Special Rules

**Maelstrom Activator Spike XICONX** - During this unit's activation, immediately after completing its attacks this model can spike to make one additional attack with each of its weapons.

**Smart Lock Charge XICONX** - While charged, this model ignores cover when making a ranged attack.

**Weapon Expert** - When this model attacks during its activation, it can attack with all of its weapons.

## WEAPONS

**2x Arclock Pistol** [Ballistic] ranged weapon RNG: 10 POW: 3

**Attack Mode** - Each time this weapon is used to make an attack, choose one of the following special rules:

- **Blast Weapon** - This is a Blast Weapon.
- **Fire** - This weapon causes fire damage. A model hit by this weapon suffers the fire continuous effect.
- **Revelator** - When making ranged attacks, this model ignores Stealth.