



NASSAL
Leader (1:Necromutants)

DP | **SP**
7 | +1

SPECIAL ABILITIES

Command (Centurions, Necromutants),
Determination, Fearless, Rebreather (5),
Training (Determination, Necromutants)

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	14	16	7	-1	22	3	10	16

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
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BELZARACH ASSAULT RIFLE

—	—	12"	+0	14	36"	-2	14	19
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SKALAK SWORD // Reach (1)

+0	ST+7	—	—	—	—	—	—	20
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FRAG GRENADES // Explosive (2), Indirect

—	—	—	—	—	ST+4"	-1	11	20
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☉ Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

☉ Determination // This Unit may re-roll any TN (PW) or TN (LD) Tests Failures.

☉ Fearless // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

☉ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ Training (X, Y) // This Unit adds the X Unit Special Ability to all other Friendly Units of Y Unit Type(s).

☉ Explosive (X) // This Weapon is subject to the Explosive Area of Effect Weapon rules and has a Threat Zone X inches in radius.

☉ Indirect // This Weapon may perform Indirect Fire Shoot Actions.

☉ Reach (X) // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.



ALPHA NASSAL
Leader (1:Centurions, Necromutants)

SPECIAL ABILITIES

Command (Centurions, Necromutants),
Determination, Fearless, Rebreather (5),
Training (Fearless, Centurions)

MV	MW	CC	ST	DEF	AR	W	PW	LD
5	14	16	7	-1	22	3	10	16

WEAPONS

CC	SHORT RANGE	LONG RANGE	CF
GROGANACH ASSAULT PISTOL // Burst (2)			
-2	13	8" +1 13	18" +0 12 19
SKALAK SWORD // Reach (1)			
+0	ST+7	— — —	— — — 20
UNDERSLUNG GAS LAUNCHER // Cloud (2), Continuous, Indirect, Smoke			
—	—	12" +0 9	36" -2 9 18

DP | **SP**
7 | +1

☉ Command (X) // Once per Turn, if this Unit is neither Engaged nor has a Pinned Counter, it may spend an Action to perform a TN (LD) Test. On a Success, a Friendly Unit of Unit Type X within 12" and non-Blocked LOS may perform one Action when this Unit completes its Activation.

☉ Determination // This Unit may re-roll any TN (PW) or TN (LD) Tests Failures.

☉ Fearless // This Unit may be assigned a Reaction Counter even when it currently has a Pinned Counter.

☉ Rebreather (X) // When performing an Armor Test against a weapon with the Cloud (X) Weapon Special Ability, this Unit reduces to X the DAM Rating of that weapon.

☉ Training (X, Y) // This Unit adds the X Unit Special Ability to all other Friendly Units of Y Unit Type(s).

☉ **Burst (X)** // Shoot Actions with this Weapon may perform up to X Shoot Action Tests assigned to any combination of Targets within a four inch diameter area.

☉ **Cloud (X)** // This Weapon is subject to the Cloud Area of Effect Weapon rules and has a Threat Zone X inches in radius.

☉ **Continuous** // If a Unit Fails an Armor Test against this Weapon, it immediately takes another hit using the Weapon's DAM Rating (ignoring Aim or other bonuses). A Failed Armor Test against this second hit will not trigger the Continuous Weapon Special Ability.

☉ **Indirect** // This Weapon may perform Indirect Fire Shoot Actions.

☉ **Reach (X)** // Units armed with this Weapon may perform Strike Actions against Enemy Units in Clear or Obstructed LOS up to X inches away, including as part of a Charge Action, even though the Units are not Engaged.

☉ **Smoke** // Any LOS Lines drawn through any part of this Weapon's Area of Effect are Blocked. The Area of Effect is considered to be of infinite height.

