

BOOK 2. PERKS v 1.2.13

“The power to wage war is the power to wage war successfully.”
Charles Evans Hughes

Welcome to the Perks section. Here we will explain every WARSURGE Perk in detail and how to use them.

WARSURGE Books

Book 1. Core Rules

The Core Rules teach you how to play WARSURGE, which includes links to video demonstrations. Learn to play the two Playstyles ‘Standard’ and ‘Advanced’, which tailors for both battle and skirmish players respectively.

Book 2. Perks → You Are Here!

This book contains descriptions of all of WARSURGE’s Perks and how to use them. There are Perks for both Units and Weapons, creating countless options for customisation.

Book 3. Competitive Games

Learn how to play competitive games against other players, including placing scenery and establishing Deployment Zones. There are three competitive Game Types: Deathmatch, Tactical Strike and Mission.

Book 4. Narrative Games

This book describes how to play solo, cooperative and special competitive games. Narrative Games focus on recreating legendary battles and adventures for one or more players.

Quick Reference

This handy reference covers many gameplay details at a quick glance.

Templates

A guide to acquire or make your own templates.

D10 Mode

WARSURGE allows the use of ten-sided dice. Read this if you intend to use D10 Dice instead of D6.

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More details can be found in WARSURGE Book 1. Core Rules.



Son of War (left) by Megalith Games and Warrior of Wrath (right) by Avatars of War

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12. PERKS

“Know thy self, know thy enemy. A thousand battles, a thousand victories.”
Sun Tzu, *The Art of War*

Perks are customisations that allow additional power, defences, abilities or tactical flexibility to a Unit or the weapons they wield. They can also downgrade a Unit or weapon, reducing the Point Cost for a game.



12.1 PERK DEFINITIONS, TERMS AND CLARIFICATIONS

Before we delve into the specifics Perks, here are some terms and clarifications to be aware of:

Unit Perks: These adjust how the Unit functions under certain conditions or grants additional abilities, enhancements or tactical options. For example, the Unit may be able to teleport off the Battlefield or regenerate lost HP.

Weapon Perks: You can use Perks to make weapons more potent, providing circumstantial benefits or even changing the method of its use. For example, each of a Weapon's Attacks are an explosion, striking multiple models at once.

Roster Perks: These provide tactical utility or are additional effects available to every Unit in an entire Roster.

Traits: A Trait is an additional adjustment to how the Unit is used, functioning like a Perk.

User: When mentioned, the 'User' refers to the Unit using a Perk.

Wielder: When mentioned, the 'Wielder' refers to the individual model using a Weapon or Weapon Perk.

Target: The 'Target' refers to a Unit selected by the User. In some circumstances, it can instead refer to a specific model or area on the Battlefield, which will be detailed in a Perk's description.

Friendly: These are Units that are in the same Roster.

Negative Perk Effects: These are Perks caused by enemy Units such as Weapon Afflictions, or Unit Abilities that reduce the effectiveness of a Target. Perks that weaken the User (self-inflicted), such as effects of the Descend Transformation Perk, are not considered negative Perk effects. When effects occur or last until the end of a Game Turn, apply all ongoing Perk effects before removing any of them, as some Perks may affect others.

Objective: This is a marker, terrain piece or model on a Battlefield that is used in a variety of games discussed in **Book 3: Competitive Games**.

Current Point Cost: The value of a Unit will change during the game as it loses (or regains) HP. To calculate the Unit's Current Point Cost, do the following: when a Unit with several HP has taken damage, divide the Unit's Point Cost by total HP, then multiply the result by remaining HP to determine its current value, or use the Warsurge App.

Example: A damaged Unit has one model remaining. Originally, the Unit consisted of two models worth 120 points in total including their Weapons. All up, the Unit had 6 HP at full strength.

120pts divided by 6 is 20pts per HP.

If the Unit had 3 HP remaining at the end of the game, then: 20pts x 3 HP = 60pts value.

Duplicate Perk Effects

Stacking Perk Effects: When there are multiple Perks that alter Stats, cause damage, tests, Dice Modifiers or Rerolls, these effects are accumulative. 'Affliction' Perks are the exception, which unless stated otherwise, do not accumulate (see 'Stackable' under Activating Perks on Page 6 for more details).

Example 1: A Unit that has Defence 4 and is increased by +1 from two different sources would have Defence 6.

Example 2: A Unit with a 5+ Armour Save reduced by -2 or more will not have an Armour Save.

Example 3: A Unit that suffers 3 HP Loss from an Affliction (Weapon Perk) effect that requires a Skill Test will test three times. The successful effects will only stack if applicable (some Affliction Perk effects do not stack, but the tests will, with any successful tests causing it to be active).

Multiple Models using the same Weapons: When Units have multiple models with the same Weapon equipped and it provides an effect to the User, each model using the Weapon receives the same effect. When rolling dice to determine a Perk effect, all Users share the same result.

Example: A Unit contains models using a Weapon that increases Power by +D6. The Unit rolls a result of 2, increasing the Power of models using that Weapon in that Unit by +2.



Dead Dog by Wargame Exclusive

Perks and Transports

Transports with Perks may still use them even if an embarked Unit does not have the same Perks. For example, a Transport can arrive with a Deployment Perk carrying a Unit that does not have the same Deployment Perk.

If the User is embarked in a Transport, then Perks that affect all Units within a certain distance of the User will only affect the User, embarked Units and/or the Transport. Perks with a Range or Radius for Targeting another Unit can be used from inside a Transport if it has Fire Points. Furthermore, a Transport's Movement does not count for the Perk's User if it is a passenger. Perks that need time to take effect (be on the Battlefield) work in a Transport.



*Hunter Car by Wargame Exclusive, Scenery by Micro Art Studio
Mat by Deep-Cut Studio*

Restored HP to Embarked Units in a Transport: Sometimes Units may recover HP or models while inside a Transport. If this causes the Unit to exceed a Transport's capacity, the entire Unit must disembark immediately (base contact with Transport).

Pseudo Transport Perks

Some Perks, such as Imprison, Seed II and Breach will cause one Unit to 'embark' another Unit, even if they are not a Transport. If the Unit is a Transport and has passengers, the 'embarked' Units can attack each other, being treated as engaged in a Melee.

Some of these Perks refer to Point Costs. If Point Costs exceed a limit, affected Units will 'disembark' immediately (the Unit must be placed in base contact with the 'transport').



Movement Upgrades that Ignore Terrain and Units

Sometimes Units have Perks that allow them to pass through terrain and other Units. When a Unit wants to move where another object is, the object that was there first gets priority and isn't moved.

Perks and Stat Changes

Several Perks can increase or decrease Stats on Units and Weapons. When this occurs, always apply addition or subtraction before applying multiplication or division.

Example: A Weapon is using three Perks. Two of the Perks increase its Power Stat (total of +3), while the other Perk doubles it. The Weapon's original Power Stat was 5. First, we increase it to 8, then double it which has a final total of 16 Power.



Armour: Stat Changes and Dice Modifiers

Several Perks can outright raise or lower an Armour Save, while others are a Dice Modifier. If it is an outright change such as the 'Corrode' Perk, it will affect AP (-1 to a 3+ Armour Save will cause AP 4+ Weapons to ignore it). Dice Modifiers on the other hand, such as those caused by Penetrate and Puncture Perks, will only lower its chance of success and have no effect on AP.

Damage Increaseers

Many Perks can increase the attributes of a Unit or Weapon. When inflicting damage, most of the time it will be self-explanatory, but multiple Perks that increase damage or HP Loss can be more complex.

When determining the increase in Stats, do so as follows: apply Stat bonuses, then any multipliers.

In the most extreme case when using Weapons: add bonus Attacks then multiply Attacks, multiply successful Attack Dice, add HP Loss increaseers then multiply HP Loss. An example would be to apply Perks in this order: Clash (+) +Attacks II (+) Arc I (x) xD6 Attacks. Obliterate I. Destroy I (+) Devastate I (x) Annihilate I.



12.2 USING PERKS

Playstyles and When to use Perks

Standard: Perks are used by a Unit once per Game Turn. The exceptions are Passive and some Specific Perks. Any number of Perks can be used by a Unit before and/or after any action, such as Move, Attack, Dash or Deploying in their respective Phases. If a Unit wants to use a Perk but does not wish to make an action, they may still use the Perk but it forfeits their opportunity to make an action later in the Phase.

Advanced: In Advanced Games, Perks can be activated multiple times but will cost additional CP with each use. Passive Perks do not need to be activated, therefore do not cost any CP. The Use Perk Action lets Units use all their Perks at once.



Activating Perks

Whether it is a Unit Perk, Weapon Perk, Roster Perk or Trait, there are different methods to use them, often referred to as Activate. Unless otherwise stated, the effects of Perks stack. Units in Reserve can use Perks on other friendly Units (Units in the same Roster) in Reserve. Unless stated otherwise, Perks that occur passively or under certain circumstances must be used whenever they occur.

Unit Perks are used simultaneously by all models in a Unit. In a similar fashion, multiple Weapons with identical profiles within a Unit are activated together. Perks are activated in one or more of the following ways:

Activate: The player can choose to activate the Perk when they are able, as discussed with Playstyles on the previous page.

Aether: To Activate or benefit from the Perk, the User must first pass an Aether Test. Roll 2D6 and add them together, then refer to below:

- If the result is equal to 9 or lower, the Perk can be used.
- If the result is equal to 10 or higher, the Perk cannot be used.
- If the result is 2, the Perk effect or Stat bonus is doubled.
- If the result is 12, the User suffers D6 HP Loss (no Saves allowed).

Attack Dice: The Perk takes effect if any of the Weapon's Attack Dice have been successful, before rolling Saves.

Auto Test: Some Weapon Perks have a chance of causing an effect when certain numbers are rolled on the Attack Dice. Automatic Damage (caused by high Weapon Power vs low Target Defence) bypasses the Attack Dice roll, but Perks with 'Auto Test' will still need to roll a dice to determine if the Perk effect occurs. Roll a dice for each Attack Dice the Weapon would have rolled, applying the Perk's effect if the dice meets the Perk's requirement.

Casualty: The Perk takes effect or is available when the User or a potential Target is reduced to 0 HP and becomes a casualty. If being Targeted for a Perk such as Revive or Reanimate, the Unit can only be selected after it would have been removed as a casualty. If there are several Perks equipped that activate with Casualty, the player may choose which one to use first and may save others for later.

Commander: The Perk requires or refers to the Leader, Sergeant or War Master Perks.

D6 (x+): The Perk is activated with a successful dice roll, specified by (x+). For example, 4+.

End of Turn: The Perk's effects occur at the end of the current Game Turn, and will continue into the next Game Turn.

End of Phase/Step: The Perk's effects occur at the end of the current Phase in Standard Games (for Weapons, this is the Attack Phase). In Advanced Games, this is after the Action Step has ended (which will be one or two Actions and any Counter Actions).

HP+: A Unit can only ever gain half of their maximum HP (rounding up, including casualty models) in a single Game Turn from any and all sources of Perks with HP+. This can exceed a Unit's maximum HP, but the excess HP is discarded at the end of the Game Turn. A Unit that has become a casualty cannot regain HP.

HP Loss: Perk takes effect when the Target has lost HP (after rolling Saves). Unless stated otherwise, this is the end of the Attack Phase in Standard Games or the Attack Action (or an Attack Sequence) in Advanced Games.

Immediate: The Perk's effects occur immediately, upon successful activation, HP Loss, etc. When casualties are caused immediately, this means that casualties are removed immediately, preventing the casualties from attacking if yet to do so.

Instruct: This Perk can seize control or command Units that may not belong to the player's Roster. If the Perk is active and is controlling an enemy player's Unit, the enemy player will move the miniatures on behalf of the player using this Perk.

Limited Use (x): This Perk can only be used a number of times as indicated per game. If Activation fails, it does not count as used.

Linked Profile (x): The Unit or Weapon needs to be linked to one or more Units or Weapons from the start of the game, and will remain linked for the rest of the game. Whether a Unit or Weapon profile, their full point cost must be within 10% of the other linked profiles. For example, a Weapon with the 'Triune' Perk that is linked with two other profiles is worth 100pts. The other two profiles cannot be lower than 90pts, nor higher than 110pts. Linked Units must factor the total of Unit Profiles and Weapons. Units that are linked must all have the same maximum HP, and will share current HP. For example, a Unit with Form I is reduced to 5 out of 10 HP. If they change to the other profile, that Unit will also have 5 out of 10 HP. Lingering negative Perk effects will remain between profiles. Any Unit Perk effects will deactivate when exchanging for another Unit. Perks that require a Unit to be on the battlefield for a Game Turn do not count if the User changes into a different form. When the User is a casualty, all Linked Profiles associated with that Unit are casualties.

Mastery Test: Used with Unit Perks that require a Mastery Test. Roll a D6 before using the Perk, if a 4+ then the Perk was successfully activated. This can be upgraded or reduced with other Perks. If failed, the Perk does not take effect at this time.

Melee: The Perk can only be used when the Unit is engaged in a Melee.

Passive: A Passive Perk is continuously active the entire game.

Point Cost (x): This Perk can only be used against a Target if the Point Cost factor of the Perk is met. The bracket will say (Lesser), (Greater) or (Double). Lesser means that a Target must be equal or less Point Cost than the User, Greater means it must be equal or higher and Double means that a Target may be up to double the Point Cost of the User. By default, Perks refer to the Current Point Cost of Units (discussed on Page 3) which refers to remaining HP, but sometimes a Perk will also have (Max), which instead refers to the full Point Cost of the User and the Target, even if either Unit has lost HP. If the User and/or Target doesn't meet the requirement, the Perk cannot be used against them. Check the Point Cost of Units before using a Weapon or Perk.

With regard to Current Point Cost, changes to HP can interrupt or stop such Perks that are active. Also, a Perk may specifically refer to the value of a Unit at full HP, even if it has received damage.

Units with Fusion, Respawn and Summon must adjust their Current Point Cost in a Roster. Fusion Units multiply their current value by 10, Respawn Units divide it by 2, and Summon divides the Unit's cost by four.

Radius (x): The Perk has an affect within a distance of the User in all directions, indicated by (x) in inches. Unless stated otherwise, line of sight is needed.

Single Model: The Perk requires the User to be a single model Unit.

Skill Test: For Weapon Perks that require a Skill Test. Roll a D6 before using each Perk, if a 4+ then the Perk was successfully activated. This can be upgraded or reduced with other Perks. If failed, the Perk does not take effect at this time.

Specific: Each Specific Perk has its own method of activation or usage written in its description.

Stackable: The Perk effect is applied for each HP Loss caused or successful application, causing an accumulative (stacking) effect.

Weapon Use: The Perk takes effect before rolling Attack Dice, and will last for an Attack Sequence.



Necromancer Dragon by Creature Caster

Activating Perks: Examples

The Gaming Mat used in these Examples is produced by Deep-Cut Studio

Here are some examples of using Perks while playing a game. We have an example with each playstyle. These examples assume that you already have an understanding of how to resolve Standard and Advanced Game Turns.

Example: Standard

A: There are two Units of Dwarf Seekers (*Avatars of War*) equipped with the following Perks: Charge II, Recover, Terrify and Adrenaline. Charge II allows a Unit to run further when near enemies, Terrify can cause an enemy Unit to flee, Recover restores lost HP, and Adrenaline gives a boost to Movement but can only be used once per game.

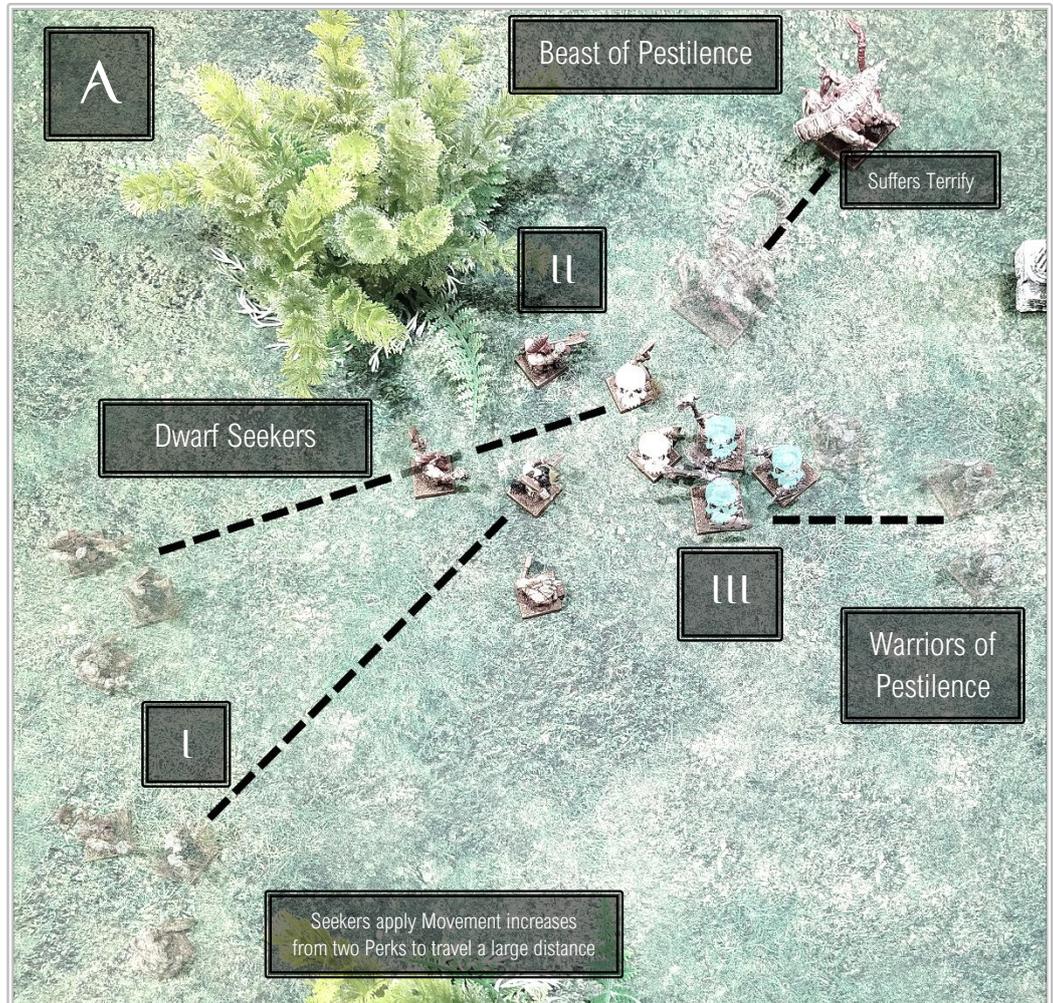


I: In the Movement Phase, the Unit of Dwarf Seekers Activate Adrenaline. The Seekers can only move 6" inches normally, but Adrenaline causes the Unit to Move 8" instead (+2" due to a 33% increase for Adrenaline, see **Perks and Stat Changes** on Page 7). The Seekers are within 12" of enemies, so Charge II also becomes active; they roll 2D6 (getting an 8) and reposition 8" closer to their foes. Note that this Perk does not benefit from Adrenaline.

II: Still using the same Unit from I, one Unit of Seekers makes a Move, then uses Terrify on a Wretched Beast of Pestilence (*Avatars of War*), which requires a Mastery Test. The Beast of Pestilence has the Resist Perk equipped, which lowers the chance of enemy Mastery Tests by -1, making the Mastery Test require a 5+ to succeed. The Dwarves pass by rolling a 6, causing the Wretched Beast to suffer Terrify, who is forced to Move back toward their own Deployment Zone. The other Unit of Seekers Moves but chooses not use Terrify at this time.

III: In the Attack Phase, the Dwarf Seekers decide not to use any Perks but still attack normally, targeting a Unit of Warriors of Pestilence (*Avatars of War*). The only Perk the Seekers can use at this time is Recover, but as it has not lost any HP yet, the Unit does not use the Perk. The Seekers wiped out the Warriors of Pestilence Unit (blue skulls), but lost HP and suffers two casualties (white skulls).

B: In the Dash Phase, the Seekers decide to hold their ground and not pursue the Beast of Pestilence with a Dash. However, as the Seeker Unit that fought the Warriors of Pestilence had lost HP in the Attack Phase, the Seekers decide to use the Recover Perk (when it would have been able to be selected for a Dash). After resolving the Perk, one Seeker model (coloured purple in the diagram) returns with some HP.





Example: Advanced

A: An Oracle Unit (Megalith Games) has equipped the following Perks: Cure I, Illusion II and Blink I. Cure can remove negative Perk effects, Illusion can create 'fake' copies of the Unit and Blink I allows a small teleportation Movement that can only be used once per game. During an Action Step, the Oracle selects the 'Use Perk' Action.

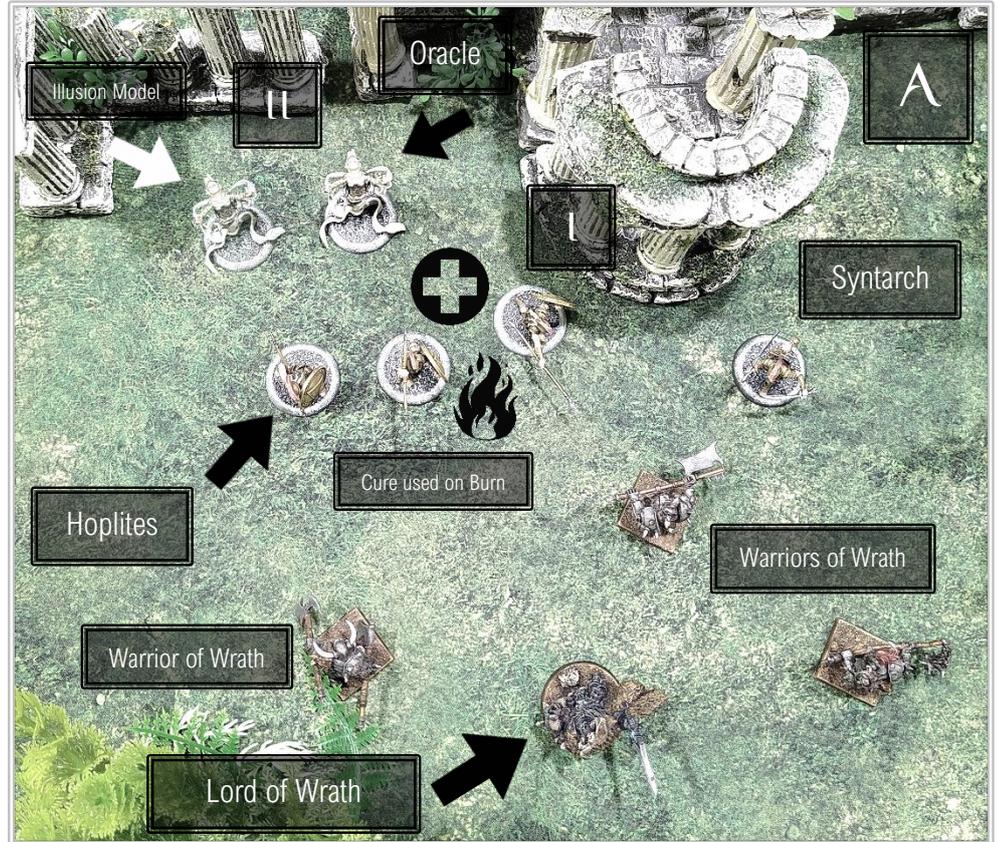
I: The Oracle passes a Mastery Test to use Cure I on a Unit of Hoplites (Megalith Games) that were suffering a Burn (an Affliction Perk) caused by a Lord of Wrath (Avatars of War).

II: The Oracle then uses Illusion II. The Oracle chooses not to use Blink I as it can only be used once per game. That is now the end of the 'Use Perks' Action for the Oracle.

B: During a later Action Step, the Oracle Unit uses the 'Use Perk' Action again.

I: This time the Oracle has no need of using Cure I, but uses Illusion II again, as the previous Illusion was destroyed by a Warrior of Wrath Unit (Avatars of War). They roll a Mastery Test for Illusion and succeed.

II: After using Illusion, the Oracle decides to use Blink I at this time as well. Blink will no longer be available for the rest of the game as it can only be used once per game. That is the end of the 'Use Perk' Action for the Oracle at this time.



12.3 TOOLS AND ASSISTANTS FOR PERKS

Dice: Dice play an important role with Perks; they are used for making tests for the success of a Perk or to generate numbers. Instead of simply calling them dice in this book, we will refer to them as D3, D6, 2D6, Scatter and the like to indicate how or what dice to roll. Refer to Dice Terminology in **Section 1.4 of Book 1. Core Rules** for more details of these terms.

Templates: Weapon Perks from the Mode family make extensive use of templates, such as circles, cones or lines of varying sizes. You can download and 3D Print our templates from the WARSURGE website for free, or follow instructions to create your own in the **Templates** book.

Perk Markers: Some Perks have lingering effects or may need to be tracked during the course of a game. We recommend using markers (which can be downloaded from our website, either as 3D Prints or printable on paper), coins, dice or other objects such as coloured rocks to indicate that a Unit has an ongoing effect or needs to be reminded of a Perk.



A: Templates are used for many Mode Weapon Perks.

B: Markers and counters can be handy reminders to represent active Perk effects or abilities. These can be downloaded from the WARSURGE website along with templates.

C: Dice and other objects can be used as Markers. Dice can also be handy to indicate remaining HP on multi HP Units.

Scatter Arrow xD6: The Scatter Arrow is used for some Perks to determine random direction, which reflects abilities and Weapons that are affected by wind or can go 'off course'. The WARSURGE App has a Dice Generator which includes a Scatter Arrow, allowing for eight random directions and a 'Hit' symbol (where the Perk's Target will remain as intended by the User). You will need a point of reference, for example 'true north', or a location on the Battlefield to follow the direction that is generated.

When a Scatter Arrow is necessary, either 2D6 or a single D6 will need to be rolled at the same time, used to determine the distance of the Scatter. In the image on the right, the scatter is east. If we roll 2D6 with a result of 3 and a 2, the total Scatter is 5 inches, east in direction. On average, a scatter has a 1 in 3 chance of landing as a direct hit (represented by a crosshair symbol). This means the scatter lands where it was directed, meaning the other D6 are discarded.

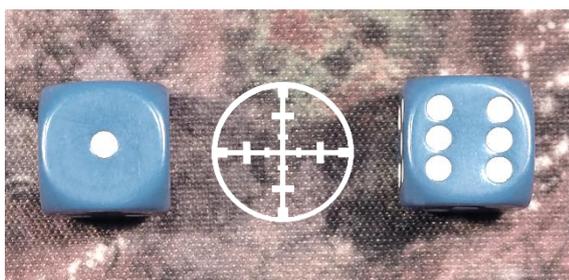


Scatter in the WARSURGE App

Manual Scatter Arrow

To manually determine Scatter Arrow without the Dice Generator, roll a D6. If the result is 6 or 1, it stays where it is (a Hit). Otherwise, look for the 1 on the dice and follow it! For example, if the 1 is facing north, the scatter goes north.

The distance of the scatter is the total of the D6 that were rolled along with the Scatter.



A roll of '1' or '6' on Scatter is a 'Hit' and will not Scatter



Any other result, follow the '1' for the direction of the Scatter

12.4 UNIT PERKS

Unit Perks add abilities and additional effects to Units. Most will increase the cost of a Unit, while some make it cheaper.

Ability

Ability Perks grant utility or tactical advantages on the Battlefield that you can Activate at will.

Perk Name	Activation	Description
Adrenaline	Activate Limited Use (1)	For the duration of one Game Turn, the Unit increases its Move and Dash Stats by 33% (1/3) and Defence is raised by +1. Stats with 0 value are not boosted and fractions are rounded up.
Blink I	Activate Limited Use (1) Radius (6")	The Unit can be relocated anywhere within 6", functioning as Movement, but not a Move or Dash. Terrain and other Units affect Blink like regular Movement and requires a path of travel (or Perks to circumvent terrain). Blink cannot engage or leave a Melee. Some Movement Perks can upgrade Blink.
Blink II	As per Blink I Radius (12")	Functions as per Blink I, except the maximum distance is upgraded to 12".
Blink III	Activate Limited Use (1)	Functions as per Blink I, except there is no maximum distance. As long as the Unit could reach the intended location 'on foot' or with Movement Perks, it is accessible by Blink.
Courage	Activate Limited Use (1)	For the duration of one Game Turn, the Unit ignores the effects of Difficult and Dangerous Ground. Courage also ignores and removes the effects of Cripple, Stun, Force, Knockback, Fugue, Morale, Fall Back, Panic, Horrific, Terrify and Dread.
Disengage	Melee Mastery Test	The User removes the Locked effect of being engaged in a Melee, allowing them Movement away from enemies in that Melee (causing the User to no longer be engaged in that Melee). This can occur before any Attack Dice are made in that Melee.
Dominate I	Mastery Test Point Cost (Lesser) Radius (18") Instruct	At the end of the Deploy Phase (Standard Games) or before the first Action Step (Advanced Games) each Game Turn, roll a Mastery Test. If successful, the User seizes control of the Target Unit for an entire Game Turn. This does not require the 'Use Perks' Action in Advanced Games and costs no CP. When activated, the User cannot perform any other Actions for the entire Game Turn, but may still roll Saves. The Target is directed by the User which includes Movement, Attacks and Perks. This remains in effect until the Target or User is destroyed or the Game Turn ends. For the purpose and intention of Perk effects, the Target is not considered friendly (cannot be used for Fusion, and other Perks that are for friendly Units). If the Target has Aura or Presence, these Perks are disabled while being controlled by Dominate. At the start of the next Game Turn, the User may roll the Mastery Test again to maintain Dominate, even if outside the 18" range of the Perk or out of line of sight.
Dominate II	As per Dominate I	Functions as per Dominate I, except the User may also Move and Dash.
Horrific	Specific Mastery Test Radius (12") Point Cost (Double)	The User rolls a Mastery Test for each enemy Unit that is about to pass through, over or be within 12" of the User through any Movement. If successful, the Target has all Movement halved as long as it performs Movement through, over or within 12" of the User.
Illusion I	Activate Limited Use (1)	The User creates copies of itself that must remain in Coherency with the User or its copies. This does not create new Weapons, but existing Weapons on the User can be measured and used from the Illusions. Illusions are models with the same Stats as the User, except HP which is dependent on the following. The User can create any number of Illusions as long as it divides their current HP equally (rounding down if needed). The User does not lose any HP to create Illusions, but effectively creates HP by forming the Illusions. For example, a User with 7 HP can create seven 1 HP models, three 2 HP models, two 3 HP models or one 7 HP model. When resolving casualties, any Illusions are removed before the User. If there is insufficient space to place Illusion models, excess Illusions are destroyed.
Illusion II	Activate Limited Use (2)	Functions as per Illusion I Perk, but can be used twice. Using Illusion II when Illusions are already present will create additional Illusions, referring to the User's current HP.
Illusion III	Activate Limited Use (3)	Functions as per Illusion I Perk, but can be used three times. Using Illusion III when Illusions are already present will create additional Illusions, referring to the User's current HP.

Perk Name	Activation	Description
Imprison	Melee Point Cost (Double) Mastery Test Immediate	<p>The User may force the Target Unit to embark the User, even if the User is not a Transport.</p> <p>If Mastery Test is successful, the Target is Imprisoned. Imprisoned Units can only escape by destroying the User, using Vanish, or making Movement with the Incorporeal, Breach or Phaser Perks. If the User also has a Transport Stat, it is not used for this Perk (it is only used for friendly Units that embark it).</p> <p>Imprisoned Units remain engaged in a Melee inside the User, able to Target each other with Weapons along with any embarked Passenger Units that are friendly to the User. If Fire Points are on the User, they cannot be used by Imprisoned Units.</p> <p>If the User or Imprisoned Units use Weapons with Mode Perks (such as Blast), refer to the Mode Weapon's rules for attacking embarked Units for more details.</p> <p>If the User goes into Reserve, the Imprisoned Unit will go with them. If the Imprisoned Unit manages to escape or cause the User to be a casualty while in Reserve, they will go into their own Reserve.</p> <p>If the Target's Point Cost changes to exceed the User (such as recovering lost HP, or User loses HP), the Target will immediately disembark the User.</p>
Jinx	Specific Radius (24")	Once per Game Turn, one enemy Unit within 24" of the User may have a dice rerolled at the User's discretion. This can occur even if the dice has already been rerolled.
Lucky	Specific	Lucky allows you to reroll any one dice per Game Turn related to the User, even if it has already been rerolled. It can also reroll enemy dice directed at this Unit.
Offering	Specific	<p>After failing any Aether, Mastery or Skill Test, the User can choose to automatically pass the failed test by suffering -1 HP (to itself only, no Saves allowed). If the User becomes a casualty from using Offering, the Test succeeds but the User cannot regain HP through a Perk that used Offering.</p> <p>If used after an Aether Test fails, it will not prevent the HP Loss from a result of 12.</p>
Provoke I	Mastery Test Radius (12")	<p>One enemy Unit within 12" or in a Melee with the User must Target the User with all available Weapons within Range. Heal Weapons are unaffected by this Perk. Any Weapons that are out of Range of the User can be used normally.</p> <p>The effects of Provoke are lost immediately if the User becomes a casualty.</p> <p>If there is more than one Unit using Provoke or Taunt against a Unit, the Unit being Provoked or Taunted can Target any of these Units.</p>
Provoke II	Mastery Test Radius (24")	Functions as per Provoke I, but the Range is extended to 24 inches.
Purge I	Mastery Test Radius (24")	<p>If successful, the Target loses any beneficial Perks currently in effect that require Activation or a Mastery Test, such as Courage, or beneficial combinations such as Heal with Burn.</p> <p>Transformation Perks are unaffected by Purge.</p>
Purge II	Mastery Test Radius (24")	Functions as per Purge I, except line of sight is not necessary.
Reanimate I	Point Cost (Lesser) Casualty Mastery Test Radius (6") Instruct	<p>The User must be within 6" of a Unit (friend or foe) that became a casualty and meet the Point Cost requirement, referring to the Target's Point Cost at full HP. With a successful Mastery Test, all models of the casualty Unit are brought back into Coherency at full HP, with at least one model placed within 6" of the User.</p> <p>After a Unit is removed as a casualty, the Unit can be Reanimated. Units that are removed as casualty need to leave a Marker (or one model on its side) to track the location of the Unit.</p> <p>Negative Perk effects that were on a Unit still remain after being Reanimated.</p> <p>Reanimated Units can hold and contest Objectives, but still count as casualties for 'Remaining Points' and do not count towards Victory Conditions (such as Seek and Destroy) if they become casualties again. Reanimated Units that become casualties again may still be Targeted by Reanimate.</p> <p>If the User becomes a casualty, all Units reanimated by the User also become casualties.</p>
Reanimate II	Point Cost (Lesser) Casualty Mastery Test Radius (12") Instruct	Functions as per Reanimate I, except the Range is increased from 6" to 12".
Reanimate III	Point Cost (Lesser) Casualty Mastery Test Radius (18") Instruct	Functions as per Reanimate I, except the Range is increased from 6" to 18".

Perk Name	Activation	Description
Revive I	Casualty Mastery Test Radius (6") Point Cost (Lesser)	The User must be within 6" of a friendly Unit that became a Casualty and meet the Point Cost requirement, referring to the Target's Point Cost at full HP. With a successful Mastery Test, all models of the slain Unit are brought back into Coherency at full HP, with at least one model placed within 6" of the User. After a Unit is removed as a casualty, the Unit can be Revived. Units that are removed as casualty need to leave a Marker (or one model on its side) to track the location of the Unit. Negative Perk effects that were on a Unit still remain after being Revived. Revived Units can hold and contest Objectives, but still count as casualties for 'Remaining Points' and do not count towards Victory Conditions (such as Seek and Destroy) if they become casualties again. Revived Units that become casualties again may still be Targeted by Revive.
Revive II	Casualty Mastery Test Radius (12") Point Cost (Lesser)	Functions as per Revive I, except the Range is increased to 12".
Revive III	Casualty Mastery Test Radius (18") Point Cost (Lesser)	Functions as per Revive I, except the Range is increased to 18".
Sacrifice	Specific	After failing any Aether, Mastery or Skill Test, the User can choose to automatically pass the failed test if it removes a model in the Unit as a casualty (no Saves allowed). If used after an Aether Test fails, it will not prevent the HP Loss from a result of 12. Leaders may use Sacrifice on attached friendly Units. War Masters may use it on friendly Units within 6".
Teleport I	Mastery Test Radius (6")	The Unit can be relocated anywhere within 6", functioning as Movement, but not as a Move or Dash. Terrain and other Units affect Teleport like regular Movement and requires a path of travel (or Perks to circumvent terrain). Teleport cannot engage or leave a Melee. Some Movement Perks can upgrade Teleport.
Teleport II	Mastery Test Radius (12")	Functions as per Teleport I, except the maximum distance is upgraded to 12".
Teleport III	Mastery Test	Functions as per Teleport I, except there is no maximum distance. As long as the Unit could reach the intended location 'on foot' or with Movement Perks, it is accessible by Teleport.
Terrify	Mastery Test Radius (18") Point Cost (Double)	The Target must be within 18" and in line of sight to the User. The User rolls a Mastery Test. If successful, the Target must dedicate all Movement toward their closest friendly Deployment Zone board edge for the current Game Turn. If the Target touches the board edge, it goes into Reserve. If Immobile, the Target goes immediately into Reserve. The Target must remain in Reserve until the next Game Turn. If engaged in a Melee while affected by Terrify, the Target suffers a -1 Dice Modifier to Attack Dice instead of being forced to direct Movement to their Deployment Zone. Advanced Games: A single Move and Dash occurs immediately and does not cost CP.
Time Jump I	Activate Limited Use (1)	Once per game, the User can undo the effects of their own Move, Dash, or Attack Sequence (which also undoes any HP changes to Targets) and then attempt it again or decide differently. This must occur in the same Phase for Standard Games, or in Advanced Games, after the Unit has been used, but before that Unit makes another action again. It is recommended that players who use Time Jump keep markers to track the User's location prior to Movement, and the HP of opponents.
Time Jump II	Activate	Functions as per Time Jump I, except it can be activated once each Game Turn.
Vanish	Mastery Test End of Phase/Step	The User enters Reserve at the end of the Phase (or Action Step in Advanced), regardless of their location or whether they are engaged in a Melee. Any held Objectives will be left behind after using this Perk.

Aeonian

Aeonian Perks are usually active or available in most situations, but some only occur under certain conditions.

Perk Name	Activation	Description
Accuracy 2+	Passive D6 (2+)	All Attack Dice from all of the User's Weapons first requires a dice roll of 2+. If successful, the Attack Dice can be rolled as normal. <i>Example: The User has two Weapons, one with 3 Attacks, another with 5 Attacks. The first Weapon rolls three D6 for Accuracy and succeeds with one, then rolls 1 Attack Dice. The second Weapon rolls five D6 for Accuracy and passes four, so it may then roll 4 Attack Dice as normal.</i>
Accuracy 3+	Passive D6 (3+)	Functions as per Accuracy 2+, except a roll of 3+ is required.
Accuracy 4+	Passive D6 (4+)	Functions as per Accuracy 2+, except a roll of 4+ is required.
Accuracy 5+	Passive D6 (5+)	Functions as per Accuracy 2+, except a roll of 5+ is required.
Accuracy 6+	Passive D6 (6+)	Functions as per Accuracy 2+, except a roll of 6 is required.
Accursed	Passive	When the User rolls Attack Dice with any Weapon, each result of 6 must be rerolled. If the next result is also 6, the Attack will apply as normal and will not need to be rerolled again. If Attacks are directed at a Unit where multiple rerolls are required (such as 6/6/6 from Power 1 against Defence 15), only apply Accursed to the final roll.
Assassin	Passive	The User may pick up and reroll failed Attack Dice with all Weapons if attacking a Commander (such as Leaders) or their attached Unit. Redirected Attacks can still be rerolled.
Breach	Passive	The User can 'embark' enemy Units even if they are not a Transport. The User embarks the Target Unit as a whole, not any individual model. The User can attack the Target they have embarked, counted as in a Melee, though the Target may move freely. The User can only be attacked by the Target, or by other Units through the Target's Fire Points (if they have them), or by Weapons with No Line of Sight III or Beam Perks. If the User can break free from the Melee, they may disembark from any model in the Target Unit, and in this way use Breach to disembark from the 'Imprison' Perk. If the User is a Transport and uses Breach to embark an enemy Unit, any passengers without Breach must disembark. If the Target is a Transport with one or more Compartments (such as Compartment: Exposed), the User may embark any of these Compartments, or use Movement to relocate to a different Compartment. If the User is inside a Unit that goes into Reserve, the User will go with them. If the User disembarks while in enemy Reserve, it returns to the User's Reserve. If the User goes into Reserve after Breaching a Unit, only the User will go to Reserve. If the Target is a Transport, the User can Target the Transport's passengers, and the passengers can Target the User, counting as engaged in a Melee. If the User or Breached Units use Weapons with Mode Perks (such as Blast), refer to the Mode Weapon's rules for attacking embarked Units for more details.
Controlled	Passive	The User requires a designated friendly Unit as its 'controller'. If the controller becomes a casualty, then the User will become a casualty also. If the controller is in Reserve, the User can only roll Saves. If the controller is a casualty, Perks such as Respawn, Revive, Resurrection and Reanimate will not bring the User back to life. All Summon Units linked to the controller will be casualties as well. Commander or Bodyguard Units cannot be attached to Controlled Units, and attacks on War Master Units cannot be redirected to Controlled Units.
Defiance	Passive Point Cost (Greater)	The User gains a +1 Dice Modifier to Attack Dice on all their Weapons against Units with a higher Current Point Cost.

Perk Name	Activation	Description
Enslaved	Passive	<p>The User needs a designated friendly Unit as its 'Enslaver'. If the Enslaver is a casualty or is in Reserve without the User, then the User will become an enemy Unit to the player for the rest of the game and cannot contest or claim Objectives. The User must direct Attacks at the closest friendly Unit, only directing Movement to bring all Weapons in Range. Weapons with the 'Heal' Perk must Target the User, but if at full HP they will Target the closest enemy instead. If the User was in a Melee with an enemy Unit, they are now unengaged.</p> <p>If the Enslaver is a Commander who is attached to their designated Enslaved Unit or within 6" of it, the Enslaved Unit will become an enemy Unit if reduced below 50% of their total HP, targeting the Enslaver before other Units.</p> <p>If all friendly Units are casualties, the User becomes a casualty.</p>
Formation	Passive Specific Immediate	<p>When all models in the Unit maintain base contact with at least one other model in the Unit, they receive either one of the following benefits, decided at the start of the Game Turn:</p> <ol style="list-style-type: none"> 1) +1 Defence 2) +1 Power to All Weapons <p>If at any time a model in the Unit loses base contact, or is only one model, the bonus is lost.</p>
Hijack	Passive Instruct	<p>The User can embark enemy Transports (ignoring the Transport Stat) and attack embarked passengers. If there are no passengers in the Transport, the User takes control of the Transport.</p> <p>If the Target has one or more Compartments (such as Compartment: Exposed), the User may embark any of these Compartments, or use Movement to relocate to a different Compartment.</p>
Kamikaze	Passive Specific Scatter Arrow (2D6)	<p>When the User is to be removed as a casualty (0 HP), roll for Scatter and 2D6. Relocate the User (the last surviving model of the Unit) by 2D6 in the direction indicated. If a Hit, the player may choose where to relocate it by the inches indicated on the 2D6.</p> <p>Each Unit (friend or foe) that the User passes through or ends in contact with suffers a number of Attacks equal to the User's (full) HP, Power equal to the User's (unmodified) Defence, and AP equal to the User's (unmodified) Armour Save.</p> <p>After Kamikaze damage is applied, the User can be removed as a casualty.</p> <p>Example: The User has a profile with 7 HP, Defence 8 and Armour of 3+. Each Unit struck by Kamikaze receives 7 Attacks at Power 8 with AP of 3+.</p>
Keen Eye	Passive Radius (24")	<p>The User is immune to Blind, unaffected by Bedim, Stealth, and can Target Units with the Espionage Perk (if attacked, the Espionage Unit loses its benefits). If the User has line of sight and also within 24" of a Unit with Decoy or Concealed, they are revealed immediately.</p>
Mastery	Passive	<p>The User improves the chance of passing Mastery Tests by +1.</p> <p>Example: 4+ Mastery Test passes on a 3+ instead.</p>
Murderer	Passive	<p>The User can Target Pacifist Units with all available Weapons.</p>
Opportunist	Passive	<p>The User can delay the use of any Movement and/or Perks to the end of the Game Turn instead of their usual timing, as long as it does not damage an enemy Unit.</p> <p>In Advanced Games, Actions made with Opportunist still cost CP.</p>
Outflank	Passive	<p>The User's Weapons gain +2 Power the first time it is used in a Melee when the Target is already engaged by another Unit.</p> <p>If the User leaves a Melee, then engages in the same Melee later, the User will still benefit from Outflank.</p>
Pacifist	Passive	<p>The User cannot roll Attacks with any Weapon unless it has the Heal Perk.</p> <p>The User cannot be Targeted by enemies unless all friendly (non-Pacifist) Units from the same Roster are casualties or in Reserve, the User is attached to a non-Pacifist Unit, or holding or contesting an Objective.</p> <p>The User cannot use Perks that directly control a Unit or cause it to lose control of Movement.</p> <p>The User cannot block enemy Movement; they may pass freely through the User.</p> <p>The User can't engage in a Melee unless eligible to be Targeted.</p> <p>If the User is designated for the Controlled or Enslaved Perks, or embarks a Unit with a Crew or Unsheltered Perk (that do not have the Pacifist Perk), they can be Targeted normally.</p> <p>If a Pacifist uses a Perk that redirects attacks to itself, such as Taunt or Provoke, the Pacifist can be attacked by the Target, even if it does not have the Murderer Perk.</p> <p>Units with Psychotic or Berserk will ignore Units with Pacifist, unless the Pacifist Unit can be attacked by the Psychotic or Berserk Unit.</p>
Swarm	Passive	<p>The User suffers double HP Loss if attacked by a Weapon with Arc Perks or Mode Perks (except for Residue). Arc combined with a Mode Perk causes quadruple (x4) HP Loss instead.</p>

Perk Name	Activation	Description
Taunt I	Passive Radius (6")	Any enemy Units within 6" or in a Melee with the User must Target them with available Weapons in Range. Heal Weapons are unaffected by this Perk. Any Weapons that are out of Range of the User can be used normally. The effects of Taunt are lost immediately if the User becomes a casualty. If there is more than one Unit using Provoke or Taunt against a Unit, the Unit being Provoked or Taunted can Target any of these Units.
Taunt II	Passive Radius (12")	Functions as per Taunt I, but the distance is increased to 12".
Terrain	Passive	The User is Immobile and cannot embark a Transport, but can be moved onto or over by other Units just like regular terrain, assuming Movement is sufficient to traverse it. The User must be a model that allows other models to be placed upon it. The User must be Deployed on the first Game Turn and cannot go into Reserve or embark a Transport. The User is immune to Terrify, Dread and Juggernaut.
Uncover	Passive Radius (12")	Any Units within 12" of the User receive no Cover Bonus from any form of Cover, including Perks that are associated with Cover.
Wreckage	Single Model Passive Specific	When the User would be removed as a casualty, the model will remain on the Battlefield as terrain instead of being removed (unable to contest Objectives, Immobile, no Weapons and no Perks). The User can be traversed as Difficult Ground. The User's 'Wreckage' can be attacked, referring to the User's Stats except it has 1 HP. If the User suffers HP Loss as 'Wreckage', they are removed as a casualty. If the User has Aura or Presence, the benefits will remain until the User's 'Wreckage' is removed.

Augmentation

Augmentation Perks allow Units to improve other Units.

Perk Name	Activation	Description
Aura I	Passive Radius (12")	The User can be given one Aura Roster Perk (such as Bloodthirsty Aura) for the entire game. While the User is on the Battlefield (not in Reserve), the Aura is active. The User and any friendly Units which are at least partially within 12" of the User will benefit from the Aura. If the Aura enhances Movement, check if the Aura is in range before making Movement. If the User is embarked in a Transport, instead the Transport Unit and other friendly embarked passengers will benefit from the Aura, along with the User. If a casualty, any Aura benefits provided by the User will last until the User is removed.
Aura II	Passive Radius (12")	Functions as per Aura I, except the User may equip any number of 'Aura' Roster Perks.
Blood Pact	Activate Radius (18") Point Cost (Double Max) Immediate	The User can exchange 10% of its full HP (maximum HP divided by 10, rounding up) to grant the User or a Targeted Unit within 18" and line of sight an upgrade that will last for the duration of the Game Turn. Choose one of the following: Move: Double the Target's Move Dash: Double the Target's Dash Defence: Target gains +1 Defence Armour: Target gains +1 to Armour Save Power: Target gains +1 Power to all Weapons
Boost AEGIS	Mastery Test Point Cost (Double Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its AEGIS stat increased by +1 for the duration of the current Game Turn. If the Target does not have an AEGIS Save, it becomes 6+. Using Boost AEGIS on a Target that already has Boost AEGIS active has no additional effect.
Boost AP	Mastery Test Point Cost (Lesser Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has the AP of all their Weapons improved by +1, lasting for the duration of the current Game Turn. Using Boost AP on a Target that already has Boost AP active has no additional effect. <i>Example: A Weapon with AP of 5+ becomes AP 4+.</i>
Boost Armour	Mastery Test Point Cost (Double Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its Armour stat increased by +1 for the duration of the current Game Turn. If the Target does not have an Armour Save, it becomes 6+. Using Boost Armour on a Target that already has Boost Armour active has no additional effect.
Boost Attacks	Mastery Test Point Cost (Lesser Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has the Attacks of all their Weapons doubled, lasting for the duration of the current Game Turn. Using Boost Attacks on a Target that already has Boost Attacks active has no additional effect.
Boost Dash	Mastery Test Point Cost (Double Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its Dash stat doubled for the duration of the current Game Turn. Using Boost Dash on a Target that already has Boost Dash active has no additional effect.
Boost Defence	Mastery Test Point Cost (Double Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its Defence stat increased by +1 for the duration of the current Game Turn. Using Boost Defence on a Target that already has Boost Defence active has no additional effect.
Boost Move	Mastery Test Point Cost (Double Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its Move stat doubled for the duration of the current Game Turn. Using Boost Move on a Target that already has Boost Move active has no additional effect.
Boost Power	Mastery Test Point Cost (Lesser Max) Radius (18") Immediate	Target the User or a Unit within 18" and line of sight. If the Mastery Test is successful, the Target adds +1 Power to all of their Weapons, lasting for the duration of the current Game Turn. Using Boost Power on a Target that already has Boost Power active has no additional effect.
Presence	Passive Specific	While the User is on the Battlefield (not in Reserve) and not embarked in a Transport, Roster Perks that require Presence are active if equipped on a Roster. Any benefits provided by Presence will last until all Presence Users are removed as a casualty.

Defensive

Defensive Perks help keep a Unit alive during the fury of battle.

Perk Name	Activation	Description
+Armour I	Specific	At the start of the Game Turn, roll a D3 and add the result to the User's Armour Stat for this Game Turn. Cannot exceed 2+, while having no Armour Save Stat can still grant an Armour Save. <i>Example: User has a 4+ Armour Save. They roll a D3 and get 1, which increases it to a 3+ Armour Save.</i>
+Armour II	Specific	Functions as per +Armour I, but the increase is a D6 instead.
Artificial	Passive	User is unaffected by Bleed, Implant, Leech and Zombify. In addition, using HP Steal against the User does not restore HP to the attacker. Heal and Healer Perks do not restore HP to Artificial Units, but require Repair or Engineer instead.
Barrier	Passive	When Targeted by an enemy Unit, measure the closest attacking model to the User. If they are 12" or more away, the User gains +1 Defence against that Unit. If 24" or more, it is +2 Defence. If the distance is 36" or further, it is +3 Defence.
Bedim 2+	Passive	Each Attack Dice directed against the User first requires a dice roll of 2+. If successful, the Attack Dice can be rolled as normal. Bedim is checked after Accuracy and Aim Perks. Note that friendly Units that Target the User are affected by Bedim. <i>Example: The User is being Targeted by a Weapon with 5 Attacks. Five Bedim rolls occur beforehand, and three of them succeed. 3 Attack Dice are then rolled.</i>
Bedim 3+	Passive	Functions as per Bedim 2+, except each dice roll requires 3+.
Bedim 4+	Passive	Functions as per Bedim 2+, except each dice roll requires 4+.
Bedim 5+	Passive	Functions as per Bedim 2+, except each dice roll requires 5+.
Bedim 6+	Passive	Functions as per Bedim 2+, except each dice roll requires 6+.
Camouflage	Passive	When benefitting from Cover, the User has a -1 Dice Modifier to all Attack Dice rolled against them.
Cover I	Passive	When benefitting from Cover, the User has an additional +1 to their Defence.
Cover II	Passive	Functions as per Cover I, except Defence is increased by +2.
Defend	Activate	If the Unit has not used Weapons or made Movement this Game Turn, they may reroll failed Armour Saves and AEGIS Saves. Using this Perk prevents future Movement and the use of Weapons for the current Game Turn.
Dodge	Passive Melee	The User receives a -1 Dice Modifier to incoming Attack Dice from Units engaged in a Melee against the User. <i>Example: Attack Dice in a Melee that succeed on a 4+ become 5+ instead.</i>
Durable Armour I	Passive	If the User's Armour Save is pierced by Weapon AP or reduced to nothing by Perks, it instead becomes 6+.
Durable Armour II	Passive	If the User's Armour Save is pierced by Weapon AP or reduced to 6+ or nothing by enemy Perks, it instead becomes 5+.
Emergency Shield I	Activate Limited Use (1)	Once per game, the User gains an additional 2+ Save which lasts for the entirety of an enemy Unit's Attack Sequence. This 2+ Save cannot be lowered or breached by AP or Perforation Perks. Instead of normal Activation, Emergency Shield can be used upon being Targeted by a Unit. Emergency Shield Saves can be used in addition to Armour and AEGIS Saves, allowing for three Saves before taking HP Loss. If combined with Wild Armour, this Perk allows four Saves to be made.
Emergency Shield II	Activate Limited Use (1)	Functions as per Emergency Shield I, except that it lasts for the entire Game Turn.
Eternal	Casualty Limited Use (1)	The Unit is not immediately a casualty, able to make actions as normal. The Unit must keep a tally of the HP it has lost, even into the negative. If the Unit has recovered enough HP to have at least 1 HP by the end of the Game Turn, it will not be a casualty.
Evasive	Passive	Attack Dice directed at the User suffer a -1 Dice Modifier. <i>Example: Attack Dice that need a 4+ become 5+ instead.</i>
Fearless	Passive	The User is immune to Horrific, Terrify and Dread Perks.
Fire Resist I	Passive	The User is unaffected by Burn and Ignite Perks.

Perk Name	Activation	Description
Fire Resist II	Passive	The User regains HP from enemy Burn and Ignite Perks. If an enemy Unit causes the User to suffer Burn or Ignite, the HP Loss it would have suffered from these Perks is instead converted to restoring HP, up to its maximum HP. The User is unaffected by Burn and Ignite caused by friendly Units, unless it has the Heal Perk.
Immortal	Passive Limited Use (1)	User cannot lose more than half of its full HP (rounding up, 1 HP minimum) in a single Game Turn. Once the User has lost half of its full HP in a single Game Turn, the benefits of Immortal are lost at the end of the Game Turn. The User is also immune to Deathblow, even if it has already lost half of its full HP. Example: A Unit with 15 HP can't lose more than 8 HP in a single Game Turn. If 8 HP were lost, the Immortal Perk is removed and the Unit can be slain on a later Game Turn, even if HP is recovered.
Immunity I	Passive	User is unaffected by Pestilence, Plague, Poison, Venom, Virus or Zombify Perks. Pestilence, Plague and Zombify do not spread from the User.
Immunity II	Passive	User is unaffected by the Virus and Zombify Perks, and regains HP from enemy Pestilence, Plague, Poison and Venom Perks. If an enemy Unit causes the User to suffer these Perks, the HP Loss it would have suffered is instead converted to restoring HP, up to its maximum HP. Pestilence, Plague and Zombify do not spread from the User. The User is unaffected by Pestilence, Plague, Poison and Venom caused by friendly Units unless it has the Heal Perk. Pestilence or Plague caused by friendly Units will not spread from the User.
Impregnable	Passive	The User is unaffected by Breach, Hijack and Implant.
Indomitable	Passive	The User is immune to Disarm, Weapon Afflictions with Stat changes and Afflictions that cause Dice Modifiers.
Magic Armour I	Aether	Upon activating Magic Armour, perform an Aether Test. Roll 2D6 and add them together, then refer to below: - If the result is equal to 9 or lower, the User gains +1 to Armour Save. - If the result is equal to 10 or higher, Magic Armour failed. - If the result is 2, the User gains +1 to Armour Save and can reroll failed Armour Saves. - If the result is 12, the User suffers D6 HP Loss (no Saves allowed). Magic Armour lasts for a Game Turn and cannot improve Armour Saves beyond 2+. Example: +1 to Armour Save improves an Armour Save of 5+ to 4+. No Save becomes 6+.
Magic Armour II	Aether	Functions as per Magic Armour I, but the Armour Save is increased by +2 (+3 if Aether result is 2).
Magic Armour III	Aether	Functions as per Magic Armour I, but the Armour Save is increased by +3 (+4 and failed Armour Saves can be rerolled if Aether result is 2).
Obscured	Passive D6 (4+)	When Targeted by a Weapon with Precision, roll a D6. On a 4+, the User cannot be singled out by Precision from this Weapon during this Attack Sequence. Roll for each Precision Weapon used.
Powered by Pain	Passive	The longer the User is on the Battlefield the more bonuses it receives. 2nd Game Turn on Battlefield: 50% boost to Move and Dash, rounding up. 3rd Game Turn on Battlefield: +1 Defence. 4th Game Turn on Battlefield: +1 AEGIS. Standard Games: User must be present from the end of the Deploy Phase to the end of the Game Turn. Advanced Games: User must be present before Action Steps begin to the end of the Game Turn.
Reflect I	Specific Activate D6 (4+) Limited Use (1)	Once per game, the User can select one Weapon that is Targeting them and direct it back at the attacking Unit. Roll a D6, if a 4+, the Reflect was successful and the Weapon Targets the attacking Unit instead. Only one attempt can be made to use Reflect per Weapon, even if the Weapon is able to strike multiple Targets equipped with the Reflect Perk. If the attacking Unit also has Reflect, they may use it against their own Weapon that is being redirected back at them from an opponent's Reflect. If this occurs, the User may attempt to use Reflect again against this Weapon; both Units may continue to use Reflect against each other until one of them fails. A joined Unit (such as a Commander) may use Reflect to protect their joined Unit.
Reflect II	Specific Activate D6 (4+)	Functions as per Reflect I, but can be used once per Game Turn. It has an additional, optional method of use in Advanced Games. Advanced Games: Reflect II may also be used with 'Counter Perk'.
Reinforced	Passive	The User can reroll failed Armour Saves.
Resilient	Passive	The User can reroll failed AEGIS Saves.

Perk Name	Activation	Description
Resist I	Passive Specific Radius (12")	<p>Enemy Mastery Tests within 12" of the User suffer a -1 Dice Modifier. Enemy Weapons that Target the User also suffer a -1 Dice Modifier to Skill Tests.</p> <p>Resist I also causes a -1 Dice Modifier to Perks with 'Aether' Activation within 12", or any Range if a Weapon (using Aether that is Targeting the User). If in effect, Aether will instead require 8 or less to succeed, also causing a result of 2 to count as 3, and a result of 11 to count as 12.</p> <p>Harmless Weapons succeed on a 2+ instead of automatically.</p> <p>If using a Perk that does not Target an enemy Unit, and there are multiple enemy Units with Resist in the area, refer to the Unit with the strongest rank of Resist to apply (for Perks such as Cure and Ambush).</p> <p><i>Example: a 4+ Mastery Test passes on a 5+ instead.</i></p>
Resist II	Passive Specific Radius (18")	<p>Functions as per Resist I, except the distance is increased to 18" and is a -2 Dice Modifier. Aether requires 7 or less to pass, and a result of 2 counts as 4, and a result of 10 or 11 counts as 12.</p> <p>Harmless Weapons succeed on a 3+ instead of automatically.</p>
Resolute	Passive	The User is unaffected by Provoke and Taunt.
Retaliate I	Melee Specific	<p>For each HP lost in a Melee, roll a D6. For every result of 4+, the enemy Unit who caused the damage will need to pass Saves or lose 1 HP.</p> <p><i>Example: A Unit with Retaliate receives 3 HP Loss in a Melee. They roll 3 dice, getting a result of 2, 4 and 5. The enemy Unit who inflicted the HP Loss will need to roll two Armour and/or AEGIS Saves.</i></p>
Retaliate II	Melee Specific	Functions as per Retaliate I, but ignores Armour Saves.
Sentinel	Passive	Enemy Units may not use Deployment Perks within 12" of the User, except for Seed and Phoenix Perks. Units that want to enter this area with a Deployment Perk will need to choose a different location, or if this is impossible, go back into Reserve.
Shield Wall	Specific	<p>Instead of checking if Weapons with Deflect, Ward or Parry are in the majority, the Unit must check to see if models with Deflect, Ward or Parry are obscuring line of sight to the rest of the Unit. These model(s) count as obscuring line of sight if they are covering at least 50% of the rest of the Unit, but do not count models that are casualties. If these models are obscuring the rest of the Unit, use the Deflect, Ward and/or Parry values of the obscuring models.</p> <p>The models obscuring line of sight to the rest of the Unit must all have the same Deflect, Ward and Parry values. HP Loss must apply to these models before the rest of the Unit.</p> <p>All models in the Unit must be approximately the same size and shape (within 20%), and on the same size base if they have one.</p>
Shockproof	Passive	The User is unaffected by Paralysis, Shock and Stun.
Shroud	Passive	<p>The User receives a -1 Dice Modifier to incoming Attack Dice, except for Attacks received inside a Melee.</p> <p><i>Example: Attack Dice from ranged attacks that succeed on a 4+ become 5+ instead.</i></p>
Smoke Cover	Activate Limited Use (1)	The User places a marker within 12" of the User that lasts for one Game Turn. Any Units (friend and foe) fully within 6" of the marker (horizontally) count as being in Cover.
Smokescreen	Activate Limited Use (1)	For one Game Turn, the User receives a -2 Dice Modifier against all Attack Dice rolled against them.
Stalwart	Passive	The User is not affected by any negative Dice Modifiers to Attack Dice caused by enemy Units. Any negative Dice Modifiers caused by the User, such as those from Weapon Types and Perks, still apply.

Perk Name	Activation	Description
Stealth	Activate Specific	<p>When Stealth is active, the User can only be Targeted by enemy Units that have a model within 12" of them, reduced to 6" if having a Cover Bonus or not performing Movement (remaining stationary) this Game Turn. The User cannot contest or hold Objectives with Stealth active.</p> <p>Weapons with a Mode Perk or Template can only Target a Stealth Unit if it Scatters onto them or is a by-product of attacking another Target.</p> <p>The User may not use Weapons with Stealth active, unless the Weapon has the 'Heal' Perk.</p> <p>The User loses the benefit of Stealth immediately if it loses HP.</p> <p>The User can choose to Deploy onto the Battlefield with Stealth already active.</p> <p>If Stealth is not active, the User may Activate Stealth if there is no line of sight to all enemy Units, or while the User is in Reserve.</p> <p>Standard Games: If the requirements for Stealth are met, Stealth can be Activated or deactivated at any time during the Move or Dash phases, and can be Activated or deactivated multiple times in a single Game Turn. If the User has (or had) Stealth active during the Attack Phase, they cannot attack.</p> <p>Advanced Games: Stealth is Activated with a 'Use Perks' Action if the requirements for Stealth are met. Stealth can be deactivated during a Move, Dash, Use Perks Action, and is automatically deactivated with an Attack Action. Deactivation never costs CP.</p>
Strong Willed	Passive	The User is immune to Delirium, Dominate, Fugue and Confuse.
Tough	Passive	<p>After a Unit has finished attacking the User (with all Weapons), tally the amount of HP that has been lost then halve it, rounding down. The result is the amount of HP that is actually lost by the User (a minimum of 1 HP).</p> <p>Example: 5 HP has been lost, but is reduced to 2 HP instead (2.5 rounding down is 2).</p>
Wild Armour	Specific	<p>The User has an additional Save. At the start of the Game Turn, roll a D6. The result is the User's Wild Armour Save for this Game Turn. If a '1' is rolled, the Save is 2+ and failed Wild Armour Saves can be rerolled.</p> <p>Wild Armour is affected by Weapon AP and Weapon Perks that pierce or reduce Armour Saves.</p> <p>Unit Perks that affect or upgrade Armour Saves do not affect Wild Armour.</p>

Deployment

Deployment Perks modify how a Unit can arrive from Reserve or Deploy at the start of the game.

Perk Name	Activation	Description
Ambush I	Mastery Test Scatter Arrow 2D6	This Perk is available from Game Turn 2 and onwards. Place one model of the Unit. If Mastery Test is successful, roll Scatter Arrow and 2D6. If a Hit, the model stays. Otherwise, move the model in the direction on the Scatter by the distance of the 2D6 added together in inches. Place rest of Unit in circle around the model after final location is determined. If insufficient space, such as from terrain or other Units, this Unit returns to Reserve. If Ambush fails, or if the player would prefer, the User may Deploy normally instead.
Ambush II	Mastery Test Scatter Arrow D6	Functions exactly as per Ambush I, but instead only rolls a single D6 with the Scatter Arrow.
Ambush III	Mastery Test	Functions exactly as per Ambush I, except there is no Scatter Arrow. The Unit will land exactly where it has been placed.
Coherency +	Passive	The User has 4" horizontal Coherency instead of 2", and 12" vertical Coherency instead of 6". Note that joined Units (such as Commanders and Bodyguards) must maintain their own 2" Coherency with the User if they do not have this Perk.
Espionage	Specific Radius (6") Limited Use (1)	Players may Deploy their Espionage Units at the end of Deployment (after players finish in the Deploy Phase in Standard, or before determining CP in an Advanced Game Turn). The User must be Deployed in an enemy Deployment Zone. For two Game Turns the Espionage Unit cannot be Targeted by the player who owns the Deployment Zone and they count as a friendly Unit. Enemy Units within 6" of the User suffer a -1 Dice Modifier to all Attack Dice and cannot claim Objectives, but can still contest them. After being on the table for two Game Turns, the Espionage effect ends and the User can be Targeted normally. If the User makes any Attacks prior to two Game Turns, is attacked by a Unit with Keen Eye or engages an enemy Unit in a Melee, the Espionage benefit is immediately lost.
Invade I	Specific	The User can be Deployed outside their Deployment Zone, but cannot Deploy inside an enemy Deployment Zone. The User cannot be Deployed within 12" of an enemy Deployment Zone.
Invade II	Specific	Functions as per Invade I, except the User cannot be Deployed within 6" of an enemy Deployment Zone.
Invade III	Specific	Functions as per Invade I, except there is no minimum distance from an enemy Deployment Zone.
Phoenix	Specific	The User must be held in Reserve, and will only arrive by replacing a friendly Unit that is removed as a casualty. Only one Phoenix Unit can be placed per casualty Unit. Phoenix replaces a Unit following Transport Casualty rules in Section 6.6 of the Core Rules.
Recon I	Specific	When this Unit is Deployed on the first Game Turn, it can relocate up to 6" in any direction (at the end of the Deploy Phase in Standard or before Action Steps begin in Advanced), which does not count as Movement and cannot engage a Melee.
Recon II	Specific	Functions as per Recon I, except the maximum relocation distance is upgraded to 12".
Rift Gate	Passive	User must be a Transport. Embarked Units inside the User can choose to enter Reserve, and Units in Reserve can choose to Deploy inside the User. This can occur even if the User is outside the player's Deployment Zone.
Seed I	Specific Immediate	The User can only Deploy via Units afflicted with the 'Implant' Perk. As soon as a Target is afflicted with Implant, the player must declare which Seed Unit is 'in' the Target. This cannot be removed with Cure. Only one Unit with Seed (Seed I or Seed II) can be inside a Unit, and cannot be ejected by any means. When a Target with Implant is removed as a casualty, the Seed Unit is placed immediately where the last model of the Target Unit was removed, similar to a destroyed Transport. In an Advanced Game, this still occurs when the Target is removed as a casualty and does not use the 'Deploy' Action. If Seed is taken with the Respawn Trait, the User can only use Respawn after the Implanted Unit is a casualty. When this occurs, the User may use Respawn normally without needing to use Seed (they may enter via a Deployment Zone).

Perk Name	Activation	Description
Seed II	Specific Immediate	<p>The User can only Deploy via Units afflicted with the 'Implant' Perk. As soon as a Target is afflicted with Implant, the player must declare which Seed Unit is 'in' the Target. This cannot be removed with Cure. Only one Unit with Seed (Seed I or Seed II) can be inside a Unit, and cannot be ejected by any means.</p> <p>The Seed II User will count as embarked and engaged in a Melee with the Target, though the Target may still Move, use Perks and Attack other Units as normal. The Target and any embarked Transport passengers can also choose to Attack the User that is 'embarked' inside of it, counted as in a Melee.</p> <p>When a Target with Implant is removed as a casualty, the Seed Unit is placed immediately where the last model of the Target Unit was removed, similar to a destroyed Transport. In an Advanced Game, this still occurs when the Target is removed as a casualty and does not use the 'Deploy' Action.</p> <p>If Seed is taken with the Respawn Trait, the User can only use Respawn after the Implanted Unit is a casualty. When this occurs, the User may use Respawn normally without needing to use Seed (they may enter via a Deployment Zone).</p>
Trespasser I	Specific	<p>The User can use Movement (Move or Dash) while in Reserve to enter an enemy's Reserve.</p> <p>While in an enemy's Reserve, the User may attack enemy Units that are within that player's Reserve, and the enemy Units in Reserve may attack the User, counting all Weapons as having range to all Targets, but not in a Melee.</p> <p>In Reserve, Weapons with a Template/Mode are resolved as if they are embarked in a Transport, with all Units in the player's Reserve counting as embarked passengers.</p> <p>If no enemy Units are in Reserve, the User can Deploy via an enemy player's Deployment Zone, including through an enemy's Nexus. If the player wishes to Deploy through their own Deployment Zone, they must relocate back to their own Reserve first with Movement.</p> <p>If the User also has the Seed or Phoenix Perk, it must Deploy via Seed or Phoenix before it can use this Perk in Reserve. The Trespasser Perk allows an Imprisoned Unit or a Unit with Breach to remain in enemy Reserve after disembarking if they choose to do so.</p>
Trespasser II	Specific	<p>Functions as per Trespasser I, but the User can only be attacked in an enemy's Reserve by other Units with Trespassers I or II.</p>

Leadership

These Perks are ideal for generals, lieutenants, warlords or those that would protect such leaders in battle.

Perk Name	Activation	Description
Bodyguard	Passive	<p>A Bodyguard Unit can attach to any friendly Unit by having the User or Unit's Movement end within Coherency of each other, or can detach from a Unit by using Movement to leave Coherency.</p> <p>Order of damage received from Attacks is as follows: Bodyguards, Attached Units then Commanders.</p> <p>While a Bodyguard is attached to a Unit they may perform Actions together, but in Advanced Games all attached Units will cost their own CP when they use Actions.</p> <p>If any attached Unit engages in a Melee, all attached Units will join in the Melee.</p> <p>Once a Bodyguard Unit is slain, any remaining successful Attack Dice and Saves are followed on to an attached Unit or Commander. If Attack Dice (including Perks that increase HP Loss) exceed the remaining HP of the Bodyguard Unit, they must be rolled in batches that add up to their remaining HP.</p> <p>If there are multiple Bodyguard Units present, the Bodyguard with the lowest Point Cost value at full HP is the one that receives damage first.</p> <p>If an attacking Unit has no line of sight to the Bodyguard but does to the attached Unit, then the attached Unit is not protected by the Bodyguard.</p> <p>When negative Perk effects (such as Weapon Afflictions) are directed at a merged Unit, only the Unit that is first to receive damage will suffer the effect. However, Precision Weapons can bypass this.</p> <p>Any Perks equipped by a Bodyguard are not shared to attached Unit(s).</p>
Challenger	Commander Specific Activate Immediate	<p>When within Weapon Range of one or more enemy Commanders that also have a Weapon in Range, the User can declare a challenge. This can be made against any number of Commanders, and if accepted there is no interference by other Units from any player involved in the challenge.</p> <p>If a challenge is refused, a refusing Commander suffers a -1 Dice Modifier to their Attacks for a Game Turn.</p> <p>If accepted, the challengers detach from any Units they are attached to and can only Target each other until one survivor remains (all other challengers are casualties). In addition, their Movement must be within each other's maximum Weapon Range.</p> <p>Challenge overrides Provoke and Taunt. An attached Bodyguard Unit can accept any enemy Challenge instead of a Commander. Sergeants may only detach from their Unit temporarily to issue or accept a challenge.</p> <p>Once the challenge is over, at the end of the Phase or Action Step a surviving Sergeant must join their Unit again, moved the minimum distance possible to restore coherency.</p> <p>Standard Games: If the Commander has already attacked, the -1 Dice Modifier applies next Game Turn instead.</p>
Egotistical	Commander Specific Radius (6")	<p>If a friendly Unit within 6" of the User (including any attached Units) causes an enemy Commander to become a casualty, the User will inflict a casualty (one model) on that friendly Unit, following normal casualty rules. No Saves are allowed.</p> <p>Whenever the User is not within 6" of a friendly Unit or not attached to a Unit, the User will suffer a -1 Dice Modifier to all of its Attacks.</p>
Furious	Commander Specific Radius (6")	<p>When the User rolls Attack Dice with any of their Weapons, count up the dice that are not successful. Those failed Attack Dice will instead strike the closest friendly Unit within 6" instead, counting as successful Attack Dice against them.</p> <p>If there are no friendly Units within 6", the User attacks itself instead, starting with attached Units.</p>

Perk Name	Activation	Description
Leader	Passive	<p>The User is defined as a Commander. The User can attach itself to another friendly Unit by having the User or Unit's Movement end within Coherency of each other, or can detach from a Unit by using Movement to leave Coherency.</p> <p>The User will not receive damage until the attached Unit is destroyed, unless the User is the only model in line of sight.</p> <p>While a Leader is attached to a Unit they may perform Actions together, but in Advanced Games all attached Units will cost their own CP when they use Actions.</p> <p>If any attached Unit engages in a Melee, all attached Units will join in the Melee.</p> <p>Once all attached Units are slain, any remaining successful Attack Dice and Saves are followed on to the Leader Unit. If Attack Dice (including Perks that increase HP Loss) exceed the remaining HP of the attached Unit, they must be rolled in batches that add up to their remaining HP before allocating remaining Attack Dice to a Leader Unit.</p> <p>If more than one Commander Unit is attached to a Unit, the Commander with the lowest Point Cost value at full HP is the one that receives damage first.</p> <p>When negative Perk effects (such as Weapon Afflictions) are directed at a merged Unit, only the Unit that is first to receive damage will suffer the effect. However, Precision Weapons can bypass this.</p> <p>Any Perks equipped by a Commander are not shared to attached Unit(s).</p>
Orders	Specific Commander Radius (18")	<p>At the start of the Game Turn, the User can direct any friendly Units within 18" (including itself) to choose one of the following:</p> <p>Move, Move, Move! = The Unit's Move and Dash is doubled this Game Turn, but cannot use Weapons.</p> <p>Take Cover! = The Unit gains +1 Defence this Game Turn, but becomes Immobile.</p> <p>Bring it Down! = The Unit gains +1 Power to all Weapons this Game Turn, but -1 to its Defence.</p> <p>Units can only receive one Order per Game Turn.</p> <p>Units without any functional Weapons (that can cause damage) equipped cannot use Move, Move, Move!</p> <p>Units that are Immobile cannot use Take Cover!</p> <p>Units with 0 Defence (after applying modifiers) cannot use Bring it Down!</p>
Sergeant	Passive	<p>The User is defined as a Commander. The User must permanently attach itself to another friendly Unit at the start of the game, and remain within Coherency of the Unit and cannot be removed from it.</p> <p>A Sergeant model must be worth at least 5pts including Weapons. This rule ignores the 50pts minimum Unit Cost for the Sergeant when making a Roster. The Unit the Sergeant is attached to must still be worth at least 50pts without the Sergeant.</p> <p>For Victory Conditions, CP in Advanced Games and casualties (such as eliminating entire Units), the Sergeant is considered a part of that attached Unit instead of being a Unit by itself.</p> <p>Acting as a single Unit, the Sergeant must perform all Actions (Movement and Attacks) with the attached Unit, and must join in a Melee if either are engaged.</p> <p>If there is forced Movement caused to or by an attached Unit or Sergeant (such as those caused from Perks), both Units will perform Movement together.</p> <p>The User will not receive damage until the attached Unit is destroyed, unless the User is the only model in line of sight.</p> <p>Sergeants receive damage before any other Commanders. If there are multiple Sergeants in the Unit, the Sergeant with the lowest Point Cost value at full HP is the one that receives damage first.</p> <p>When negative Perk effects (such as Weapon Afflictions) are directed at the attached Unit, the Sergeant also suffers the effects.</p> <p>Any Perks equipped by a Commander are not shared to attached Unit(s).</p>
War Master	Single Model Passive Radius (6")	<p>The User is defined as a Commander. The User can redirect enemy Attacks onto friendly Units within 6" of the User, as long as both the attacker and User have line of sight and are in Range of the redirected Unit. Attacks are resolved using the redirected Unit's stats (Defence, etc). A redirected Attack cannot be redirected again if the redirected Unit has War Master.</p> <p>If the User is the closest Target for an enemy Unit, then they cannot redirect that enemy's Attack.</p> <p>If attacked inside a Unit (Transport) or in Reserve, a War Master can redirect Attacks onto any other friendly Units that are also embarked or in (the same) Reserve.</p>

Malediction

Maledictions inflict a weakness or lower the stats of a Unit.

Perk Name	Activation	Description
Curse AEGIS	Mastery Test Point Cost (Double) Radius (18") Immediate	Target a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its AEGIS stat lowered by -1 for the duration of the current Game Turn. If the Target has a 6+ AEGIS Save, it becomes nothing. Using Curse AEGIS on a Target that already has Curse AEGIS active has no additional effect.
Curse AP	Mastery Test Point Cost (Lesser) Radius (18") Immediate	Target a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has the AP of all their Weapons lowered by -1, lasting for the duration of the current Game Turn. Using Curse AP on a Target that already has Curse AP active has no additional effect. <i>Example: A Weapon with AP of 5+ becomes AP 6+.</i>
Curse Armour	Mastery Test Point Cost (Double) Radius (18") Immediate	Target a Unit within 18" and line of sight. the Mastery Test is successful, the Target has its Armour stat lowered by -1 for the duration of the current Game Turn. If the Target has a 6+ Armour Save, it becomes nothing. Using Curse Armour on a Target that already has Curse Armour active has no additional effect.
Curse Attacks	Mastery Test Point Cost (Lesser) Radius (18") Immediate	Target a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has the Attacks of all their Weapons halved (rounding up), with a minimum of -1 to Attacks, unless the Weapon only has 1 Attack. This effect lasts for the duration of the current Game Turn. Using Curse Attacks on a Target that already has Curse Attacks active has no additional effect.
Curse Dash	Mastery Test Point Cost (Double) Radius (18") Immediate	Target a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its Dash stat halved (rounding up) for the duration of the current Game Turn. Using Curse Dash on a Target that already has Curse Dash active has no additional effect.
Curse Defence	Mastery Test Point Cost (Double) Radius (18") Immediate	Target a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its Defence stat lowered by -1 for the duration of the current Game Turn. Using Curse Defence on a Target that already has Curse Defence active has no additional effect.
Curse Move	Mastery Test Point Cost (Double) Radius (18") Immediate	Target a Unit within 18" and line of sight. If the Mastery Test is successful, the Target has its Move stat halved (rounding up) for the duration of the current Game Turn. Using Curse Move on a Target that already has Curse Move active has no additional effect.
Curse Power	Mastery Test Point Cost (Lesser) Radius (18") Immediate	Target a Unit within 18" and line of sight. If the Mastery Test is successful, the Target suffers -1 Power to all of their Weapons, lasting for the duration of the current Game Turn. Weapon Power cannot be lowered to be less than 1. Using Curse Power on a Target that already has Curse Power active has no additional effect.

Movement

Movement Perks help Units traverse the Battlefield with regard to scenery and surviving environmental hazards.

Perk Name	Activation	Description
+Dash I (D6)	Passive	When the User makes a Dash, roll a D6. The result is how many inches the User may add to their Dash.
+Dash II (2D6)	Passive	When the User makes a Dash, roll 2D6. The result is how many inches the User may add to their Dash.
+Dash III (3D6)	Passive	When the User makes a Dash, roll 3D6. The result is how many inches the User may add to their Dash.
+Move I (D6)	Passive	When the User makes a Move, roll a D6. The result is how many inches the User may add to their Move.
+Move II (2D6)	Passive	When the User makes a Move, roll 2D6. The result is how many inches the User may add to their Move.
+Move III (3D6)	Passive	When the User makes a Move, roll 3D6. The result is how many inches the User may add to their Move.
Airborne	Passive	The User's Movement completely ignores all Terrain Pieces, Units and Trap Weapons. It also allows Movement onto Impassable Ground. The User cannot be placed on top of Units, but can be placed on Terrain Pieces if it is physically able to do so. This benefit applies to Deployment Perks too, allowing them to Deploy on Terrain and Impassable Ground that would otherwise put them back into Reserve. Attacks in a Melee directed at the User suffer a -2 Dice Modifier.
Charge I	Radius (6") Passive	If there are one or more enemy Units within 6" of this Unit after making a Move or Dash, roll a D6. The result is how many inches this Unit can relocate toward an enemy within 6". If this is enough to make contact, the Unit engages them in a Melee.
Charge II	Radius (12") Passive	Functions as per Charge I, except the Range is increased to 12" and roll 2D6 instead.
Diagonal Inertia I (2 Inches)	Passive	Requires the User's model to have a square base (4 edges), or a tool to measure 45 degrees to the left or right, and a minimum of 2" Move or Dash. The model must have an easily identified front facing for a reference point. After making 2" of Movement in a straight line and every 2" after, the User can turn left or right up to 45 degrees. For miniatures with a square base, pivoting the model up to its front left corner or front right corner is sufficient. Alternatively, a measuring tool that can determine 45 degrees will be necessary. In other terms, assuming the User is facing north, turning 45 degrees to the left would be north west. If the User were turning right, 45 degrees would be north east.
Diagonal Inertia II (3 Inches)	Passive	Functions as per Diagonal Inertia I, but it is every 3" of Movement instead, and the User's profile requires a minimum of 3" Move or Dash.
Diagonal Inertia III (4 Inches)	Passive	Functions as per Diagonal Inertia I, but it is every 4" of Movement instead, and the User's profile requires a minimum of 4" Move or Dash.
Diagonal Inertia IV (6 Inches)	Passive	Functions as per Diagonal Inertia I, but it is every 6" of Movement instead, and the User's profile requires a minimum of 6" Move or Dash.
Forward Motion	Passive	Requires the User's model to have an easily identified front facing for a reference point, and a minimum of 6" Move or Dash. If the model is not easily turned a quarter of a circle, then a tool to determine 90 degrees is recommended. The User can only turn up to 90 degrees to the left or right before making Movement in a straight line. In other terms, assuming the User is facing north, turning 90 degrees to the left would be west, and 90 degrees to the right would be east.
Hexagonal Inertia I (2 Inches)	Passive	Requires the User's model to have a hexagonal base (6 edges), or a tool to measure 60 degrees to the left or right, and a minimum of 2 inch Move or Dash. The model must have an easily identified front facing for a reference point. After making 2" of Movement in a straight line and every 2" after, the User can turn left or right up to 60 degrees. For miniatures with a hexagonal base, pivoting the model up to its front left or front right hexagonal edge is sufficient. Alternatively, a measuring tool that can determine 60 degrees will be necessary. In other terms, assuming the User is facing north, turning 60 degrees to the left would be between north west and west. If the User were turning right, 60 degrees would be between north east and east.
Hexagonal Inertia II (3 Inches)	Passive	Functions as per Hexagonal Inertia I, but it is every 3" of Movement instead, and the User's profile requires a minimum of 3" Move or Dash.
Hexagonal Inertia III (4 Inches)	Passive	Functions as per Hexagonal Inertia I, but it is every 4" of Movement instead, and the User's profile requires a minimum of 4" Move or Dash.

Perk Name	Activation	Description
Hexagonal Inertia IV (6 Inches)	Passive	Functions as per Hexagonal Inertia I, but it is every 6" of Movement instead, and the User's profile requires a minimum of 6" Move or Dash.
Implacable I	Passive	The User may Move and use Heavy Weapons, but will suffer a -2 Dice Modifier to Attack Dice with Heavy Weapons for the remainder of the Game Turn. Advanced Games: Using a Heavy Weapon with Implacable's -2 Dice Modifier will allow the User to Move afterward. If Implacable was not used prior, the Prepare Action will need to be used for the User to Move.
Implacable II	Passive	Functions as per Implacable I, but the Dice Modifier is -1 instead.
Juggernaut I	Passive D6 (4+)	Juggernaut allows the User's Movement to pass through other Units, and also ignore and potentially destroy Terrain Pieces. For each Terrain Piece the User passes through, roll a dice. On a 4+, the Terrain Piece that was passed through is destroyed and removed from the Battlefield. Any Units on top or inside of the Terrain Piece are placed below, where the Terrain Piece once occupied, as close as possible to the location while maintaining Coherency and not being on top of other Units.
Juggernaut II	Passive	Functions as per Juggernaut I, except no D6 of 4+ is necessary; terrain is automatically destroyed.
Jumper	Passive	The User's Movement allows them to 'jump' or teleport across the Battlefield, allowing it to travel through or over Difficult Ground and other Units. The User also ignores Traps if they don't start or end Movement within 2" of the Trap Marker. The User can land on top of Terrain Pieces (that are traversable) but not on Impassable Ground. If Units or Terrain Pieces are taller than the User's Movement, they will not be able land on top of it. Jumper allows the User to land on top of Terrain Pieces that may be inaccessible to other Units. If the User starts or ends their Movement on Dangerous Ground, they are affected as normal.
Nonstop I	Specific Radius (12")	At the end of each Game Turn, the User must be at least 12" away from where it began at the start of the Game Turn. If the User (all models in the Unit) cannot do this, it becomes a casualty. The User is unaffected by the 'Movement Lock' of being engaged in a Melee and can leave a Melee freely.
Nonstop II	Specific Radius (18")	Functions as per Nonstop I, but the distance is increased to 18".
Nonstop III	Specific Radius (24")	Functions as per Nonstop I, but the distance is increased to 24".
Rush	Activate	If no Weapons have been used this Game Turn, the Unit can increase its Move and Dash Stats by 50%. After Rush is active, the Unit cannot use Weapons this Game Turn.
Thrust	Passive	For each 12" of Movement (Move, Dash, Blink) in a continuous straight line made by the User, they gain +1 to AEGIS Save. This increase resets at the end of a Game Turn if the User is still in a Melee, does not make any Movement on that Game Turn, fails to go in a straight line, becomes Immobile, suffers Force or Knockback, enters a Transport (or suffers Imprison) or goes into Reserve. AEGIS cannot exceed 2+.
Traverse I	Passive	The User ignores Difficult Ground.
Traverse II	Passive	The User ignores Difficult and Dangerous Ground.
Unstoppable	Passive	The User is unaffected by Cripple, Freeze, Slow, Solidify, Stop, Force, Paralysis, Knockback, Warp, Tow and Grapple. If the User also has a Combat Damage Perk, refer to the following: Combat Damage I: Any results of 1 cause the User to lose 2 HP, with additional identical results on the same Game Turn causing 1 HP to be lost instead. Combat Damage II: Any Results of 1 or 3 cause the User to lose 2 HP, with duplicate results on the same Game Turn causing 1 HP to be lost instead.
Unyielding	Passive	When the User is engaged in a Melee, the Locked Movement effect only lasts for that Game Turn, leaving the User free to leave that Melee in the next Game Turn.
Wanderer	Specific Scatter Arrow	All of the User's Movement directions are determined randomly. Before making any Movement, roll a Scatter Arrow; the direction of the arrow determines where the User must direct its Movement. If a 'Hit' is rolled, the player may choose where to direct the User. Whether the Movement is random or controlled, the player decides how far it will travel, up to its maximum available Movement. Wanderer adds random direction to Blink and Teleport.

Psychological

Psychological Perks focus on a Unit's confidence, morale, loyalty or state of mind.

Perk Name	Activation	Description
Berserk	Passive	<p>The User must direct any and all Movement toward the closest enemy Unit until all Weapons are in Range. Weapons must be directed to the closest enemy Unit (except for those with the Heal Perk).</p> <p>If multiple enemy Units are the same distance, User may choose the Target.</p> <p>Units with no Weapons cannot take this Perk.</p> <p>Advanced Games: Berserk Units must perform at least one Movement (Move or Dash Action), unless all Weapons are in Range of the closest enemy, and if able, must Attack at least once each Game Turn (which costs CP as normal).</p>
Conviction	HP Loss	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, roll a D3 and the User will gain one of the following, lasting for the current Game Turn:</p> <ol style="list-style-type: none"> 1) +1 AEGIS (up to 2+). 2) +2 Defence. 3) +50% to Move and Dash.
Execution	HP Loss Mastery Test	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, the User must roll a Mastery Test.</p> <p>If failed, one model in the User's Unit, chosen by the controlling player, will lose all its HP and becomes a casualty to be removed immediately. Roll the Mastery Test again and repeat until it passes or until all models in the Unit have become casualties.</p>
Fall Back	HP Loss Mastery Test	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, the User must roll a Mastery Test.</p> <p>If failed, the User must dedicate all Movement toward the closest friendly Deployment Zone board edge. If the User touches the board edge, it goes into Reserve. If Immobile, the User goes immediately into Reserve. The User must remain in Reserve until the next Game Turn.</p> <p>If engaged in a Melee while under the effects of Fall Back, the User suffers a -1 Dice Modifier to Attack Dice, instead of redirected Movement.</p> <p>Advanced Games: A single Move and Dash occurs immediately and does not cost CP.</p>
Frenzy	HP Loss Mastery Test	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, the User must roll a Mastery Test.</p> <p>If passed, the User will have its Move and Dash increased by 50%, and +1 Power to of all their Weapons.</p>
Morale I	HP Loss Mastery Test	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, the User must roll a Mastery Test.</p> <p>If failed, the User receives a negative -1 Dice Modifier to all Attack Dice, and Unit treats the Battlefield as Difficult Ground even with Movement Perks. This effect lasts until the end of the Game Turn.</p>
Morale II	HP Loss Mastery Test	<p>Functions as per Morale I, but with a -2 Dice Modifier to all Attack Dice instead.</p>
Panic	HP Loss Mastery Test	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, the User must roll a Mastery Test.</p> <p>If failed, the User becomes Immobile and may not use any Weapons. This effect lasts until the end of the Game Turn.</p>
Psychotic	Passive Game Turn 2+	<p>From Game Turn 2 and onwards, Psychotic Units must direct any and all Movement toward the closest Unit, friend or foe, until all Weapons are in Range. Weapons must be directed to the closest Unit (except for those with the Heal Perk). The User will not attack Units attached to the User.</p> <p>If multiple Units are the same distance, User may choose the Target.</p> <p>Units with no Weapons may not take this Perk.</p> <p>If no other friendly Units are on the Battlefield, the User will attack itself (starting with attached Units) with all available Weapons. The User can embark a Transport, but will attack any other embarked Units, then the Transport (until the User disembarks).</p> <p>Advanced Games: From Game Turn 2 and onwards, Psychotic Units must perform at least one Movement (Move or Dash Action), unless all Weapons are in Range of the closest Unit, and if able, must Attack at least once each Game Turn (which costs CP as normal).</p>

Perk Name	Activation	Description
Pusillanimous	HP Loss Specific	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, the User must roll 2D6.</p> <p>If the result is 7 or less, the test passed. If the result is 8 or higher, the test failed.</p> <p>If failed, look at the total rolled with the 2D6 and then deduct 7. That is the amount of HP the User will lose with no Saves allowed.</p> <p><i>Example: A 2D6 result of 11 will cause a Unit to lose 4 HP (11-7= 4).</i></p>
Traitorous	Specific	<p>When casualties are removed, check for Traitorous. If the User has lost 50% or more of its total HP, it betrays the player, counting as an enemy Unit to the player for the rest of the game and cannot contest or claim Objectives. The User must direct Attacks at the closest friendly Unit, only directing Movement to bring all Weapons in Range. Weapons with the 'Heal' Perk must Target the User, but if at full HP they will Target the closest enemy Unit instead.</p> <p>If the User was in a Melee with an enemy Unit, they are now unengaged.</p> <p>If the User is a Transport and becomes Traitorous, and has friendly passenger Units embarked, the User must Target the passengers with available Weapons.</p> <p>If all friendly Units are casualties, the Traitorous Unit becomes a casualty.</p> <p>Advanced Games: Traitorous Units must perform at least one Movement (Move or Dash Action), unless all Weapons are in Range of the closest Unit, and if able, must Attack at least once each Game Turn, which does not cost CP as normal. In addition, the Unit no longer generates CP at the start of the Game Turn.</p> <p><i>Example: A Unit starting with 16 HP or 17 HP will trigger Traitorous when it has 8 HP or less.</i></p>
Unstable	HP Loss Mastery Test	<p>At the start of the Game Turn, check if the User has lost HP in the previous Game Turn, or if the User only has 1 HP. If so, the User must roll a Mastery Test.</p> <p>If failed, the User will go into Reserve and must stay there for the current Game Turn and can be Deployed next Game Turn.</p>
Wild Instinct	Specific Radius (12")	<p>If there is no friendly Commander model within 12" of the User at the start of the Game Turn, then Wild Instinct becomes active. Roll a D3 at the start of the Game Turn:</p> <ol style="list-style-type: none"> 1) Inactive: The User does nothing and cannot be used at all during this Game Turn. 2) Berserk: The User must attack the closest visible enemy Unit, only making a Move or Dash if all Weapons are not in Range. If no enemies are in line of sight, treat this as a result of 1 (Inactive). In Advanced, the User must perform at least one Movement (unless all Weapons are in Range of the closest enemy), and if able, must Attack at least once (which costs CP as normal). 3) Normal: The User behaves under the player's control as normal.

Recovery

Recovery Perks restore Unit HP and fallen models on the battlefield.

Perk Name	Activation	Description
Cure I	Mastery Test Radius (18")	The User can remove all negative Perk effects from the Affliction family (which are Weapon Perks, including Afflictions that manifest on a later Game Turn), Terrify and temporary effects from the Psychological family (such as Morale or Fall Back) on a Target Unit within 18" and line of sight. If a Unit is suffering Zombify, Cure must be used on it before it becomes a casualty to save it from becoming a Zombified Unit. If Cure is used on the Unit when it has already become Zombified, the Unit will instantly become a casualty.
Cure II	Mastery Test Radius (18")	Functions as per Cure I, except line of sight is not necessary.
Healer I	Activate HP+ Point Cost (Double Max) Radius (6")	The User can restore HP to a Unit within 6" and line of sight. The HP Restored is equal to the Target's total maximum HP divided by 10 (rounding up). Note, this Perk cannot recover a Unit that is fully a casualty.
Healer II	Activate HP+ Point Cost (Double Max) Radius (12")	Functions as per Healer I, except the amount of HP restored is equal to the Target's total maximum HP divided by 4 (rounding up) and the range is increased to 12".
Healer III	Activate HP+ Point Cost (Double Max) Radius (18")	Functions as per Healer I, except the amount of HP restored is equal to the Target's total maximum HP divided by 2 (rounding up) and the range is increased to 18".
Engineer I	Activate HP+ Point Cost (Double Max) Radius (6") Specific	Target must be a Unit with the Artificial Unit Perk. The User can restore HP to a Unit within 6" and line of sight. The HP Restored is equal to the Target's total maximum HP divided by 10 (rounding up). Note, this Perk cannot recover a Unit that is fully a casualty.
Engineer II	Activate HP+ Point Cost (Double Max) Radius (12") Specific	Functions as per Engineer I, except the amount of HP restored is equal to the Target's total maximum HP divided by 4 (rounding up) and the range is increased to 12".
Engineer III	Activate HP+ Point Cost (Double Max) Radius (18") Specific	Functions as per Engineer I, except the amount of HP restored is equal to the Target's total maximum HP divided by 2 (rounding up) and the range is increased to 18".
Last Stand	Casualty Limited Use (1)	The first time the User becomes a casualty, it instead removes all negative Perk effects and restores all HP, causing previous casualty models in the Unit to be returned into Coherency. This lasts until the User becomes a casualty again or until the end of the next Game Turn, where the User is removed as a casualty.
Recover	Activate HP+	Requires the User to have at least 10 HP when at full HP, and the entire Unit to not be a casualty. For every 10 HP the User has, roll a D3. The total of the D3 is how much HP is restored to the Unit. Casualty models in the Unit are brought back and placed within Coherency. Example: A Unit with 20 HP rolls two D3, getting a 3 and 1. 4 HP is recovered.
Regenerate	Activate HP+	User restores lost HP and casualties. The HP Restored is equal to its total maximum HP divided by 10 (rounding up). Casualty models in the Unit are brought back and placed within Coherency. Regenerate does not function if the entire Unit has become a casualty (no models remain). Example: A Unit that started with 23 Models with 1 HP each, have taken several casualties and are using Regenerate. They would recover 3 HP (23 divided by 10 is 2.3, rounds up to 3), which in this case is 3 models.

Perk Name	Activation	Description
Reservoir	Casualty Limited Use (1)	Instead of becoming a casualty, the Unit recovers 25% (1/4) of its maximum HP (rounding up), with a minimum of 1 HP restored. Restored casualty models are placed within Coherency of the Unit. The Unit must have at least 4 HP at full strength to use this Perk. <i>Example: A Unit of 5 models each with 2 HP is reduced to 0 HP. The Unit will recover 3 HP. 2 models are revived, one with 2 HP and one with 1 HP.</i>
Resurrection I	Casualty D6 (4+) Specific	Each model in the Unit that is a casualty is placed on its side or receives a marker. At the start of the next Game Turn, the model can revive on a D6 of 4+, starting at full HP and placed within Coherency of their Unit. If the dice roll fails, they remain slain and are removed as a casualty. If the Unit fully becomes a casualty, it counts as destroyed for Mission Objectives but may still rise up and fight again, able to capture Objective Markers as normal. Resurrection does not reset Perks and Weapons with limited uses. Negative Perk effects persist on the Unit even if the Unit returns from 0 HP.
Resurrection II	Casualty D6 (4+) Specific	This Perk functions exactly as per Resurrection I except if failed, they can test again on each subsequent Game Turn.
Technician	Mastery Test Radius (6")	The User can remove some Afflictions, fix Weapons with Malfunction or undo the effects of the 'Combat Damage' Perk. After a successful Mastery Test, the User can perform one of the following to itself or a friendly Unit within 6" and line of sight: <ol style="list-style-type: none"> 1) Remove all Burn, Ignite and Shock Afflictions 2) Restore a Weapon suffering from Malfunction I or II 3) Undo any Movement restrictions caused by Combat Damage 4) Fix one Weapon destroyed by Combat Damage

Transformation

Transformations are where a Unit's Stats can change over the course of the battle.

Perk Name	Activation	Description
Ascension I	Specific	After one entire Game Turn has been spent on the Battlefield (not in Reserve), the User doubles its Defence, Move, Dash, current and max HP and can reroll failed Saves for the rest of the Game. Standard Games: User must be present from end of the Deploy Phase to the end of the Game Turn. Advanced Games: User must be present before Action Steps begin to the end of the Game Turn. <i>Example: If the User was Deployed on Turn 1, Ascension will take effect on Turn 2.</i>
Ascension II	Specific	As per Ascension I, except two Game Turns must take place.
Ascension III	Specific	As per Ascension I, except three Game Turns must take place.
Descend I	Specific	After being Deployed for the first time, for one Game Turn the User doubles its Defence, Move, Dash, current and max HP and can reroll failed Saves. When the Game Turn has ended, these Stats are returned to normal, but current HP is halved, rounding up.
Descend II	Specific	As per Descend I, except the effect lasts for two Game Turns.
Descend III	Specific	As per Descend I, except the effect lasts for three Game Turns.
Doppelganger I	Activate Point Cost (Lesser) Radius (18") Limited Use (1)	The User can Target and become another Unit for the rest of the game, mimicking their Stats, Weapons, Perks (but retains Doppelganger), current number of models and HP in the Target's current state. The User remains as an enemy Unit to the player it copies. The User can Target any Unit within 18" that is currently worth equal to or less than the User's Current Point Cost and in line of sight. The User cannot discard their new form once changed. The User cannot activate Doppelganger if they used their own Weapons in the same Game Turn.
Doppelganger II	Activate Point Cost (Lesser) Radius (18")	Functions as per Doppelganger I, but with the following changes: Standard Games: The User may copy a Unit each Game Turn. Advanced Games: The User may copy a Unit every time it selects the 'Use Perks' Action.
Form I	Activate Linked Profiles (2)	The User can shift into a different Form; a profile represented with a different Unit. There are two Forms available for the User. User can be exchanged for another linked Unit that has Form I. Two Units are linked at the start of the game (only one of the Unit's Forms can be Deployed, and the other Form is not to be Deployed on the Battlefield, nor is it in Reserve, it is completely inaccessible to players). Follow the rules for ' Linked Profiles ' in Section 12.2.
Form II	Activate Linked Profiles (3)	Functions as per Form I, but there are three Units linked at the start of the game (only one can be Deployed). Follow the rules for ' Linked Profiles ' in Section 12.2.
Form III	Activated Linked Profiles (4)	Functions as per Form I, but there are four Units linked at the start of the game (only one can be Deployed). Follow the rules for ' Linked Profiles ' in Section 12.2.
Fusion	Activate Limited Use (1) Point Cost (Greater)	The User is formed by removing one or more friendly Units during Deployment or with a Deploy Command. These Units can be selected from the Battlefield or Reserve and must add up to 10 times the Point Cost of the User. Once the Point Cost has been met, the User is placed in Reserve and can be Deployed immediately. Refer to a removed Unit's Current Point Cost for creating a Fusion. Units with Summon or Respawn (Traits) cannot be used to activate Fusion. The User can be used to create a different Fusion Unit, but multiply the User's Point Cost by 10 to determine its value for Fusion. <i>Example: A 20pts User Deploys, but must remove 200pts worth of friendly Units to achieve this.</i>

Perk Name	Activation	Description
Incorporeal	Activate Limited Use (1)	<p>When activated, the User becomes immune to all damage, cannot be Targeted by any Unit, all negative Perk effects are removed and cannot lose any HP (except if self-inflicted by Perks). However, the User cannot seize or interact with Objectives (dropping any when Activated), and can only use Perks or Weapons on itself or other active Incorporeal Units. If already engaged in a Melee, they immediately leave it.</p> <p>With Incorporeal active, the User can freely move through solid objects such as terrain and other Units, and other Units can pass through the User. Once activated the user remains Incorporeal until they choose to deactivate it after Movement (Move or Dash), or at the end of a Game Turn.</p> <p>Game Turns that have Incorporeal active do not contribute to Perks that improve or change over a number of Game Turns (such as Ascension, Escalate or Powered by Pain). Perks that become weaker over time are still affected as normal (such as Descend).</p> <p>Other Units with Incorporeal active can Target other Incorporeal Units with Perks or Weapons and engage in a Melee, able to interact like normal Units.</p> <p>If activated, Incorporeal Transport Units or Incorporeal passengers will disembark the Transport, passengers being placed in base contact with the Transport (if both have Incorporeal, activating one will activate both simultaneously, avoiding disembarking).</p> <p>Activating Incorporeal will cause any Units using Breach against the User to disembark.</p> <p>Incorporeal can be used to escape from Imprison, allowing the User to disembark normally from the Imprison Unit.</p> <p>If Incorporeal is active or deactivated during the final Game Turn, the User counts as destroyed for the purposes of Victory Conditions.</p>
Limit Break I	Activate Limited Use (1)	The Unit doubles its Move and Dash Stats, increases all Weapon Range by 6", Power by +3, AP by +1, lasting for one Game Turn. When the Game Turn has ended, these Stats are returned to normal.
Limit Break II	Activate Limited Use (2)	Functions as per Limit Break I, except it can be used on two Game Turns.
Limit Break III	Activate Limited Use (3)	Functions as per Limit Break I, except it can be used on three Game Turns.
Transform I	Specific	<p>User can choose one of the following at the start of each Game Turn:</p> <p>A) Tank: +1 Defence.</p> <p>B) Melee: All Weapons become 0" Range but receive +1 Power.</p> <p>C) Ranged: All Weapons have their Range increased by 50% (divide Range by 2, then multiply by 3).</p> <p>D) Movement: Removes negative Movement Perk effects. The User's Movement allows them to pass through Difficult and Dangerous Ground unaffected. It also allows them to pass through Terrain Pieces and Units freely as long as it does not end Movement in them.</p>
Transform II	Specific	<p>User can choose one of the following at the start of each Game Turn:</p> <p>A) Tank: +2 Defence Stat, increase Armour Save by +1.</p> <p>B) Melee: All Weapons become 0" Range but receive +1 Power, +1 AP and +1 Attack.</p> <p>C) Ranged: All Weapons have their Range doubled, +1 Power and +1 AP.</p> <p>D) Movement: 50% increase to Move and Dash Stats (divide Stats by two then multiply by three), removes negative Movement Perk effects. The User's Movement allows them to pass through Difficult and Dangerous Ground unaffected. It also allows them to pass through Terrain Pieces and Units freely as long as it does not end Movement in them.</p>
Transform III	Specific	<p>User can choose one of the following at the start of each Game Turn:</p> <p>A) Tank: +3 Defence Stat, increase Armour and AEGIS Saves by +1.</p> <p>B) Melee: All Weapons become 0" Range but receive +2 Power, +1 AP and +2 Attacks. +6" to Move.</p> <p>C) Ranged: All Weapons have their Range doubled, +2 Power and +1 AP.</p> <p>D) Movement: Double Move and Dash Stats, removes negative Movement Perk effects. The User's Movement allows them to pass through Difficult and Dangerous Ground unaffected. It also allows them to pass through Terrain Pieces and Units freely as long as it does not end Movement in them.</p>

Transportation

Transportation Perks affect how a Transport Unit functions or can allow a Unit to relocate other Units.

Perk Name	Activation	Description
Compartment: Enclosed	Passive	<p>The User must be a Transport. Up to half of the User's Transport stat can be designated as Compartment: Enclosed.</p> <p>A Compartment is an area for Units to embark. Units may embark any Compartment of the Transport by making base contact with the User. Alternatively, Units that are embarked in the Transport may access a Compartment with Movement or vice versa.</p> <p>If the Enclosed Compartment's passengers are Targeted by Weapons, the Transport's Defence, Armour and AEGIS can be used instead of the passenger's stats. If the Transport has Saves that can be rerolled, the passenger will benefit if using the Transport's Saves. Breach and Hijack Perks ignore this Perk.</p>
Compartment: Exposed	Passive	<p>The User must be a Transport. Up to half of the User's Transport stat can be designated as Compartment: Exposed.</p> <p>A Compartment is an area for Units to embark. Units may embark any Compartment of the Transport by making base contact with the User. Alternatively, Units that are embarked in the Transport may access a Compartment with Movement or vice versa.</p> <p>Units embarked in the Exposed Compartment and the Transport can both be Targeted by any Unit. Embarked Units in the Compartment may Attack without Fire Points equipped on the Transport.</p>
Compartment: Unsheltered	Passive	<p>The User must be a Transport. Up to half of the User's Transport stat can be designated as Compartment: Unsheltered.</p> <p>A Compartment is an area for Units to embark. Units may embark any Compartment of the Transport by making base contact with the User. Alternatively, Units that are embarked in the Transport may access a Compartment with Movement or vice versa.</p> <p>Units embarked in the Unsheltered Compartment do not need Fire Points to attack, but are Targeted and receive casualties before the Transport and any other Compartment.</p>
Crew I	Passive	<p>This User must have Transport Capacity and Fire Points set to 'Yes'. For the User to wield Weapons and Perks, it needs at least one Unit embarked within it.</p> <p>If no Unit is embarked, the Unit can still perform Movement.</p>
Crew II	Passive	Functions as per Crew I, except User cannot make any Movement without a Unit embarked.
Crew III	Passive	<p>Functions as per Crew II, except User can be embarked and controlled by any Unit (friend or foe).</p> <p>If the User becomes unoccupied it counts as a friendly Unit to all players, but can be engaged in a Melee if desired.</p>
Enclosed	Passive	<p>The User must be a Transport. If the User's passengers are Targeted by Weapons, the User's Defence, Armour and AEGIS can be used instead of the passenger's stats.</p> <p>If the User has Saves that can be rerolled, the passenger will benefit if using the User's Saves. Breach and Hijack Perks ignore this Perk.</p>
Escape Transport	Passive Radius (12")	User must be a Transport. Embarked Units may begin their disembark up to 12" away from the User, even if the User was a casualty.
Exposed	Passive	User must be a Transport. Embarked Units and the User can both be Targeted by any Unit and the Embarked Units may Attack without Fire Points equipped.
Squadron Transport	Passive	<p>The User must be a Transport. The Transport Capacity and any Compartment Perks of each model in the Unit is added together and does not diminish as the User suffers casualties. Each model in the Unit is effectively combined into a single Transport for carrying passengers.</p> <p>Units can embark or disembark via any model of the Squadron Transport Unit. If the User has Fire Points, embarked Units can attack from any model of the User.</p> <p>If the User is a casualty, refer to the last model that became a casualty for placing passengers.</p> <p>To represent dismountable cavalry, riders and similar Units, it is recommended to also take the Exposed or Unsheltered Perk on the User.</p>

Perk Name	Activation	Description
Tow I	Activate Point Cost (Double Max)	<p>The User may Tow a friendly Unit that is in base contact. The Towed Unit remains in base contact with the User until they are no longer being Towed. A Unit with Tow may release a Towed Unit during Movement.</p> <p>The User can attach itself to a Unit by having the User or Unit's Movement end within base contact of each other, or can detach from a Unit by using Movement to leave base contact.</p> <p>If a Towed Unit is relocated via the User's Move or Dash, the Towed Unit counts as making Movement in regard to Weapon Types.</p>
Tow II	Activate Point Cost (Double Max) Radius (6")	<p>Functions as per Tow I, except the User may attach to a Unit up to 6" away with Tow.</p>
Tow III	Activate Mastery Test Point Cost (Double Max)	<p>The User may Tow a friendly Unit that is within 6". The Towed Unit remains within 6" of the User until they are no longer being Towed. A Unit with Tow may release a Towed Unit during Movement.</p> <p>With a successful Mastery Test, the User may Tow an enemy Unit that is within 6", lasting until the end of the Game Turn.</p> <p>The User can attach itself to a Unit by having the User or Unit's Movement end within 6" of each other, or can detach from a Unit by using Movement to go outside of the 6" Tow radius.</p> <p>If a Towed Unit is relocated via the User's Move or Dash, the Towed Unit counts as making Movement in regard to Weapon Types. Towed Enemy Units are not affected.</p> <p>If opposing Units both have Tow III and both successfully use Tow on each other, they must remain stationary.</p>
Transport Link	Passive	<p>User must be a Transport. The User is linked to any other friendly Transport Units with Transport Link equipped in the same Roster.</p> <p>Any embarked Units can transfer from one Transport (with Transport Link) to any other Transport (with Transport Link) by using a Move or Dash. The destination Transport must have enough Transport Capacity to hold the transferring Unit.</p> <p>There is no minimum or maximum distance that embarked Units can travel via Transport Link. Transport Link cannot transfer embarked Units to Transports in Reserve or that are casualties.</p>
Unsheltered	Passive	<p>User must be a Transport. Embarked Units do not need Fire Points to attack, but are Targeted and receive casualties before the User.</p>

Vulnerability

These Perks make a Unit weaker or more susceptible to damage.

Perk Name	Activation	Description
Anaemic	Passive	The User suffers double HP Loss from Bleed and Leech.
Combat Damage I	Passive	For each HP Loss the User receives, instead of applying -1 HP, roll a D3 and refer to below: 1: User's Movement reduced by 50% next Game Turn (lasts one Game Turn) 2: User's Weapons suffer -3 Dice Modifier to Attack Dice next time User attacks 3: -D3 HP Duplicate results of 1 or 2, or any results that will have no effect on the Unit become -1 HP instead. The User must start the game with at least 3 HP to use this Perk. Self-Destruct or any other Perks that instantly inflict casualties despite User's HP are not prevented by this Perk.
Combat Damage II	Passive	For each HP Loss the User receives, instead of applying -1 HP, roll a D6 and refer to below: 1: User's Movement reduced by 50% next Game Turn (lasts one Game Turn) 2: User's Weapons suffer -3 Dice Modifier to Attack Dice next time User attacks 3: Next Game Turn, User is Immobile and can't use Weapons (lasts one Game Turn) 4: One of the Unit's Weapons is immediately broken for the rest of the game, chosen by Attacker 5: -D3 HP 6: -D6 HP Duplicate results of 1 to 3, or any results that will have no effect on the Unit become -1 HP instead. The User must start the game with at least 3 HP to use this Perk. Self-Destruct or any other Perks that instantly inflict casualties despite User's HP are not prevented by this Perk.
Cowardly	Passive	Dread, Terrify and Horrific do not require a Skill or Mastery Test against the User (automatic pass).
Degenerate	Passive Specific	As the User loses HP, its Defence Stat lessens. At 50% or less HP (rounding up), the User suffers -1 to their Defence. At 25% or less HP (rounding up), the User suffers -2 to their Defence. The User must have a Defence of 2 or higher on their profile, and at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up. <i>Example: A Unit with 21 HP triggers the -1 effect at 11 HP, and the -2 effect triggers at 6 HP.</i>
Deteriorate	Passive Specific	As the User loses HP, its Armour Stat lessens. At 50% or less HP (rounding up), the User suffers -1 to their Armour Save. At 25% or less HP (rounding up), the User suffers -2 to their Armour Save. The User must have a 5+ or better Armour Save on their profile, and at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up. <i>Example: A Unit with 21 HP triggers the -1 effect at 11 HP, and the -2 effect triggers at 6 HP.</i>
Diminish	Passive Specific	As the User loses HP, it becomes slower. At 50% or less HP (rounding up), the User suffers a 50% reduction to Move and Dash. At 25% or less HP (rounding up), the User suffers a 25% reduction to Move and Dash. The User must have a Move and Dash of 6" or greater and at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up. <i>Example: A Unit with 17 HP triggers the 50% effect at 9 HP, and the 25% effect triggers at 5 HP.</i>
Dodderly	Passive	Cripple and Freeze do not require a Skill Test against the User (automatic pass).
Flammable	Passive	The User suffers double HP Loss from Burn and Ignite.
Flinching	Passive	Paralysis and Stun do not require a Skill Test against the User (automatic pass).

Perk Name	Activation	Description
Regress	Passive Specific	<p>As the User loses HP, its AEGIS Stat lessens.</p> <p>At 50% or less HP (rounding up), the User suffers -1 to their AEGIS Save.</p> <p>At 25% or less HP (rounding up), the User suffers -2 to their AEGIS Save.</p> <p>The User must have a 5+ or better AEGIS Save on their profile, and at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk.</p> <p>To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up.</p> <p><i>Example: A Unit with 21 HP triggers the -1 effect at 11 HP, and the -2 effect triggers at 6 HP.</i></p>
Sickly	Passive	Poison, Venom, Pestilence and Plague effects cause double HP Loss. Weapons with Virus automatically cause Virus by targeting the User, even if no Attack Dice succeed.
Undead	Passive	The User suffers doubled (x2) HP Loss instead of regaining HP from Weapons with Heal, and the Healer Perk.
Weak Minded	Passive	Confuse, Delirium, Dominate and Fugue do not require a Skill Test against the User (automatic pass).

12.5 WEAPON PERKS

Affliction, Enhancement, Limitation, Mode, Perforation, Offensive, Restoration and Tactical form the Weapon Perk families.

Affliction

These Perks inflict conditions such as slowing movement, lowering Stats or causing damage over time.

Perk Name	Activation	Description
Bleed	HP Loss Immediate Stackable	Target suffers Bleed for the remainder of the game. Each time the Target makes any Movement, it loses 1 HP, causing casualties immediately. <i>Example: In a Standard Game, a Unit suffering Bleed loses 3 HP by making a Move, Dash and used the Blink Perk. In an Advanced Game, a Unit suffering Bleed will lose 2 HP due to using Move twice.</i>
Blind I	HP Loss Skill Test Immediate	If Skill Test is successful, the Target suffers a -1 Dice Modifier to all Attack Dice and halves the current Range of their Weapons. This applies immediately and lasts until the end of the current Game Turn. Standard Games: If the Unit has already attacked, the Perk applies next Game Turn instead.
Blind II	Attack Dice Skill Test Immediate	Functions as per Blind I, except that successful Attack Dice are sufficient to trigger a Skill Test. HP Loss is not necessary.
Burn	HP Loss End of Turn Stackable	Target suffers Burn for the remainder of the game. At the end of each Game Turn, the Target loses 1 HP with no Saves allowed.
Concussive	Attack Dice Skill Test Immediate	If Skill Test is successful, the Target suffers a negative -1 Dice Modifier to all Weapon Attacks, lasting until the end of the Game Turn. Standard Games: If the Unit has already attacked, the Perk applies next Game Turn instead.
Confuse	HP Loss Skill Test End of Turn Instruct	If Skill Test is successful, the Target is afflicted with Confuse at the end of the Game Turn. For the next Game Turn, the Unit cannot use Weapons, or any Perks with Activate or Mastery Tests. In addition, the player that caused Confuse can Move and Dash the Unit, and is free to leave a Melee. Advanced Games: One Move and one Dash occur at the start of the Game Turn with no CP cost.
Corrode	HP Loss Immediate	The Target suffers -1 to their Armour Save Stat, lasting until the end of the Game Turn.
Cripple I	HP Loss Skill Test End of Turn	If Skill Test is successful, the Target will have its Move and Dash distances reduced by 50% on the following Game Turn.
Cripple II	Attack Dice Skill Test End of Turn	Functions as per Cripple I, except that successful Attack Dice are sufficient to trigger a Skill Test. HP Loss is not necessary.
Delirium	HP Loss Skill Test Immediate	If Skill Test successful, the Target will attack the closest Unit (friend or foe) with all available Weapons. Standard Games: If the Unit has already attacked, the Perk applies next Game Turn instead. Advanced Games: Delirium does not cause the Target to spend CP or count as an Action.
Direction Lock	HP Loss Skill Test End of Turn	The Target Unit can only Move and Dash the same direction as the last time it made Movement, referring to the previous direction of the last Move or Dash made by the Target. Lasts for one Game Turn. If the Target Unit has not made a Move or Dash yet this game, Directional Lock has no effect.
Dread	HP Loss Skill Test End of Phase/Step	If Skill Test is successful, the Target must dedicate the next Move and Dash toward the closest friendly Deployment Zone's board edge. If the Target touches the board edge, it enters Reserve. If Immobile, the Target goes immediately into Reserve. The Target must remain in Reserve until the next Game Turn. If engaged in a Melee while under the effects of Dread, the Target suffers a -1 Dice Modifier to Attack Dice instead of being forced to direct Movement to their Deployment Zone. Advanced Games: A single Move and Dash occurs immediately and does not cost CP.
Freeze	HP Loss Skill Test End of Turn	If Skill Test is successful, the Target will become Immobile on the following Game Turn.
Fugue	HP Loss Skill Test End of Turn	If Skill Test successful, the Target will automatically fail all Mastery and Skill Tests on the following Game Turn and Weapons with the Aether Perk suffer a -3 Dice Modifier to the Aether Test (requiring a total of 6 or less to succeed, causing a result of 2 to count as 5 and a result of 9, 10 or 11 to count as 12). Harmless Weapon Afflictions succeed on a 4+ instead of automatically.

Perk Name	Activation	Description
Ignite I	HP Loss End of Turn Stackable	The Target is afflicted with Ignite I. At the end of each Game Turn, the Target must roll D6 Saves factoring the Weapon's AP (and no other Perks); any that fail will cause the Target to lose HP. The Target can choose to remove all stacks of Ignite by using an Attack Action, but cannot use any Weapons. In Advanced Games, use an Attack Action (including CP) without using Weapons to remove all stacks of Ignite. When managing stacks of Ignite, use different markers for different levels of AP.
Ignite II	HP Loss End of Turn Stackable	Functions as per Ignite I, but the Attack does not allow AEGIS Saves.
Implant	HP Loss	The Target is afflicted with Implant. One of the player's Units with the Seed Perk can use the Target to Deploy onto the Battlefield. Refer to Seed I and Seed II for details.
Leech	HP Loss End of Turn Stackable	If successful, the Target is afflicted with Leech. At the end of each Game Turn, the Target loses 1 HP with no Saves allowed and grants it to the User, restoring 1 lost HP (to the User's Unit). If the User is at full HP, the Target will still lose 1 HP. If the User (and the Unit it belongs to) is a casualty, Leech is removed from the Target. The stolen HP cannot be directed to attached Units.
Mitigate	HP Loss Immediate	All of the Target's Weapons suffer -1 to AP, lasting until the end of the Game Turn. Standard Games: If the Unit has already attacked, the Perk applies next Game Turn instead.
Paralysis	HP Loss D6 (6+) End of Turn	For each HP Loss caused by a Paralysis Weapon the User will roll a D6. If any D6 result in a 6, the Target will suffer Paralysis, applying at the end of the Game Turn until the end of the following Game Turn. While under the effect of Paralysis, the Target will be unable to hold or contest Objectives and will not lock Units engaged in a Melee with them (they are free to move away). The Target will also be unable to Move, Dash, Attack or use any Perks. <i>Example: A Target that is holding an Objective is afflicted with Paralysis. At the end of the Game Turn they will not count as holding the Objective, and the following Game Turn they can't perform any actions. When Paralysis wears off at the end of the Game Turn, they will hold the Objective again.</i>
Pestilence	HP Loss End of Turn Specific	Target suffers Pestilence for the remainder of the game. At the end of each Game Turn, the Unit loses 10% of its maximum HP (1 HP minimum), no Saves allowed. For each Unit (friend or foe) within 6" of a Unit suffering Pestilence at the start of a Game Turn, roll a D6. On a 4+, that Unit will also suffer Pestilence.
Plague	HP Loss End of Turn Specific	Target becomes Plagued for the remainder of the game. At the end of each Game Turn, the Unit loses D3 HP, no Saves allowed. For each Unit (friend or foe) within 6" of a Plagued Unit at the start of a Game Turn, roll a D6. On a 4+, that Unit will also become Plagued.
Poison	HP Loss End of Turn Stackable	Target becomes Poisoned for the remainder of the game. At the end of each Game Turn, the Unit loses D3 HP, no Saves allowed.
Pulverise	HP Loss Immediate	Lowers the Target's Defence by -1 against all Attacks, lasting until the end of the Game Turn.
Scourge	HP Loss Immediate	Lowers the Target's AEGIS Saves by -1 against all Attacks, lasting until the end of the Game Turn.
Shock	HP Loss Immediate Stackable	All of the Target's Weapons suffer -1 to their Attacks, applied before any other Perks on the Weapon and lasting until the end of the Game Turn. A Weapon's Attacks cannot be reduced to 0 with Shock. Standard Games: If the Unit has already attacked, the Perk applies next Game Turn instead.
Slow I	HP Loss Skill Test Immediate	If Skill Test is successful, the Target will immediately have its Move and Dash reduced by 50%. Standard: Target suffers Slow for the current Game Turn. Advanced: Target may remove the Slow effect by using two Move or Dash Actions (in any combination), or the effect is removed at the end of the current Game Turn.
Slow II	Attack Dice Skill Test Immediate	Functions as per Slow I, except that successful Attack Dice are sufficient to trigger a Skill Test. HP Loss is not necessary.

Perk Name	Activation	Description
Solidify	HP Loss Skill Test End of Turn	<p>For each HP Loss caused by a Solidify Weapon the User will roll a Skill Test. If any succeed, the Target will suffer Solidify, applying at the end of the Game Turn until the end of the following Game Turn.</p> <p>While under the effect of Solidify, the Target doubles its Defence stat, but will be unable to hold or contest Objectives and will not lock Units engaged in a Melee with them (they are free to move away). The Target will also be unable to Move, Dash, Attack or use any Perks.</p> <p>Example: A Target that is holding an Objective is afflicted with Solidify. At the end of the Game Turn they will not count as holding the Objective, and the following Game Turn they can't perform any actions but will have doubled Defence. When Solidify wears off at the end of the Game Turn, they will hold the Objective again.</p>
Spread	Specific D6 (4+) Immediate	<p>If Afflictions were caused by the Spread Weapon during this Attack Sequence, at the end of the Attack Sequence check for Units (friend or foe) within 6" of the Target. For each of these Units, roll a D6. On a 4+, that Unit immediately receives all the Afflictions caused by the (same) Spread Weapon(s) this Game Turn. Spread still occurs if the Target is 're-afflicted' with an existing Perk, such as Virus or Plague.</p>
Stop	HP Loss Skill Test Immediate	<p>If Skill Test is successful, the Target will immediately become Immobile (cannot Move or Dash).</p> <p>Standard Games: Target is Immobile for the current Game Turn.</p> <p>Advanced Games: Target may remove the Immobile effect by using two Move or Dash Actions (in any combination), or the effect is removed at the end of the current Game Turn.</p>
Stun	HP Loss Skill Test End of Turn	<p>If Skill Test is successful, during the next Game Turn the Target cannot perform Precision Attacks, receives no benefit from positive Dice Modifiers (both Weapon and Unit Perks), and all Attack Dice from the Target's Weapons require a 5+ to succeed, unless it would be worse (for example, 6/4+ does not improve to become 5+ with Stun).</p>
Velocity Lock	HP Loss Skill Test End of Turn	<p>For one Game Turn, the Target Unit must Move and Dash the same distance it did in the previous Game Turn. The User must relocate from its current location by the distance specified, using its previous Move or Dash.</p> <p>If a Unit was stationary in its previous Move and/or Dash, Velocity Lock will force the Target to remain stationary for the next Move and/or Dash.</p> <p>Advanced: Velocity Lock's forced Movement takes effect at the start of the Game Turn, before players begin making actions and does not cost CP. The Target may then perform Movement normally.</p>
Venom	HP Loss End of Turn	<p>Target suffers Venom for the remainder of the game. At the end of each Game Turn, the Unit loses 10% of its maximum HP (minimum of 1 HP) at the end of the Game Turn, no Saves allowed.</p>
Virus	HP Loss Immediate	<p>The Target will be unable to restore lost HP for the duration of the game.</p> <p>Virus does not prevent the HP restoration of Last Stand, Reservoir, Resurrection, Revive or Reanimate, but Virus will endure after restoration.</p>
Weaken	HP Loss Immediate	<p>All of the Target's Weapons suffer -1 to Power, lasting until the end of the Game Turn.</p> <p>Standard Games: If the Unit has already attacked, the Perk applies next Game Turn instead.</p>
Zombify	HP Loss Specific Instruct	<p>The Target is afflicted with Zombify. After the Unit becomes a casualty, at the start of the next Game Turn the Unit will be restored to full HP at the location they became a casualty and be 'Zombified'. Deploy one model of the Unit, then place the rest of the models in the Unit in a circular fashion around the first model.</p> <p>All Afflictions (Burn, Poison etc) that were present on the Zombified Unit prior to becoming a casualty will remain when it returns.</p> <p>The Zombified Unit must direct any and all Movement toward the closest Unit, friend or foe, until all Weapons are in Range. Weapons must be directed to the closest Unit.</p> <p>Zombified Units do not Target or direct Movement toward Units with the Undead (Vulnerability) Perk, or Units that have also become Zombified. If a player has the Undead Legion Roster Perk, the Zombified Unit will not Target any Units belonging to the Undead Legion player.</p> <p>If a Zombified Unit causes HP Loss to a Unit they are within 6" of, at the end of the Attack Sequence roll a D6. On a 4+, that Unit suffers Zombify even if they are a casualty.</p> <p>Zombified Units cannot use any Perks that have Activate, Mastery Test, Skill Test or Aether.</p> <p>Zombified Units are immune to the following Perks: Dominate, Horrify, Terrify and Dread. If the Zombified Unit had any Psychological Perks, they no longer apply.</p> <p>Once a Zombified Unit becomes a casualty, they will remain casualties for the rest of the game.</p> <p>Zombify does not affect Units with Resurrection or Respawn.</p> <p>Note: Cure, Reanimate or Revive must be successful before the Target returns to the Battlefield as a Zombified Unit on the next Game Turn. If Cure is used on a Zombified Unit that has returned to the Battlefield it will cause it to become a casualty immediately.</p>

Enhancement

These Perks provide benefits to the User, such as increasing stats or recovering HP by attacking.

Perk Name	Activation	Description
+AP I (D3)	Weapon Use	Roll a D3 and add that result as stronger AP on the Weapon in this Attack Sequence. <i>Example: User rolls a D3 and gets 2. The Weapon's AP of 5+ would become 3+.</i>
+AP II (D6)	Weapon Use	Functions as per +AP I, but is upgraded to D6 instead. A roll of 5 or 6 both equate to AP 2+.
+Attacks I (D3)	Weapon Use	Roll a D3 and add that result as extra Attacks on the Weapon in this Attack Sequence.
+Attacks II (D6)	Weapon Use	Functions as per +Attacks I, but is upgraded to D6 instead.
+Attacks III (2D6)	Weapon Use	Functions as per +Attacks I, but is upgraded to 2D6 instead.
+Power I (D3)	Weapon Use	Roll a D3 and add that result as extra Power for all Attacks on the Weapon in this Attack Sequence.
+Power II (D6)	Weapon Use	Functions as per +Power I, but is upgraded to D6 instead.
+Power III (2D6)	Weapon Use	Functions as per +Power I, but is upgraded to 2D6 instead.
Augment Weapon	Weapon Use Skill Test	If Skill Test successful, the User can choose one of the following to be added to this Weapon's profile, which lasts for the current Attack Sequence: A) +1 Power B) +1 AP C) +12" to Range D) +2 Attacks
Bloodlust	HP Loss Specific	If the User has contributed any HP Loss to the Target (friend or foe) with this Weapon, the User gains +1 Attack to this Weapon when the Target Unit is removed as a casualty.
Burst	Weapon Use Activate Limited Use (1)	Once per game, the Weapon doubles its Attack Stat.
Chaos	Weapon Use	Roll a D6 and apply the result as follows to the Weapon (this Attack Sequence only): 1) Weapon immediately Targets the Wielder's Unit. 2) Weapon counts as used, but does nothing. 3) Weapon gains +2 Attacks. 4) Weapon gains +3 Power. 5) User recovers 3 HP (up to full HP and/or models). 6) Weapon gains +1 Attack, +2 Power and can reroll failed Attack Dice.
Charge Up AP	Specific	The Weapon gains +1 AP for each Game Turn that the Weapon is not used. The Weapon instead gains +2 AP if the Wielder does not make any Movement (Move and Dash) for the Game Turn. The bonus AP is reset once the Weapon is used, but may continue to Charge Up from the next Game Turn. The Wielder must be present on the Battlefield to qualify for Charge Up: Standard Games: Wielder must be present from end of the Deploy Phase to the end of the Game Turn. Advanced Games: Wielder must be present before Action Steps begin to the end of the Game Turn. Other Weapons that are linked via Twin or Triune which are used count as using the Charge Up Weapon, resetting the AP it has accumulated. The additional AP from Charge Up does not apply if the Weapon cannot be used due to Perks (such as Countdown or Pain Locked). <i>Example: The Weapon has not been used for two Game Turns, in one of them the Wielder was stationary. The Weapon has accumulated +3 AP from this Perk, which upgrades an AP 6+ Weapon to AP 3+.</i>

Perk Name	Activation	Description
Charge Up Power	Specific	<p>The Weapon gains +1 Power for each Game Turn that the Weapon is not used. The Weapon instead gains +2 Power if the Wielder does not make any Movement (Move and Dash) for the Game Turn. The bonus Power is reset once the Weapon is used, but may continue to Charge Up from the next Game Turn.</p> <p>The Wielder must be present on the Battlefield to qualify for Charge Up:</p> <p>Standard Games: Wielder must be present from end of the Deploy Phase to the end of the Game Turn.</p> <p>Advanced Games: Wielder must be present before Action Steps begin to the end of the Game Turn.</p> <p>Other Weapons that are linked via Twin or Triune which are used count as using the Charge Up Weapon, resetting the Power it has accumulated.</p> <p>The additional Power from Charge Up does not apply if the Weapon cannot be used due to Perks (such as Countdown or Pain Locked).</p> <p>Example: <i>The Weapon has not been used for two Game Turns, in one of them the Wielder was stationary. The Weapon has accumulated +3 Power from this Perk.</i></p>
Charge Up Range	Specific	<p>The Weapon gains +6" Range for each Game Turn that the Weapon is not used. The Weapon instead gains +12" if the Wielder does not make any Movement (Move and Dash) for the Game Turn. The bonus Range is reset once the Weapon is used, but may continue to Charge Up from the next Game Turn.</p> <p>The Wielder must be present on the Battlefield to qualify for Charge Up:</p> <p>Standard Games: Wielder must be present from end of the Deploy Phase to the end of the Game Turn.</p> <p>Advanced Games: Wielder must be present before Action Steps begin to the end of the Game Turn.</p> <p>Other Weapons that are linked via Twin or Triune which are used count as using the Charge Up Weapon, resetting the Range it has accumulated.</p> <p>The additional Range from Charge Up does not apply if the Weapon cannot be used due to Perks (such as Countdown or Pain Locked).</p> <p>Example: <i>The Weapon has not been used for two Game Turns, in one of them the Wielder was stationary. The Weapon has accumulated +18" from this Perk.</i></p>
Darkside	Weapon Use Activate	<p>The Weapon can increase Weapon Power or Attacks at a risk to HP.</p> <p>For every increase of +1 to Power or +1 to Attacks, the User must pass Saves or lose HP. You can raise Power or Attacks each by up to +3, risking up to 6 HP unless it would be more HP than the Wielder currently has.</p> <p>If the Wielder is slain by the Darkside Weapon, the Weapon can still roll its Attack Dice.</p>
Escalate	Passive Specific	<p>The longer the Wielder with this Weapon is on the Battlefield the more bonuses it receives:</p> <p>2nd Game Turn on Battlefield: +1 Power to Weapon. 3rd Game Turn on Battlefield: +1 Attack to Weapon. 4th Game Turn on Battlefield: +1 AP to Weapon.</p> <p>Standard Games: Wielder must be present from end of the Deploy Phase to the end of the Game Turn. Advanced Games: Wielder must be present before Action Steps begin to the end of the Game Turn.</p>
Protean I	Weapon Use	<p>Each time the Weapon is used, roll a D3. One of three Stats will receive a +1 Stat increase, lasting for the Attack Sequence:</p> <p>1: +1 Attack 2: +1 Power 3: +1 AP</p>
Protean II	Weapon Use	Functions as per Protean I, except the stat increase is +D3 instead of +1.
Skill	Passive	Skill Tests with this Weapon are improved by +1. This means a Skill Test of 4+ will become 3+ instead.
x2D3 Attacks	Weapon Use	<p>Each time this Weapon is used, roll 2D3. The 2D3 total is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal.</p> <p>Example: <i>A Weapon with 2 Attacks rolls 2D3, yielding a total of 5. The Weapon now has 10 Attacks.</i></p>
x2D6 Attacks	Weapon Use	<p>Each time this Weapon is used, roll 2D6. The 2D6 total is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal.</p> <p>Example: <i>A Weapon with 3 Attacks rolls 2D6, yielding a total of 7. The Weapon now has 21 Attacks.</i></p>
x3D3 Attacks	Weapon Use	<p>Each time this Weapon is used, roll 3D3. The 3D3 total is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal.</p> <p>Example: <i>A Weapon with 1 Attack rolls 3D3, yielding a total of 6. The Weapon now has 6 Attacks.</i></p>

Perk Name	Activation	Description
x3D6 Attacks	Weapon Use	Each time this Weapon is used, roll 3D6. The 3D6 total is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal. <i>Example: A Weapon with 1 Attack rolls 3D6, yielding a total of 11. The Weapon now has 11 Attacks.</i>
xD3 Attacks	Weapon Use	Each time this Weapon is used, roll a D3. This D3 is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal. <i>Example: A Weapon with 2 Attacks rolls a D3, yielding a result 3. The Weapon now has 6 Attacks.</i>
xD6 Attacks	Weapon Use	Each time this Weapon is used, roll a D6. This D6 is then multiplied by the Attacks on the Weapon, generating extra Attacks on the Weapon. After the Weapon is used, the Attacks return to normal. <i>Example: A Weapon with 3 Attacks rolls a D6, yielding a result 5. The Weapon now has 15 Attacks.</i>

Limitation

Limitation Perks restrict the usage or number of times a Weapon can be used, or even add a chance of misfire.

Perk Name	Activation	Description
Aim 2+	Weapon Use D6 (2+)	Each Attack Dice with this Weapon first requires a dice roll of 2+. If successful, the Attack Dice can be rolled as normal. <i>Example: The Weapon with Aim has 4 Attacks. Four D6 must be rolled for Aim. Those that succeed the required Aim roll are rolled as Attack Dice as normal.</i>
Aim 3+	Weapon Use D6 (3+)	Functions as per Aim 2+, except a roll of 3+ is required.
Aim 4+	Weapon Use D6 (4+)	Functions as per Aim 2+, except a roll of 4+ is required.
Aim 5+	Weapon Use D6 (5+)	Functions as per Aim 2+, except a roll of 5+ is required.
Aim 6+	Weapon Use D6 (6+)	Functions as per Aim 2+, except a roll of 6 is required.
Blunt	Passive Specific	As the User loses HP, the Weapon suffers a reduction to AP. At 50% or less HP (rounding up), the Weapon's AP is reduced by -1. At 25% or less HP (rounding up), it instead reduces the Weapon's AP by -2. Check the User's HP before rolling any Attack Dice with the Blunt Weapon. The User must have at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. In addition, the Weapon must have at least an AP of 5+. To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up. <i>Example: A Unit with 17 HP triggers the 50% effect at 9 HP, and the 25% effect triggers at 5 HP. At 50% a Weapon with AP 3+ would become 4+, and 25% it would become AP 5+.</i>
Countdown I	Specific	This Weapon is unusable until the Wielder has waited one full Game Turn on the Battlefield, after which the Weapon is usable as normal. The Wielder needs to be present on the Battlefield for the whole Game Turn (from Deployment) for it to apply to Countdown. Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable. Standard Games: Wielder must be present from the end of Deploy Phase to the end of the Game Turn. Advanced Games: Wielder must be present before Action Steps begin to the end of the Game Turn. <i>Example: If the Wielder was Deployed at Game Turn 1, the Weapon will be available on Game Turn 2.</i>
Countdown II	Specific	Functions as per Countdown I, except the User must wait two Game Turns.
Countdown III	Specific	Functions as per Countdown I, except the User must wait three Game Turns.
Counter	Specific Immediate	The Weapon can only be used if attacked by an enemy Unit. Once per Game Turn, this Weapon will immediately Target and attack the first Unit to successfully inflict HP Loss on the User. If out of Weapon Range, the Counter Weapon is not used at this time and can be used later if attacked again. In Advanced Games, this does not count as an Action or use any CP. Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.
Cumbersome	Specific Passive	The Weapon is more difficult to use in a Melee. When engaged in a Melee, this Weapon rolls Attack Dice with a -1 Dice Modifier.
Decrepit	Passive Specific	As the User loses HP, the Weapon loses Attacks. At 50% or less HP (rounding up), the Weapon's Attacks are reduced by half (divided by 2, rounding down) with a minimum of -1 to Attacks. At 25% or less HP (rounding up), it instead reduces the Weapon's Attacks by three quarters (divided by 4) with a minimum of -2 to Attacks. Check the User's HP before rolling any Attack Dice with the Decrepit Weapon. The User must have at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. In addition, the Weapon must have at least 2 Attacks. If a Weapon is reduced to 0 Attacks from Decrepit, it cannot be used. To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up. <i>Example: A Unit with 17 HP triggers the 50% effect at 9 HP, and the 25% effect triggers at 5 HP.</i>

Perk Name	Activation	Description
Encumber	Passive Specific	<p>As the User loses HP, the Weapon changes Type. Before using the Weapon, Check the User's HP and review any previous Movement during the Game Turn.</p> <p>At 50% or less HP (rounding up), Assault Weapons change to Battle, while Battle Weapons change to Heavy.</p> <p>At 25% or less HP (rounding up), Assault Weapons change to Heavy, while Battle Weapons cannot be used.</p> <p>The User must have at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. In addition, the Weapon Type must be Assault or Battle.</p> <p>To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up.</p> <p>Example: A Unit with 17 HP triggers the 50% effect at 9 HP, and the 25% effect triggers at 5 HP.</p>
Finisher I	Specific	<p>The Weapon can only Target and cause damage to Units at 25% or less HP.</p> <p>Example: A Unit that began the game with 5 models with 5 HP each (25 HP total) can be struck by a Finisher I Weapon when the Unit has a total of 6 HP remaining.</p>
Finisher II	Specific	<p>Functions as per Finisher I, except it is 50% HP instead.</p>
Incantation	Weapon Use Aether	<p>Each time the Weapon is used, an Aether Test is rolled. Roll 2D6 and add them together, then refer to below:</p> <ul style="list-style-type: none"> - If the result is equal to 9 or lower, the Weapon can be used. - If the result is equal to 10 or higher, the Weapon cannot be used. - If the result is 2, the Weapon's Attack stat is doubled. - If the result is 12, the User suffers D6 HP Loss (no Saves allowed). <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p>
Internal	Specific	<p>The Weapon can only be used against Units that have embarked the User. This includes Perks such as Imprison, Breach, Hijack and Seed II (but not Seed I).</p>
Loot	Specific End of Phase/Step	<p>When the Wielder is removed as a casualty, the Weapon can be picked up and used by models from any Unit (friend or foe), including the same Unit as the Wielder.</p> <p>Use a marker to represent the Loot Weapon, which appears where the casualty model stood before being removed. A model that directs Movement onto, past or within contact of the marker picks up the Weapon and may use it at the next opportunity.</p> <p>If a Wielder remains on the Battlefield after being a casualty, the Weapon is placed within 2" of the model.</p> <p>If the Loot Weapon also has the 'Shared' Perk, the Weapon will become available as a marker when the entire Unit becomes a casualty.</p> <p>Each model in a Unit can pick up one Loot Weapon, and may exchange it for another Loot Weapon if they wish (by picking up a different Loot Weapon).</p> <p>Deflect, Ward and Parry: These stats do not benefit any Units that pick up the Loot Weapon.</p>
Malfunction I	Specific Immediate Passive Auto Test	<p>If half or more of the Weapon's Attack Dice result in 1, or if at least five 1's are rolled in a single Attack Sequence by the Malfunction Weapon, the Weapon cannot be used this Attack Sequence. The Attack Dice are discarded and have no effect.</p> <p>Requires a minimum of 3 Attacks on the Weapon.</p> <p>If there are several Weapons with Malfunction, each Weapon must be rolled separately.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p>
Malfunction II	Specific Immediate Passive Auto Test	<p>If half or more of the Weapon's Attack Dice result in 1, or if at least five 1's are rolled in a single Attack Sequence by the Malfunction Weapon, the Weapon is destroyed immediately and can no longer be used for the entire game. The Attack Dice are discarded and have no effect.</p> <p>Requires a minimum of 3 Attacks on the Weapon.</p> <p>If there are several Weapons with Malfunction, each Weapon must be rolled separately.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p>
Manned	Specific	<p>This Weapon is only available if the User is a Transport and a Unit is embarked in the User.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p> <p>Crew: If the User also has a Crew Perk, at least two Units must be embarked in the User for Manned Weapons to function.</p>
Pain Locked	Specific End of Turn	<p>Once the User has received HP Loss from an enemy Unit, the Weapon will be unlocked and usable from the next Game Turn and onwards, even if the User recovers HP.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p>

Perk Name	Activation	Description
Recharge I	Specific	<p>After using the Weapon, the Wielder must wait one Game Turn before it can be used again. The Wielder needs to be present on the Battlefield for the whole Game Turn for it to apply to Recharge.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p> <p>Standard Games: Wielder must be present from the end of Deploy Phase to the end of the Game Turn.</p> <p>Advanced Games: Wielder must be present before Action Steps begin to the end of the Game Turn.</p> <p>Example: If Recharge Weapon used on Game Turn 1, it will be available to use again on Game Turn 3.</p>
Recharge II	Specific	Functions as per Recharge I, except two Game Turns are required.
Recharge III	Specific	Functions as per Recharge I, except three Game Turns are required.
Self-Destruct	Activate Limited Use (1) Casualty Immediate	<p>This Weapon must Target the closest Unit (friend or foe) when the Wielder is a casualty. Alternatively, the player may choose to Target the Wielder's Unit.</p> <p>In addition, the Wielder can choose to instantly reduce its HP to 0 (no Saves permitted) to activate the Weapon, but only if the player has control of the Wielder (cannot willingly use if under Berserk, Psychotic, Dominate etc).</p> <p>If the Weapon also has a Mode template Perk (such as Blast), the template may be placed in contact with the Wielder instead of the closest Unit.</p> <p>If the Weapon would be restricted from use due to Movement and Weapon Type (such as Heavy or Battle), then it cannot be used. This will still count as using the Weapon.</p> <p>Advanced Games: If the Wielder voluntarily uses the Self-Destruct Weapon, it is resolved along with other Weapons, costing CP and being part of the Attack Action as normal. If the Wielder becomes a casualty, Self-Destruct is resolved at the end of the current Action, costing no CP and not counting as an Attack Action.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p>
Shorten	Passive Specific	<p>As the User loses HP, the Weapon loses Range.</p> <p>At 50% or less HP (rounding up), the Weapon Range is reduced by half (divided by two).</p> <p>At 25% or less HP (rounding up), it is instead reduced by three quarters (divided by four).</p> <p>Check the User's HP before measuring with the Range of the Shorten Weapon.</p> <p>The User must have at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. In addition, the Weapon must have at least 18" Range.</p> <p>To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up.</p> <p>Example: A Unit with 17 HP triggers the 50% effect at 9 HP, and the 25% effect triggers at 5 HP.</p>
Trajectory I	Passive	The Weapon cannot Target a Unit with one or models within 12" of the Wielder. Weapons that use Mode Perk templates (such as Blast and Cone) must instead begin a template at 12" away or further.
Trajectory II	Passive	Functions as per Trajectory I, except the distance is increased to 24".
Trajectory III	Passive	Functions as per Trajectory I, except the distance is increased to 36".
Triune	Specific Linked Profile (3)	<p>As per Linked Profile in Section 12.2, the Weapon is part of a three Weapon set equipped by the Wielder (all three must have Triune). The Wielder only selects one of the Triune Weapons each time it Attacks.</p> <p>Deflect, Ward and Parry: These stats do not benefit the User if this Perk is on the Weapon.</p> <p>Example: A Wielder has three different types of bomb Weapons, all three represented with Triune. The middle costed one is 100pts. Due to Linked Profile, the other two Weapons must be somewhere between 90 and 110 points in value. The Wielder may choose only one of these bombs each time it attacks.</p>
Twin	Specific Linked Profile (2)	<p>As per Linked Profile in Section 12.2, the Weapon is part of a two Weapon set equipped by the Wielder (both Weapons must have Twin). The Wielder only selects one of the Twin Weapons each time it Attacks.</p> <p>Deflect, Ward and Parry: These stats do not benefit the User if this Perk is on the Weapon.</p> <p>Example: A Wielder has two different Weapons, both represented with Twin. The first one is 50pts. Due to Linked Profile, the other Twin Weapon can be anything between 45-55 points. The Wielder may choose only one of these Twin Weapons each time it attacks.</p>
Unwieldy	Passive	<p>The Weapon cannot be used if the User is engaged in a Melee.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p>

Perk Name	Activation	Description
Upheaval	Specific Skill Test End of Phase/Step Scatter Arrow 2D6	<p>Using the Weapon can cause random, destructive relocation for the User.</p> <p>At the end of the Phase or Action Step after the Weapon is used, roll a Skill Test. If it fails, the User relocates (which does not count as Movement) with the Scatter Arrow and 2D6. The User will stop when it runs into an object; if into a Unit, the Weapon profile will be used against that Unit. If into terrain, the edge of the Battlefield or rolls a 'Hit' on the Scatter, the Weapon is used on the User.</p> <p>If the User has multiple Weapons with this Perk and more than one fails the Skill Test, the Scatter and 2D6 used for one Weapon applies to all the Upheaval Weapons.</p> <p>If the User is a casualty before applying this Perk, still roll the test and apply the results.</p> <p>If the Scatter causes the User to relocate out of a Melee, the User is no longer engaged.</p> <p>Advanced Games: If the Attack Action (and Weapon) has been used twice in a single Action Step and both Skill Tests fail, the Weapon profile is used twice.</p>
Use I	Limited Use (1)	<p>The Weapon can be used once per game.</p> <p>Deflect, Ward and Parry: These stats still function even if the Weapon is unavailable.</p>
Use II	Limited Use (2)	Functions as per Use I, but can be used twice.
Use III	Limited Use (3)	Functions as per Use I, but can be used thrice.
Volatile	Passive Auto Test	<p>For each Attack Dice resulting in a 1 with this Weapon, the Wielder will roll a new Attack Dice against itself, referring to Weapon Power, AP and Perks as normal, as if it were Targeting itself.</p> <p>Note that the Heal Perk is not applied when the Wielder attacks itself (causes HP Loss).</p> <p>Any subsequent rolls of 1 from these Volatile Attacks do not generate new Attacks against the User.</p>
Wane	Passive Specific	<p>As the User loses HP, the Weapon becomes weaker.</p> <p>At 50% or less HP (rounding up), the Weapon suffers a -1 Dice Modifier to Attack Dice.</p> <p>At 25% or less HP (rounding up), it becomes a -2 Dice Modifier to Attack Dice.</p> <p>Check the User's HP before rolling any Attack Dice with the Wane Weapon.</p> <p>The User must have at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk.</p> <p>To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up.</p> <p>Example: A Unit with 17 HP triggers the 50% effect at 9 HP, and the 25% effect triggers at 5 HP.</p>
Wither	Passive Specific	<p>As the User loses HP, the Weapon loses Power.</p> <p>At 50% or less HP (rounding up), the Weapon suffers -1 Power.</p> <p>At 25% or less HP (rounding up), it becomes -2 Power.</p> <p>Check the User's HP before rolling any Attack Dice with the Wither Weapon.</p> <p>The User must have at least 4 HP (or 4 models with 1 HP) at the start of the Game to take this Perk. In addition, the Weapon must have at least 2 Power.</p> <p>To determine 50% HP, divide the User's maximum HP by 2 and round up. To determine 25% HP, divide the User's maximum HP by 4 and round up.</p> <p>Example: A Unit with 17 HP triggers the 50% effect at 9 HP, and the 25% effect triggers at 5 HP.</p>
Wildcard	Specific	<p>The Weapon's Range, Power, AP and Type are set to 0 (zero) and Attacks are set to 1 (but is not used). Instead, these Stats are randomly generated each time the Weapon is used, though the User may choose to not use the Weapon after generating its stats.</p> <p>No other Weapon Perks are usable with Wildcard, except for other Limitation Perks. Apply other Limitation Perks after determining the Wildcard Weapon's stats.</p> <p>Range: 2D6 x 3 Attacks: 2D6 Power: 2D6 AP: D6 (a result of 1 is AP – [nothing]) Type: D2 1= Battle, 2 = Assault</p> <p>Advanced Games: If the Weapon is ever used as Battle (Type) during a Game Turn, the Unit will be unable to Dash (without Prepare), even if the Weapon changes to Assault (Type) later.</p>

Mode

These Perks change how the Weapon is used, such as adding a template or causing the Weapon to strike a number of foes.

Perk Name	Activation	Description
Beam I	Passive	<p>From the Wielder, lay a straight 1mm line in the direction of a Target up to maximum Range. Melee rules regarding Range (Section 5.9) are not applied to Weapons with this Perk.</p> <p>The closest Unit in the Beam's line (friend or foe) will be the first to receive Attacks from the Beam. Roll the number of Attack Dice on the Weapon's profile against each Unit struck by the Beam.</p> <p>If there is HP Loss caused by the Beam, it will continue and damage the next closest Unit under the Beam, repeating this process until the Beam either fails to cause HP Loss, is blocked by a Terrain Piece or reaches its maximum Range.</p> <p>If a Beam strikes a Transport and successfully causes HP Loss, it will then strike each embarked Unit simultaneously.</p> <p>If Beam I is used while the User is embarked in a Unit (such as a Transport, Imprison or Breach), the Beam will Target the Unit and all Units also inside it, but not the User (instead of referring to the 1mm line). In addition, if Beam is used against a Target that has used Breach against the User or is Imprisoned, the User will not be harmed by their own Beam.</p>
Beam II	Passive	<p>Functions as per Beam I, but when resolving damage against each Unit, count each model (friend and foe) fully or partially under the 1mm line and multiply the total models by the Attacks on the Weapon. Roll the result as Attack Dice.</p> <p>If Beam II strikes a Transport and successfully causes HP Loss, it will then strike each embarked Unit simultaneously. If embarked Units are struck by Beam II, each affected Unit suffers D6 Attack Dice (multiplied by Attacks) instead of referring to the 1mm line.</p> <p>If Beam II is used while the User is embarked in a Unit (such as a Transport, Imprison or Breach), the Beam will Target the Unit and all Units also inside it, but not the User (instead of referring to the 1mm line). In addition, if Beam II is used against a Target that has used Breach against the User or is Imprisoned, the User will not be harmed by their own Beam.</p>
Blast I	Passive Scatter Arrow 2D6	<p>Template: circular 3" diameter. Place template fully inside Weapon Range, roll 2D6 and Scatter Arrow. Melee rules regarding Range (Section 5.9) are not applied to Weapons with this Perk.</p> <p>Resolving each Unit affected individually, count each model (friend and foe) fully or partially under the template and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice.</p> <p>0 Range requires the template to be centred over the Wielder.</p> <p>If a Blast scatters out of line of sight, the Blast will still attack normally, but with Cover Bonus.</p> <p>If used against occupants inside a Transport via a Fire Point, or Targets a Transport the User is embarked in, or the User is also embarked in the same Unit, then Blast I generates D6 Attack Dice (multiplied by Attacks) against one Target instead of referring to the template.</p>
Blast II	Passive Scatter Arrow 2D6	<p>Functions as per Blast I, except the template's size is 5" in diameter, and when used against embarked Units (or the Transport itself while embarked), it causes 2D6 Attack Dice.</p>
Blast III	Passive Scatter Arrow 2D6	<p>Functions as per Blast I, except the template's size is 10" in diameter, and when used against embarked Units (or the Transport itself while embarked), it causes 3D6 Attack Dice.</p>
Chain I	HP Loss Radius (6") D6 (4+)	<p>After a Chain Weapon causes HP Loss, roll a D6 of 4+ for each Enemy Unit within 6" and in line of sight of the Target. If successful, the Unit is also attacked with the Weapon using its full profile during the same Attack Sequence, but without Chain.</p> <p>The Heal Perk will cause Chain to Target friendly Units instead.</p>
Chain II	HP Loss Radius (6") D6 (4+)	<p>Functions as per Chain I, except Units within 6" can continue the Chain.</p> <p>Units that suffer HP Loss from the Chain Weapon can continue the Chain to other Units within 6", but cannot Target other Units that already suffered HP Loss by the same Chain Weapon during this Attack Sequence.</p>

Perk Name	Activation	Description
Cone I	Passive	<p>Template: 8" long droplet. Place at least one edge of the template inside Weapon Range, or in base contact with Wielder if 0" Range. Melee rules regarding Range (Section 5.9) are not applied to Weapons with this Perk.</p> <p>Resolving each Unit affected individually, count each model (friend and foe) fully or partially under the template and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice.</p> <p>If used against occupants inside a Transport via a Fire Point, or Targets a Transport the User is embarked in, or the User is also embarked in the same Unit, then Cone I generates D6 Attack Dice (multiplied by Attacks) against one Target instead of referring to the template.</p>
Cone II	Passive	<p>Functions as per Cone I, except the template's size is a 16" long droplet, and when used against embarked Units (or the Transport itself while embarked), it causes 2D6 Attack Dice.</p>
Diffuse	Passive	<p>Template: V shaped. An area 90 degrees in front of the Wielder up to the Weapon's maximum Range is Targeted. Place the tip of the template in base contact with the Wielder, measuring to maximum Range at both ends of the V, forming a triangle (Isosceles Triangle). Melee rules regarding Range (Section 5.9) are not applied to Weapons with this Perk.</p> <p>Diffuse Weapons must have a minimum Range Stat of 3", and can have a maximum Range of 12".</p> <p>Resolving each Unit affected individually, count each model (friend and foe) inside Weapon Range of the 90 degree arc and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice.</p> <p>If used against occupants inside a Transport via a Fire Point, or Targets a Transport the User is embarked in, or the User is also embarked in the same Unit, then Diffuse generates D6 Attack Dice (multiplied by Attacks) against one Target instead of referring to the template.</p>
Explode I	Passive	<p>Template: circular 3" diameter. Place template fully inside Weapon Range. Melee rules regarding Range (Section 5.9) are not applied to Weapons with this Perk.</p> <p>Resolving each Unit affected individually, count each model (friend and foe) fully or partially under the template and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice.</p> <p>0 Range requires the template to be centred over the Wielder.</p> <p>If used against occupants inside a Transport via a Fire Point, or Targets a Transport the User is embarked in, or the User is also embarked in the same Unit, then Explode I generates D6 Attack Dice (multiplied by Attacks) against one Target instead of referring to the template.</p>
Explode II	Passive	<p>Functions as per Explode I, except the template's size is 5" in diameter, and when used against embarked Units (or the Transport itself while embarked), it causes 2D6 Attack Dice.</p>
Explode III	Passive	<p>Functions as per Explode I, except the template's size is 10" in diameter, and when used against embarked Units (or the Transport itself while embarked), it causes 3D6 Attack Dice.</p>
Nova I	Passive	<p>Template: circular 3" diameter. Place template over the centre of the Wielder's model.</p> <p>Resolving each Unit affected individually, count each enemy model inside the template and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice.</p> <p>If Nova has the Heal Perk, it will Target friendly models instead of enemies.</p> <p>If used against occupants inside a Transport via a Fire Point, or Targets a Transport the User is embarked in, or the User is also embarked in the same Unit, then Nova I generates D6 Attack Dice (multiplied by Attacks) against each enemy Unit instead of referring to the template.</p>
Nova II	Passive	<p>Functions as per Nova I, except the template's size is 5" in diameter, and when used against embarked Units (or the Transport itself while embarked), it causes 2D6 Attack Dice.</p>
Nova III	Passive	<p>Functions as per Nova I, except the template's size is 10" in diameter, and when used against embarked Units (or the Transport itself while embarked), it causes 3D6 Attack Dice.</p>
Residue I	Passive End of Turn	<p>Attacking with any Beam, Blast, Cone, Explode, Nova or Wall leaves the Template on the Battlefield in the shape and size of the Mode Perk, starting on the next Game Turn and lasting for one Game Turn.</p> <p>For each model that makes Movement (entering, leaving or passing) through or stationary in the Residue area, the Unit suffers Attacks, Power, AP and Perks from the Residue Weapon's profile, used like the Weapon it originated from (but without creating additional Residue).</p> <p>If used against embarked Units or a Transport while embarked inside it (such as with Perks like Breach or Imprison), the (Transport) Unit and all embarked Units (each model) count as in the Residue.</p> <p>Example: Residue applied during Game Turn 1 will take effect for Game Turn 2.</p>
Residue II	Passive End of Turn	<p>Functions as per Residue I, except the Dangerous Ground effect remains for two Game Turns.</p>
Residue III	Passive End of Turn	<p>Functions as per Residue I, except the Dangerous Ground effect remains for three Game Turns.</p>

Perk Name	Activation	Description
Vortex I	Passive Scatter Arrow 2D6 End of Turn	<p>Attacking with any Blast, Explode or Nova Weapon leaves the Template on the Battlefield in the shape and size of the Mode Perk, starting on the next Game Turn and lasting for one Game Turn.</p> <p>Check for Vortex Scatter at the start of the next Game Turn. When Vortex becomes active, it travels 2D6 inches with a Scatter Arrow. If a Hit is rolled, it remains stationary, staying where the Weapon last took effect.</p> <p>For each model that makes Movement (entering, leaving or passing) through or stationary in the Vortex area during the Game Turn, the Unit suffers Attacks, Power, AP and Perks from the Vortex Weapon's profile, used like the Weapon it originated from (but without creating an additional Vortex).</p> <p>If used against embarked Units or a Transport while embarked inside it (such as with Perks like Breach or Imprison), the (Transport) Unit and all embarked Units (each model) count as in the Vortex. If the Transport is a casualty on the Battlefield, the Vortex will appear where the Transport was along with any surviving passengers.</p>
Vortex II	Passive Scatter Arrow 2D6 End of Turn	<p>Functions as per Vortex I, but lasts for two Game Turns.</p> <p>When Vortex becomes active at the start of each Game Turn, it travels 2D6 with a Scatter Arrow. If it a Hit is rolled, it remains stationary.</p>
Vortex III	Passive Scatter Arrow 2D6 End of Turn	<p>Functions as per Vortex I, but lasts for three Game Turns.</p> <p>When Vortex becomes active at the start of each Game Turn, it travels 2D6 with a Scatter Arrow. If it a Hit is rolled, it remains stationary.</p>
Wall I	Passive	<p>1mm line that is 6" long. The centre of the line must be placed inside Weapon Range. Melee rules regarding Range (Section 5.9) are not applied to Weapons with this Perk.</p> <p>Resolving each Unit affected individually, count each model (friend and foe) fully or partially under the line and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice.</p> <p>0 Range requires the Wall to be centred over the Wielder.</p> <p>If used against occupants inside a Transport via a Fire Point, or Targets a Transport the User is embarked in, or the User is also embarked in the same Unit, then Wall I generates D6 Attack Dice (multiplied by Attacks) against one Target instead of referring to the Wall's 1mm line.</p>
Wall II	Passive	<p>Functions as per Wall I, except the length of the line is 12" long and when used against embarked Units (or the Transport itself while embarked), it causes 2D6 Attack Dice.</p>
Wall III	Passive	<p>Functions as per Wall I, except the length of the line is 18" long and when used against embarked Units (or the Transport itself while embarked), it causes 2D6 Attack Dice.</p>

Offensive

These Perks all increase the potential damage output of a Weapon among other benefits.

Perk Name	Activation	Description
Annihilate I	Specific	If the Target contains models with 2 or more maximum HP, the Weapon inflicts double HP Loss.
Annihilate II	Specific	Functions as per Annihilate I, except HP Loss is tripled instead.
Arc I	Specific	If the Target contains 5 or more models, the Weapon gains an additional D3 Attacks.
Arc II	Specific	If the Target contains 10 or more models, the Weapon gains an additional D6 Attacks.
Arc III	Specific	If the Target contains 20 or more models, the Weapon gains an additional 2D6 Attacks.
Critical Hit I	Passive Auto Test	Any Attack Dice with this Weapon that results in a 6 will cause double HP Loss for that Attack Dice. If the Weapon requires rerolls, it will be the last roll that requires a 6.
Critical Hit II	Passive Auto Test	Functions as per Critical Hit I, but HP Loss is tripled.
Damage 2+	Passive	When rolling Attack Dice, Weapons with this Perk succeed on a set roll of 2+, unless Weapon Power allows for a stronger roll. Dice Modifiers do not affect the set roll of 2+, except for negative Dice Modifiers from Weapon Types (Battle and Heavy in a Melee). The Weapon can be used without a Power Stat. <i>Example: Power 0 Weapons attacking Defence 10 with this Perk will succeed on a roll of 2+. A Power 10 Weapon with this Perk will still damage a Defence 4 Target automatically.</i>
Damage 3+	Passive	Functions as per Damage 2+, but the roll is 3+.
Damage 4+	Passive	Functions as per Damage 2+, but the roll is 4+.
Damage 5+	Passive	Functions as per Damage 2+, but the roll is 5+.
Damage 6+	Passive	Functions as per Damage 2+, but the roll is 6+.
Deathblow	Point Cost (Lesser) HP Loss Specific 2D6	If the Target Unit is currently worth equal to or less than the User's Current Point Cost, Deathblow will be active on the Weapon. If the Target Unit suffers any HP Loss to this Weapon but is not a casualty, roll 2D6. If the result is 9 or higher, the Target Unit loses 50% of its current HP (rounding up). If the result is 12, the Target Unit is instantly reduced to 0 HP (becoming a casualty). If the result is less than 9, no additional effect occurs. Multiple HP Loss from identical Deathblow Weapons by the same Unit do not cause additional tests.
Decimate I	HP Loss	The Weapon causes D3 HP to be lost instead of 1. Roll each time the Weapon is used. <i>Example: A Weapon with Decimate I has two successful Attack Dice. The Target Unit fails its Saves against both Attack Dice. The User rolls a D3 and gets a 2 (which was a D6 of 3), meaning that 4 HP is lost.</i>
Decimate II	HP Loss	Functions as per Decimate I, but is 2D3 HP Loss instead.
Decimate III	HP Loss	Functions as per Decimate I, but is 3D3 HP Loss instead.
Destroy I	HP Loss	The Weapon causes D6 HP to be lost instead of 1. Roll each time the Weapon is used. <i>Example: A Weapon with Destroy I has two successful Attack Dice. The Target Unit fails its Saves against both Attack Dice. The User rolls a D6 and gets a 4, meaning that 8 HP is lost.</i>
Destroy II	HP Loss	Functions as per Destroy I, but is 2D6 HP Loss instead.
Destroy III	HP Loss	Functions as per Destroy I, but is 3D6 HP Loss instead.
Destroy IV	HP Loss	Functions as per Destroy I, but is 4D6 HP Loss instead.
Destroy V	HP Loss	Functions as per Destroy I, but is 5D6 HP Loss instead.
Devastate I	Specific	If the Target contains models with 2 or more maximum HP, the Weapon inflicts D3 HP Loss per Attack Dice instead of 1.
Devastate II	Specific	Functions as per Devastate I, except D6 HP Loss is caused instead.
Dire Hit	Passive Auto Test	Any Attack Dice with this Weapon that results in a 6 will cause D3 HP Loss for that Attack Dice. If the Weapon requires rerolls, it will be the last roll that requires a 6.
Gravity	HP Loss D6 (6+) Immediate	For each HP Loss the Target receives, the User rolls a D6. On a 6, the Target's current HP will be further reduced by 50% (1/2 rounding up) with a minimum loss of 1 HP. <i>Example: A Target is reduced to 9 HP, then suffers two rolls of 6 with Gravity. The first Gravity lowers HP from 9 down to 5 (4.5 up to 5), then from 5 down to 3 (2.5 rounds up to 3).</i>
Ignore Cover	Passive	The Weapon ignores any and all Cover bonuses, including Perk bonuses relating to Cover.

Perk Name	Activation	Description
Impact I	Passive	Available for Weapons with a Range of 18" or greater. Any Target Units that have at least one model within half of the Weapon's maximum Range, or any Mode templates fully within half of Weapon Range will add +1 Power to the Weapon.
Impact II	Passive	Functions as per Impact I, but is +2 Power instead.
Might I	Melee Point Cost (Greater)	In a Melee, this Weapon receives a +1 Dice Modifier to Attack Dice if the Wielder is Targeting a Unit that is currently worth more Points than the User. <i>Example: 5+ Attack Dice becomes 4+ instead.</i>
Might II	Melee Point Cost (Greater)	Functions as per Might I, but is a +2 bonus instead. <i>Example: 4+ Attack Dice becomes 2+ instead.</i>
Obliterate I	Passive	Each successful Attack Dice is multiplied by three, causing three times more Saves or HP Loss. If the Attack Dice has a multiplier (caused by high Power vs low Defence), multiply that first then apply Obliterate. <i>Example: An Obliterate I Weapon has two successful Attack Dice against a Target, but the Weapon's AP wasn't enough to pierce the Target's Armour Save. The Target will roll six Armour Saves.</i>
Obliterate II	Passive	Functions as per Obliterate I, except multiplied by five.
Obliterate III	Passive	Functions as per Obliterate I, except multiplied by ten.
Rapid	Passive	Available for Weapons with a Range of 18" or greater. Any Target Units that have at least one model within half of the Weapon's maximum Range, or any Mode templates fully within half of Weapon Range will double the Weapon's Attacks.
Reroll 1's	Passive	Weapons with this Perk can pick up and reroll failed Attack Dice that are a result of '1'. Note that like all rerolls, you cannot reroll successive rolls of 1 (unless another Perk allows you to reroll again).
Reroll Attack	Passive	Weapons with this Perk can pick up and reroll failed Attack Dice made with this Weapon.
Terminate I	Passive	When the Weapon causes HP Loss (after rolling Saves), 3 HP is lost instead of 1. <i>Example: A Weapon with Terminate I has two Attack Dice that caused HP Loss (the Target failed their Saves). 6 HP is lost instead of 2.</i>
Terminate II	Passive	Functions as per Terminate I, except 5 HP is lost per Attack.
Terminate III	Passive	Functions as per Terminate I, except 10 HP is lost per Attack.

Perforation

These Perks weaken Saves or make them less likely to succeed, but do not linger on a Target like an Affliction.

Perk Name	Activation	Description
Negate AEGIS	Passive	The Weapon's AP is applied to the Target's AEGIS instead of Armour. However, the Weapon's AP will have no effect on Armour Saves. Negate AEGIS does not affect Armour modifying Perks such as Penetrate. <i>Example: AP of 3+ will ignore a 3+ AEGIS Save, but not Armour.</i>
Penetrate I	Passive	If the Weapon's AP does not ignore the Target's Armour Save, it instead applies a -1 Dice Modifier to the Armour Save. If the Save would be less than 6, then no Armour Save is available. This Perk does not benefit other Weapons attacking the Target. <i>Example: Weapons with this Perk and AP 3+ would not pierce a 2+ Armour Save reduced to 3+.</i>
Penetrate II	Passive	Functions as per Penetrate I, except the Dice Modifier is -2 instead.
Penetrate III	Passive	Functions as per Penetrate I, except the Dice Modifier is -3 instead.
Penetrate IV	Passive	Functions as per Penetrate I, except the Dice Modifier is -4 instead.
Piercing Hit I	Passive Auto Test	Any Attack Dice with this Weapon that results in a 6 will ignore Armour Saves. If the Weapon requires rerolls, it will be the last roll that requires a 6.
Piercing Hit II	Passive Auto Test	Functions as per Piercing Hit I, except that AEGIS Saves are also ignored.
Puncture I	Passive	If the Weapon's AP does not ignore the Target's Armour Save, it instead applies a -D3 Dice Modifier to the Armour Save. If the Save would be less than 6, then no Armour Save is available. This Perk does not benefit other Weapons attacking the Target. <i>Example: User rolls a D3 and gets 2. The Target's Armour Save of 3+ would require a 5+.</i>
Puncture II	Passive	Functions as per Puncture I, except the Dice Modifier is -D6 instead.
Rend	Passive	If the Weapon's AP does not ignore the Target's Armour Save, it instead reduces any Armour Save better than 4+ to a 4+ while using this Weapon. <i>Example: Weapons with this Perk and AP 4+ would not pierce a 2+ Armour Save that became 4+.</i>
Rupture I	Passive	Successful Attack Dice from Weapons with this Perk will cause the Targets to reroll successful Armour Saves. If used against a Unit with Reinforced, apply Rupture I afterwards.
Rupture II	Passive	Functions as per Rupture I, but both successful Armour and AEGIS Saves are rerolled. If used against a Unit with Reinforced or Resilient, apply Rupture II afterwards.
Transpierce I	Passive	If the Weapon does not ignore the Target's AEGIS Save, it instead applies a -1 Dice Modifier to the AEGIS Save. If the Save would be less than 6, then no AEGIS Save is available. This Perk does not benefit other Weapons attacking the Target.
Transpierce II	Passive	Functions as per Transpierce I, except the Dice Modifier is -2 instead.

Restoration

Restoration Perks allow the wielder to replenish lost HP.

Perk Name	Activation	Description
Assimilate	HP Loss HP+ Specific	<p>Requires the User to have the Artificial Perk. Each time this Weapon causes HP Loss to a Target (including Weapon Afflictions), it restores that amount of HP to the User immediately, up to 1/2 (half) of the User's maximum HP.</p> <p>Assimilate restores casualties within the User's Unit, placing them within Coherency.</p> <p>A Unit must have at least one model that is not a casualty for Assimilate to function.</p> <p>Example: A Unit with 15 HP can gain up to 8 HP with Assimilate.</p>
Heal	Passive HP+ Specific	<p>This Weapon restores HP rather than inflicting damage. Refer to the Weapon's Stats such as Range, Power and AP as normal. Weapon Perks still apply but are reversed as HP restoration instead of damage.</p> <p>The Target Unit must have at least one model that is not a casualty for Heal to function.</p> <p>Heal Weapons with 0" Range must be in base contact with the Target Unit to use Heal on them, or be a Transport that is targeting an embarked Unit or vice versa.</p> <p>Heal restores casualty models within a Unit, placing them within Coherency.</p> <p>While in Reserve, Heal Weapons can Target any friendly Units also in Reserve.</p> <p>Advanced Games: Counter Attack Action allows Heal Weapons to Target the User, but not other friendly Units.</p>
HP Steal	HP Loss HP+ Specific	<p>Each time this Weapon causes HP Loss to a Target (including Weapon Afflictions), it restores that amount of HP to the User immediately, up to 1/2 (half) of the User's maximum HP.</p> <p>HP Steal restores casualties within the User's Unit, placing them within Coherency. A Unit must have at least one model that is not a casualty for HP Steal to function.</p> <p>Example: A Unit with 15 HP can gain up to 8 HP with HP Steal.</p>
Repair	Passive HP+ Specific	<p>This Weapon can only Target Units with the Artificial Perk. This Weapon restores HP rather than inflicting damage. Refer to the Weapon's Stats such as Range, Power and AP as normal. Weapon Perks still apply but are reversed as HP restoration instead of damage.</p> <p>The Target Unit must have at least one model that is not a casualty for Repair to function.</p> <p>Repair Weapons with 0" Range must be in base contact with the Target Unit to use Heal on them, or be a Transport that is targeting an embarked Unit or vice versa.</p> <p>Repair restores casualty models within a Unit, placing them within Coherency.</p> <p>While in Reserve, Repair Weapons can Target any friendly Units (with Artificial) also in Reserve.</p> <p>Advanced Games: Counter Attack Action allows Repair Weapons to Target the User, but not other friendly Units.</p>

Tactical

These Perks give options or tactical benefits when attacking enemies.

Perk Name	Activation	Description
Anti-Air I	Specific	The Weapon gains a +1 Dice Modifier with Attack Dice directed at Targets with Airborne or Jumper Perks, but suffers a -1 Dice Modifier against all other Targets.
Anti-Air II	Specific	Functions as per Anti-Air I except there is no negative Dice Modifier for all other Targets.
Bloody	Passive Specific	If the User is at 50% or less HP (rounding down) at the start of the Game Turn, the Weapon gains +2 Power and +2 Attacks.
Clash	Passive Specific	The first time the Weapon is used after the User engages an enemy Unit in a Melee, this Weapon gains +1 Attack.
Corrupted	Activation	At the start of the Game Turn, the User may offer Stats to improve the Corrupted Weapon. For each -1 to Defence (down to 0), the Weapon gains +1 Power. For each -1 to Armour Save (down to -), the Weapon gains +1 AP (up to 2+). For each -1 HP (down to 0 HP) the Weapon gains +1 Attack. This is only available if the Weapon's Power matches the User's Defence, and AP matches the User's Armour Save (apply all other modifiers first then apply Corrupted modifiers as needed). At the end of the Game Turn, Defence, Armour and the Weapon's Stats are returned to their original values.
Disarm	HP Loss Skill Test Immediate	Each time the Weapon causes HP Loss and passes the Skill Test, the Target will be unable to use one of their Weapons this Game Turn, selected by the User. If the Weapon has Deflect, Ward or Parry, these stats are also lost while the Weapon is unavailable. Standard Games: If the Target has already attacked, apply the Perk next Game Turn instead.
Fast	Specific Immediate	When this Weapon attacks, casualties are removed immediately. If the Target has not already used their Weapons, these casualties may not use their Weapons or use the Counter Attack Action. In addition, when the Wielder is targeted by a Unit, but before rolling Attack Dice, the Fast Weapon can be used against the attacking Unit. Any casualties caused by a Fast Weapon in this way are removed immediately. If an opposing Unit uses a Preliminary, Pre-Emptive, Snipe, Moving Strike, Opening Strike or Fast Weapon against the Wielder, casualties are applied at the same time. Standard: A Fast Weapon can only be used once per Game Turn. Advanced: Using Fast Weapons in response to being targeted by an opponent's Attack Action counts as the User making an Attack Action, and does not allow the opponent to perform a Counter Action.
Flurry	Passive Specific	The first time the Weapon is used after the Wielder engages an enemy Unit in a Melee, failed Attack Dice may be rerolled.
Focus	Specific	If both the User and Target Unit have not yet made any Movement (stationary or Immobile) this Game Turn, failed Attack Dice can be rerolled.
Force I	HP Loss Skill Test Immediate Instruct	If successful, the User can reposition the Target Unit up to 6" in any direction, but must stop at Impassable Ground such as walls, buildings and other Units. If the Target Unit is placed into contact with another Unit or terrain, the affected Units (the Target Unit and any Unit(s) they make contact with) receive additional damage (but does not engage a Melee). For each Unit, roll D6 Attack Dice and multiply by the number of (successful) Force Weapons in the Unit. These Attack Dice succeed on a 4+ and allow Saves. Force does not count as Movement. This Perk can be used to move Units away to end a Melee.
Force II	HP Loss Skill Test Immediate Instruct	Functions as per Force I, except the distance is raised to 12", and 2D6 Attack Dice instead of D6.

Perk Name	Activation	Description
Grapple	HP Loss Skill Test Point Cost (Greater) Point Cost (Lesser) Specific Instruct	<p>If successful, the User attacking with this Weapon will either pull itself to the Target, or the Target to the User, which is performed immediately after the Weapon causes HP Loss (or restored with the Heal Perk). This occurs even if the User has not finished attacking with all of their other Weapons yet.</p> <p>Compare the full Point Cost of the Target to the User, even if it has lost HP. If the Target is a lower Point Cost, the Target will be pulled in. If the Target is a higher Point Cost, the User will be pulled to the Target. If the Target or User is a casualty, still resolve Grapple (relocating the casualty models).</p> <p>Grappled Units travel in a straight line to their destination (the Target or User). The User may stop the Grapple anywhere on the path of travel, even into base contact with enemy Units which will immediately begin a Melee. If the User is yet to attack with other Weapons in this Attack Sequence, measure the Range of these Weapons after applying Grapple, and apply Melee effects if now engaged in a Melee.</p> <p>If the Target is Immobile or has Unstoppable, the User goes to the Target. If the User is Immobile or has Unstoppable, the Target goes to the User. If equal Point Cost or both Units have the Unstoppable Perk or are Immobile, nothing happens.</p> <p>Grapple Weapons do not start a Melee if Targeting friendly Units. Grapple does not count as Movement. If insufficient space, a Unit relocates as close as possible. If the No Line of Sight Perk is on the Grapple Weapon, Units can be grappled through Impassable Terrain and Units.</p> <p>The User cannot relocate if it causes HP Loss with a Grapple Weapon to two or more Targets in a single Attack Sequence. Relocating with Grapple can cause the User or Target to leave a Melee.</p>
Harmless	Specific	The Weapon cannot cause HP Loss with Attack Dice. Instead, Attack Dice that succeed and would have caused HP Loss against the Target automatically pass Skill Tests for Affliction Perks equipped on this Weapon. For Afflictions with 'Stackable', count each HP that would've been lost.
Hearty	Specific	If the User is at full HP, the Weapon gains +12" Range and +1 Power. Check when using the Weapon.
Knockback I	HP Loss Skill Test End of Phase/Step Instruct	<p>If successful, the Target is moved 6" directly away from the User, but must stop 1" away from Impassable Ground such as walls, buildings and other Units.</p> <p>This Perk can be used to move Units away to end a Melee. Knockback does not count as Movement.</p>
Knockback II	HP Loss Skill Test End of Phase/Step Instruct	Function as per Knockback I except that the distance relocated is increased from 6" up to 12".
Longshot I	Passive	<p>The Weapon can Target Units up to double their maximum Weapon Range, but Attacks made beyond maximum Range are resolved with -1 Power.</p> <p>Mode templates that are over the Weapon's Range but within the doubled Range will suffer -1 Power.</p>
Longshot II	Passive	Functions as per Longshot I, but suffers -2 Power.
Momentum	Specific	<p>For each Movement (Move, Dash, Blink) the Wielder makes, the Weapon gains +1 Power. When determining Movement, the Wielder must have relocated from their starting position.</p> <p>The Power increase resets at the end of a Game Turn if the Wielder is still in a Melee, does not make any Movement on that Game Turn, becomes Immobile, suffers Force or Knockback, enters a Transport (or uses Breach or suffers Imprison) or goes into Reserve.</p>
Moving Strike	Immediate Specific	<p>The Weapon can be used immediately by the Wielder during a Move or Dash if a Target is available within the Weapon's range and line of sight between the start and end of the Move or Dash. Any casualties caused by a Moving Strike Weapon in this way are removed at the end of the Movement.</p> <p>If the Target Unit at any point does not qualify for Cover along the Wielder's Move or Dash, they do not benefit from Cover.</p> <p>If an opposing Unit uses a Pre-Emptive, Snipe or Fast Weapon against the Wielder while the Wielder is using Moving Strike, casualties are applied at the same time.</p> <p>Moving Strike Weapons can be used normally in the Attack Phase or with an Attack Action.</p> <p>Standard: A Moving Strike Weapon can only be used once per Game Turn.</p> <p>Advanced: Using one or more Moving Strike Weapons during a Move or Dash creates an Attack Action for CP consumption (but does count as an Action for the Action Step), and does not allow the opponent to perform a Counter Action.</p>
Multi-Strike	Passive	The Wielder can direct each of this Weapon's Attacks to different Units.

Perk Name	Activation	Description
No Line of Sight I	Passive	The Weapon does not need to have line of sight to the Target Unit, but will suffer a -2 Dice Modifier to Attack Dice if the Target is not in line of sight. Although out of sight, the Wielder cannot Target Units that are embarked as passengers inside a Transport unless following normal rules for attacking via Fire Points. Likewise, a passenger in a Transport with no Fire Points can't Target enemies outside the Transport with this Weapon. For the purpose of Cover Bonus, still refer to the attacking model's line of sight to the Target. Equip the 'Ignore Cover' Perk on the Weapon to always ignore a Cover Bonus.
No Line of Sight II	Passive	Functions as per No Line of Sight I, except there is no -2 Dice Modifier penalty.
No Line of Sight III	Passive	Functions as per No Line of Sight II, but the Wielder can also Target passengers inside a Transport, and a passenger can use the Weapon to Target Units outside a Transport without Fire Points.
Opening Strike	Specific Immediate	The Weapon can be used immediately when the Wielder is Deployed. Any casualties caused by the Opening Strike Weapon in this way are removed immediately. If an opposing Unit uses a Fast Weapon against the Wielder, casualties are applied at the same time. Opening Strike Weapons can be used normally in the Attack Phase or with an Attack Action. Standard: An Opening Strike Weapon can only be used once per Game Turn. Advanced: Using one or more Opening Strike Weapons during a Deploy does not count as an Action, and does not allow Counter Actions.
Postliminary	Passive	The Weapon Attacks after all other actions have been completed in the Game Turn. Standard: The Weapon is used after all players have finished Dashing in the Dash Phase. Advanced: The Weapon is used once, after all players have finished making Actions and costs no CP.
Precision 2+	Passive Auto Test	Any Attack Dice from this Weapon that results in a 2+ will allow the attacking player to choose a specific model in the Unit to receive the Attack Dice. If the Weapon requires rerolls, it will be the last roll that requires a 2+. If Precision occurs and the Target is within 6" of a War Master Unit, the Wielder may Target the War Master with the Precision Attacks, unless it is outside the Weapon's maximum Range. Commander Units cannot redirect Precision Attacks. HP Loss caused by Precision dispels Illusion, removing all Illusion models from the Target Unit. Deflect, Ward and Parry: If using Precision against a model with Deflect, Ward or Parry stats, the model will be able to use these stats even if it is not the majority. Likewise, if the Targeted model does not have Deflect, Ward or Parry stats, they cannot benefit from the Unit's majority Saves.
Precision 3+	Passive Auto Test	Functions as per Precision 2+, except occurs on a 3+.
Precision 4+	Passive Auto Test	Functions as per Precision 2+, except occurs on a 4+.
Precision 5+	Passive Auto Test	Functions as per Precision 2+, except occurs on a 5+.
Precision 6+	Passive Auto Test	Functions as per Precision 2+, except occurs on a 6+.
Pre-Emptive	Melee Immediate Specific	The Weapon can be used immediately when the Wielder engages or is engaged in a Melee with a Move or Dash, and must be directed at a Unit in the Melee. This occurs the first time the Wielder has been engaged in a Melee and resets when the Melee ends or if they leave it. Any casualties caused by the Pre-Emptive Weapon in this way are removed immediately. If an opposing Unit uses a Pre-Emptive, Snipe, Moving Strike or Fast Weapon against the Wielder, casualties are applied at the same time. Pre-Emptive Weapons can be used normally in the Attack Phase or with an Attack Action. Standard: A Pre-Emptive Weapon can only be used once per Game Turn. Advanced: Using one or more Pre-Emptive Weapons during a Move or Dash does not count as an Action, and does not allow Counter Actions.

Perk Name	Activation	Description
Preliminary	Passive	<p>The Weapon Attacks before all other actions in the Game Turn, causing casualties to occur immediately. If multiple Preliminary Weapons are present, casualties are removed after all Preliminary Weapons are used.</p> <p>Standard: The Weapon may be used after all players have finished Deploying in the Deploy Phase, or during the Attack Phase. The Weapon can only be used once per Game Turn.</p> <p>Advanced: The Weapon is used once before all players begin making Actions, and costs no CP. The Weapon may then be used normally during the Game Turn.</p>
Shared	Specific	<p>Any model in the Unit has access to this Weapon. Measure from any model in the Unit to attack. Precision Damage on the current Wielder will not remove the Weapon from the Unit.</p> <p>If a Shared Weapon has Deflect, Ward or Parry, it must be designated to a model when checking for majority. Shared Weapons with Deflect, Ward or Parry cannot be used with the Shield Wall Perk (Defensive Unit Perk).</p>
Shatter	Specific Immediate	<p>The Weapon inflicts triple HP Loss against Targets suffering the effects of Freeze and/or Solidify. If HP Loss is caused, Solidify and Freeze are removed from the Target after the User's Attack Sequence has finished.</p>
Simulacrum I	Activate Specific Point Cost (Lesser) Point Cost (Double) Radius (18")	<p>A Simulacrum Weapon can copy another Weapon.</p> <p>At the start of the Game Turn, select a Target Unit within 18" of the Wielder. If a Target's Weapon is equal or less in Point Cost than the Wielder's Simulacrum Weapon, then the Wielder may use the Target's Weapon profile (including its Perks) instead for the current Game Turn.</p> <p>Alternatively, the Simulacrum Weapon can ignore the 18" requirement and copy a Weapon that Targeted the User in the previous Game Turn, if the Weapon is up to double the Simulacrum Weapon's Point Cost.</p> <p>After the copied Weapon profile is used, the Simulacrum Weapon is returned to its original profile; able to copy another Weapon (or the same Weapon if available) next Game Turn.</p> <p>Simulacrum Weapons can only copy Weapons with 'Countdown', 'Recharge' or 'Use' Perks if the User is Targeted by those Weapons.</p>
Simulacrum II	Activate Specific Point Cost (Lesser) Point Cost (Double) Radius (18")	<p>Functions as per Simulacrum I, except the Weapon may keep the copied profile for the remainder of the game. The Wielder may discard the copied profile and return to its original profile the end of the Game Turn.</p>
Snipe	Specific Immediate	<p>The Weapon can immediately Target a Unit that performs a Move or Dash within the Weapon's range and line of sight, even if the Move or Dash starts or ends out of the Weapon's range and/or line of sight. Any casualties caused by a Snipe Weapon in this way are removed immediately.</p> <p>If the target Unit at any point does not qualify for Cover along their Move or Dash, they do not benefit from Cover.</p> <p>If an opposing Unit uses a Pre-Emptive, Moving Strike or Fast Weapon against the Snipe Weapon Wielder, casualties are applied at the same time.</p> <p>Snipe Weapons can be used normally in the Attack Phase or with an Attack Action.</p> <p>Jumper and Airborne Units cannot be Targeted during their Move or Dash by Snipe Weapons, unless the Weapon also has an Anti-Air Perk.</p> <p>Standard: A Snipe Weapon can only be used once per Game Turn.</p> <p>Advanced: Using one or more Snipe Weapons during an opponent's Move or Dash counts as an Attack Action, and does not allow the opponent to perform a Counter Action.</p>
Trap	Weapon Use Specific	<p>Place a Trap marker inside the Weapon's maximum Range. After being placed, the Trap will arm and can be triggered by any Unit that passes through or is within 2" of the marker, whether friend or foe. When triggered, the Target will be struck with the Weapon's profile.</p> <p>The User cannot trigger the Trap on the same Game Turn that they placed it.</p> <p>All Mode Perks are directed by the Trap Wielder, with the Trap model or Marker as the origin point of the Weapon (especially for Beam and Nova), but must strike the Unit that triggered the Trap.</p> <p>Current changes to Stats on the User, such as Power and Dice Modifiers, still affect triggered Traps.</p> <p>Trap Weapons cannot Target Units with Jumper that do not start or end Movement within 2" of a Trap Marker, or Airborne unless the Trap Weapon also has Anti-Air equipped.</p> <p>Trap Weapons that have Grapple pull the Target to the centre of the Trap marker, ignoring Point Cost Lesser/Greater (but not affecting Unstoppable/Immobile Units as normal). Multiple models are placed as a circle starting at the centre of the Trap marker. Trap markers are never pulled toward a Target.</p>

Perk Name	Activation	Description
Velocity	Specific	<p>For each 6" of Movement (Move, Dash, Blink) in a continuous straight line made by the Wielder, the Weapon gains +1 Power.</p> <p>The Power increase resets at the end of a Game Turn if the Wielder is still in a Melee, does not make any Movement on that Game Turn, fails to go in a straight line, becomes Immobile, suffers Force or Knockback, enters a Transport (or suffers Imprison) or goes into Reserve.</p> <p>The Weapon must be directed at a Unit in front or behind the Wielder, in the path of the straight line the Wielder is travelling in.</p>
Warp	HP Loss D6 (6+) End of Phase/Step	<p>For each HP Loss caused by a Warp Weapon, roll a D6. If any D6 result in a 6, the Target will be sent into Reserve. This is the Target's Reserve, not the User.</p> <p>Standard: The Target will be able to Deploy in the following Game Turn.</p> <p>Advanced: The Target may use the Deploy Action to arrive in the current Game Turn or can Deploy on a later Game Turn.</p>
Zap	Specific	The Weapon inflicts triple HP Loss against Targets suffering the effects of Shock and/or Paralysis.

12.6 UNIT AND ROSTER UPGRADES

Units and Rosters can be upgraded beyond their Unit and Weapon profiles. Traits are further upgrades or an 'add-on' to Units. Roster Perks affect all Units within an entire Roster, or are abilities that can be used under special circumstances.

Traits

Traits are upgrades to Units that are selected when creating a Roster. As per Section 3.2, a Unit must be worth 50pts; this must be before applying Traits.

Perk Name	Activation	Description
Concealed	Specific	<p>When the User is Deployed, it is represented as a marker, concealing what the Unit really is. Once the User performs any action, the marker is removed and the actual Unit is Deployed at the site of the marker.</p> <p>Concealed Units cannot claim Objectives.</p> <p>Enemies cannot Target the Concealed marker, but may reveal it by placing a Unit within 6" of the marker.</p> <p>A Mode Weapon that ends on the marker via the Scatter Arrow will reveal the Unit before rolling Attack Dice.</p> <p>Taking the Decoy Trait with Concealed will cause the Decoy to be Concealed too.</p>
Decoy I	Specific	<p>This Trait allows you to Deploy an additional 'fake Unit' with the following profile and no Perks: Move 0, Dash 0, Defence 5, 1 HP, no Saves. 1-30 models, but they all share the 1 HP.</p> <p>If the Decoy loses HP, or has an enemy Unit Deployed or performed Movement through or within 6" of it, the Decoy Unit is removed immediately.</p> <p>Decoys cannot claim objectives.</p> <p>Taking the Decoy Trait with Concealed will cause the Decoy to be Concealed too.</p> <p>Advanced Games: Decoy Units do not generate CP but may perform other Actions and Counter Actions.</p>
Decoy II	Specific	<p>This Trait allows you to Deploy an additional 'fake Unit' with the following profile and no Perks, using the User's Move and Dash stat:</p> <p>Defence 5, 1 HP, no Saves. 1-30 models, but they all share the 1 HP.</p> <p>If the Decoy loses HP, or has an enemy Unit Deployed or performed Movement through or within 6" of it (or the fake Unit does so toward an enemy Unit), the Decoy Unit is removed immediately.</p> <p>Decoys cannot claim objectives.</p> <p>Taking the Decoy Trait with Concealed will cause the Decoy to be Concealed too.</p> <p>Advanced Games: Decoy Units do not generate CP but may perform other Actions and Counter Actions.</p>
Decoy III	Specific Radius (12") Single Model	<p>This Trait allows you to Deploy an additional 'fake Unit' which will explode when destroyed or revealed, using the User's Move and Dash stat:</p> <p>Defence 5, 1 HP, no Saves. 1 model.</p> <p>If the Decoy loses HP, or has an enemy Unit Deployed or performed Movement through or within 6" of it, the Decoy Unit is removed immediately and causes an explosion, causing D6 Attack Dice to each Unit within 12". Each Attack Dice succeeds on a 4+ and allow all Saves. Resolve casualties as normal.</p> <p>Decoys cannot claim objectives.</p> <p>Taking the Decoy Trait with Concealed will cause the Decoy to be Concealed too.</p> <p>Advanced Games: Decoy Units do not generate CP but may perform other Actions and Counter Actions.</p>
Final Hope	Specific	<p>The User cannot be worth more than 50% of the Roster's Point Limit. The User cannot leave their Reserve and may only Deploy if all other Units in the Roster have become casualties, or count as casualties.</p> <p>If there are multiple Final Hope Units in the Roster, the total of all these Units combined cannot exceed 50% of the Roster's Point Limit.</p>
Respawn	Specific	<p>At the start of the Game Turn, the player may choose to use Respawn on the Unit. If already on the Battlefield, the Unit is removed as a casualty. The Unit is then restored to full HP (with no negative Perk effects) and immediately Deployed via a Deployment Perk or within 6" of the Unit's Deployment Zone board edge (or if a large model, as close as possible). In Advanced Games, this is performed before determining CP.</p> <p>If the Unit Respawns, it counts as destroyed for Victory Conditions. If the Unit Respawns twice, it will be unable to seize or contest Objectives.</p> <p>Respawning does not reset Perks and Weapons with limited uses.</p>

Perk Name	Activation	Description
Summon	Specific	<p>This Unit is produced as a new Unit once at the start of every Game Turn. Deploy the Unit following normal Deployment rules. In Advanced Games, the Summon Unit must be Deployed at the start of each Game Turn, before determining CP.</p> <p>The Unit is not to be kept in Reserve when it is produced; it must be Deployed onto the Battlefield, or the Unit counts as destroyed. The only exception is if the Summon Unit has a Deployment Perk such as Seed which forces it to be in Reserve; in this case, the Unit will be produced and held in Reserve.</p> <p>If using the 'Seek and Destroy' Mission Objective, each Summon Unit's OP value is divided by four, with a minimum of 1 OP. In games where a Unit's Point Value is used to determine a winner (such as Deathmatch), tally the remaining HP of all the Summon Units produced, then divide it by the number of Game Turns the game went for, rounding to the closest whole number. The result is the HP it lost during the game for Victory Conditions.</p> <p>Example: <i>A Unit with Summon has 10 HP (maximum). It is summoned four times over four Game Turns (40 HP maximum). Of the 40 HP across all four Units, only 6 HP remains (lost 34 HP). 6 HP divided by 4 rounds up to 2 HP (from 1.5), meaning 2 of 10 HP remains on the Unit for Victory Conditions.</i></p>

Roster Perks

Roster Perks are upgrades that can benefit your entire Roster or give you a strategic edge.

Perk Name	Activation	Description
Architect of Destiny	Specific	One dice roll per Game Turn can be rerolled. It doesn't matter whose dice it was or who rolled the dice. You cannot stack unused rolls for later Game Turns.
Avenge	Casualty Limited Use (1) Immediate	At the start of the game, designate a Unit to receive this Perk. When the Unit is casualty by an enemy Unit, all friendly Units in the entire Roster receive a +1 Dice Modifier to all Attack Dice for the rest of the game. Note this occurs when the Avenge Unit is a casualty (0 HP), not when it is removed as a casualty. Slaying the Avenge Unit with a friendly Unit (or Self-Destruct Weapons) will not trigger Avenge.
Bloodthirsty Aura	Passive	May be applied to Units in the Roster with the Aura I or Aura II (Augmentation) Perk equipped. While benefitting from Aura, affected Units in this Roster receive +1 to Attack to all Weapons while in a Melee, which is applied after all other Perks.
Bloodthirsty Presence	Passive	While there are Units with the Presence Perk from this Roster on the Battlefield, all Units in this Roster receive +1 to Attack to all Weapons while in a Melee, which is applied after all other Perks.
Demoralising Aura	Passive	May be applied to Units in the Roster with the Aura I or Aura II (Augmentation) Perk equipped. While benefitting from Aura, affected Units in this Roster receive the following benefit: Any enemy Units that Target Units from this Roster will suffer a -1 Dice Modifier to all Attack Dice while attacking them.
Demoralising Presence	Passive	While there are Units with the Presence Perk from this Roster on the Battlefield, any enemy Units that Target Units from this Roster will suffer a -1 Dice Modifier to all Attack Dice while attacking them.
Deny	Specific	Once per Game Turn, the player can select a single dice rolled by an opponent, or any Perk with Activate, Aether, D6, Mastery Test or Skill Test. The player then rolls a D6; if the result is a 6, the nominated dice or Perk from the opponent counts as failed. If a Perk was selected, it fails but does not consume Limited Use. Dice to represent Scatter Arrow cannot suffer Deny.
Despair	Casualty Limited Use (1) Immediate	At the start of the game, designate a Unit to receive this Perk, who must Deploy on the first Game Turn and cannot enter Reserve. When the Unit is a casualty, all friendly Units in the entire Roster receive a -1 Dice Modifier to all Attack Dice for the rest of the game. Note this occurs when the Despair Unit is a casualty (0 HP), not when it is removed as a casualty. If the designated Despair Unit is the only friendly Unit on the Battlefield, then it suffers a -1 Dice Modifier to all Attack Dice. A Unit designated for Controlled or Enslaved (the Enslaver or Controller) cannot be selected for this Perk.
Extension	Specific	When the game has ended, the player may intervene and extend the game by one Game Turn.
Fleeting Aura	Passive	May be applied to Units in the Roster with the Aura I or Aura II (Augmentation) Perk equipped. While benefitting from Aura, affected Units in this Roster receive +50% to Dash (divide Dash Stat by 2 then multiply by 3).
Fleeting Presence	Passive	While there are Units with the Presence Perk from this Roster on the Battlefield, all Units in this Roster receive +50% to Dash (divide Dash Stat by 2 then multiply by 3).
Gateway	Specific Limited Use (2)	At the start of Game Turn 1, the player places a single Gateway marker anywhere on the Battlefield. At the start of Game Turn 2, the player places a second Gateway marker anywhere on the Battlefield. When both markers are placed, the Gateway is active. A Unit embarks a Gateway marker like a Transport (Section 6 in the Core Rules) and may disembark the other Gateway marker like a Transport. All Units (friend and foe) have access to the Gateway. Any number of Units can use a Gateway each Game Turn. If engaging in a Melee inside the Gateway, refer to Section 10.2 (under the heading of Multiple Players Embarking Terrain) in the Core Rules. If more than one player has Gateway, the different Gateways are not connected to each other.
Herd Immunity	Passive	All Units in the entire Roster cannot suffer or spread Plague or Pestilence effects caused by their own Weapons. They can still suffer Plague and Pestilence by Weapons or Units afflicted from other Rosters.
Inspiring Aura	Passive	May be applied to Units in the Roster with the Aura I or Aura II (Augmentation) Perk equipped. While benefitting from Aura, affected Units in this Roster receive a +1 Dice Modifier to Attack Dice with all Weapons.
Inspiring Presence	Passive	While there are Units with the Presence Perk from this Roster on the Battlefield, all Units from this Roster receive a +1 Dice Modifier to Attack Dice with all Weapons.

Perk Name	Activation	Description
Master Strategist	Specific	The player can choose who will be the Turn Master on any Game Turn, or instead may reroll the amount of Command Points (CP) generated in any Advanced Game Turn for all players. If more than one player has this Perk, the Master Strategist players Roll-Off at the start of each Game Turn.
Mission Master	Specific	The player's Roster gains the following benefits in Competitive Games: Deathmatch: Add D3 percent to your Roster's final value percentage before determining the winner. Tactical Strike: May reroll each Objective (Marker, Combat and Territory) once per Game Turn. Seize and Control: Objective Marker control range increased to 6". Capture the Flag or Extraction: Unit with a Flag or Asset may reposition D6 inches at the end of the Game Turn. Seek and Destroy: Each time you wipe out a Unit, roll a D6; on a 6 you gain an additional +1 OP for defeating the Unit. Domination, Hold the Line or Secure Ground: Units partially in an area/zone count as fully occupying it. Fortifications: Fortifications may have a Move and Dash stat. Regicide: The Regicide Unit's value may be up to 33% of the game's Point Limit. Sabotage: Units may still Move, Dash and Attack while sabotaging the Objective, but must always remain within 2 inches of it throughout the whole Game Turn. Survive at All Costs: At the end of the game, roll a D6. The result is what you gain as Percent Survived.
Nexus	Passive Radius (12")	Designate a single Unit as the Nexus. Units can Deploy within 12" of the Nexus Unit, the area around the Nexus Unit being treated as a friendly Deployment Zone. Units must be wholly Deployed within this area.
Nightmare Anomaly	Specific	At the start of the Game Turn, the player may choose any Unit on the Battlefield to receive the effects of Nightmare Anomaly. Select any Unit, then roll a D6 to determine the effect, applied immediately: <ol style="list-style-type: none"> 1) Unit teleports with a Scatter Arrow and 2D6 inches, going into Reserve if it can't be placed. 2) Suffers D6 Attack Dice at Power 10, ignoring all Armour and AEGIS Saves. 3) -1 Defence, reroll successful Saves. 4) +1 Defence, reroll failed Saves. 5) Restore D6 HP. Any revived casualties are placed within Coherency of the Unit. 6) Unit is immune to HP Loss.
Playstylist	Specific	Standard Game: During the Deploy Phase, you may Deploy any and all Units after all players have finished. Other players with this Roster Perk must alternate. Advanced Games: Each Game Turn, players with this Roster Perk gain an additional D3 CP per 500pts of the Point Limit.
Protective Aura	Passive	May be applied to Units in the Roster with the Aura I or Aura II (Augmentation) Perk equipped. While benefitting from Aura, affected Units in this Roster receive +1 to Armour Saves.
Protective Presence	Passive	While there are Units with the Presence Perk from this Roster on the Battlefield, all Units in this Roster receive +1 to Armour Saves.
Shielding Aura	Passive	May be applied to Units in the Roster with the Aura I or Aura II (Augmentation) Perk equipped. While benefitting from Aura, affected Units in this Roster receive +1 to AEGIS Saves.
Shielding Presence	Passive	While there are Units with the Presence Perk from this Roster on the Battlefield, all Units in this Roster receive +1 to AEGIS Saves.
Swift Aura	Passive	May be applied to Units in the Roster with the Aura I or Aura II (Augmentation) Perk equipped. While benefitting from Aura, affected Units in this Roster receive +50% to Move (divide Move Stat by 2 then multiply by 3).
Swift Presence	Passive	While there are Units with the Presence Perk from this Roster on the Battlefield, all Units in this Roster receive +50% to Move (divide Move Stat by 2 then multiply by 3).
Undead Legion	Specific Instruct	If an Undead Legion player inflicts HP Loss on an enemy Unit and it becomes a casualty, leave the last model of the enemy Unit on the Battlefield where it became a casualty. At the start of the next Game Turn, it is raised to full HP and models (placed like Transport survivors in Section 6.6), under the Undead Legion player's control, but any Afflictions that were on the Unit will remain. Targets that have Respawn or Resurrection (of any rank), are unaffected by this Perk. Undead Legion Units can claim objectives and generate CP in Advanced Games as normal. If more than one player has this Perk, the player who inflicted the most HP Loss will seize the Unit. If it is equal HP Loss, then they must Roll-Off for the Unit.