

Mercenaries • 280pts

Mercenaries 3.5.3, Wormhole Daemons of War 3.5.3

Mercenary Leader [1] - 65pts

Quality 4+

Defense 5+

Tough 3

Battle-Hardened, Caster(2), Hero, Tough(3)

Weapon	RNG	ATK	AP	SPE
2x CCWs	-	A2	-	-
Upgrade			SPE	
Mercenary Psychic			Caster(2)	

Mercenary Hanger-On [1] - 50pts

Quality 5+

Defense 5+

Tough 3

Battle-Hardened, Hero, Piercing Hunter Aura, Tough(3)

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Shotgun	12"	A2	1	-
Upgrade		SPE		
Munitioner		Piercing Hunter Aura		

2x Mercenary Fighters [3] - 45pts

Quality 5+

Defense 5+

Battle-Hardened

Weapon	RNG	ATK	AP	SPE
3x CCWs	-	A1	-	-
3x Great Weapons	-	A1	3	-
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Mercenary Gunners [3] - 35pts

Quality 5+

Defense 5+

Battle-Hardened

Weapon	RNG	ATK	AP	SPE
3x Rifles	24"	A1	-	-
3x CCWs	-	A1	-	-

Blood Hound [1] - 40pts

Quality 3+

Defense 4+

Defensive Frenzy, Fast, Ravage(1), Warbound

Weapon	RNG	ATK	AP	SPE
Claws	-	A2	1	-
Upgrade		SPE		
Malicious Predator		Fast		
Spiked Collars		Ravage(1)		
War Boon		Defensive Frenzy		

Special Rules

- +1 to Defense:** This model gets +1 to defense rolls.

AP: Targets get -X to Defense rolls when blocking hits.

Battle-Hardened: Units where all models have this rule get +1 to morale test rolls.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as enemy models in the target unit and within 3” of it. Hits must be split evenly between all enemy units within 3” of any model from the target (defender picks how).

Caster: Gets X spell tokens at the start of each round, but can’t hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell’s value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18” in line of sight of the caster’s unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Crack: On unmodified results of 6 to hit, those hits get AP(+2).

Defensive Frenzy: If all models in this unit have this rule, place one marker on this unit when it fully destroys an enemy unit, up to a max. of two markers. For each marker this unit gets +1 to Defense rolls until the end of the game.

Fast: Moves +2" when using Advance, and +4” when using Rush/Charge.

Hero: Friendly units within 12” may take morale tests using the hero’s Quality, as long as the hero isn’t Shaken.

Melee Evasion: Enemies get -1 to hit rolls in melee when attacking units where all models have this rule.

Piercing Hunter: When this model shoots at enemies over 9" away, its weapons get AP(+1).

Piercing Hunter Aura: This model and up to 3 friendly units picked before the start of the game get Piercing Hunter. If this model is killed, picked models that are deployed lose the rule.

Ravage: When it's this model's turn to attack in melee, roll X dice. For each 6+ the target takes one wound.

Relentless: When this model shoots at enemies over 9" away, unmodified results of 6 to hit deal 1 extra hit (only the original hit counts as a 6 for special rules).

Surge: On unmodified results of 6 to hit, this weapon deals 1 extra hits (only the original hit counts as a 6 for special rules).

Tough: This model only rolls to check wound effects once it has taken at least X wounds, and is only Knocked Out on rolls of 5+X or more.

Warbound: Enemies that roll to block hits from this model's weapons take 1 extra wound for each unmodified result of 1 that they roll.

Warbound Boost: If this model has Warbound, when it shoots or charges enemies over 9" away, enemies taking wounds from it take extra wounds on failed defense rolls of 1-2 from Warbound (instead of only on 1).

Mercenaries Army Spells

Psy-Injected Courage (1): Pick up to two friendly units within 12", which get +1 to morale test rolls once (next time the effect would apply).

Electric Tempest (1): Pick one enemy unit within 12", which takes 2 hits with AP(1) and Surge. Roll as many dice as hits to see if "on rolls of 6" effects trigger.

Calculated Foresight (2): Pick up to four enemy units within 18", which friendly units gets Relentless against once (next time the effect would apply).

Searing Burst (2): Pick up to two enemy units within 12", which take 3 hits each.

Shock Speed (3): Pick up to six friendly units within 12", which moves +2" when using Advance actions and +4" when using Rush/Charge actions once (next time the effect would apply).

Expel Threat (3): Pick up to three enemy models within 18", which take 2 hits with AP(1) each. This effect is resolved as if the target was a unit of [1].

Wormhole Daemons of War Army Spells

Terrifying Fury (1): Pick up to two enemy units within 18", which must take a morale test. If failed, it becomes fatigued.

Flame of Destruction (1): Pick one enemy unit within 18", which takes 1 hit with Blast(3).

Fiery Protection (2): Pick up to four friendly units within 12", which get Melee Evasion once (next time the effect would apply).

Brutal Massacre (2): Pick up to two enemy units within 6", which take 3 hits with Crack each. Roll as many dice as hits to see if "on rolls of 6" effects trigger.

War Boon (3): Pick up to six friendly units within 12", which get Warbound Boost once (next time the effect would apply).

Headtaker Strike (3): Pick up to six enemy units within 12", which take 1 hit with AP(2) each.
