JMPL	Е вит	CHER										415 Credits
ws	BS	S	т	w	I	A		Ld	CI	Wil	Int	ХР
2+	4+	4	5	2	4+	- 2		5+	5+	5+	7+	3
n Ieavy Ch	ain Cleave	rs*	S I - Е	- S = -	L +1	Str S+2	D 2	Ар -2	Am -	Traits Melee,P	aired,Se	ver
EAR	Skinblade	, Armc	ored u	ndersu	iit, Sti	mm-slı	ug st	tash, N	1esh Ar	mor, Buto	cher's N	lask
6	Bull Charç	ge, Sla	ughte	rborn								
	First to th	e Fray										
	WS 2+ n Heavy Ch	WS BS 2+ 4+ n Heavy Chain Cleave EAR Skinblade Bull Char	WS BS S 2+ 4+ 4 h Heavy Chain Cleavers* EAR Skinblade, Armo Bull Charge, Sla	WS BS S T 2+ 4+ 4 5 n S I Heavy Chain Cleavers* - E EAR Skinblade, Armored un Bull Charge, Slaughter	WS BS S T W 2+ 4+ 4 5 2 n S L S leavy Chain Cleavers* - E - EAR Skinblade, Armored undersu Bull Charge, Slaughterborn	WS BS S T W I 2+ 4+ 4 5 2 4+ n S L S L S L leavy Chain Cleavers* - E - +1 EAR Skinblade, Armored undersuit, Stime Bull Charge, Slaughterborn	WSBSSTWIA2+4+4524+2nSLSLStrleavy Chain Cleavers*-E-+1S+2EARSkinblade, Armored undersuit, Stimm-slie Bull Charge, SlaughterbornStimm-slie Bull Charge, Slaughterborn	WS BS S T W I A 2+ 4+ 4 5 2 4+ 2 n S L S L Str D leavy Chain Cleavers* - E - +1 S+2 2 EAR Skinblade, Armored undersuit, Stimm-slug state Bull Charge, Slaughterborn Stimular Stimular	WS BS S T W I A Ld 2+ 4+ 4 5 2 4+ 2 5+ n S L S L Str D Ap leavy Chain Cleavers* - E - +1 S+2 2 -2 EAR Skinblade, Armored undersuit, Stimm-slug stash, M Bull Charge, Slaughterborn	WSBSSTWIALdCl $2+$ $4+$ 4 5 2 $4+$ 2 $5+$ $5+$ nSLSLStrDApAmleavy Chain Cleavers* $ E$ $ +1$ $S+2$ 2 -2 $-$ EARSkinblade, Armored undersuit, Stimm-slug stash, Mesh Ar Bull Charge, SlaughterbornBull Charge, Slaughterborn $ -$	WS BS S T W I A Ld CI Wil 2+ 4+ 4 5 2 4+ 2 5+ 5+ 5+ n S L S L Str D Ap Am Traits leavy Chain Cleavers* - E - +1 S+2 2 -2 - Melee,P EAR Skinblade, Armored undersuit, Stimm-slug stash, Mesh Armor, Buto Bull Charge, Slaughterborn Stimpton Stimpton Stimpton	WS BS S T W I A Ld CI Wil Int 2+ 4+ 4 5 2 4+ 2 5+ 5+ 5+ 7+ n S L S L Str D Ap Am Traits leavy Chain Cleavers* - E - +1 S+2 2 -2 - Melee,Paired,Ser EAR Skinblade, Armored undersuit, Stimm-slug stash, Mesh Armor, Butcher's M Bull Charge, Slaughterborn Stableborn Stableborn

Bull Charge (Skill)

When the fighter makes close combat attacks as part of a Charge (Double) action, any weapons with the **Melee** trait they use gain the **Knockback** trait and are resolved at +1 Strength.

Slaughterborn (Skill)

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the **Melee** trait, increase their Movement by 1" for the duration of the battle.

315 KINDER CUTTER Credits WS XP м BS S т w Α Ld CI Wil Int 6" 3+ 5+ 4 3 2 4+ 2 6+ 6+ 7+ 8+ 3 S L S L Str D Ap Weapon Am Traits Paired Butcher's Chain Cleavers* - E -2 -2 - S+1 Melee,Shred,Paired WARGEAR Armored undersuit, Stimm-slug stash, Mesh Armor, Bionic Leg (Mundane), Corpse Grinder Cult Icon, Cutter's Mask SKILLS Parry RULES Dervish

Shred (Weapon Trait)

If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Paired (Weapon Trait)

A fighter that is armed with Paired weapons counts as being armed with dual weapons with the **Melee** trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled. Fighters subject to the Mounted condition gain no benefit from this Trait

Armoured undersuit (Equipment)

An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

Stimm-slug stash (Equipment)

Once per battle, a fighter with a stimm-slug stash can use it at the start of their activation. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the end of the round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the End phase, roll a D6. On a 1, the stimm overload is too much - roll an Injury dice and apply the result to the fighter.

230 **PIERCE** CUTTER Credits XP М WS Wil BS S т w Т Α Ld CI Int 6" 3+ 5+ 4 3 2 4+ 2 6+ 7+ 8+ 4 6+ S L S L Str D Ap Am Traits Weapon - -1 S+1 2 Rotary Flensing Saw* E 4 -2 Melee,Knockback,Shred,Versatile WARGEAR Armored undersuit, Stimm-slug stash, Plate Mail, Cutter's Mask SKILLS Avatar of Blood, Fearsome, Rain of Blows RULES Dervish

SUS	SPEC	T #9	3T5	IN	TIA	ſE								Credit:
М	ws	В	s	S	т	w	I		A	Ld	CI	Wil	Int	ХР
5"	4+	3	+	3	3	1	4+	-	1	7+	7+	9+	9+	2
Weapo	on		s	L	s	L	Str	D	Ар	Am	Trait	s iful ade,Smoke e,Parry,Re		
Lasgun			18	24	+1	-	3	1	-	2+	Plent	iful		
Smoke	Grenade	е	-	Sx3	-	-	-	-	-	4+	Grena	ade,Smok	e,Blast (*)	
Boning	Sword		-	Е	-	-	S	2	-2	-	Mele	e,Parry,Re	nding	
WARG				sight,										
SKILLS	3	Infiltra	te											
RULES	6	Infiltra	tion											

Knockback (Weapon Trait)

When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model.

Shred (Weapon Trait)

If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Versatile (Weapon Trait)

The wielder of a Versatile weapon does not need to be in base contact with an enemy model in order to engage them in melee during their activation.

Armoured undersuit (Equipment)

An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

Stimm-slug stash (Equipment)

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Parry (Weapon Trait)

The fighter can parry attacks as though they were carrying a weapon with the **Parry** trait. If they already have one or more weapons with this Trait, they can parry one additional attack.

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the fighter can force the attacking player to re-roll one successful hit. If the fighter is armed with two Parry weapons, they can force the attacking player to re-roll two successful hits instead.

Rending (Weapon Trait)

If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter, or rolls an extra Damage dice if the target is a vehicle.

120 Credits

Ps	y PR	IM8	INIT	IATE										80 Credit
м	ws	BS	S	т		w	I	A	L	d	CI	Wil	Int	ХР
5"	4+	4+	3	3		1	4+	1	9	+	8+	8+	9+	1
Weapo	n		s	L	s	L	Str	D	Ар	Am	Tra	its		
Smoke	Grenade		-	Sx3	-	-	- 3 S+1	-	-	4+	Gre	nade,Smo	ke,Blast	(*)
Reclaim	ed Autog	gun	8	24	+1	-	3	1	-	5+	Rap	oid Fire (1)		
Butcher	's Cleave	er	-	Е	-	-	S+1	1	-1	-	Disa	arm,Melee		
WARGI	EAR	Flak Arm	or, Ini [.]	tiate's	Mas	sk								
SKILLS	;	Infiltrate												
RULES	, I	Infiltration	า											

Ps	y LU	CKY II	NITIA	TE										100 Credits
м	ws	BS	S	т	w		I	Α	Ld	С	;	Wil	Int	ХР
5"	4+	4+	3	3	1		4+	1	8+	7-	+	8+	9+	4
Weapo	'n		s	L	s	L	Str	D	Ар	Am	Tra	its		
Stub G	un		6	12	+2	-	3	1	Ap - - - -2	4+	Side	earm,Ple	ntiful	
Stub G	un - Dum	-Dum Amm	o 5	10	+1	-	4	1	-	4+	Lim	ited,Side	arm	
Smoke	Grenade		-	Sx3	-	-	-	-	-	4+	Gre	nade,Sm	oke,Blas	it (*)
Boning	Sword		-	Е	-	-	s	2	-2	-	Mel	ee,Parry,	Rending	
WARG	EAR	Armored u												
SKILLS	3	Infiltrate												
RULES	6	Infiltration												

Disarm (Weapon Trait)

Any weapons with the **Melee** trait used by the fighter also gain the **Disarm** trait. If a weapon already has this Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6. If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making Reaction attacks for the remainder of that round - they make unarmed attacks instead.

Parry (Weapon Trait)

The fighter can parry attacks as though they were carrying a weapon with the **Parry** trait. If they already have one or more weapons with this Trait, they can parry one additional attack.

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the fighter can force the attacking player to re-roll one successful hit. If the fighter is armed with two Parry weapons, they can force the attacking player to re-roll two successful hits instead.

Rending (Weapon Trait)

If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter, or rolls an extra Damage dice if the target is a vehicle.

Armoured undersuit (Equipment)

An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

REC	KER	INITIA	TE										130 Credit
м	ws	BS	s	т	w	I		A	Ld	CI	Wil	Int	ХР
5"	4+	4+	3	3	1	4+		1	8+	7+	9+	9+	2
Weapo	n	5	6 L	s	L	Str	D	Ар	Am	Traits	6		
Fighting	g Knife		- E - T - Sx3	-	-	S	1	-1	-	Melee	,Backstab		
Hand F	lamer	-	. т	-	-	3	1	-	5+	Blaze	,Template		
Smoke	Grenade		Sx3	-	-	-	-	-	4+	Grena	ade,Smoke,	,Blast (*)	
RULES		nfiltratio	n										
		SKINI											-
	LAGE			т	w				Ld	CI	Wil	Int	15(Credit XP
PIL	LAGE	SKINI	IER	т 3	W	I 4+		A	Ld 7+	CI 7+	Wil 8+	Int 9+	Credit
PIL M 5"	LAGE ws	SKINN BS 5+	IER S 3	3	1	4+		1	7+	7+			Credit

WARGEAR Frenzon Collar, Plate Mail, Skinner's Mask

RULES Berserk Charge

Backstab (Weapon Trait)

Any weapons used by this fighter with the **Melee** trait also gain the **Backstab** trait. If they already have this Trait, add 2 to the attack's Strength rather than the usual 1 when the Trait is used. If the attacker is not within the target's vision arc, add 1 to the attack's Strength.

Blaze (Weapon Trait)

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action or Wrecked. On a 4+, they become subject to the **Blaze condition**.

Shred (Weapon Trait)

If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Paired (Weapon Trait)

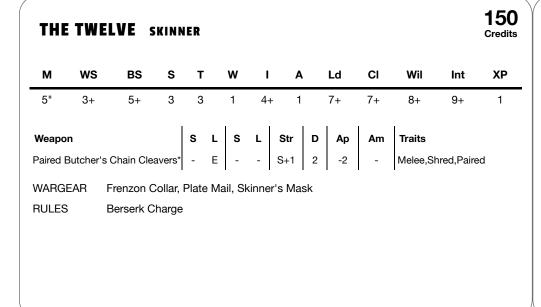
A fighter that is armed with Paired weapons counts as being armed with dual weapons with the **Melee** trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled. Fighters subject to the Mounted condition gain no benefit from this Trait

Frenzon Collar (Equipment)

A fighter equipped with a Frenzon collar is considered to be permanently under the effects of Frenzon (see **Chems: Frenzon**).

In addition, each collar comes with a master motivator. At the start of the battle, the player must decide if their Leader or one of their Champions is carrying the master motivator. When the Leader or Champion with the master motivator makes a group activation, they may include models wearing Frenzon collars (up to the normal number of fighters they may group activate) regardless of where they are on the battlefield. Note that if a gang includes more than one fighter equipped with a Frenzon collar, they will only ever have a single master motivator which governs all collars in the gang.

170 SACK SKINNER Credits XP м WS Wil BS S т w Т Α Ld CI Int 5" 2+ 5+ 3 3 4+ 1 8+ 8+ 9+ 2 8+ S L S L Str Weapon D Ap Traits Am - E Paired Butcher's Chain Cleavers* S+1 2 -2 Melee,Shred,Paired WARGEAR Frenzon Collar, Plate Mail, Skinner's Mask RULES Berserk Charge



Shred (Weapon Trait)

If the wound roll for a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

Paired (Weapon Trait)

A fighter that is armed with Paired weapons counts as being armed with dual weapons with the **Melee** trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled. Fighters subject to the Mounted condition gain no benefit from this Trait

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MRS	LEE	CH R	OGI	JE D(DC									50 Credits	Medicae Kit (Equipment) When a fighter with a medicae kit assists a friendly fighter's Recovery test, roll an extra Injury dice then choose one to discard.
М	ws	BS		s	т	w	I	A		Ld	CI	Wil	Int	ХР	
5"	5+	5+		2	3	1	4+	1		9+	8+	7+	5+	0	
WARGE	AR	Medicae	Kit												
SKILLS		Medicae	•												
RULES		Patch-u	o												
														95	Crattorrhot (Waanon Trait)
SHII	N IN	ITIATE												95 Credits	Scattershot (Weapon Trait) When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1.
SHII	NI IN	ITIATE													
SHII M	N in ws	ITIATE BS	:	s	T	w	1	A		Ld	CI	Wil	Int		When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's
				-	т 3	W	I 4+	A		Ld 8+	CI 7+	Wil 9+	Int 9+	Credits	When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model.
М	WS	BS		-			-				-			Credits XP	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait)
M 5"	WS 4+	BS		-			-				7+	9+		Credits XP	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait)
М	WS 4+	BS 4+		3	3	1 L	4+	1		8+	7+ Trait	9+		Credits XP	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait) Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6. If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons
M 5" Weapon	WS 4+	BS 4+	s	3 L	3 s	1 L	4+ Str	1 D	Ар	8+	7+ Trait	9+ ts		Credits XP	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait) Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6.
M 5" Weapon Shotgun	WS 4+ - Scatte - Solid	BS 4+	S 4	3 L 8	3 s +2	1 L -	4+ Str 2	1 D 1	Ар -	8+ Am 4+	7+ Trait Scat	9+ ts tershot	9+	Credits XP 0	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait) Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6. If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons
M 5" Weapon Shotgun	WS 4+ - Scatte - Solid Grenade	BS 4+	S 4 8	3 L 8 16	3 s +2 +1	1 L -	4+ Str 2 4	1 D 1 2	Ap - -	8+ Am 4+ 4+	7+ Trait Scat Knoc Gren	9+ ts tershot ckback	9+ ke,Blast (*	Credits XP 0	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait) Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6. If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons
M 5" Weapon Shotgun Shotgun Shotgun	WS 4+ - Scatte - Solid Grenade s Cleave	BS 4+	S 4 - -	3 L 8 16 Sx3 E	3 s +2 +1 -	1 - - -	4+ Str 2 4 -	1 D 1 2 -	Ap - -	8+ Am 4+ 4+ 4+ 4+	7+ Trait Scat Knoc Gren	9+ ts tershot ckback nade,Smoł	9+ ke,Blast (*	Credits XP 0	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait) Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6. If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons
M 5" Weapon Shotgun Shotgun Smoke G Butcher's	WS 4+ - Scatte - Solid Grenade s Cleave	BS 4+ er	S 4 - - nor, I	3 L 8 16 Sx3 E	3 s +2 +1 -	1 - - -	4+ Str 2 4 -	1 D 1 2 -	Ap - -	8+ Am 4+ 4+ 4+ 4+	7+ Trait Scat Knoc Gren	9+ ts tershot ckback nade,Smoł	9+ ke,Blast (*	Credits XP 0	 When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1. Knockback (Weapon Trait) When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model. Disarm (Weapon Trait) Any weapons with the Melee trait used by the fighter also gain the Disarm trait. If a weapon already has Trait then the target will be disarmed on a natural roll of a 5 or 6, rather than the usual 6. If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons

GOI	REM	AW MU	ATE	D O) G R	YN								275 Credits
м	ws	BS	s	٦	-	w	Т	A		Ld	CI	Wil	Int	ХР
5"	3+	5+	5	5	5	3	4+	3		7+	6+	8+	9+	0
Weapo	'n		s	L	s	L	Str	D	Ар	Am	Trai	ts er,Melee ckback,Mel ee,Pulverise		
Power I	Maul		-	Е	-	-	S+2	1	-1	-	Pow	er,Melee		
Open F	ists		-	Е	-	-	S	1	-1	-	Kno	ckback,Mel	ee	
Horrific	Append	lages	-	Е	-	-	S	2	-1	-	Mele	e,Pulverise	,Rendir	g
WARG SKILLS	8	Furnace Pl Nerves of S	ates Stee	, I, Tru	ie Gi	rit								
RULES)	Murderous	Bru	te, S	IOW-	-witte	ea							

40 **RAGSTITCH** SKINNER Credits XP Μ WS CI Wil BS S Т W 1 Α Ld Int 5" 3+ 5+ 3 3 1 4+ 1 7+ 7+ 8+ 9+ 0 WARGEAR Plate Mail, Skinner's Mask RULES Berserk Charge

Power (Weapon Trait)

Attacks made by Power weapons cannot be Parried except by other weapons with the Power trait. In addition, if the hit roll for a Power weapon is a natural 6, no save roll can be made against the attack (except Field armour save rolls) and its Damage is increased by 1.

Knockback (Weapon Trait)

When a weapon with the Knockback trait hits a fighter, if the hit roll is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking model.

Pulverise (Weapon Trait)

After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result, or if targeting a vehicle roll an additional Damage dice.

Rending (Weapon Trait)

If the roll to wound with a Rending weapon is a 6, then the attack causes 1 extra point of Damage if the target is a fighter, or rolls an extra Damage dice if the target is a vehicle.