# EXILES



### **FACTION RULE - DESPERATE WILL**

This rule is triggered when a multi-model Exiles unit suffers enough damage to bring its model count to half, or below half, of what it started the battle with; or when a single-model Exiles unit (except for Abomination and Transport units) suffers enough damage to bring its Health to half, or below half, of what it started the battle with. After resolving the activation (shooting, charging, or battle) that triggered this, roll a D6 for the Exiles unit (the "Desperate Will Roll"). The rank of the unit determines the roll result required to pass the Desperate Will Roll:

- Leader, Elder, Alchemist, Initiate, Assassin (including accompanying units) Don't roll, instead choose your Desperate Will Reaction (see below).
- Elites Pass on a roll result of 2+
- Soldiers Pass on a roll result of 3+
- Dregs Pass on a roll result of 4+

### **Desperate Will Reactions:**

These Reactions are performed after resolving the activation that triggered the Desperate Will rule, and after resolving any already declared normal Reactions. Just like performing a normal Reaction, performing a Desperate Will Reaction means a unit can no longer perform an Action in the same Round.

If the unit is not in Battle Range of enemies:

Pass = Perform a Basic Move in any direction

Fail = Move directly towards your deployment zone a number of inches equal to the unit's Speed spec

If the unit is in Battle Range of enemies:

Pass = Perform a Battle Activation with the remaining models in the unit

Fail = Move directly towards your deployment zone a number of inches equal to the unit's Speed spec (does not trigger a Cut Down Reaction)

<u>Health Speed Defense Resist Health Speed Defense Resist Health</u>	Aristocrat	i	<u>Req.</u> 100
	Speed [	<u>Defense</u>	<u>Resist</u>
6 6 6 4+ 6 5 7 3+ 7	6	5	3+
Abilities: Resilient 6+ Abilities: Resilient 5+ Abilities:	<u>Hulking</u>		
Weapons: Weapons: Weapons	5:		
Seismos (Ruinous) Suppressor (Burst) Negotiato	or (Arcing)		
Range Attacks <u>Power Damage</u> Range <u>Attacks Power</u> <u>Damage</u> Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
12" 2 7 2	4	6	2
Drill Fists (Ruinous) Silencer (Ruinous) Heirloom	Blades (Pre	ecise)	
Range Attacks Power Damage Range Attacks Power Damage Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
<b>%</b> 2 7 2 <b>%</b> 2 7 3 <b>%</b>	2	5	2
Mineralogist Req. 90 Infirmer Req. 100	Augmento	or	<u>Req.</u> 95
<u>Health Speed Defense Resist Health Speed Defense Resist Health</u>	Speed [	<u>Defense</u>	<u>Resist</u>
5 6 6 4+ 5 5 7 4+ 5	8	5	4+
	<u>Agile, Moi</u>	<u>mentum</u>	
Abilities: <u>Vanguard</u> Abilities: <u>Regenerate</u> Abilities:			
Weapons: Weapons: Weapons			
Weapons:Weapons:Weapons:Mineralizer (Burst)Injecter (Precise)Arclights			
Weapons: Mineralizer (Burst)  Range Attacks Power Damage Range Attacks Power Damage Range		<u>Power</u>	<u>Damage</u>
Weapons:Weapons:Weapons:Mineralizer (Burst)Injecter (Precise)Arclights		<u>Power</u> 5	<u>Damage</u> 1
Weapons: Mineralizer (Burst)  Range Attacks Power Damage  Range Attacks Power Damage  1 1 6 3	Attacks 2		
Weapons: Mineralizer (Burst)  Range Attacks Power Damage  1 1 6 3 12"  Multi-tools  Range Attacks Power Damage  Surgical Tools  Range Attacks Power Damage  Range Attacks Power Damage  Range Attacks Power Damage	Attacks 2 Lades		
Weapons:  Mineralizer (Burst)  Range Attacks Power Damage  10 1 2	Attacks 2 Lades	5	1

	<b>C</b>		<u>Req.</u>		n -!+-+		<u>Req.</u>		\ <i>/</i> +		<u>Req.</u>
4	Sapper		85	4	Agitator		90	w	Venator		80
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	5	5+	4	5	7	4+	4	6	4	5+
Abilities	s: <u>Vangua</u>	<u>rd, Stealth</u>	<u>1</u>	Abilities:	Moment	<u>:um, Resil</u>	<u>ient 5+</u>	Abilities	: <u>Stealth</u>		
Weapor				Weapon	5:			Weapon	ıs:		
Doom G Ruinous	lobe (Arcin ;)	ıg, Powerf	ul,	None				Longsho	t (Precise,	Powerful	, Ruinous)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
10"	1	2+	5	<b>⊕</b>	-	-	-	24"	1	2+	4
Climbin	g Claws			Spiked Ca Ruinous)	aesti (Pred	ise, Powe	rful,	Ostenta	tious Blad	9	
Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	Range	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	2	5	1	鬥	4	7	2	們	1	5	2
			<u>Req.</u>				<u>Reg.</u>	. <b>V</b>			Reg.
	Condem	ned	60		Maniacs		70		Arsonist	S	65
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	5	7	4+	3	5	6	4+	3	5	6	4+
Abilities							•				
	s: <u>Momen</u>	<u>tum, Resil</u>	ient 6+	Abilities:	Resilien	<u>t 6+</u>	·	Abilities	: <u>Resilien</u>	<u>ıt 6+</u>	
Weapor		<u>tum, Resil</u>	<u>lient 6+</u>	Abilities: Weapon		<u>t 6+</u>		Abilities Weapon		nt 6+	
<b>Weapor</b> None		<u>tum, Resil</u>	<u>.ient 6+</u>		5:	t 6+		Weapon			
None Range		tum, Resil Power	ient 6+ Damage	<b>Weapon</b> Felony (F	5:	t 6+ Power	<u>Damage</u>	<b>Weapon</b> Arson (B	ıs:		<u>Damage</u>
None	15:	ï		<b>Weapon</b> : Felony (F	<b>s:</b> Ruinous)		<u>Damage</u> 3	<b>Weapon</b> Arson (B	ı <b>s:</b> Jurst, Engu	ılf)	<u>Damage</u> 1
None Range	15:	<u>Power</u> -	<u>Damage</u> -	Weapon: Felony (F  Range	s: Ruinous) <u>Attacks</u> 1	<u>Power</u>		Weapon Arson (B Range	e <b>s:</b> Burst, Engu <u>Attacks</u> 3	ılf) <u>Power</u>	
None Range	Attacks	<u>Power</u> -	<u>Damage</u> -	Weapon: Felony (F  Range  18"  Jagged S  Range	s: Ruinous) <u>Attacks</u> 1	<u>Power</u>		Weapon Arson (B  Range 12"  Jagged S  Range	e <b>s:</b> Burst, Engu <u>Attacks</u> 3	ılf) <u>Power</u>	
None  Range  -  Contrab	Attacks - and Weapo	<u>Power</u> - onry (Burs	<b>Damage</b> - et)	Weapon: Felony (F Range 18"  Jagged S	s: Ruinous) Attacks 1	<u>Power</u> 8	3	Weapon Arson (B Range 12"	s: Jurst, Engu Attacks 3 Shiv	ilf) <u>Power</u> 6	1

	Wardens	5	<u>Req.</u> 60		Boomers	5	<u>Req.</u> 50	*	Roughne	ecks	<u>Req.</u> 55
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
3	4	7	3+	2	6	5	5+	2	6	6	5+
Abilities	: <u>Hulking</u>			Abilities	<u>Vangua</u>	<u>rd</u>		Abilities	: <u>Vangua</u>	rd	
Weapon	ıs:			Weapon	s:			Weapon	s:		
None				Boomer (	(Arcing, Ex	(plosive)		Seismo (	Ruinous)		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
<b>+</b>	-	-	-	12"	2	6	1	12"	1	7	2
Power G	auntlets (I	Ruinous)		Multi-to	ol			Excavato	or		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愣	2	7	2	們	2	5	1	們	1	6	2
l '''								٠			
*	Colonial	s	<u>Req.</u> 45	*	Daredev	ils	<u>Req.</u> 50	181	Rad Gan	g	<u>Req.</u> 15
Health	Colonial <u>Speed</u>	S <u>Defense</u>		Health	Daredev Speed	ils <u>Defense</u>		888 Health	Rad Gan Speed	g <u>Defense</u>	
			45				50				15
<u>Health</u>	<u>Speed</u> 6	<u>Defense</u>	45 <b>Resist</b>	Health 2	<b>Speed</b> 8	<u>Defense</u>	50 <b>Resist</b> 5+	<u>Health</u> 1	Speed	<u>Defense</u> 3	15 <u>Resist</u>
<u>Health</u> 2	<b>Speed</b> 6 : <u>-</u>	<u>Defense</u>	45 <b>Resist</b>	Health 2	Speed 8 • Agile, M	<b>Defense</b> 5	50 <b>Resist</b> 5+	<u>Health</u> 1	Speed 6 : Irradiat	<u>Defense</u> 3	15 <u>Resist</u>
Health 2 Abilities Weapon	<b>Speed</b> 6 : <u>-</u>	<u>Defense</u> 4	45 <b>Resist</b>	Health 2 Abilities:	Speed 8 • Agile, M	<b>Defense</b> 5	50 <b>Resist</b> 5+	Health 1 Abilities Weapon	Speed 6 : Irradiat	<u>Defense</u> 3 <u>ed</u>	15 <u>Resist</u>
Health 2 Abilities Weapon Influence Range	<u>Speed</u> 6 : <u>-</u>	<u>Defense</u> 4	45 <b>Resist</b>	Health 2 Abilities: Weapon Arclight Range	Speed 8 • Agile, M	<b>Defense</b> 5	50 <b>Resist</b> 5+	Health  1  Abilities  Weapon  Rad Tran  Range	<u>Speed</u> 6 : <u>Irradiat</u> s:	<u>Defense</u> 3 <u>ed</u>	15 <u>Resist</u>
Health 2 Abilities Weapon Influence	Speed 6 : <u>-</u> er (Ruinou	<b>Defense</b> 4 s)	45 <b>Resist</b> 5+	Health 2 Abilities: Weapon Arclight	Speed 8 Agile, M	<u>Defense</u> 5 Iomentum	50 <u>Resist</u> 5+	Health  1  Abilities  Weapon  Rad Tran	Speed 6 : Irradiat s:	Defense  3  ed  /olatile)	15 <u>Resist</u> 6+
Health 2 Abilities Weapon Influence Range 18"	Speed 6 : <u>-</u> es: er (Ruinou Attacks	Defense 4 s) Power 6	45 Resist 5+ Damage	Health 2 Abilities: Weapon Arclight Range	Speed 8 Agile, M s: Attacks	Defense 5 omentum Power	50 Resist 5+ Damage	Health  1 Abilities Weapon Rad Tran Range Hange 12"	Speed 6 : Irradiat s: esmitter(\ Attacks	Defense  3  ed  /olatile)  Power  5	15 Resist 6+ Damage
Health 2 Abilities Weapon Influence Range 18"	Speed 6 : <u>-</u> er (Ruinou Attacks	Defense 4 s) Power 6	45 Resist 5+ Damage	Health  2 Abilities: Weapon Arclight Range 12"  Scythe B Range	Speed 8 Agile, M s: Attacks	Defense 5 omentum Power	50 Resist 5+ Damage	Health  1  Abilities  Weapon Rad Tran Range 12"  Makeshi Range	Speed 6 : Irradiat s: ssmitter(\ Attacks	Defense  3  ed  /olatile)  Power  5	15 Resist 6+ Damage
Health 2 Abilities Weapon Influence Range 18" Ostental	Speed 6 : _ er (Ruinou Attacks 2 tious Blade	Defense  4  S)  Power  6	45 Resist 5+  Damage	Health 2 Abilities: Weapon Arclight Range 12" Scythe B	Speed  8 Agile, M s: Attacks 1	Defense 5 Domentum Power 5	50 Resist 5+ Damage	Health  1  Abilities  Weapon Rad Tran Range 12"  Makeshi Range	Speed 6 : Irradiat s: ssmitter (\ Attacks 1 ft Weapor	Defense  3 ed  /olatile) Power  5	15 Resist 6+  Damage
Health 2 Abilities Weapon Influence Range 18" Ostental	Speed 6 : _ = er (Ruinou Attacks 2 tious Blade Attacks	Defense 4 5) Power 6 Power	45 Resist 5+  Damage 1	Health  2 Abilities: Weapon Arclight Range 12"  Scythe B Range	Speed  8 Agile, M S: Attacks 1 lades Attacks	Defense 5 comentum  Power 5	50 Resist 5+ Damage 1	Health  1 Abilities Weapon Rad Tran Range 12" Makeshi	Speed 6 : Irradiat s: smitter(\ Attacks 1 ft Weapor	Defense  3  ed  /olatile)  Power  5  nry  Power	15 Resist 6+  Damage 1

181	Dirt Gan	g	<u>Req.</u> 15	•	Enforcer		<u>Req.</u> 170	<b>*</b>	Pit Beas	t	<u>Req.</u> 170
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
1	6	4	6+	10	6	8	3+	12	8	8	4+
Abilities:	<u>Vangua</u>	<u>rd</u>		Abilities	<u>Hulking</u>	<u>, Resilient</u>	<u>: 5+</u>	Abilities	: <u>Hulking</u> <u>Terror</u>	<u>, Moment</u>	<u>um,</u>
Weapon	s:			Weapon	s:			Weapon	s:		
None				Flamesp	itter (Engı	ulf)		Bile Spe	w (Ruinou	s)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
<b>⊕</b>	-	-	-	12"	10	6	1	12"	6	7	1
Salvaged	l Weaponr	ry (Burst)		Pummele	er (Ruinou	s)		Massive	Claws (Rı	uinous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	1	5	1	們	4	8	2	愕	4	9	2
l ''				l ''							
•	Terrafor	mer	<u>Req.</u> 180	•	Tunnelle	r	<u>Req.</u> 200		Sky Barg	ge	<u>Req.</u> 160
Health	Terrafor	mer <u>Defense</u>		Health	Tunnelle <u>Speed</u>	er <u>Defense</u>		Health	Sky Barg <u>Speed</u>	g <b>e</b> <u>Defense</u>	
			180				200				160
Health 12	<b>Speed</b> 5	<u>Defense</u>	180 <u>Resist</u> 4+	Health 15	<u>Speed</u> 6	<b>Defense</b> 9 <b>Moment</b> i	200 <b>Resist</b> 4+	Health 10	Speed	<u>Defense</u> 7	160 Resist
Health 12	Speed  5  Hulking 6+	<u>Defense</u>	180 <u>Resist</u> 4+	Health 15	Speed 6 Hulking Resilien	<b>Defense</b> 9 <b>Moment</b> i	200 <b>Resist</b> 4+	Health 10	Speed 8 : Hulking	<u>Defense</u> 7	160 Resist
Health  12  Abilities: Weapon	Speed  5  Hulking 6+	<u>Defense</u> 10 , <u>Terror, R</u>	180 <u>Resist</u> 4+	Health 15 Abilities: Weapon	Speed 6 Hulking Resilien	<u>Defense</u> 9 , <u>Momento</u> t 6+	200 <b>Resist</b> 4+	Health 10 Abilities Weapon	Speed 8 : Hulking	<u>Defense</u> 7 , <u>Agile</u>	160 Resist
Health  12  Abilities:  Weapon: Airburst  Range	Speed  5  Hulking 6+ s:	<u>Defense</u> 10 , <u>Terror, R</u>	180 <u>Resist</u> 4+	Health  15  Abilities: Weapon Seismos Range	Speed  6  Hulking Resilien s:	<u>Defense</u> 9 , <u>Momento</u> t 6+	200 <b>Resist</b> 4+	Health 10 Abilities Weapon Broadsid	Speed 8 : Hulking	<u>Defense</u> 7 , <u>Agile</u>	160 Resist
Health  12  Abilities:  Weapon: Airburst	Speed  5  Hulking 6+  S: (Burst, Ex	<u>Defense</u> 10 , <u>Terror, Re</u> plosive)	180 <u>Resist</u> 4+ <u>esilient</u>	Health  15  Abilities: Weapon Seismos	Speed 6 Hulking Resilien s: (Ruinous)	<u>Defense</u> 9 , <u>Momento</u> t 6+	200 <u>Resist</u> 4+ <u>um,</u>	Health 10 Abilities Weapon Broadsic	Speed 8 : Hulking s:	Defense 7  Agile us)	160  Resist  4+
Health  12  Abilities: Weapon: Airburst  Range  18"	Speed 5 Hulking 6+ s: (Burst, Ex Attacks	Defense  10  Terror, Replosive)  Power  5	180  Resist  4+  esilient  Damage	Health  15  Abilities: Weapon Seismos Range 12"	Speed 6 Hulking Resilien s: (Ruinous) Attacks	<u>Defense</u> 9 , <u>Momento</u> t 6+ <u>Power</u>	200 Resist 4+ um, Damage	Health  10  Abilities  Weapon Broadsic  Range	Speed  8  Hulking  s:  Hes (Ruino  Attacks	Defense 7  Agile us) Power	Resist 4+  Damage
Health  12  Abilities: Weapon: Airburst  Range  18"	Speed 5 Hulking 6+ s: (Burst, Ex Attacks	Defense  10  Terror, Replosive)  Power  5	180  Resist  4+  esilient  Damage	Health  15  Abilities: Weapon Seismos Range 12"	Speed 6 Hulking Resilien s: (Ruinous) Attacks	Defense  9  , Momento t 6+  Power  7	200 Resist 4+ um, Damage	Health  10  Abilities  Weapon Broadsic  Range  18"	Speed  8  Hulking  s:  Hes (Ruino  Attacks	Defense 7  Agile us) Power	Resist 4+  Damage
Health  12  Abilities:  Weapon: Airburst  Range  18"  Earthche	Speed 5 Hulking 6+ S: (Burst, Ex Attacks 8	Defense  10  Terror, Replosive) Power  5	180  Resist  4+  esilient  Damage	Health  15  Abilities: Weapon Seismos Range 12"  Mega Dri	Speed 6 Hulking Resilien s: (Ruinous) Attacks 2	9, Momento t 6+ Power	200 Resist 4+ um, Damage 2	Health  10  Abilities  Weapon Broadsid Range  18"  Bladed H	Speed  8 Hulking s: Hes (Ruino Attacks 3	Defense 7  A Agile  us)  Power  9	160 Resist 4+ Damage
Health  12  Abilities: Weapon: Airburst  Range  18"  Earthche	Speed 5 Hulking 6+ s: (Burst, Ex Attacks 8	Defense  10  Terror, Replosive)  Power  5  Ous)  Power	180 Resist 4+ esilient  Damage 1	Health  15  Abilities: Weapon Seismos Range 12"  Mega Dri	Speed 6 Hulking Resilien s: (Ruinous) Attacks 2	Defense  9  , Momento t 6+  Power  7  Ful, Ruinou Power	200 Resist 4+ um, Damage 2	Health  10  Abilities  Weapon Broadsic  Range 18"	Speed  8  Hulking  s: Hes (Ruino  Attacks  3	Defense 7  Agile us) Power 9	Pamage  Damage

***	Archivist				
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>		
5	6	5	3+		

Abilities: Vanguard

# Spells & Weapons:

- (4) Restore: Friendly within 12" Regenerates D3+2 Health.
- (2) Calm: Friendly within 12" immune to Terror until the end of the Round.
- (1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

**Channelling Staff** 

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
偔	2	6	2



3+

Abilities: <u>Agile</u>

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## Spells & Weapons:

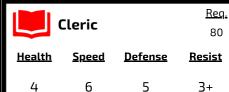
(4) Assault: Inflict D3+2 Severe Damage against enemy within 12".

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- (2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.
- (1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Scythe Blades

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	4	6	1



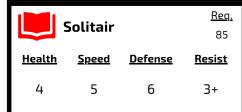
Abilities: Vanguard

## Spells & Weapons:

- (2) Calm: Friendly within 12" immune to Terror until the end of the Round.
- (1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Soul Sceptre (Ruinous)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	1	6	2



# Abilities: Stealth, Resilient 6+

## Spells & Weapons:

- (2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.
- (1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

## Jagged Shivs

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	4	5	1

## Core Feats:

**Crushing Charge (Action Phase - Charging Activation)**Damage is inflicted by the Successful Charger rule on roll results of 4+ (max 5 damage).

**Evasive Maneuver (Action Phase - Evade Reaction)**A unit can move an additional 3" in an Evade Reaction and can choose to move towards any piece of terrain.

**Suppressive Fire (Action Phase - Shooting Activation)**A targeted enemy unit cannot perform the Counter Charge Reaction in the remainder of the Action Phase.

**Vigilance (Action Phase - targeted by Shooting Activation)**A unit gets +1 to the results of its Resist Rolls against attacks in a Shooting Activation.

## **Unique Faction Feats:**

#### **EXILES**

#### Warren-Dwellers

Underground Ambush: In the Action Phase when a unit enters the battlefield from Vanguard, instead of making a Basic Move, it can perform any normal Action from any battlefield edge.

### **Colonists**

DaVel Rounds (Dangerous Velocity): In the Action Phase when a unit performs a Shooting Activation, the targeted enemy units cannot perform the Return Fire Reaction.

### Condemned

Con-Stim Injection: In the Action Phase or Battle Phase when targeted by a Shooting or Battle Activation, a unit gains the Resilient 4+ ability until the end of the Phase.