

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)



Warren Lord


Req.
95

Health	Speed	Defense	Resist
6	6	6	4+


Abilities: Resilient 6+

Weapons:

Seismos (Ruinous)

Range	Attacks	Power	Damage
 12"	2	7	2

Drill Fists (Ruinous)

Range	Attacks	Power	Damage
 12"	2	7	2



Kingpin


Req.
105

Health	Speed	Defense	Resist
6	5	7	3+


Abilities: Resilient 5+

Weapons:

Suppressor (Burst)

Range	Attacks	Power	Damage
 12"	4	5	1

Silencer (Ruinous)

Range	Attacks	Power	Damage
 12"	2	7	3



Aristocrat


Req.
100

Health	Speed	Defense	Resist
7	6	5	3+


Abilities: Hulking

Weapons:

Negotiator (Arcing)

Range	Attacks	Power	Damage
 18"	4	6	2

Heirloom Blades (Precise)

Range	Attacks	Power	Damage
 12"	2	5	2



Mineralogist


Req.
90

Health	Speed	Defense	Resist
5	6	6	4+


Abilities: Vanguard

Weapons:

Mineralizer (Burst)

Range	Attacks	Power	Damage
 12"	3	6	1

Multi-tools

Range	Attacks	Power	Damage
 12"	4	5	1



Infirmer


Req.
100

Health	Speed	Defense	Resist
5	5	7	4+


Abilities: Regenerate

Weapons:

Injector (Precise)

Range	Attacks	Power	Damage
 8"	1	6	3

Surgical Tools

Range	Attacks	Power	Damage
 12"	3	6	1



Augmentor


Req.
95

Health	Speed	Defense	Resist
5	8	5	4+


Abilities: Agile, Momentum

Weapons:

Arclights

Range	Attacks	Power	Damage
 12"	2	5	1

Scythe Blades

Range	Attacks	Power	Damage
 12"	4	6	1



Sapper


Req.
85

Health	Speed	Defense	Resist
4	7	5	5+


Abilities: Vanguard, Stealth

Weapons:

Doom Globe (Arcing, Powerful, Ruinous)

Range	Attacks	Power	Damage
 10"	1	2+	5

Climbing Claws

Range	Attacks	Power	Damage
	2	5	1



Agitator


Req.
90

Health	Speed	Defense	Resist
4	5	7	4+


Abilities: Momentum, Resilient 5+

Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Spiked Caesti (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
	4	7	2



Venator


Req.
80

Health	Speed	Defense	Resist
4	6	4	5+


Abilities: Stealth

Weapons:

Longshot (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
 24"	1	2+	4

Ostentatious Blade

Range	Attacks	Power	Damage
	1	5	2



Condemned


Req.
60

Health	Speed	Defense	Resist
3	5	7	4+


Abilities: Momentum, Resilient 6+

Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Contraband Weaponry (Burst)

Range	Attacks	Power	Damage
	5	7	1



Maniacs


Req.
70

Health	Speed	Defense	Resist
3	5	6	4+


Abilities: Resilient 6+

Weapons:

Felony (Ruinous)

Range	Attacks	Power	Damage
 18"	1	8	3

Jagged Shiv

Range	Attacks	Power	Damage
	2	5	1



Arsonists


Req.
65

Health	Speed	Defense	Resist
3	5	6	4+


Abilities: Resilient 6+

Weapons:

Arson (Burst, Engulf)

Range	Attacks	Power	Damage
 12"	3	6	1

Jagged Shiv

Range	Attacks	Power	Damage
	2	5	1



Wardens

Req.
60

Health	Speed	Defense	Resist
3	4	7	3+

Abilities: Hulking

Weapons:

None

Range	Attacks	Power	Damage
	-	-	-
-			

Power Gauntlets (Ruinous)

Range	Attacks	Power	Damage
	2	7	2



Boomers

Req.
50

Health	Speed	Defense	Resist
2	6	5	5+

Abilities: Vanguard

Weapons:

Boomer (Arcing, Explosive)

Range	Attacks	Power	Damage
	2	6	1
12"			

Multi-tool

Range	Attacks	Power	Damage
	2	5	1



Roughnecks

Req.
55

Health	Speed	Defense	Resist
2	6	6	5+

Abilities: Vanguard

Weapons:

Seismo (Ruinous)

Range	Attacks	Power	Damage
	1	7	2
12"			

Excavator

Range	Attacks	Power	Damage
	1	6	2



Colonials

Req.
45

Health	Speed	Defense	Resist
2	6	4	5+

Abilities: -

Weapons:

Influencer (Ruinous)

Range	Attacks	Power	Damage
	2	6	1
18"			

Ostentatious Blade

Range	Attacks	Power	Damage
	1	5	2



Daredevils

Req.
50

Health	Speed	Defense	Resist
2	8	5	5+

Abilities: Agile, Momentum

Weapons:

Arclight

Range	Attacks	Power	Damage
	1	5	1
12"			

Scythe Blades

Range	Attacks	Power	Damage
	3	6	1



Rad Gang

Req.
15

Health	Speed	Defense	Resist
1	6	3	6+

Abilities: Irradiated

Weapons:

Rad Transmitter (Volatile)

Range	Attacks	Power	Damage
	1	5	1
12"			

Makeshift Weaponry

Range	Attacks	Power	Damage
	1	4	1



Archivist

Req.
100

Health	Speed	Defense	Resist
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

Range	Attacks	Power	Damage
	2	6	2



Exhibitionist

Req.
105

Health	Speed	Defense	Resist
5	8	4	3+

Abilities: Agile


Spells & Weapons:

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

(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

Range	Attacks	Power	Damage
	4	6	1



Cleric

Req.
80

Health	Speed	Defense	Resist
4	6	5	3+


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)

Range	Attacks	Power	Damage
	1	6	2



Solitair

Req.
85

Health	Speed	Defense	Resist
4	5	6	3+


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

Range	Attacks	Power	Damage
	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:

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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.