

EXILES



FACTION RULE – ADRENALINE RUSH

Any Exiles unit that has already suffered damage during the battle gets to move an additional 2” when performing an Evade Reaction. This does not stack with the additional movement when performing the Evasive Maneuver Feat.

FACTION ARCHIVE INTERACTION – SOUL TETHER

When an Exiles Leader, Elder, or Alchemist on an Archive suffers enough damage to reduce its Health to zero, roll a D6. On a result of 6+ the model remains alive with 1 Health. Before making the roll, an Elder or Alchemist can spend any of its Soul Energy to improve the odds. Each Soul Energy spent before the roll adds +1 to the roll result.



Warren Lord

Req.
105

Health	Speed	Defense	Resist
6	6	6	3+

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.
110

Health	Speed	Defense	Resist
6	5	7	3+

Abilities: Momentum, 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"	3	6	2

Heirloom Blades (Precise)

Range	Attacks	Power	Damage
 12"	2	6	2



Mineralogist

Req.
95

Health	Speed	Defense	Resist
5	6	6	4+

Abilities: Vanguard, Resilient 6+

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.
100

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.
90

Health	Speed	Defense	Resist
4	7	5	5+

Abilities: Vanguard, Stealth, Skirmish

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 Knuckles (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.
70

Health	Speed	Defense	Resist
3	5	6	4+

Abilities: Resilient 6+

Weapons:

Arson (Burst, Engulf)

Range	Attacks	Power	Damage
12"	4	6	1

Jagged Shiv

Range	Attacks	Power	Damage
	2	5	1



Wardens


Req.
60

Health	Speed	Defense	Resist
3	4	8	3+


Abilities: Hulking

Weapons:

None

Range	Attacks	Power	Damage
	-	-	-
-			

Power Gauntlets (Ruinous)

Range	Attacks	Power	Damage
	2	7	2



Duelists


Req.
65

Health	Speed	Defense	Resist
3	6	5	4+


Abilities: Skirmish

Weapons:

Ornate Sidearm

Range	Attacks	Power	Damage
	2	5	1
10"			

Duelling Blades (Ruinous)

Range	Attacks	Power	Damage
	2	6	2



Mercenaries


Req.
50

Health	Speed	Defense	Resist
2	5	6	5+


Abilities: Skirmish

Weapons:

Breacher (Burst)

Range	Attacks	Power	Damage
	2	5	1
12"			

Grav Chains

Range	Attacks	Power	Damage
	2	6	1



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.
55

Health	Speed	Defense	Resist
2	8	5	5+


Abilities: Agile, Momentum

Weapons:

Arclight

Range	Attacks	Power	Damage
 12"	1	5	1

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
 12"	1	5	1

Makeshift Weaponry

Range	Attacks	Power	Damage
	1	4	1



Dirt Gang


Req.
15

Health	Speed	Defense	Resist
1	6	4	6+


Abilities: Vanguard

Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Digging Tools (Burst)

Range	Attacks	Power	Damage
	1	5	1



Enforcer


Req.
175

Health	Speed	Defense	Resist
12	6	9	3+


Abilities: Hulking, Resilient 6+

Weapons:

Flamespitter (Engulf)

Range	Attacks	Power	Damage
 12"	10	6	1

Pummeler (Ruinous)

Range	Attacks	Power	Damage
	2	8	3



Pit Beast


Req.
175

Health	Speed	Defense	Resist
12	8	8	4+


Abilities: Hulking, Momentum, Terror

Weapons:

Bile Spew (Ruinous)

Range	Attacks	Power	Damage
 10"	7	7	1

Massive Claws (Ruinous)

Range	Attacks	Power	Damage
	4	9	2



Terraformer


Req.
180

Health	Speed	Defense	Resist
12	5	10	3+


Abilities: Hulking, Terror

Weapons:

Airburst (Arcing, Explosive)

Range	Attacks	Power	Damage
 18"	5	6	1

Terratiller (Ruinous)

Range	Attacks	Power	Damage
	10	7	1



Tunneller

Req.
190

Health	Speed	Defense	Resist
15	6	9	3+

Abilities: Hulking, Momentum

Weapons:

None

Range	Attacks	Power	Damage
	-	-	-
-			

Mega Drill (Powerful, Ruinous)

Range	Attacks	Power	Damage
	3	10	3



Sky Barge

Req.
175

Health	Speed	Defense	Resist
12	9	7	4+

Abilities: Hulking, Agile

Weapons:

Broadsides (Ruinous)

Range	Attacks	Power	Damage
	3	9	2
18"			

Bladed Hull

Range	Attacks	Power	Damage
	6	7	1



Archivist

Req.
105

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.

Chisel Hammer (Ruinous)

Range	Attacks	Power	Damage
	2	6	2



Ambassador

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, Stealth

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

Range	Attacks	Power	Damage
	1	5	2



Solitaire

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

Spark Rounds: 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.