

1 AMBULL

Wounds: 7
Move: 3
Weapon Skill: 6
Strength: 6
Toughness: 6
Attacks: 2

Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit Foe 2 2 3 3 3 4 4 4 5 5

Red-Meagot Symbols:
At the start of each Enemy
Phase the Ambull
regains D3 lost
wounds

VALUE
650C
Back



ID6 GENESTEALERS

Wounds: 2
Move: 8
Weapon Skill: 6
Strength: 4
Toughness: 5
Attacks: 3 (special)

Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit Foe 2 2 3 3 3 4 4 4 5 5

Rending Claws:
On a natural roll of 6 when
rolling for Wounds, add
another D3 Wounds.

VALUE
300C
Back



EVENT



EVENT



ID6 POXWALKERS

Wounds: 5
Move: 4
Weapon Skill: 2
Strength: 3
Toughness: 3
Attacks: 1

Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit Foe 3 4 4 4 5 5 6 6 6 6

Disgustingly Resilient:
Each time a Poxwalker loses
a wound, roll a D6 for each
wound lost; on a roll of 5 or 6,
it does not lose that wound

VALUE
400C
Back



ID6 TRAITOR GUARDSMEN WITH LASGUNS

Wounds: 2
Move: 4
Weapon Skill: 4
Ballistic Skill: 4+
Strength: 3
Toughness: 3
Attacks: 1

Opponent's WS 1 2 3 4 5 6 7 8 9 10
To Hit Foe 2 3 3 4 4 4 4 4 5 5

Lasgun Range: 12 Strength: 3

VALUE
550C
Back



EVENT



EVENT

