



STATE	EFFECT
Accelerated X	+2 MVT, Activate after an ally.
Berserk X	Cancel Wounded/Immobilised. No Orders. After killing enemy on 4-6 move 2" to nearest unit and attack.
Brave X	+1 MVT, +1 SHS, +1 CBT, +1 FTH.
Consumed X/Y	Lose X LP for next Y Upkeep Phases. Can Focus Action to remove non-durable Consumed state.
Controlled X	Opponent has control of model. No Orders. Walk, Run, Attack, Charge, Melee, Shoot, Retreat only.
Cursed X/Y	Reroll X hits during combat for Y turns.
Devoured	See page 66
Immobilised X	-3 DEF. No Actions. No Orders. No Attacks. No Control Area.
Knocked Down	-2 CBT, -2 DEF. No Orders. No Actions other than getting up. No Control Area.
Slowed X	-2 MVT. Last to be activated.
Stunned X	-1 CBT, -1 DEF. No Shooting. No Orders. No Control Area.
Wounded	-1 MVT, -1 SHS, -1 CBT, -1 DEF, -1 FTH.

WEAPON ABILITY	EFFECT
Ammunition X	After X shots weapon can no longer be used.
Artillery	No shooting or reloading can occur unless the ammunition carrier is in contact with the shooter.
Cumbersome X	During 2nd and subsequent attacks during the same combat this unit gets -X CBT.
Eager X	+X CBT during the first attack sequence with an enemy after engaging it.
Heavy	Cannot move when performing a Shoot Action.
Life Drain X	Ignores PR and Immunity (other than Immunity Life Drain). Attacker heals 1 LP for each LP caused.
Limited Range X	Can only be used to attack targets up to X times it's range.
Lunge X	Control Area is X".
Pain X	Any unit wounded by this weapon suffers the effects of being wounded for X turns.
Penetrating Strike X	-X PR (minimum 0) to target, will apply to cover.
Receive Charge X	+X CBT during an attack sequence vs an enemy who charged.
Reloading X	Once fired a weapon with this ability requires X consecutive Focus actions to reload before it can fire again.
Spiritual Damage	Target uses FTH to resist damage not PR.

UNIT ABILITY	EFFECT
Advance Deployment X	Deploy after other units up to X" outside of Deployment Zone.
Ambush	Deploy with AD units, in any area of obstructive or opaque terrain - although not in an enemy control area.
Ammunition Carrier	Allows it's linked Artillery model to shoot/reload.
Arch-Enemy (Keyword) X	+X CBT when in CC with Keyword enemy, enemy gets X/2 (rounded up) bonus to CBT.
Attack of Opportunity X	Deal X damage to an enemy unit that enters your control area.
Attraction X	While Free, any unengaged enemy unit beginning activation within X" must move directly toward this unit ignoring Control Areas, and Difficult Terrain.
Berserker	While wounded this unit gets +2 CBT and -1 DEF.
Bloodthirsty X	If your company has more Dark than Light CMD during upkeep, this unit gets +X MVT, Teleportation and Vae Victis can be used 3 times on them.
Bodyguard	+1 PR to a maximum of 3 to allied units in contact with this unit.
Burrower	Movement is not hindered by Terrain or other units, cannot end activation on another unit or impassable terrain.
Camouflage X	While in cover, this unit gets +X PR.
Chaotic Charge	This unit moves triple MVT when Charging.
Charisma X	Allied units within 4" get +X CBT (doesn't stack).
Combat Sense	+1 DEF in Close Combat.
Combined Attack X	If you are getting at least one support bonus you also get +X CBT
Concentrated	If you Concentrate while engaged ignore the normal Concentration drawbacks, If Focus while engaged normal attack rather than one-sided.
Counter Attack	During CC any 1's rolled (after rerolls) by opponent cause them to take +1 damage.
Defensive Combat X	During CC this model may reduce it's CBT by X to reduce it's opponents CBT by X, after all modifiers. If it reduces CBT of either below 1, it is considered 1.

UNIT ABILITY	EFFECT
Defensive Shot	When this model is contacted, if it is free, waiting and has a ranged weapon available it may take a point blank shot at the enemy before combat begins.
Demoralise	When this model kills an enemy unit with at least 1 CMD, double the loss of total CMD and CMD pool.
Discretion X	While Free, this unit cannot be the target of shoot or charge action unless within X". Also cannot place templates so they land solely on models with Discretion (unless within X").
Dodge X	Once per turn when standing and free if this model becomes engaged roll a D6, on an X or less it may move 3", cannot move into contact.
Elusive	This unit ignores Control Areas and the Attack of Opportunity ability.
Emancipated	An Emancipated Lemure starts the game on the board, cannot be invoked or associated with a spell.
Enlightened	If you have more Light than Dark CMD during Upkeep this model gets Fanatic ability until end of turn.
Entangle	If entangle a model of equal or smaller size that model cannot Retreat.
Erratic Movement X	+X Def vs Ranged Attacks.
Evasive	This unit cannot be chosen as CC target if other non-evasive units are engaging the attacker. If all are evasive you get to decide who is attacked.
Expertise	This unit may use Concentration action to use an Exhausting ability.
Fanatic	Instead of normal Wounded modifiers, this unit gets -1 MVT, -1 SHS, +1 CBT, +1 DEF and +1 FTH.
Fast X	+X" moved on Charge or Run.
Fierce X	If a unit opposing this in CC gets support bonuses, this unit gets +X CBT.
First Contact X	When calculating Initial Dominance, add +X to the company's total.
Frenzy	When this unit Melee, Charge or Attack it triggers 2 attack sequences.
Fury	When Charging this unit doesn't get -1 CBT.
Harmless	No control Area (A unit with CBT (-) is always Harmless).
Healer X	Exhausting, this unit or an ally in contact gains X LP.
Huge	When Retreating, after 1-sided attack and leaving contact, transform action to Run, Attack or Charge.
Immunity (Keyword)	Take no damage from type of damage or attack listed, states associated with the attack still occur.
Impressive	Can be targeted by a shooter even if not the closest unit.
Insignificant	Ignore this unit for Dominance purposes.
Intangible	Ignore Terrain, Units, Control Areas while moving. No CP needed to move out of Control Area, No attack during Retreat and transforms action to run/attack/charge.
Intercept X	This unit has a control area X" from base that affects Lemures only. Nullifies Elusive, Burrow and Intangible.
Invulnerable	See Page 72
Leader	Double CMD when calculating how many Troopers a Company may field
Levitation	Movement is not hindered by Difficult terrain, move over units/terrain less than 3" tall.
Loyal	Cannot be included in a Company led by an officer not of the same faction.
Man-at-arms X	When an enemy in contact finishes all rerolls, force them to reroll up to X hits.
Maverick	This unit cannot receive orders from another unit.
Moving Shot	When performing a shoot action, may shoot from any point of it's movement.
Natural Talent X	This unit can reroll X of it's combat dice.
Prescient	Player with the most prescient units (at least 1) can choose which conflict zone triggers rather than randomly, if tied, dominant player.
Prestige (Faction) X	You may include up to X units from the Faction when this unit is in your Company.
Protective	Does not lose it's control area when engaged.
Rapid Strike (Attack or Defense)	Unit deals damage before their opponent in combat sequences, either always, when attacking or when defending.
Regeneration X	Recover X LP each Upkeep Phase.
Resistance (Keyword) X	+X PR vs Keyword damage.
Ricochet X	When unit loses LP due to combat or ranged attack it causes X damage ignoring PR to it's attacker.
Runaway	Unit can take a Run or Walk rather than a retreat action, at the end of the move, cannot be in an enemies control area or have an enemy in it's control area.
Scout	Page 214, allows controller more options when setting up terrain.
Slow	When this unit charges the attack sequence is one-sided, this unit does not get to fight.
Sniper	This unit does not have to fire at the closest unit.
Spite (Faction)	This unit cannot be included in a company of the faction specified.
Strider	Unit does not have to pay the 1 CMD to Run or Charge through Difficult Terrain.
Teleportation	Cannot Run, Charge or Retreat. Movement is unaffected by terrain, units, control areas.
Tenacious X	If this unit is free and waiting when it becomes engaged it gets +X CBT during the ensuing attack sequence.
Terrifying	Enemy units must spend 1 CMD to come into contact with this unit.
Terror X	Enemy units engaged with this unit get -X CBT, does not stack.
Trained Gunman X	If this unit does not move during the shoot action it gets +X SHS for that shot.
Uncontrollable	Must spend 1 CMD to do anything other than Attack, Walk or Melee.
Vicious X	+X CBT when this unit fights in a one-sided attack or vs wounded, stunned, knocked down or immobilised opponent.
Vulnerability (Keyword) X	When attacked by keyword damage this unit's PR cannot be higher than X.
Whirlwind Attack	When this unit inflicts damage in CC it inflicts half that damage to every other non-invulnerable enemy in contact also.