

# Final Sanction Rebels

## Rebel Horde Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	30	30	30	20	30	40	30

**Movement:** 3/6/9/18

**Armor:** None

**Weapons:** Crude Melee (1d10 + 3 R; Pen 0)

Stub Rifle (100m; S/-/-; 1d10 + 3 I; Pen 0)

Heavy Weapons Team (100m; -/-/10; 2d10 + 4 I; Pen 2)

**Magnitude:**

**Damage Taken:**

**Magnitude:**

**Damage Taken:**

**Magnitude:**

**Damage Taken:**

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**Damage Taken:**

## Rebel Leader Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	30	30	30	20	30	40	30

**Movement:** 3/6/9/18

**Armor:** Bloodstained Flak Armor (All 4)

**Weapons:** Chainsword (1d10 + 5 R; Pen 2)

Autopistol (30m; S/-/6; 1d10 + 2 I; Pen 0; Clip 18; Full Reload)

**Wounds:** 16

**Damage Taken:**

**Wounds:** 16

**Damage Taken:**

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**Damage Taken:**

## Rebel General Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	30	30	30	20	30	40	30

**Movement:** 3/6/9/18

**Armor:** Heavy Carapace (All 6)

**Weapons:** Powersword (1d10 + 7 R; Pen 5)

Plasma Pistol (30m; S/-/-; 2d10 + 8 E; Pen 6; Clip 12; Reload Full)

**Wounds:** 19

**Damage Taken:**

### Damaging A Horde

- Any damage reduces magnitude by 1
- Blast weapons inflict hits equal to number in parentheses
- Locations are not used
- Horde has a single armor value applied to all damage

### Melee vs. Horde

- Extra hit for each two degrees of success
- Weapons with Power Field quality inflict one extra hit

### Breaking A Horde

- Must make Willpower test if 25% of magnitude reduced in one turn; -10 willpower if less than 50% of starting magnitude
- If reduced to less than 25% of magnitude, it automatically breaks.

### Hordes Attacking

- Attack all enemies within melee of the Horde; may not be parried or dodged.
- Ranged attacks equal to the first digit of its magnitude.
- Damage: Increased by (magnitude/10) d10s, with a maximum of +2d10.

## Final Sanction Genestealers

### Landsholm Genestealers

WS	BS	S	T	Ag	Int	Per	WP	Fel
65	-	<sup>(12)</sup> 60	60	60	30	55	40	-

**Movement:** 12/24/36/72

**Armor:** Reinforced Chitin (6)

**Skills:** Dodge + 10, Swim + 10, Awareness, Climb

**Weapons:** Rending Claws (2d10 + 12; Pen: 5; Special)

**Stealth:** If moving at half-speed and not attacking, requires a **Challenging (+0) Awareness** test to spot.

**Rending Claws:** Two or more degrees of success with Rending Claws provides double penetration.

**Wounds:** 20

**Damage Taken:**

**Wounds:** 20

**Damage Taken:**

**Wounds:** 20

**Damage Taken:**

**Wounds:** 20

**Damage Taken:**

**Magnitude:** 20

**Damage Taken:**

**Wounds:** 20

**Damage Taken:**

**Wounds:** 20

**Damage Taken:**

**Wounds:** 20

**Damage Taken:**

**Wounds:** 20

**Damage Taken:**

### Lordsholm Broodlord

WS	BS	S	T	Ag	Int	Per	WP	Fel
67	-	<sup>(12)</sup> 60	<sup>(12)</sup> 60	60	45	55	50	-

**Movement:** 6/12/24/36

**Armor:** Reinforced Chitin (All 8)

**Weapons:** Rending Claws (2d10 + 12; Pen 5; Special)

**Stealth:** As for Genestealers.

**Rending Claws:** As for Genestealers.

**Lord of the Brood:** May attack three times in a single round with a full action.

**Wounds:** 80

**Damage Taken:**