

# ENLIGHTENED FACTION ARMOURY

v1.091

## SPECIAL ISSUE

(REPLACE THE LONGEST RANGED WEAPON CARRIED BY THE MODEL WITH ONE OF THE FOLLOWING)

| NAME               | TYPE   | RNG | PRC | ROA | QUALITIES                  | CRITICAL    | COST |
|--------------------|--------|-----|-----|-----|----------------------------|-------------|------|
| Electrocoil        | Ranged | 15" | -2  | 1   | Disrupt, Stun              | Hazardous   | +10  |
| Electrocarbine     | Ranged | 15" | -2  | 2   | -                          | Stun        | +10  |
| Flamethrower       | Ranged | -   | -2  | 1   | Hazardous, Torrent, Engulf | -           | +10  |
| Juiced Gatling Gun | Ranged | 15" | -2  | 3   | Special, Brutal, Linked    | Overcharged | +15  |
| Manreaper Shotgun  | Ranged | -   | -2  | 1   | Torrent                    | -           | +5   |
| Rocket Pod         | Ranged | 15" | -3  | 1   | Blast, Indirect, Heavy     | Stun        | +15  |
| Thermite Grenades  | Ranged | 6"  | -4  | 1   | Brutal, Indirect, Blast    | Hazardous   | +20  |
| Phonic Blaster     |        |     |     |     |                            |             | +15  |
| (High Freq)        | Ranged | -   | -2  | 1   | Refined, Torrent           | Stun        |      |
| (Low Freq)         | Ranged | -   | -1  | 1   | Displace, Torrent, Engulf  | Disorder    |      |



# REANIMATED UNIT RULES

v1.09

**REANIMATED:** The unit is always Disordered and has a Limit of 1. Each time the unit receives a Negative Condition one model in the unit must immediately pass a Grit Check or suffer a Wound. This unit cannot be affected by any rule that would enable it to return to play (or become a Hex Beast) once destroyed.



# ENLIGHTENED FACTION POSSE

Any unit with the ENLIGHTENED and BOSS Traits may take this Faction Posse. You may not have any other Boss units in this Posse and a Boss cannot take two Posses.



Up to two Enlightened Hands units.

1

An Enlightened Face unit and/or an Enlightened non-Vehicle Support unit.

4

An Enlightened Face unit and/or an Enlightened Hands unit.

2

Up to two Enlightened Hands or an Enlightened Support unit.

5

Up to two Enlightened Hands or non-Vehicle Support units.

3

An Enlightened Face unit and/or an Enlightened Support unit.

6

