



CAPTAIN JUSTIAN					
M	APL	GA	DF	SV	W
3	2	3	1		

Plasma Pistol	4	3+	5/6
Rng AP1			
- Overcharge	4	3+	5/6
Rng AP2 Hot			
Power Fist	5	3+	5/7
Brutal			

Rites of Battle: In the Generate Command Points step of each Strategy Phrase, if a friendly operative with this ability is in the Kill Zone, add one additional Command Point to your pool.

Shock Assault: This operative can perform two Fight actions during its activation.

Iron Halo: This operative has a 4+ invulnerable save.

BROTHER ACULES					
M	APL	GA	DF	SV	W
2	2	3	1		

Heavy Bolter	4	3+	4/5
Fusillade Heavy			! P1
Fists	4	3+	3/4

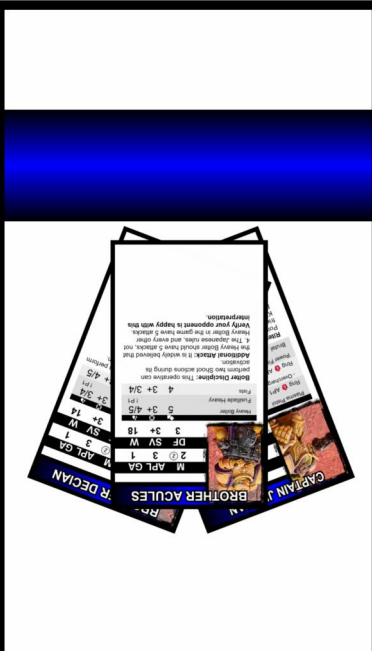
Bolter Discipline: This operative can perform two Shoot actions during its activation.

BROTHER ACULES					
M	APL	GA	DF	SV	W
2	2	3	1		

Heavy Bolter	5	3+	4/5
Fusillade Heavy			! P1
Fists	4	3+	3/4

Bolter Discipline: This operative can perform two Shoot actions during its activation.

Additional Attack: It is widely believed that the Heavy Bolter should have 5 attacks, not 4. The Japanese rules, and every other Heavy Bolter in the game have 5 attacks. Verify your opponent is happy with this interpretation.




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BROTHER FLAVIAN

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	12	

	4	2+	3/4
Bolt Sniper Rifle			
Balanced Heavy No Cover Silent			
Hyperfrag	4	2+	2/4
Blast Heavy Silent			
Mortis	4	2+	3/3
AP1 Heavy Silent			! MW3
Fists	4	3+	3/4

Camo Cloak: Each time a shooting task is made against this operative, in the Roll Defence step of that shooting attack, before rolling your defence dice, if it is in cover, one additional dice can be retained as a result of cover.

Adjust Optics (1AP): Until the end of the turning point, when determining line of sight for this operative, enemy operatives are not Obscured.




BROTHER DECIAN

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	14	

	4	3+	3/4
Heavy Bolt Pistol			
Rng			! P1
Chainsword	5	3+	4/5

Shock Assault: This operative can perform two Fight actions during its activation.




SERGEANT MARIUS

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	15	

	4	2+	3/4
Bolt Rifle			
			! P1
Fists	4	3+	3/4

Bolter Discipline: This operative can perform two Shoot actions during its activation.



BROTHER VIGNIUS

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	14	

	4	3+	3/4
Auto Bolt Rifle			
Ceaseless			
Fists	4	3+	3/4

Bolter Discipline: This operative can perform two Shoot actions during its activation.



Operative

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Operative

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Operative

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BROTHER THYSOR

M	APL	GA
3	2	3
1		

DF	SV	W
3	3+	14

Bolt Rifle	4	3+	3/4
			! P1
Fists	4	3+	3/4

Bolter Discipline: This operative can perform two Shoot actions during its activation.

Smoke Grenade(1AP):Place the centre of one Smoke token within 6 of this operative. That token creates an area of smoke with a 2 radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

(2) CHAMPION OF MANKIND

CASUAL PLAY ONLY
You can reveal this Tac Op when a friendly STRIKE TEAM JUSTIAN operative incapacitates an enemy operative. At the end of the battle:

If that friendly operative has incapacitated more enemy operatives than each other friendly STRIKE TEAM JUSTIAN operative has during the battle, you score 1VP.

If that friendly operative has incapacitated more enemy operatives than each other enemy operative has during the battle, you score 1VP.

Kill more

(3) INDOMITABLE SUPERIORITY

CASUAL PLAY ONLY
Reveal this Tac Op at the end of the battle:

If enemy operatives do not control any objective markers but an STRIKE TEAM JUSTIAN operative does, you score 1VP.

If there are less enemy operatives in the killzone than there are friendly STRIKE TEAM JUSTIAN operatives in the killzone, you score 1VP.

If the mission objective requires operatives to be removed from the killzone to score victory points (but not as a result of being incapacitated), e.g. to 'escape', you cannot select this Tac Op.

Table opponent

(1) SHOCK AND AWE

CASUAL PLAY ONLY
You can reveal this Tac Op in the Reveal Tac Ops step of any Turning Point.

At the end of any Turning Point, if friendly operatives control one or more objective markers that were controlled by enemy operatives at the start of the Turning Point, you score 1VP.

If you achieve the first condition in any subsequent Turning Points, you score 1VP.

Take points off enemy



Operative

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Tac Op

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Tac Op

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Tac Op

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TACTICAL DOCTRINE

Strategic

1CP

Until the end of the Turning Point, each time a friendly STRIKE TEAM JUSTIAN operative makes a shooting attack against an enemy operative within 6" of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice. You cannot use another 'Doctrine' Strategic Play in this Turning Point.

Reroll 1 < 6 Inch

ASSAULT DOCTRINE

Strategic

1CP

Until the end of the Turning Point, each time a friendly STRIKE TEAM JUSTIAN operative fights in combat in an activation in which it performed a Charge action, in the Roll Attack Dice step of that combat, you can re-roll one of your attack dice. You cannot use another 'Doctrine' Strategic Play in this Turning Point.

Reroll 1 Melee

AND THEY SHALL KNOW NO FEAR

Strategic

1CP

Until the end of the Turning Point:

You can ignore any or all modifiers to the APL of friendly STRIKE TEAM JUSTIAN operatives.

Friendly STRIKE TEAM JUSTIAN operatives are not injured.

Team Not Injured

TRANSHUMAN PHYSIOLOGY

Tactical

1CP

Use this Tactical Play in the Roll Defence Dice step of a shooting attack, after rolling defence dice for a friendly STRIKE TEAM JUSTIAN operative. You can retain one of your successful normal saves as a critical save instead.

Promote Save to Crit

Strategic

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Strategic

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Strategic

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Tactical

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ANGEL OF DEATH

Tactical

1CP

Use this Tactical Ploy at the end of the Firefight phase. Select one friendly STRIKE TEAM JUSTIAN operative to perform a free Fight action.

End of turn Fight

WRATH OF VENGEANCE

Tactical

1 CP

Use this Tactical Ploy when a friendly STRIKE TEAM JUSTIAN operative is incapacitated. Before that operative is removed from the killzone, it can perform a free Shoot action. Unless otherwise specified, the operative would be injured for this.

Shoot on Death

DEVASTATOR DOCTRINE

Strategic

1CP

Until the end of the Turning Point, each time a friendly STRIKE TEAM JUSTIAN operative makes a shooting attack against an enemy operative more than 6" from it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice. You cannot use another 'Doctrine' Strategic Ploy in this Turning Point.

Reroll 1 > 6 Inch

EP

Tactical

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Tactical

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Strategic

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Equipment

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STRIKE TEAM JUSTIAN

None: Causal: Seek and Destroy: Security
1 leader and 5 operatives

Captain Justian
May be Leader.

Brother Acules

Brother Decian

Sergeant Marius
May be Leader.

Brother Flavian

Brother Thysor

Brother Vignius

SECONDARY OBJECTIVES

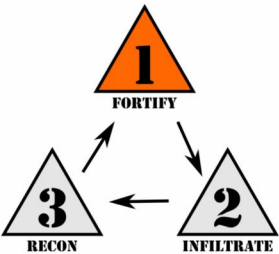
Faction Ability

STRIKE TEAM JUSTIAN does not officially have secondary objectives. For casual play use the same archetypes and secondaries as the INTERCESSION SQUAD

FORTIFY

Matched Play
Set up one additional barricade within 1 of your drop zone

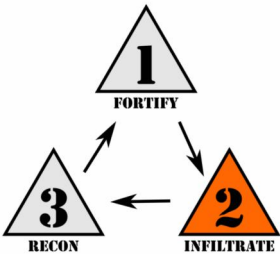
Critical Ops
Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



INFILTRATE

Matched Play
Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops
Once during the first turning point, when you select an operative to activate, you can change its order



Team

Abilities

Scouting

Scouting

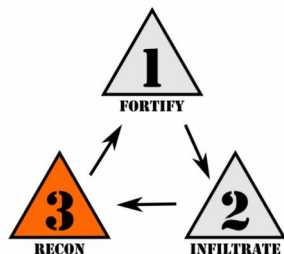
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE INITIATIVE
- STRATEGY PHASE
GENERATE COMMAND POINTS
PLAY STRATEGIC PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	PRIMARY			
	1			
	2			
	3			
SECONDARY	1			
	2			
	3			
	4			



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Deck: 4.1



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