



Veteran Guard

SNIPER VETERAN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Long-Las	4	2+	3/3
Silent*			! MW3
Bayonet	3	4+	2/3

Sniper: Each time this operative is activated, so long as it does not perform a Normal Move, Charge or Fall Back action during that activation, its long-las gains the Silent special rule for that activation.

DEMOLITION VETERAN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3
Remote Mine	4	2+	5/6

AP1 Silent Detonate

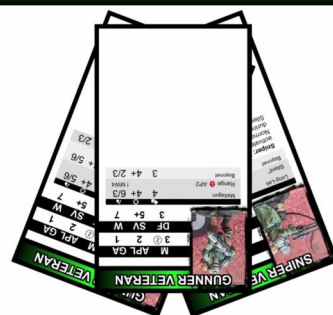
Detonate
Plant Mine (1AP): Place a Mine token in a location Visible to and within ▲ of this operative, then perform a free Dash action with this operative. This operative cannot perform this action if it is within Engagement Range of an enemy operative, or if this operative's Mine token is in the killzone. If this operative is incapacitated and removed from the killzone, remove its Mine token.

GUNNER VETERAN

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Meltagun	4	4+	6/3
Range ▲ AP2			! MW4
Bayonet	3	4+	2/3

Veteran Guard



Operative

Veteran Guard

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Operative

Veteran Guard


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Operative

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CONFIDANT VETERAN




	M	APL	GA
	3	2	1
	DF	SV	W
	3	5+	7

Bolt Pistol	4	4+	3/4
Rng			
Chainsword	4	4+	3/4
Balanced			

Second in Command: If a friendly SERGEANT VETERAN operative is incapacitated and removed from the killzone, you can nominate this operative for command. If you do, until the end of the battle, it gains the LEADER keyword and the Guardsmen Orders ability.

Directive: Each time this operative is activated, if it has not been nominated for command, you can select one other ready friendly VETERAN GUARDSMAN operative within 6" of and Visible to it. After this operative's activation ends, activate that operative, and treat its Group Activation characteristic as 1 for that activation.

MEDIC VETERAN




	M	APL	GA
	3	2	1
	DF	SV	W
	3	5+	7

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3

Medic!
Medikit (1AP): Select one friendly VETERAN GUARDSMAN operative within 6" of and Visible to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this if it was revived using the Medic! ability during the same Turning Point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.


GUNNER VETERAN



	M	APL	GA
	3	2	1
	DF	SV	W
	3	5+	7

Frag	4	4+	2/4
Blast			
Krak	4	4+	4/5
AP1			
Bayonet	3	4+	2/3

ZEALOT VETERAN



	M	APL	GA
	3	2	1
	DF	SV	W
	3	5+	7

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3

The Emperor Protects: Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, you can re-roll any or all of your defence dice.

Uplifting Primer (1AP): Until the end of the Turning Point, while a friendly VETERAN GUARDSMAN operative is within 6" of this operative, that friendly operative is uplifted. While an operative is uplifted, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can select one of your results of 5+ to be retained as a critical hit.

Operative

Veteran Guard

Operative

Veteran Guard


Operative

Veteran Guard

Operative

Veteran Guard


SERGEANT VETERAN



	M	APL	GA
	3	2	1
DF	SV	W	
3	5+	8	

Plasma Pistol	4	3+	5/6
Rng AP1			
Overcharge	4	3+	5/6
Rng AP2 Hot			
Power Weapon	4	3+	4/6
Lethal 5+			


SERGEANT VETERAN



	M	APL	GA
	3	2	1
DF	SV	W	
3	5+	8	

Boltgun	4	3+	3/4
Bayonet	4	3+	2/3


SERGEANT VETERAN



	M	APL	GA
	3	2	1
DF	SV	W	
3	5+	8	

Bolt pistol	4	3+	3/4
Rng			
Chainsword	4	3+	3/4
Balanced			

COMMS VETERAN



	M	APL	GA
	3	2	1
DF	SV	W	
3	5+	7	

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3

Relay Orders: Once in each Turning Point, when this operative is issued a Guardsman Order, it can relay it. If an order is relayed, subtract 1 from this operative's APL and all friendly VETERAN GUARDSMAN operatives in the Killzone are issued that order.

Signal (1AP): Select one friendly VETERAN GUARDSMAN operative within of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

Operative

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Operative

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Operative

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Operative

Veteran Guard

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TROOPER VETERAN



	M	APL	GA
	3	2	2
DF	SV	W	
3	5+	7	

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3


TROOPER VETERAN



	M	APL	GA
	3	2	2
DF	SV	W	
3	5+	7	

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3

BRUISER VETERAN




	M	APL	GA
	3	2	1
DF	SV	W	
3	5+	7	

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3
Trench Club	3	3+	3/3

! Stun

Bruiser: Once per Turning Point, when this operative fights in combat, in the resolve successful hits step of that combat, you can ignore the damage inflicted on it from one normal hit.

HARDENED VETERAN



	M	APL	GA
	3	2	1
DF	SV	W	
3	5+	7	

Lasgun	4	4+	2/3
Bayonet	3	4+	2/3
Bionic Arm	3	4+	4/5

Hardened by War: Each time this operative would lose a wound, roll one D6: on a 5+, that wound is not lost. You can ignore any or all modifiers to this operative's APL.

Operative

Veteran Guard

Operative

Veteran Guard

Operative

Veteran Guard

Operative

Veteran Guard

TROOPER VETERAN

M

APL

GA

3 2 2

DF

SV

W

3 5+ 7

Lasgun

4 4+ 2/3

Bayonet

3 4+ 2/3

TROOPER VETERAN

M

APL

GA

3 2 2

DF

SV

W

3 5+ 7

Lasgun

4 4+ 2/3

Bayonet

3 4+ 2/3

(1) BOOTS ON THE GROUND

You can reveal this Tac Op at the end of any Turning Point.

► At the end of that Turning Point, if there are more friendly operatives than enemy operatives within 6 of your drop zone, and there more friendly operatives than enemy operatives within 6 of your opponent's drop zone, you score 1VP.

► If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

Control DZs

(2) STAND FAST

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 two or more objective markers, and friendly operatives control more objective markers than enemy operatives do, you score 1 VP.

► If you achieve the first condition at the end of any subsequent Turning Points, you score an additional 1VP.

Control More

Operative

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Operative

Veteran Guard

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Tac Op

Veteran Guard

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Tac Op

Veteran Guard

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(3) GLORY IN DEATH

Reveal this Tac Op at the end of the battle.

► If more friendly operatives were incapacitated than enemy operatives, but you scored more victory points from the mission objective, you score 2VPs.

Die but Score

MOVE! MOVE! MOVE!

Order

1CP

Add ▲ to the Movement characteristic of each friendly operative that was issued this order.

+1 Movement

TAKE AIM!

Order

1CP

Each time a friendly operative that was issued this order makes a shooting attack, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of 1. This order has no effect on shooting attacks made with the mortar barrage and remote mine ranged weapons, or attacks made with tactical assets.

Shoot Ceaseless

HOLD POSITION!

Order

1CP

Each time a shooting attack is made against a friendly operative that was issued this order, in the Roll Defence Dice step of that shooting attack, if that operative is in Cover, you can re-roll any or all of your defence dice results of 1. Friendly operatives that were issued this order cannot perform Dash or Charge actions.

Reroll DF 1's

Tac Op

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Order

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Order

Veteran Guard

FAQ : 1.8, DECK:4.1
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Order

Veteran Guard

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FIX BAYONETS!

Order

1 CP

Each time a friendly operative that was issued this order fights in combat, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice results of 1.

Melee Ceaseless

MEDIC!

Ability

Medic! Once per Turning Point, the first time another friendly VETERAN GUARDSMAN operative would be incapacitated while Visible to and within 3 of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That operative is not incapacitated, has 1 wound remaining, and if it was a shooting attack, any remaining attack dice are discarded. That other friendly operative can then perform a free Dash action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

Medic Veteran

DETONATE

Ability

Detonate: Each time this operative makes a Shoot action using its remote mine, make a shooting attack against each operative within 4 of the centre of its Mine token with that weapon. When making those shooting attacks, each operative (friendly and enemy) within 3 is a valid target, but when determining if it is in Cover, treat this operative's Mine token as the active operative. Then remove this operative's Mine token. An operative cannot make a shooting attack with this weapon by performing an Overwatch action, or if its Mine token is not in the killzone.

Demolition Veteran

OVERCHARGE LASGUNS

Strategic

1CP

Until the end of the Turning Point, change the profile of lasguns that friendly VETERAN GUARDSMAN operatives are equipped with to the following: Gain AP1 Hot

Lasguns AP1 HOT

Order

Veteran Guard

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Ability

Veteran Guard

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Ability

Veteran Guard

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Strategic

Veteran Guard

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TAKE COVER

Strategic

1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly VETERAN GUARDSMAN operative, if it is in Cover, improve its Save characteristic by 1 for that shooting attack.

Sv +1

Strategic

Veteran Guard

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INTO THE BREACH

Strategic

1CP

Each friendly VETERAN GUARDSMAN operative within your drop zone can perform a free Dash action, but must finish that move closer to the enemy's drop zone.

DZ Free Dash

Strategic

Veteran Guard

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CLEAR THE LINE

Strategic

1CP

Until the end of the Turning Point, each time a friendly VETERAN GUARDSMAN operative fights in combat, before rolling your attack dice for that combat, you can retain one as a successful normal hit without rolling it.

Melee Retain 1

Strategic

Veteran Guard

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INSPIRATIONAL LEADERSHIP

Tactical

1CP

Use this Tactical Ploy during a VETERAN GUARDSMAN LEADER operative's activation. That operative issues a Guardsmen Order to all friendly VETERAN GUARDSMAN operatives within 6" of and Visible to it.

Issue Order

Tactical

Veteran Guard

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IN DEATH, ATONEMENT

Tactical

1CP

Use this Tactical Ploy when a ready friendly VETERAN GUARDSMAN operative is incapacitated. That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.

Stay Alive

COMBINED ARMS

Tactical

1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly VETERAN GUARDSMAN operative. If the target of that attack is an enemy operative that was targeted by another friendly VETERAN GUARDSMAN operative with a shooting attack during that Turning Point, you can re-roll any or all of your attack dice for that shooting attack.

Relentless

CHRONOMETER

Max: 1

3EP

The operative gains the following ability for the battle:

Chronometer: Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does, you can re-roll your dice.

Reroll Initiative

TOPOGRAPHICAL CHART

Max: 1

3EP

The operative gains the following ability for the battle:

Topographical Chart: During the mission sequence, if this friendly operative was selected for deployment, after resolving your selected option in the Scouting step, you can select and resolve an additional scouting option. It must be a different option to your original selection, and initiative is still determined by your original selection.

Extra Scout

Tactical

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Tactical

Veteran Guard

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Equipment

Veteran Guard

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Equipment

Veteran Guard

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GUIDED MISSILE

Perform a Shoot action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly VETERAN GUARDSMAN operative. Note for the purposes of this weapon's special rule, treat that friendly VETERAN GUARDSMAN operative as performing the Shoot action.

Guided Missile			
AP1	4	3+	4/6

MARKED AIR STRIKE

Perform a Shoot action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly VETERAN GUARDSMAN operative. Note for the purposes of this weapon's special rules, treat that friendly VETERAN GUARDSMAN operative as performing the Shoot action.

Air Strike			
Barrage Blast (2)	5	4+	3/4

STRAFING RUN

Select one enemy operative in a friendly VETERAN GUARDSMAN operative's Line of Sight to be the mark. Then place a Strafing Run token anywhere in the killzone (if you have a killzone edge, it cannot be placed closer to your edge than the mark is). Draw an imaginary line, 1 mm wide, with unlimited height above and below between any part of the base of the mark and the centre of that Strafing Run token. Using the ranged weapon below, make a shooting attack against the mark and each other operative that has a base crossed by that line. For those shooting attacks, when determining if an other operative is a valid target and if it is in Cover, draw Visibility and Cover lines from the mark, and if they are in Cover provided by Light terrain or another operative, they are treated as having an Engage order for that attack instead.

Strafing Run			
	6	4+	2/3

ARTILLERY BARRAGE

Perform a Shoot action using the ranged weapon below. For the purposes of Line of Sight, draw Visibility and Cover lines from a friendly VETERAN GUARDSMAN operative. Note for the purposes of this weapon's special rules, treat that friendly VETERAN GUARDSMAN operative as performing the Shoot action.

Artillery			
Barrage Blast (2) Indirect	6	5	2/3

Support

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Support

Veteran Guard

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Support

Veteran Guard

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Support

Veteran Guard

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HOT-SHOT CAPACITOR PACK

2EP

Modify the operative's ranged weapons for the battle as follows:
Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with.

Las +1 Damage

HOT-SHOT CAPACITOR PACK

2EP

Modify the operative's ranged weapons for the battle as follows:
Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with.

Las +1 Damage

HOT-SHOT CAPACITOR PACK

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HOT-SHOT CAPACITOR PACK

2EP

Modify the operative's ranged weapons for the battle as follows:
Add 1 to both Damage characteristics of lasguns and laspistols this operative is equipped with.

Las +1 Damage

Equipment

Veteran Guard

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Equipment

Veteran Guard

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Equipment

Veteran Guard

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Datafile: Q3 2023

Equipment

Veteran Guard

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ROSARY

Max: 1

2EP

The operative gains the following ability for the battle:

Rosary: Once per battle, in the Resolve Successful Hits step of a shooting attack or combat, you can ignore the damage inflicted on this operative from one attack dice.

Ignore Damage

HAND AXE

2EP

The operative is equipped with the following melee weapon for the battle:

Axe	3	4+	3/5
-----	---	----	-----

HAND AXE

2EP

The operative is equipped with the following melee weapon for the battle:

Axe	3	4+	3/5
-----	---	----	-----

TRENCH SHOVEL

2EP

The operative gains the following ability for the battle:

Dug Trench: While this operative is wholly within your drop zone, each time an enemy operative makes a shooting attack, if it is more than ② from this operative, this operative is treated as being in Cover provided by Light terrain. This operative loses this ability if it performs a Normal Move, Charge, Fall Back or Dash action.

Cover Until Move

Equipment

Veteran Guard

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Equipment

Veteran Guard

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Equipment

Veteran Guard

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Equipment

Veteran Guard

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FRAG GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade	4	3+	2/3
Rng	🔥	Blast2	Indirect Ltd

KRAK GRENADE

Max: 1

3EP

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade	4	3+	4/5
Rng	🔥	AP1	Indirect Ltd

VETERAN GUARD

Security

1 Leader and 9 Operatives and 2 Assets or 4 Troopers

SERGEANT VETERAN
TROOPER VETERAN
CONFIDANT VETERAN
ZEALOT VETERAN
MEDIC VETERAN
COMMS VETERAN
CONFIDANT VETERAN
DEMOLITION VETERAN
HARDENED VETERAN
BRUISER VETERAN
SNIPER VETERAN
SPOTTER VETERAN
GUNNER VETERAN (x4)

GUARDSMEN ORDERS

Faction Ability

VETERAN GUARDSMAN LEADER operatives in a VETERAN GUARDSMAN kill team have the following ability:

Once in each Strategy phase, when it is your turn to use a Strategic Ploy, if this operative is in the killzone, it can issue a Guardsmen Order. If it does, all friendly VETERAN GUARDSMAN operatives within 🗨️ of and Visible to it are issued a Guardsmen Order.

Each time a friendly operative issues a Guardsmen Order, select one Guardsmen Order below to take effect until the end of the Turning Point. If more than one Guardsmen Order could be issued by your kill team during the Turning Point, e.g. the Inspirational Leadership Tactical Ploy, they must be different Guardsmen Orders.

Abilities

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Team

Veteran Guard

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Equipment

Veteran Guard

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Equipment

Veteran Guard

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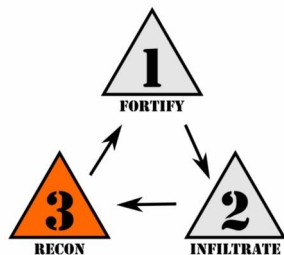
RECON

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



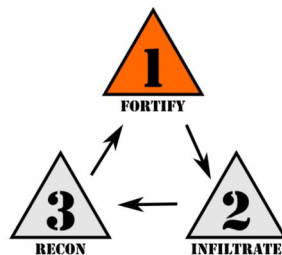
FORTIFY

Matched Play

Set up one additional barricade within 🏠 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.



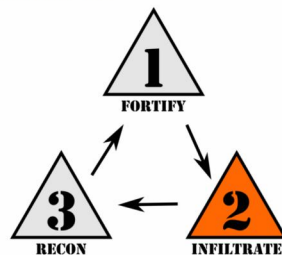
INFILTRATE

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



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

Scouting

Veteran Guard

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Date: 1.8, DECK:4.0

Scouting

Veteran Guard

Date: 1.8, DECK:4.1
Date: 1.8, DECK:4.1

Scouting

Veteran Guard

Date: 1.8, DECK:4.0
Date: 1.8, DECK:4.0

Matched

Veteran Guard

Date: 1.8, DECK:4.0
Date: 1.8, DECK:4.0

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	SECONDARY	PRIMARY			
				1	
			1	2	
				3	
				2	
			3	4	

PHIL TEAM

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Give this card away

Matched

Veteran Guard

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Scorecard

Veteran Guard

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Credits

Veteran Guard

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Credits

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