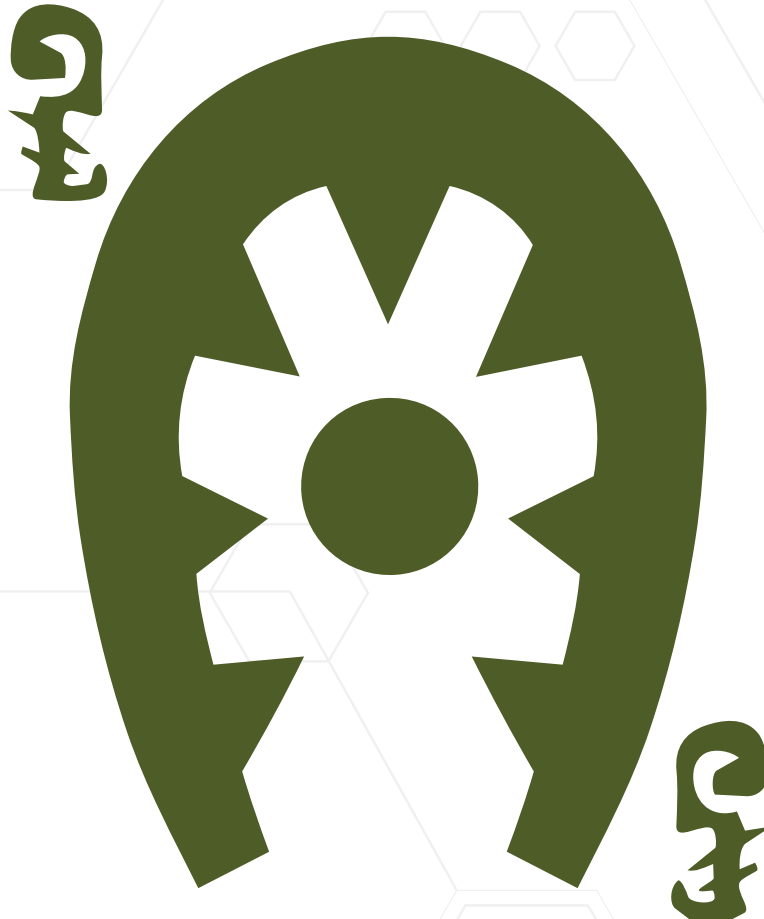


# ORGH GROUNDER FORCE



The Orgh are the dominant species ruling over a coalition of specialist subject races.

## ORGANIZATION

An Orgh detachment uses one or more instances of the following deployment pyramid:

### THE HEAD

1 Orgh (any)<sup>1</sup>

### THE BODY

0-1 Orgh Technocrat<sup>1</sup>

0-4 Orgh Warmakers<sup>1</sup>

### THE LIMBS

0+ Orgh Warblooms<sup>1</sup>

### <sup>1</sup>SUPPORT

Support choices are determined by each type of Orgh in the detachment, as noted in their individual entries.

# FACTION RULES

## ORGH-FORMS

The Orgh do not have Zeoforms due to their dominant namesake species being just as big and fast as Zeoforms. In game terms Orgh are counted as Zeoforms and follow **all** of the game rules for Zeoforms including things like the Zeohunter skill, Engineer skill, target size selection and so on.

## ORGH ARMOR BONUS - SUPPORT

All Orgh models are both contemptuous of and well-protected against **Support** sized weapons. When an Orgh takes hits from a **Support** model the **combat die** can be canceled by Armor **before** any other hits have been canceled.

## ORGH WEAPONS

The bulk of Orgh weapons and some of their **Support** vassal's armaments can be used to make melee **and** ranged attacks.

An Orgh weapon may be used to make one Ranged Attack and one Melee Attack per model activation.

So, for example, when making a Charge mode Activation an Orgh weapon could be used to take a ranged snap shot at beginning AND to attack in melee at the end of the Activation if in base contact. Likewise during a Fight mode **Activation** an Orgh weapon could be used to make both a Melee Attack using Ranged stats and a Melee Attack using Melee stats during the same **Activation**.

## NEW DAMAGE TYPE - BLAZE

In addition to Impact and Energy, some Orgh weapons are capable of using weapons with the new **Blaze** Damage type.

**Blaze** is poorly understood by human scientists. It appears to be an exotic form of entropic radiation that breaks down molecular bonds and spontaneously creates antiparticles in the process. 'Corrosive fire' is a less scientific way of looking at it.

**Blaze** negates conventional **Impact** and **Energy** armor bonuses. When taking hits from a **Blaze** weapon the **combat die** cannot be canceled before any other hits have been canceled unless the defending model has a **Blaze** armor bonus.

## ORGH COMBAT DIE

| D10 ROLL | RESULT            | EFFECT                                                                                         |
|----------|-------------------|------------------------------------------------------------------------------------------------|
| 10       | <b>Glory</b>      | Target will suffer one <b>Defense Down</b> and Attacking model will gain one <b>Impetus</b> .. |
| 8-9      | <b>Grind</b>      | Target suffers one <b>Defense Down</b> .                                                       |
| 6-7      | <b>Smash</b>      | Target will suffer one <b>System Down (Shock)</b> token..                                      |
| 4-5      | <b>Cripple</b>    | Target will suffer one <b>System Down (Inhibit)</b> token.                                     |
| 2-3      | <b>Under Fire</b> | Reduce the Force Cohesion of the force the target belongs to by one.                           |
| 1        | <b>No Effect</b>  | The <b>Combat Die</b> has no effect                                                            |

# ORGH TECHNOCRAT

80mm  
Base

**T**he Orgh Technocrat is the pinnacle of the Orgh Dominance's hierarchy, leading the convergent creations of the Orgh through their mastery of adapted technology and alien science. Often surrounded by their attending aids chosen from the servile species, countless lives are laid down to allow a Technocrat to bring their advanced and powerful weaponry to bear.

| NAME       | SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION | PTS |
|------------|-------|--------|-------|-------|----------|------------|---------|----------|-----|
| Technocrat | 5     | 5+     | 7     | 3     | 4        | 2          | 3       | 6        | 32  |

## WEAPONS

Pick up to one Technocrat Weapon at additional cost as listed below. NOTE: Technocrat Weapons have 3 attack modes; Melee, Ranged, and Protocol.

- **Quantum Deconstructor:** +10 pts
- **Anti-particle Oscillator:** +8 pts

## SKILLS

Technocrats have the **Attended** Skill at no additional cost.

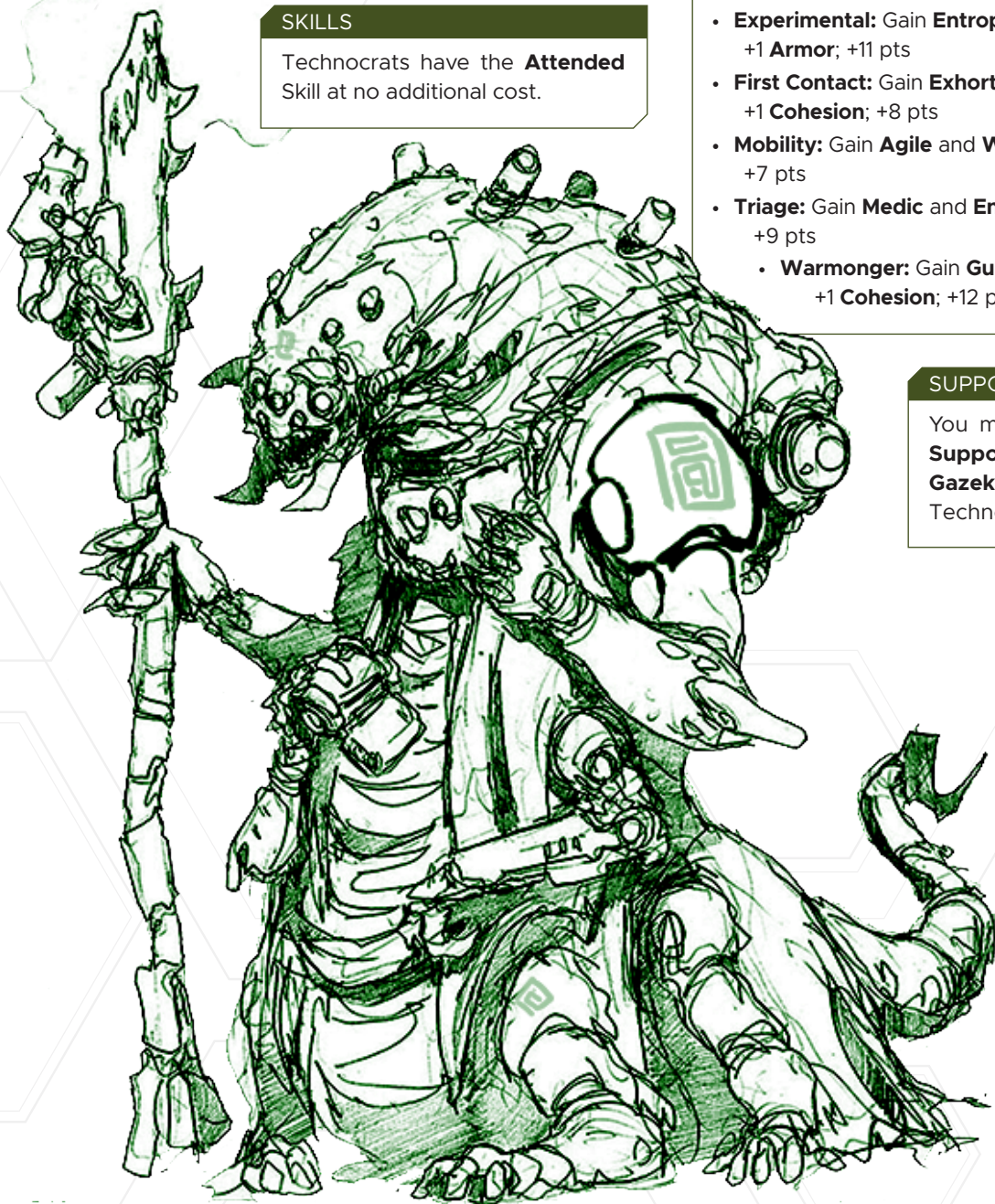
## OPTIONAL SKILLS

Select up to one modification package with added skills and stat changes at additional cost as listed below.

- **Assault:** Gain **Demolitions** and **Melee Specialist** skills, +1 **Melee Dice**; +8 pts
- **Dominance:** Gain **Support Killer** and **Trapper** skills, +1 **Cohesion**; +7 pts
- **Experimental:** Gain **Entropic Field** and **Hacker** skills, +1 **Armor**; +11 pts
- **First Contact:** Gain **Exhort** and **Tactician** skills, +1 **Cohesion**; +8 pts
- **Mobility:** Gain **Agile** and **Warper** skills +1 **Speed**; +7 pts
- **Triage:** Gain **Medic** and **Engineer** skills, +1 **Impetus**; +9 pts
  - **Warmonger:** Gain **Gunner** and **Sniper** skills, +1 **Cohesion**; +12 pts

## SUPPORTS

You may include up to 3 **Mulp Support** choices and up to 3 **Gazeki Support** choices per Technocrat selected.



# ORGH WARBLOODS

60mm  
Base

The main body of the Orgh Dominance are formed from the Warblood Raiders, adolescent Orgh seeking glory and trophies to return to their broods and earn praise and upgrades for their exploits. Some return to the battlefield again and again, seeing the conflict itself as their truest calling.

| NAME                | SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION | PTS |
|---------------------|-------|--------|-------|-------|----------|------------|---------|----------|-----|
| Warblood (Untested) | 7     | 6+     | 4     | 3     | 3        | 2          | 1       | 3        | 17  |
| Warblood (Seasoned) | 8     | 7+     | 5     | 4     | 3        | 2          | 1       | 3        | 22  |

## WEAPONS

Pick two weapon choices at additional cost as listed below. The Zhurz Crusher option takes up both weapon choices. NOTE: Warblood Weapons have 2 attack modes; Melee and Ranged.

- **Zulfighar Blade:** +4 pts
- **Zhatar Gauntlet:** +6 pts
- **Zhikiri Flail:** +5 pts
- **Zhallam Halberd:** +3 pts
- **Zhakram Ripper:** +4 pts
- **Zhurz Crusher:** +5 pts

## SKILLS

Warbloods have the **Agile** and **Reckless** skills at no additional cost.

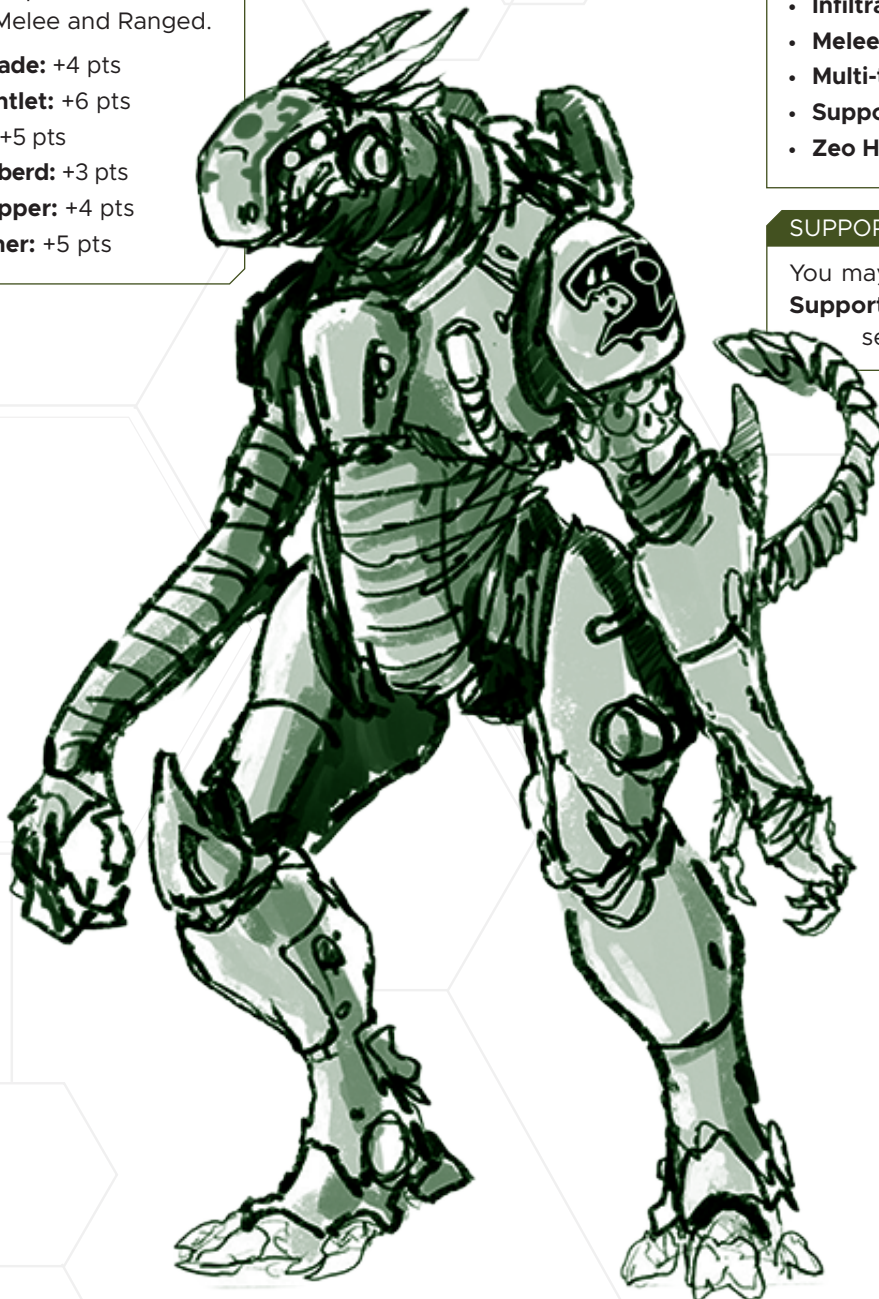
## OPTIONAL SKILLS

Warbloods may select up to one optional Skill at additional cost as listed below.

- **Combine Fire:** +4 pts
- **Infiltrator:** +1 pts
- **Melee Specialist:** +2 pts
- **Multi-target:** +4 pts
- **Support Killer:** +3 pts
- **Zeo Hunter:** +5 pts

## SUPPORTS

You may include up to 2 **Gazeki Support** choices per Warblood selected.



# ORGH WARMAKER

80mm  
Base

**L**ifelong Orgh warriors, Warmakers have spent long years upgrading and modifying their bodies to serve the Dominance as the military leaders of the bloodlines, bending the knee to the decisions and will of their Technocrats while advising them on martial matters.

| NAME                  | SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION | PTS |
|-----------------------|-------|--------|-------|-------|----------|------------|---------|----------|-----|
| Warmaker              | 6     | 5+     | 8     | 4     | 4        | 2          | 2       | 4        | 28  |
| Warmaker (Legendsire) | 6     | 5+     | 9     | 5     | 5        | 2          | 2       | 5        | 36  |

## WEAPONS

Pick one weapon at additional cost as listed below. NOTE: Warmaker Weapons have 2 attack modes; Melee and Ranged.

- **Twin Agzhadka Blades:** +8 pts
- **Twin Agzhatar Disemboweller:** +6 pts
- **Agzhakram Slasher:** +6 pts
- **Agzhurz Pulverizer:** +8 pts

## SKILLS

Warmakers have the **Exhort** Skill at no additional cost.

## SUPPORTS

You may include up to 2 **Mulp Support** choices and up to 5 **Gazeki Support** choices per Warmaker selected.

## OPTIONAL SKILLS

Select up to one personality trait with attendant skills and stat changes at additional cost as listed below.

- **Ambassador:** Gain **Attended** and **Team Leader** skills, +1 **Cohesion**; +6 pts
- **Collector:** Gain **Trapper** and **Tactician** skills; +6 pts
- **Engineer:** Gain **Zeo Hunter** and **Engineer** skills; +7 pts
- **General:** Gain **Gunner** and **Tactician** skills, +1 **Impetus**, +1 **Cohesion**; +10 pts
- **Hunter:** Gain **Beastmaster** and **Zeo Hunter** skills +1 **Impetus**; +10 pts
- **Physician:** Gain **Medic** and **Engineer** skills, +1 **Cohesion**; +7 pts
- **Xenophobe:** Gain **Support Killer** and **Explosive** skills, +1 **Impetus**; +7 pts



# ORGH WEAPON REFERENCE

## ORGH TECHNOCRAT WEAPONS

| WEAPON                          |                 | ATTACKS       | DAMAGE   | SNAPSHOT RANGE | AIM MODIFIER  | ARMOR MODIFIER | SPECIAL RULES                         | PTS |
|---------------------------------|-----------------|---------------|----------|----------------|---------------|----------------|---------------------------------------|-----|
| <b>Quantum Deconstructor</b>    | <i>Melee</i>    | Melee +3 Dice | 8 Blaze  | Melee Only     | -             | -2             | Repel                                 | 10  |
|                                 | <i>Ranged</i>   | 6 Dice        | 5 Blaze  | 16"            | Snapshot Only | -              | Repel                                 |     |
|                                 | <i>Protocol</i> | 4 Dice        | 7 Blaze  | 6"             | 12"           | -1             | Blast (3), Saturate                   |     |
| <b>Anti-particle Oscillator</b> | <i>Melee</i>    | Melee +3 Dice | 8 Impact | Melee Only     | -             | -2             | System Down (Inhibit)                 | 7-  |
|                                 | <i>Ranged</i>   | 6 Dice        | 5 Energy | 12"            | Snapshot Only | -              | System Down (Shock)                   |     |
|                                 | <i>Protocol</i> | 3 Dice        | 7 Energy | 3"             | 12"           | -1             | Blast (2), Focus, System Down (Shock) |     |

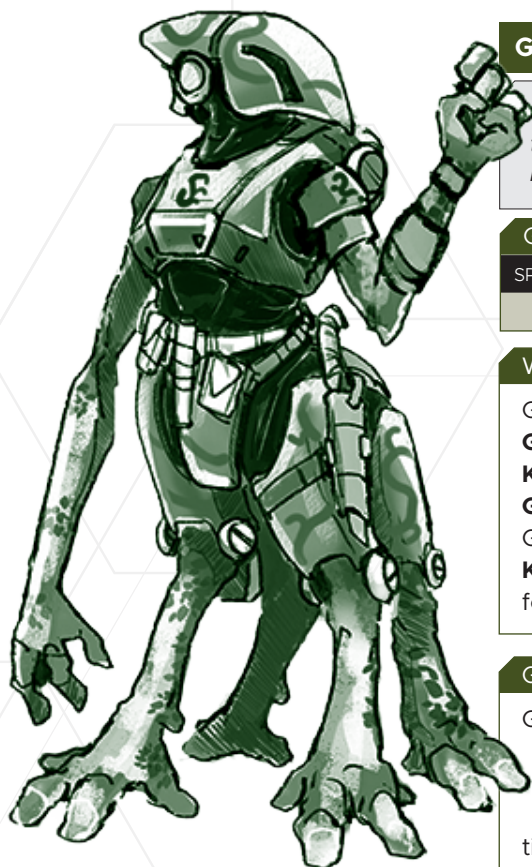
## ORGH WARBLD WEAPONS

| WEAPON                 |               | ATTACKS      | DAMAGE   | SNAPSHOT RANGE | AIM MODIFIER  | ARMOR MODIFIER | SPECIAL RULES                        | PTS |
|------------------------|---------------|--------------|----------|----------------|---------------|----------------|--------------------------------------|-----|
| <b>Zulfighar Blade</b> | <i>Melee</i>  | Melee+2 Dice | 7 Blaze  | Melee Only     | -             | -1             | -                                    | 4   |
|                        | <i>Ranged</i> | 3 Dice       | 7 Energy | 12"            | Snapshot Only | -1             | -                                    |     |
| <b>Zhatar Gauntlet</b> | <i>Melee</i>  | Melee +1     | 6 Impact | Melee Only     | -             | -1             | System Down (Shock)                  | 6   |
|                        | <i>Ranged</i> | 4            | 5 Blaze  | 12"            | +1            | -2             | Blast (2), Focus                     |     |
| <b>Zhikiri Flail</b>   | <i>Melee</i>  | Melee+1 Dice | 6 Blaze  | Melee Only     | -             | -2             | -                                    | 5   |
|                        | <i>Ranged</i> | 4 Dice       | 6 Energy | 16"            | Snapshot Only | -2             | -                                    |     |
| <b>Zhallam Halberd</b> | <i>Melee</i>  | Melee+3 Dice | 5 Impact | Melee Only     | -             | -              | -                                    | 3   |
|                        | <i>Ranged</i> | 6 Dice       | 5 Energy | 12"            | Snapshot Only | -              | System Down (Shock)                  |     |
| <b>Zhakram Ripper</b>  | <i>Melee</i>  | Melee+1 Dice | 6 Impact | Melee Only     | -             | -              | System Down (Burn), +1 Armor (Front) | 4   |
|                        | <i>Ranged</i> | 4 Dice       | 6 Blaze  | 16"            | Snapshot Only | -              | System Down (Burn)                   |     |
| <b>Zhurz Crusher</b>   | <i>Melee</i>  | Melee +1     | 6 Impact | Melee Only     | -             | -1             | Repel, System Down (Shock)           | 5   |
|                        | <i>Ranged</i> | 5 Dice       | 6 Impact | 9"             | Snapshot Only | -              | Cone, System Down (Shock)            |     |
| <b>Warblood Slam</b>   |               | 3 Dice       | 5 Impact | Melee Only     | -             | -              | -                                    | -   |

## ORGH WARMAKER WEAPONS

| WEAPON                             |               | ATTACKS       | DAMAGE   | SNAPSHOT RANGE | AIM MODIFIER  | ARMOR MODIFIER | SPECIAL RULES              | PTS |
|------------------------------------|---------------|---------------|----------|----------------|---------------|----------------|----------------------------|-----|
| <b>Twin Agzhadka Blades</b>        | <i>Melee</i>  | Melee +3 Dice | 6 Blaze  | Melee Only     | -             | -1             | -                          | 8   |
|                                    | <i>Ranged</i> | 6 Dice        | 6 Blaze  | 16"            | Snapshot Only | -              | -                          |     |
| <b>Twin Agzhatar Disemboweller</b> | <i>Melee</i>  | Melee +2 Dice | 7 Impact | Melee Only     | -             | -2             | System Down (Inhibit)      | 6   |
|                                    | <i>Ranged</i> | 6 Dice        | 7 Blaze  | 12"            | Snapshot Only | -              | System Down (Burn)         |     |
| <b>Agzhakram Slasher</b>           | <i>Melee</i>  | Melee +4 Dice | 5 Impact | Melee Only     | -             | -              | +1 Armor (Front)           | 6   |
|                                    | <i>Ranged</i> | 6 Dice        | 6 Blaze  | 16"            | Snapshot Only | -              | System Down (Burn)         |     |
| <b>Agzhurz Pulverizer</b>          | <i>Melee</i>  | Melee +1 Dice | 9 Impact | Melee Only     | -             | -1             | Repel, System Down (Shock) | 8   |
|                                    | <i>Ranged</i> | 5 Dice        | 7 Impact | 9"             | Snapshot Only | -              | Cone, System Down (Shock)  |     |
| <b>Warmaker Slam</b>               |               | 4 Dice        | 7        | Melee Only     | -             | -              | -                          | -   |

# ORGH SUPPORTS



## GAZEKI

Gazeki evolved from omnivore herd grazers into pack scavengers and then active predators once they gained tool use. They are fast and natural team players, but lightweight and skittish by nature.

### GAZEKI

5 POINTS

| SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION |
|-------|--------|-------|-------|----------|------------|---------|----------|
| 7     | 7+     | 2     | 1     | 1        | 1          | 0       | 0        |

### WEAPONS

Gazeki are armed with either a **Gazamburak Blaster** and **Gazari Knife** or **Gamangha Pistol** and **Gazari Knife** at no additional cost. Gazeki may replace their **Gazari Knife** for a **Gadah Fractal Shield** for +3 pts. .

### GAZEKI SKILLS

Gazeki have the **Skittish** skill. Individual Gazeki can select either the **Team Player** or **Team Leader** skill at no additional cost.

### OPTIONAL SKILLS

Select up to one optional Skill at additional cost as listed below.

- **Ammo Hauler:** +2 pts
- **Bodyguard:** +1 pt
- **Infiltrator:** +2 pts
- **Sniper:** +2 pts
- **Ranker:** +3 pts

## MULP

The Mulp were an advanced race originally from a high-G world. They fell backwards socially and technologically through constant civil wars and infighting to become almost feral. They are now faithful servants of the Orgh.

### MULP

11 POINTS

| SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION |
|-------|--------|-------|-------|----------|------------|---------|----------|
| 5     | 4+     | 4     | 3     | 2        | 1          | 0       | 3        |

### WEAPONS

Mulp are armed with a **Pulper** at no additional cost. Mulp may replace their **Pulper** with **Twin Pulpers** for +2 pts or **Twin Neuracidic Nebulizers** for +5 pts.

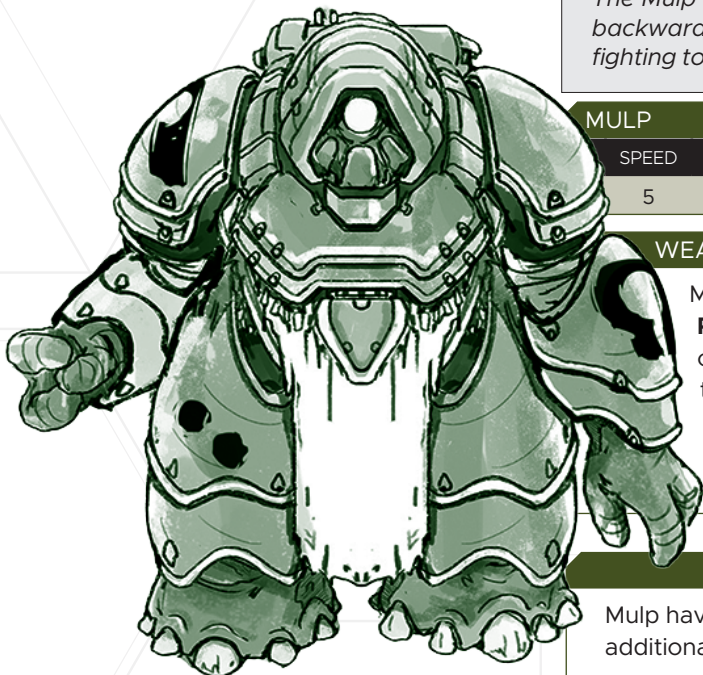
### SKILLS

Mulp have the **Anchor** skill at no additional cost

### SKILLS

Select up to one optional Skill at additional cost as listed below.

- **Ammo Hauler:** +2 pts
- **Demolitions:** +2 pts
- **Melee Specialist:** +2 pts
- **Support Killer:** +3 pts
- **Trapper:** +2 pts
- **Zeo Hunter:** +4 pts
- **Warper:** +2 pts



## MULP ANOMALY

Mulp often experiment with Orgh technology to better the collective understanding of the energies they wield. When the anti-particulates become too unstable, mutations sometimes occur in the researching mulp. The result is a physically powerful—if not dangerously unstable—mulp mutate.

### MULP ANOMALY

18 POINTS

| SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION |
|-------|--------|-------|-------|----------|------------|---------|----------|
| 5     | 4+     | 4     | 3     | 3        | 1          | 0       | 4        |

#### NOTE

The Mulp Anomaly counts as a Mulp Support Choice when choosing the Orgh Force.

#### WEAPONS

Mulp Anomalies are armed with a **Pulper** and a **Neuracidic Nebulizer** at no additional cost. Mulp Anomalies may replace their **Neuracidic Nebulizer** with **Twin Neuracidic Nebulizers** for +3 pts.

#### MULP SKILLS

Mulp Anomalies have the **Anchor** skill at no additional cost.

#### MUTATIONS

Select up to one optional Skill at additional cost as listed below.

- **Aggressive Instincts:**  
+1 **Melee** - +2 pts
- **Chameleonic Layering:**  
**Stealth** Skill - +5 pts
- **Coagulant Secretions:**  
**Medic** Skill - +3 pts
- **Dense Corpus:**  
+1 **Armor** - +3 pts
- **Frictionless Oils:**  
+1 **Speed** - +3 pts
- **Independent Heads:**  
**Multi-Target** Skill - +3 pts
- **Pheromonal Sludge:**  
**Beastmaster** Skill - +4 pts
- **Post-Mortem Catalyzer:**  
**Explosive** Skill +1 pt
- **Regenerative Sloughing:**  
+1 **Defenses** - +3 pts
- **Technoreactivity:**  
**Hacker** Skill - +3 pts

## ZHIKARI STALKER

The Orgh have myriad species under their collective Dominance. Many are sapient, fulfilling roles in menial, social, or military aspects of Orgh society. The many strains of Zharabi Huntbeasts are predatory xenofauna the Orgh urge to action using pheromonal lures, triggers, and rigorous training by their Zhikari Stalker packmasters.

### ZHIKARI STALKER

12 POINTS

| NAME                   | SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION |
|------------------------|-------|--------|-------|-------|----------|------------|---------|----------|
| <b>Zhikari Stalker</b> | 7     | 7+     | 2     | 2     | 1        | 1          | 0       | 0        |

**Note:** The Zhikari Stalker counts as two Gazeki Support Choices when choosing the Orgh Force.

#### ZHIKARI STALKER WEAPONS

Zhikari Stalkers are armed with the **Gazamburak Blaster**, **Ghadal Fractal Shield**, and **Preymarker** at no additional cost.

#### ZHIKARI STALKER SKILLS

Zhikari Stalkers have the **Beastmaster**, and **Spotter** skills at no additional cost.

### HUNTBEAST PACKS

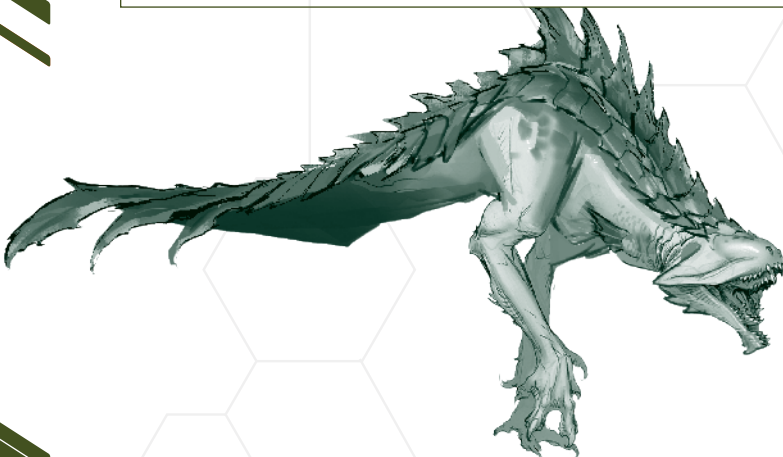
| NAME                                      | SPEED | TARGET | ARMOR | MELEE | DEFENSES | ACTIVATION | IMPETUS | COHESION | PTS |
|-------------------------------------------|-------|--------|-------|-------|----------|------------|---------|----------|-----|
| <b>Zharabi Huntbeast (Gnasher Strain)</b> | 6     | 5+     | 4     | 4     | 1        | 1          | 0       | 0        | 7   |
| <b>Zharabi Huntbeast (Spitter Strain)</b> | 6     | 5+     | 4     | 2     | 1        | 1          | 0       | 0        | 9   |

#### ZHARABI HUNTBEAST WEAPONS

All Zharabi Huntbeasts are armed with **Talons**. Gnasher Strain have a **Rending Maw**, and Spitter Strain have **Acid Venom** at no additional cost. Each **Zharabi Huntbeast** may purchase +1 Armor for +3 pts.

#### ZHARABI HUNTBEAST SKILLS

Zharabi Huntbeasts have the **Reckless** and **Support Killer** skills at no additional cost.



# ORGH SUPPORT WEAPON REFERENCE

## PACT SUPPORT WEAPONS

| WEAPON                            | ATTACKS       | DAMAGE        | SNAPSHOT RANGE | AIM MODIFIER  | ARMOR MODIFIER | SPECIAL RULES             | PTS   |
|-----------------------------------|---------------|---------------|----------------|---------------|----------------|---------------------------|-------|
| <b>Gadahl Fractal Shield</b>      | Melee +1 Dice | 4 Impact      | -              | -             | +1 Die         | +1 Armor (Front)          | +3    |
| <b>Gamangha Pistol</b>            | 4 Dice        | 5 Impact      | 12"            | -             | -              | -                         | +2    |
| <b>Gazamburak Blaster</b>         | 2 Dice        | 6 Impact      | 12"            | -1 Target     | -              | -                         | +2    |
| <b>Gazari Knife</b>               | Melee +1 Dice | 5 Impact      | Melee Only     | -             | -              | -                         | -     |
| <b>Mulp Pulper</b>                | <i>Melee</i>  | Melee +1 Dice | 7 Impact       | Melee Only    | -              | -2 Die                    | +4    |
|                                   | <i>Ranged</i> | 3 Dice        | 7 Energy       | 12"           | Snapshot Only  | -2 Die                    |       |
| <b>Twin Pulper</b>                | <i>Melee</i>  | Melee +2 Dice | 8 Impact       | Melee Only    | -              | -2 Die                    | +6    |
|                                   | <i>Ranged</i> | 4 Dice        | 8 Energy       | 12"           | Snapshot Only  | -1 Die                    |       |
| <b>Neuracidic Nebulizer</b>       | <i>Melee</i>  | Melee +1 Dice | 4 Blaze        | Melee Only    | -              | -                         | +3    |
|                                   | <i>Ranged</i> | 3 Dice        | 5 Blaze        | 8"            | Snapshot Only  | -1 Die                    |       |
| <b>Twin Neuracidic Nebulizers</b> | <i>Melee</i>  | Melee +2 Dice | 5 Blaze        | Melee Only    | -              | -                         | +9/+6 |
|                                   | <i>Ranged</i> | 5 Dice        | 6 Blaze        | 8"            | Snap Shot only | -2 Die                    |       |
| <b>Acid Venom</b>                 | 2 Dice        | 3 Blaze       | 6"             | Snapshot Only | -2 Die         | System Overload (Burn)    | -     |
| <b>Rending Maw</b>                | Melee +1 Dice | 6 Impact      | Melee Only     | -             | -              | -                         | -     |
| <b>Talons</b>                     | Melee +2 Dice | 4 Impact      | Melee Only     | -             | -              | -                         | -     |
| <b>Preymarker</b>                 | 2 Dice        | 3 Energy      | 6"             | Snapshot Only | -1 Die         | System Overload (Inhibit) | +2    |

## ORGH SKILLS

### ATTENDED

Up to two **Support** models in base contact with the **Attended** model may be classed as **Attendants**. **Attendants** have the **Bodyguard** skill, which may only be used when the **Attended** model loses a **Defense**. In addition, when the **Attended** model moves, any of its **Attendants** may take a **Move** action immediately after as long as they can finish the action still in base contact with the **Attended** model.

### BEASTMASTER

**Huntbeast** models may be assigned to a model with the **Beastmaster** skill before the game starts. Each **Beastmaster** model can have a maximum of five **Huntbeast** models assigned to it.

When the model with the **Beastmaster** skill **Activates**, it can choose the special **Beastmaster** action instead of one **Shoot** action. If it does so, its assigned **Huntbeast** models may be activated next, before the opposing player takes a turn. The order of **Activation** is determined by the owning player. **Activation** or **Impetus** points must be used for each **Activation** as per normal rules.

### ENTROPIC FIELD

Enemy models may not use their **Engineer** or **Medic** Skills when within 12" of a model with the **Entropic Field** Skill.

### RECKLESS

**Reckless** models may not move away from enemy models in base contact and may not use the **Aimed Fire Activation Protocol**. **Reckless** models increase their Target number by +1 against **Melee** attacks.