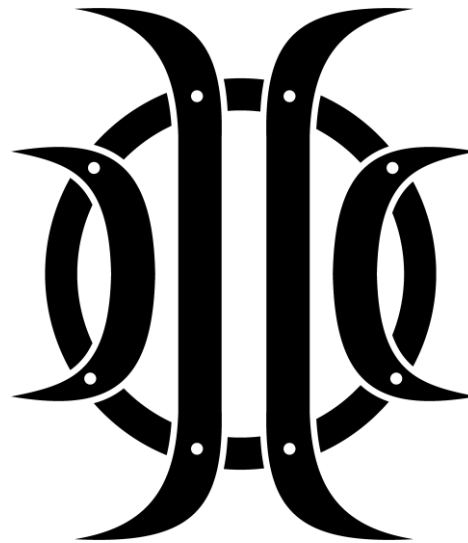
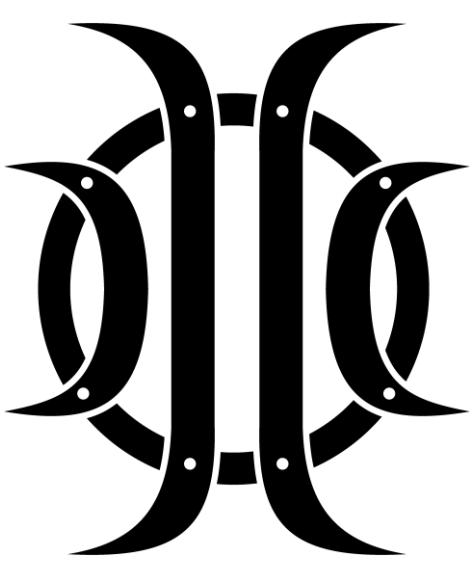


IMPERIUS
DOMINATUS

BLACKSHIELDS



Version 1.1

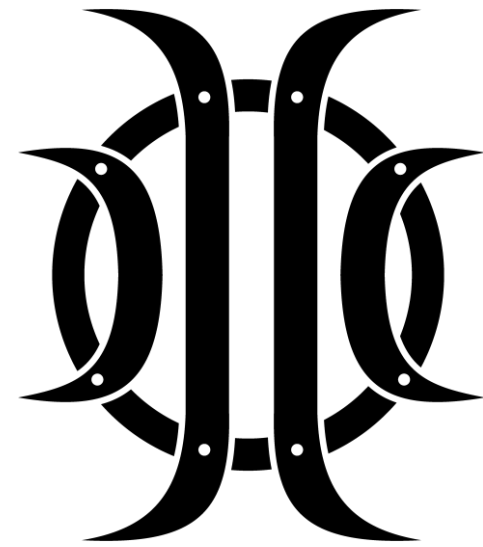


BLACKSHIELDS GENRAL RULES

(FACTION VALUE 400)

To hit value 5+

- Marauders - Armed with the plunder of their slain foes, they are the prime instrument of delivering the Blackshields justice to those who have wronged them. The bolters are the main weaponry for the marauders. However, variants armed with heavier weapons also exist. The marauder squads mainly exist as support formations.





BLACKSHIELDS



Characteristics

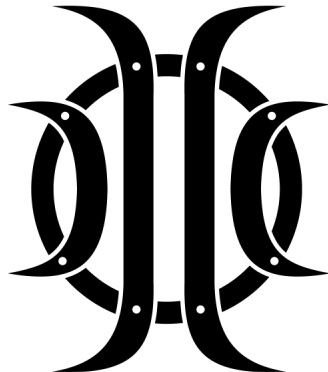
The Blackshields have the following sub-factions and characteristics:

Death Seeker Traits

- Infantry gains stubborn [SU], re-roll failed armor saves (second result stands), +5 bonus to charge moves, +1 bonus to CAF to hit.
- They may not select tactical formations.
- They may not use drop pod transports.
- Super heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Death Seekers must charge enemies within 25cms
- Death seekers gain +2 bonus to initiative rolls

Orphans of War

- Infantry gains +1 to morale checks, +1 bonus to CAF to hit, +5cms to charge move, +1 bonus to hit, stubborn [SU], Agile [AG] abilities.
- They may not use tactical formations.
- They may not use drop pod transports.
- Super Heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Orphans of War receive +2 bonus to initiative rolls



BLACKSHIELDS



Characteristics

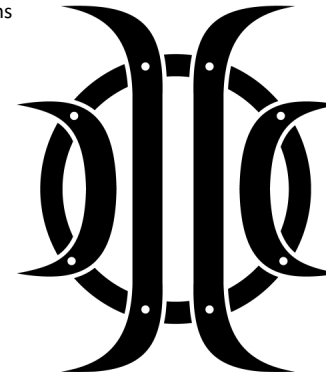
The Blackshields have the following sub-factions and characteristics:

Outlanders

- Infantry gains +5cms to charge move, stubborn [SU], +1 bonus to CAF to hit, infiltrate [IF] abilities.
- Infantry basic weapon is Deathlock gun [A], 2 attack dice, 20cm range, TSM -2
- They may not use drop pod transports.
- Super Heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Outlanders receive +2 bonus to initiative rolls
- Outlanders receive +1 bonus on reserve rolls

Chymeriae

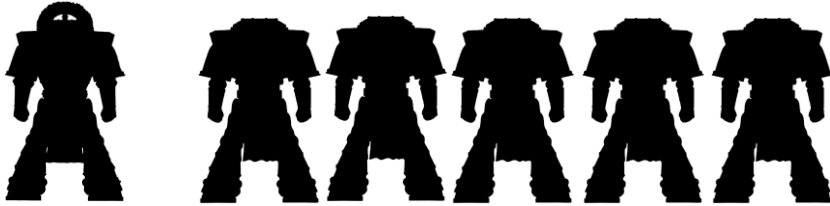
- Infantry gain fear, +5cms on charge moves, stubborn [SU], +1 bonus to CAF to hit.
- They may not use tactical formations.
- They may not use drop pod transports.
- Super Heavy formations count as special cards
- Number of infantry formations must exceed number of vehicle formations
- Chymeriae receive +2 bonus to initiative rolls
- Chymeriae must charge opposing elements within 25cms





MARAUDER DETACHMENT

The Marauder Detachment consists of 1 Marauder Chief Commander
Stand 5 Marauder Stands



Point Value 200



MARAUDER DETACHMENT

Break Point 4: Marauders are broken if it has lost 4 stands either the Marauder Chief Commander or Marauder Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marauders have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Bolters	25	2	-1	[HQ1], [V], [MB]
Marauders	10	5+	2/-2	Bolters	25	2	-1	

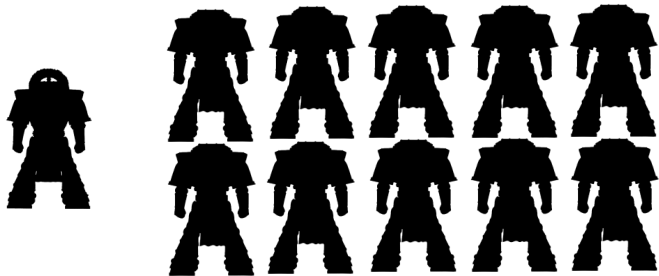
Victory Points 2

Your opponent gains 1 VP when this Detachment is broken



MARAUDER GRAND DETACHMENT

The Marauder Detachment consists of 1 Marauder Chief Commander
Stand 10 Marauder Stands



Point Value 350



MARAUDER GRAND DETACHMENT

Break Point 7: Marauders are broken if it has lost 4 stands either the Marauder Chief Commander or Marauder Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Marauders have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Bolters	25	2	-1	[HQ1], [V], [MB]
Marauders	10	5+	2/-2	Bolters	25	2	-1	

Victory Points 4

Your opponent gains 2 VP when this Detachment is broken



HEAVY WEAPONS MARAUDER DETACHMENT

The Heavy Weapons Marauder Detachment consists of 1 Marauder Chief Commander Stand 5 Heavy Weapons Marauder Stands



Point Value 250



HEAVY WEAPONS MARAUDER DETACHMENT

Break Point 4: Heavy Weapons Marauders are broken if it has lost 4 stands either the Marauder Chief Commander or Heavy Weapons Marauder Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Heavy Weapons Marauders have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Heavy Weapons	25/50	3	-2	[HQ1], [V], [MB]
Marauders	10	5+	2/-2	Heavy Weapons	25/50	3	-2	

Victory Points 3

Your opponent gains 2 VP when this Detachment is broken



HEAVY WEAPONS MARAUDER DETACHMENT

The Heavy Weapons Marauder Detachment consists of 1 Marauder Chief Commander Stand 10 Heavy Weapons Marauder Stands



Point Value 500



HEAVY WEAPONS MARAUDER DETACHMENT

Break Point 7: Heavy Weapons Marauders are broken if it has lost 4 stands either the Marauder Chief Commander or Heavy Weapons Marauder Stands. Once the Detachment is broken it must take a Morale check.

Morale Value 5+: Heavy Weapons Marauders have a Morale value of 5+ and must roll 5 or more on a D10 to pass their Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Decurion	10	5[7]+	2/-2	Heavy Weapons	25/50	3	-2	[HQ1], [V], [MB]
Marauders	10	5+	2/-2	Heavy Weapons	25/50	3	-2	

Victory Points 5

Your opponent gains 3 VP when this Detachment is broken

SPECIAL FORMATION



REAYER LORD

The Reaver Lord consists of one Reaver Lord stand.



Point Value 100



REAYER LORD

Break Point +1: The Reaver Lord is broken only when the Reaver Lord stand is destroyed.

Morale Value 4+: The Reaver Lord has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Blackshield Reaver Lord	10	3[5]+	6/-5	Xenos deathlock [A]	20	3	-1	[HQ3]
Blackshield Reaver Lord	15[J]	4[6]+	5/-4	Xenos deathlock [A]	20	3	-1	[HQ3]
Blackshield Reaver Lord on bike	15	4[6]+	5/-4	Xenos deathlock [A]	20	3	-1	[HQ3]

Victory Points +1

Your opponent gains +1 VP when attached Company is broken

SPECIAL FORMATION



NEMEAN LORD

The Nemean Lord consists of one Nemean Lord stand.



Point Value 150



NEMEAN LORD

Break Point +1: The Nemean Lord is broken only when the Nemean Lord stand is destroyed.

Morale Value 4+: The Nemean has a Morale value of 4+ and must roll 4 or more on a D10 to pass his Morale check.

Type	Move	AV	CAF	Weapons	Range	AD	TSM	Notes
Nemean Reaver	15	4[6]+	7/-4	Close Combat Weapons	-	-	-	[HQ3], [ID], [AW], [SU], Special*

*All hits against him in close combat receive a -1 penalty. Formations within command radius (25cms) receive +1 bonus to determine outcome of close combat.

Victory Points +2

Your opponent gains +2 VP when attached Company is broken