

# Meridian Warbands

This document contains warband rules for all factions in Meridian. It is not exhaustive, and will be updated with additional content as I go.

## Warband Creation

### Models:

- A warband must contain at least three models, may only contain one Leader, and must contain at least one Grunt per other model.
- Grunt Teams: Grunts are purchased as a Team of 1-5 models. This is primarily a bookkeeping convenience that has no effect during play, but cuts down on the number of individual XP profiles you need to track. Grunt Teams all have the same advances and must be identically equipped, unless specifically noted otherwise.
  - Support Weaponry: Many forces in Meridian intersperse valuable special and heavy weaponry into basic squads rather than concentrating it. One model in each Grunt Team may always be equipped with a different weapon than the rest of the team; the loadout carried by the rest of the team is still the standard when recruiting replacements.
- Auxiliaries: Some warbands have the option to take extra models from other warbands. They are treated as members of the new warband, but use the original warband's trade table when purchasing equipment and have the special rules of their original warband.
- Points Cost: A model's Points Cost is the sum of their initial recruitment cost, the cost of the equipment they're currently carrying, and the cost of any XP advances gained later.

### Equipping models:

- A model may have up to three weapons, only one of which may be two-handed. Shields that take up a hand count against this limit. Grenades and weapons attached to other items (ex. Combi-weapons, auxiliary grenade launchers, weapons on bikes) don't count against this limit.
- A model may only have one suit of armour, one mount or backpack, and one defensive field. Heavy armour counts as both armour and a mount/backpack unless specifically noted otherwise.
- A model may only have items from their own equipment list at warband creation, but may have opportunities to acquire and use other items during play.
- Note that the Rarity rules for purchasing items in the Campaign document apply only to campaign games; during warband creation use the item's base price only.
- If other restrictions apply they will be noted in a model's unit entry.
- **Basic Equipment:** models often have light armour and a knife when initially purchased. These items cannot be sold, traded, or transferred in any way, and if a model loses their equipment for any reason they will retain their basic equipment.

# Space Marines

This warband represents a Space Marine patrol force from a loyalist Chapter.

## Special Rules

**And They Shall Know No Fear:** Space Marines re-roll failed Leadership tests if they'd become Broken as a result.

**Squad Tactics:** Choose one of the following rules when creating a Space Marines warband. This choice is permanent and may not be changed; it represents your warband's focus and emphasis, and has nothing to do with which Chapter they came from.

- **Aggressive Tactics:** models in this warband gain +1 Strength when Charging.
- **Overlapping Tactics:** When a Hero in this warband declares a Group Activation all models activated during that Group Activation may re-roll one die during their activation. (EDIT: One reroll to one model.)
- **Recon Tactics:** models in this warband may Advance Deploy, so long as they're not mounted, in a vehicle, or equipped with Terminator armour. The precise effect of this rule will vary by scenario.
- **Tactical Advance:** models in this warband may make Leadership tests to avoid being Pinned, regardless of the Strength of the attack.

### Alternate Equipment Restrictions

- **Heavy Weapon Infantry:** A Space Marine with an ammo backpack can carry and fire a Mounted weapon unaided. The ammo backpack and the Mounted weapon together count as the team's Support Weapon option.
- **Terminator and Gravis Equipment:** As noted in the description for the armour. Grunts in Terminator or Gravis armour may take Hero-only melee weapons.

## Wargear Lists

Space Marines use the Astartes Equipment trade table in the Campaign document.

## Models

Model	Cost	M	WS	BS	S	T	H	I	A	Ld	Wp	Te	Sz
Sergeant	140	6	5(2+)	4(3+)	4	4	2	5	2	9	8	7	2
Leader, Hero (Group 1, 6" command). Choose 1 skill when purchased. Basic equipment: Power armour, knife.													
Veteran	100	6	4(3+)	4(3+)	4	4	2	4	2	8	7	7	2
Hero (Group 1, 3" command). Choose 1 skill when purchased. Basic equipment: Power armour, knife.													

Space Marine	60	6	4(3+)	4(3+)	4	4	1	4	1	8	7	6	2
Grunt. Basic equipment: Power armour, knife.													
Scout	45	6	3(4+)	3(4+)	4	4	1	4	1	7	6	6	2
Grunt. Basic equipment: Carapace armour, knife.													

SM Skill Lists:

Primary: Strength, Shooting, Combat.

Secondary: Leadership, Agility, Savant.

Space Marine Specialist Skill List: A Space Marine Hero may take one of these options in place of the free skill when recruited.

- Apothecary: If equipped with a Medkit may target two different models.
- Chaplain: Models group-activated by this model may re-roll 1s to hit with melee attacks during their activation.
- Librarian: Psyker. Gain +1 Wp and one known psychic power from any discipline. Gain Psychic skills as a secondary skill list.
- Techmarine: Technomancer. Gain +1 Te and the Reconstruct power. Auxiliaries: A warband containing a Techmarine may take up to two Adsecularii from the Mechanicum warband, which count the Techmarine as a Tech-Priest for purposes of the Mind-Lock rule.

# Imperial Guard

This warband represents the Imperial Guard or similar Imperium-aligned forces, including PDF troops and Rogue Trader warbands.

## Special Rules

**Auxiliaries:** An Imperial Guard warband may purchase a Tech-Priest from the Mechanicum warband as an auxiliary. If this option is taken they may also take two Adsecularii.

**Coordinated Action:** When a Hero in this warband declares a Group Activation all models activated during that Group Activation may re-roll one die during their activation. (EDIT: One reroll to one model.)

**Warband Variants:** Choose one of the following when creating your warband. You may not change this later.

- **Imperial Guard (Well-Equipped):** All models add +1 to Ammo rolls, and the warband adds +1 to the roll to find rare items.
- **Planetary Defense Forces (Ready Reserves):** Halve the base price of new Conscripts after warband creation.
- **Rogue Traders (Esoteric Arsenal):** Models in a Rogue Trader warband gain Environmental Seals for free. Additionally Rogue Trader Heroes may take items from the Advanced Human Equipment trade table in the campaign document.

**Alternate Equipment Restrictions:**

- **Weapon Teams:** Models in an Imperial Guard warband may form weapon teams of two models. Models in a weapon team must be members of the same Grunt Team, and the Gunner's heavy weapon counts as the team's Support Weapon option.

## Wargear Lists

Imperial Guard warbands use the Human Equipment trade table.

Ogryn are too stupid to operate complex gear, so they have their own sub-table.

## Models

Model	Cost	M	WS	BS	S	T	H	I	A	Ld	Wp	Te	Sz
Sergeant	90	6	4(3+)	4(3+)	3	3	2	4	2	8	7	6	2
Leader, Hero (Group 4, Command 6"). Choose 1 skill when purchased. Basic equipment: Flak armour, knife.													
Veteran	70	6	3(4+)	4(3+)	3	3	2	4	2	7	6	6	2
Hero (Group 3, Command 6"). Choose 1 skill when purchased. Basic equipment: Flak armour, knife.													

Guardsman	35	6	3(4+)	3(4+)	3	3	1	3	1	7	6	5	2
Grunt. Basic equipment: Flak armour, knife.													
Conscript	25	6	2(5+)	2(5+)	3	3	1	3	1	6	5	4	2
Grunt. Basic equipment: Flak armour, knife.													
Ogryn	140	5	3(4+)	3(4+)	5	5	2	3	2	6	5	2	3
Brute, Bone 'Ead (XP advances cost double, may not join weapon teams or operate vehicle stations other than transport bays)													

#### Guard Skill Lists

Primary: Shooting, Combat, Strength

Secondary: Savant, Agility, Leadership

# Adeptus Mechanicus

This warband represents a patrol force of Adeptus Mechanicus or Dark Mechanicus forces.

## Special Rules

**Allegiance:** Choose one of the following when creating your warband. You may not change this decision later.

- **Dark Mechanicum:** Tech-Priests in a Dark Mechanicum warband have access to the Forbidden Techno-Arcana trade table, but take a -1 penalty to rarity rolls to find rare items.
- **Loyalist Mechanicum:** A Loyalist Mechanicum warband gains +1 to ammo rolls.

**Command and Control:** Non-Hero models in this warband have +1 Leadership while within command radius of a Tech-Priest or a Magos.

**Orders of High Techno-Arcana:** Choose one of the following when creating your warband. You may not change this later.

- **Explorator** (Seekers of Hidden Mystery): Explorator Tech-Priests may re-roll failed Tech checks to interact with scenario elements, and the warband adds +1 to rolls to find rare items.
- **Lachrimallus** (Peddlers in Flesh): Halve the base price of Adsecularii after warband creation.
- **Magisterium** (Enforcers of Orthodoxy): Increase the base and maximum WS of Magisterium models by 1.
- **Reductor** (Burners of Worlds): Reductor models may re-roll failed Initiative tests when moving through Dangerous Terrain. They may additionally take the following action:
  - **Relentless Advance** (Simple, requires Standing): Move your speed -2". Ignore difficult terrain during this movement. This works normally if using an alternate move mode.

**Alternate Equipment Restrictions:**

- Adsecularii may only ever have one weapon.
- Kataphron must carry exactly two weapons, one of which may be Mounted.
- Tech-Priests may take two more robot arms than the normal limit.

## Wargear Lists

The Mechanicum uses the Human Equipment trade table in the campaign document, with the AdMech supplemental table. Servitors and Kataphron are restricted to Servitor-specific equipment.

## Models

Model	Cost	M	WS	BS	S	T	H	I	A	Ld	Wp	Te	Sz
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Magos	125	5	4(3+)	5(2+)	4	4	2	3	2	9	7	9	3
Leader, Hero (Group 3, Command 6"). Choose 1 skill when purchased. Basic equipment: Power armour, knife.													
Tech-Priest	100	5	3(4+)	4(3+)	4	4	2	3	2	8	6	8	2
Hero (Group 2, Command 6"). Choose 1 skill when purchased. Basic equipment: Power armour, knife.													
Sicaran Alpha	90	6	4(3+)	4(3+)	4	4	2	4	2	7	6	7	3
Hero (Group 2, Command 3"). Choose 1 skill when purchased. Basic equipment: Carapace armour, knife.													
Skitarii Alpha	80	5	3(4+)	4(3+)	3	4	2	4	2	7	6	7	2
Hero (Group 2, Command 3"). Choose 1 skill when purchased. Basic equipment: Carapace armour, knife.													
Sicaran	50	6	4(3+)	3(4+)	4	4	1	4	1	6	6	7	3
Grunt. Basic Equipment: Carapace armour, knife.													
Skitarius	40	5	3(4+)	4(3+)	3	3	1	3	1	6	6	7	2
Grunt. Basic equipment: Carapace armour, knife.													
Adsecularius	25	5	2(5+)	3(4+)	3	3	1	2	1	5	5	4	2
Grunt. Mind-Lock: If this model activates outside the Command range of a Magos or Tech-Priest it may only take one action. Limited Programming: Adsecularii do not gain Experience. Basic equipment: Flak armour.													
Thallax	160	6	3(4+)	4(3+)	5	5	3	3	2	6	6	5	3
Brute. Slow Learner (XP advances cost double), Djinn-Sight (all weapons count as having infrasights). Basic equipment: Jet pack, carapace armour.													
Kataphron	120	5(T)	2(5+)	3(4+)	4	5	3	2	1	5	5	4	4
Brute. Mind-Lock: If this model activates outside the Command range of a Magos or Tech-Priest it may only take one action. Limited Programming: Kataphron do not gain Experience. Basic equipment: Flak armour.													

#### Mechanicum Skill Lists:

Primary: Strength, Shooting, Combat

Secondary: Agility, Leadership, Savant

Mechanicum Specializations: A Tech-Priest may take one of these instead of a skill when recruited.

- Dominus: Once per game may activate a Cybertheurgy power as a Basic action.
- Lachrimallus: The Tech-Priest may grant Medic (1) to a Servitor (Adsecularius or Kataphron) within 3" in the end phase. This stacks with the effects of a medkit.
- Reductor: The Tech-Priest treats all weapons as having infrasights.

# Chaos Worshippers

This warband represents a small force of Chaos-worshippers. It can be used to represent mortal cultists, Chaos Space Marines, or some mixture. It is not intended to represent heavily-Marked Legions and has very little god-specific content.

## Special Rules

**Chain of Command:** Chaos Space Marines do not take orders from puny mortals. Your army must be led by a Chaos Marine Champion to contain any other Chaos Space Marines.

**Forward Momentum:** Keep track of the number of models who have been taken Out of Action by each warband. If a Chaos Worshippers warband is in the lead all of their Chaos mortals gain +1 Leadership, and if they're in last place all of their Chaos mortals take -1 Leadership.

**Insurgents:** Chaos Worshippers have a -1 penalty to rarity rolls to find rare items.

**Veterans of the Long War:** Chaos Space Marines re-roll failed Leadership tests if they'd become Broken as a result.

**Warband Specialization:** Choose one of the following during warband creation. You may not change this choice later.

- **Infiltrators:** models in an Infiltrators warband may deploy by Advance Deployment so long as they're not equipped with a Mount or Terminator Armour, and aren't in a vehicle. The precise effects vary by scenario.
- **Quest for Secrets:** Heroes in a Quest for Secrets warband gain +1 to Tech rolls to interact with scenario elements, and have +1 to rarity rolls to find rare items.
- **Revolutionaries:** A Revolutionaries warband halves the base price of Chaos Cultists after warband creation.
- **Void Burners:** Models in a Void Burners warband gain Environmental Seals for free. Void Burners Heroes may take equipment from the Forbidden Techno-Arcana trade table.

### Alternate Equipment Restrictions

- **Heavy Weapon Infantry:** A Chaos Space Marine with an ammo backpack can carry and fire a Mounted weapon unaided. The ammo backpack and the Mounted weapon together count as the team's Support Weapon option.
- **Team Weapons:** Chaos mortals may form weapon teams of two models. Models in a weapon team must be members of the same Grunt Team, and the Gunner's heavy weapon counts as the team's Support Weapon option.
- **Terminator Weapons:** As per Terminator armour description (two weapons, either may be two-handed and one may be Mounted).

## Wargear Lists

Chaos mortals use the Basic Human Equipment trade table, and Chaos Space Marines use the Astartes Equipment trade table.

## Models

Model	Cost	M	WS	BS	S	T	H	I	A	Ld	Wp	Te	Sz
CSM Champion	140	6	5(2+)	4(3+)	4	4	2	5	2	9	8	7	2
Leader, Hero (Group 2, Command 3"). Choose 1 skill when purchased. Basic equipment: Power armour, knife.													
Mortal Champion	90	6	4(3+)	4(3+)	3	3	2	4	2	8	7	6	2
Leader, Hero (Group 3, Command 6"). Choose 1 skill when purchased. Basic equipment: Improvised armour, knife.													
CSM Veteran	110	6	4(3+)	4(3+)	4	4	2	4	2	8	7	7	2
Hero (Group 1, Command 3"), Choose 1 skill when purchased. Basic equipment: Power armour, knife.													
Mortal Enforcer	70	6	4(3+)	3(4+)	3	3	2	4	2	7	6	6	2
Hero (Group 2, Command 3"). Choose 1 skill when purchased. Basic equipment: Improvised armour, knife.													
Chaos Space Marine	60	6	4(3+)	4(3+)	4	4	1	4	1	7	7	6	2
Grunt. Basic equipment: Power armour, knife.													
Cultist	35	6	3(4+)	3(4+)	3	3	1	3	1	6	6	5	2
Grunt. Basic equipment: Improvised armour, knife.													

### Chaos Skill Lists

Primary: Strength, Combat, Shooting

Secondary: Agility, Leadership, Savant

Chaos Specialists: A Chaos Hero may take one of these instead of a skill when recruited.

- Herald of Chaos: This model may purchase an Icon from a Gifts of Chaos list. Limit one per warband.
- Iconoclast: Models group-activated by this model may re-roll 1s to hit with melee attacks during their activation.
- Sorcerer: Psyker. Gain +1 Wp and one power. Gain Psychic skills as a secondary skill list.
- Warpsmith: Technomancer. Gain +1 Te and the Reconstruct power. Auxiliaries: A warband containing a Warpsmith may take up to two Adsecularii from the Mechanicum warband, which count the Warpsmith as a Tech-Priest for purposes of the Mind-Lock rule.

# Corsair Strike Force

This warband is intended to give a basic test platform for both Craftworld and Dark Eldar profiles and equipment. It doesn't include Aspects, Wraith units, or Haemonculus Coven material.

## Special Rules

**Coterie Tactics:** Choose one of the following during warband creation. You may not change this decision later.

- **Bitter Warriors:** Models in this warband gain +1 Leadership and aren't subject to the Dancing on the Blade's Edge rule.
- **Head Takers:** Models in this warband gain +1 Strength when Charging.
- **Night Hunters:** Models in this warband treat all weapons as having infravisions.
- **Vault Breakers:** Heroes in this warband gain +1 to Tech checks to interact with scenario elements. All models from this warband may re-roll 1s to wound when attacking vehicles, monsters, and stationary terrain elements.

**Dancing on the Blade's Edge:** Keep track of the number of models who have been taken Out of Action by each warband. If a Corsairs warband is in the lead all models in that warband gain +1 Leadership, and if they're in last place all models in that warband take -1 Leadership.

**Reckless Abandon:** Corsairs may move half their speed, attack, and move half their speed again. This works exactly like a Ride-By Attack made by a Cavalry model, but uses half the user's speed rather than their full speed.

**Void Burners:** Corsairs have Environmental Seals for free.

**Alternate Equipment Restrictions:**

- **Heavy Weapon Infantry:** A Corsair with Suspensors can carry and fire a Mounted weapon unaided. The Suspensors and the Mounted weapon together count as a Grunt Team's Support Weapon selection.

## Wargear Lists

Eldar Corsairs may use the Craftworld Eldar and Dark Eldar trade tables.

## Models

Model	Cost	M	WS	BS	S	T	H	I	A	Ld	Wp	Te	Sz
Strike Leader	120	7	5(2+)	5(2+)	3	3	2	6	2	8	9	8	2
Leader, Hero (Group 2, Command 6"). Choose 1 skill when purchased. Basic equipment: Flak armour, knife.													
Veteran	90	7	5(2+)	4(3+)	3	3	2	5	2	7	8	7	2
Hero (Group 1, Command 3"). Choose 1 skill when purchased. Basic equipment: Flak armour, knife.													

Reaver	40	7	4(3+)	4(3+)	3	3	1	5	1	6	7	7	2
Grunt. Basic equipment: Flak armour, knife.													

Corsair Skill Lists:

Primary: Agility, Shooting, Combat

Secondary: Savant, Leadership, Strength

Corsair Specialists: A Corsair Veteran may take one of these instead of a skill when recruited.

- Bonesinger: Technomancer. Gain +1 Te and the Reconstruct power.
- Voidseer: Psyker. Gain +1 Wp and a psychic power of your choice. Gain Psychic skills as a primary skill list.

# Fire Caste Strike Force

This is the basic Tau warband. It has no xenos auxiliaries right now.

## Special Rules

**Cadre Tactics:** Choose one of the following during warband creation. You may not change this decision later.

- **Hunter Cadre:** When a Hero in this warband declares a Group Activation all models activated during that Group Activation may re-roll one die during their activation.
- **Interdictor Cadre:** models in this warband may Advance Deploy, so long as they're not mounted, in a vehicle, or equipped with a Crisis suit. The precise effect of this rule will vary by scenario.
- **Pathfinder Cadre:** When a model in this warband hits with a Markerlight they may place a Markerlight counter on an additional enemy model within 3" of the primary target. Additionally Heroes in this warband may purchase seeker strikes from the equipment tables.
- **Retribution Cadre:** models in this warband may use their BS rather than their WS when making attacks using the Close Quarters Tactics ability.

**Close Quarters Tactics:** Tau models may make melee attacks with any non-Heavy ranged weapon as if it had the Pistol type. They may additionally allocate two attacks to that weapon rather than one if it is a twin-mount battlesuit system.

**Covering Fire:** Tau models may move 3" before taking an Overwatch action.

## Wargear Lists

A Fire Caste strike force uses the Tau trade table. Ordinary Shas'la are restricted to Infantry items only, but Heroes and 'Suit-qualified Shas'la may take battlesuits.

## Models

Model	Cost	M	WS	BS	S	T	H	I	A	Ld	Wp	Te	Sz
Shas'vre	90	6"	3(4+)	4(3+)	3	3	2	4	2	8	7	8	2
Leader, Hero (Group 2, Command 6"). Choose 1 skill when purchased. Basic equipment: Flak armour, knife, pulse pistol.													
Shas'ui	70	6"	3(4+)	4(3+)	3	3	2	4	1	7	6	7	2
Hero (Group 2, Command 3"). Choose 1 skill when purchased. Basic equipment: Flak armour, knife, pulse pistol.													
'Suit-qualified Shas'la	45	6"	3(4+)	3(4+)	3	3	1	3	1	7	5	7	1
Grunt. Basic equipment: Flak armour, knife, pulse pistol.													

Shas'la	35	6"	2(5+)	3(4+)	3	3	1	3	1	7	5	7	2
Grunt. Basic equipment: Flak armour, knife.													

#### Fire Caste Skill List

Primary: Shooting, Strength, Agility

Secondary: Savant, Combat, Leadership

Fire Caste Specialists: A Shas'ui may take one of these instead of a skill when recruited.

- Designated Marksman: Gain an additional +1 to hit when Aiming, and gain an additional +1 XP if this model kills an enemy Hero with a ranged attack while Aiming.
- Field Tech: Technomancer. Gain +1 Te and the Reconstruct power.
- Pathfinder: May purchase seeker strikes.

# Necron Vanguard

This is the basic Necron warband. It doesn't have everything it might get later.

## Special Rules

**Command Protocols:** Choose one of the following during warband creation. You may not change this decision later.

- **Conqueror Protocol:** Models in this warband add +1 to their Strength when Charging.
- **Scouring Protocol:** Models in this warband treat all weapons as having infrasight. Enemy models do not gain the save bonus from cover against this warband's blast and template weapons.
- **Undying Protocol:** If a model in this warband rolls two dice and picks one to keep on an Injury roll as the result of a Medic rule they do not take a flesh wound if both dice are showing a 2 or 1.

**Inexorable Stride:** Necron models re-roll failed Initiative tests for dangerous terrain. Additionally they may take the following action:

- **Relentless Advance** (Simple, requires Standing): Move your speed -2". Ignore difficult terrain during this movement. This works normally if using an alternate move mode.

**Inscrutable Engineering:** Necron models are Robotic, but non-Necron models take a -2 penalty to target them with technomancy powers.

**Living Metal:** Necron models make all Injury rolls under the effect of Medic (1). This has no effect in the post-game injury phase.

## Wargear Lists

Necrons use the Necron Arsenal trade table.

## Models

Model	Cost	M	WS	BS	S	T	H	I	A	Ld	Wp	Te	Sz
Necron Lord	160	5	5(2+)	4(3+)	5	5	2	3	2	9	10	8	2
Leader, Hero (Group 3, Command 6"). Choose 1 skill when purchased. Integrated Plating: Arm 4 (3+),													
Necron Cryptek	135	5	4(3+)	5(2+)	5	5	2	3	2	8	10	9	2
Hero (Group 2, Command 3"). Choose 1 specialization when purchased. Integrated Plating: Arm 3 (4+)													
Necron Praetorian	120	5	4(3+)	4(3+)	5	5	2	3	2	8	10	7	2
Hero (Group 2, Command 3"). Choose 1 skill when purchased. Integrated Plating: Arm 4 (3+)													
Necron Immortal	60	5	4(3+)	4(3+)	4	4	1	2	1	8	10	6	2
Grunt. Integrated Plating: Arm 4 (3+)													

Necron Warrior	50	5	4(3+)	4(3+)	4	4	1	2	1	8	10	6	2
Grunt. Decayed Programming (Experience advances cost double). Integrated Plating: Arm 3 (4+)													
Necron Flayed One	70	6	4(3+)	3(4+)	4	4	1	2	1	8	10	6	2
Grunt. Decayed Programming (Experience advances cost double). Integrated Plating: Arm 3 (4+). Vicious Talons: May not purchase any equipment. Comes with U/-2/1/Rends/Phase melee weapons.													
Necron Scarab	40	8F	3(4+)	3(4+)	2	3	4	2	3	7	10	4	1
Grunt, Swarm (hits from Blast and Template attacks deal +1 damage), Unintelligent (cannot use equipment, does not gain experience, and cannot interact with objectives), Entropic Claws (Melee: S User, AP -2, D 1, Phase).													

### Necron Skill Lists

Primary: Strength, Combat, Shooting

Secondary: Leadership, Savant, Agility

Cryptek Specialists: A Cryptek must take one of the following options when recruited:

- Harbinger of Darkness: Gain Gloom Prism (psychic powers targeting this model or friendly Necrons within 3" automatically fail. Psykers within 6" of this Cryptek take -1 Wp and -1 Ld)
- Harbinger of Eternity: Gain Resurrection Orb (models within 3" benefit from Medic 1 whenever they make an Injury roll, may act as a Medic to d3 models in the post-game injury phase)
- Harbinger of Time: Gain Chronometron (as per Shimmershield)