

# REBEL

## THREAT

STANDARD

6

## DISTINCTIONS

8 or 4 + DOOM DIE

DESIRE FOR CARNAGE AND DEATH

UNDISCIPLINED

## ATTRIBUTES

AGILITY 6 AWARENESS 6

INTELLIGENCE 6 STRENGTH 6

VITALITY 6 WILLPOWER 6

## REBEL WARGEAR

CRUDE MELEE WEAPON

Type: Melee

6

STUB RIFLE

Type: Rifle

6

## STUNTS (ALL REBELS)

### CITIZEN UPRISING

Spend d6 from the **doom pool** to add a **threat die** to **Rebel Horde** for each die spent. You may split a d8 into 2d6, a d10 into 3d6, and a d12 into 4d6 when adding dice, and may add dice to multiple hordes.

### THE END IS NIGH!

Step up **Willpower** when resisting actions or stepping back complications related to intimidation or morale.

### MARTYR FOR THE CAUSE

When removing **threat dice** due to an attack, remove an additional die to add a die to the **doom pool**.

# REBEL LEADER

## THREAT

STANDARD

6 6

## DISTINCTIONS

8 or 4 + DOOM DIE

ASTRA MILITARUM TRAINING

DESIRE FOR CARNAGE AND DEATH

## ATTRIBUTES

AGILITY 6 AWARENESS 6

INTELLIGENCE 6 STRENGTH 6

VITALITY 6 WILLPOWER 6

## REBEL WARGEAR

FLAK ARMOR

Type: Armor

6

AUTOPISTOL

Type: Pistol

6

CHAINSWORD

Type: Melee

6

**SFX: Counterattack.** On a successful reaction against a melee attack, use your effect die to inflict stress.

## OPTION: REBEL HORDES

For hordes of rebels, increase the number of **threat dice** based on the size of the group; two is a handful of rebels, three is a squad, and five is a large crowd.

Treat each **threat die** as a separate target for **Area Attack SFX**, and treat each horde as a single GMPC.

# REBEL GENERAL

## THREAT

STANDARD

6 6 6

## DISTINCTIONS

8 or 4 + DOOM DIE

ASTRA MILITARUM TRAINING

DESIRE FOR CARNAGE AND DEATH

THRALL OF THE BROODLORD

## ATTRIBUTES

AGILITY 6 AWARENESS 6

INTELLIGENCE 6 STRENGTH 6

VITALITY 6 WILLPOWER 6

## REBEL WARGEAR

CARAPACE ARMOR

Type: Armor

8

PLASMA PISTOL

Type: Pistol

10

**SFX: Armor Piercing II.** Target must step back any armor die included in their reaction dice pool twice.

**SFX: Overcharge.** Step up Plasma Pistol. If the roll fails, take stress equal to your highest rolling die.

POWER SWORD

Type: Melee

6

**SFX: Armor Piercing II.** Target must step back any armor die included in their reaction dice pool twice.