Choir of the Broken Star — Gang Reference

Everything specific to this gang in one place. Fighter stats, loadouts, and who-has-what-skill live on your Munda Manager cards, not here. Universal game mechanics (movement, shooting, close combat, checks) are in the separate Quick Reference sheet.

Gang Special Rule

Cult Uprising: This gang's fighters apply a +1 modifier to the dice roll when attempting to perform the Coup de Grâce action.

Wargear

Cult Icon: When performing the Group Activation action, the carrier may re-roll the Leadership check.

Mesh armour: standard armour, improves Sv.

Special Rules

Extra Arm: Braced Shot becomes a Single action instead of Double. Carries 4 weapons instead of 3, and is always additionally armed with a clawed arm (Additional Attacks (1), Melee, Rending (6+)) that doesn't use a weapon slot.

Wyrd Power

Mind Control (Magus Yevrin Thal) — Wyrd Power, Single: Choose a single enemy fighter within 9″ and line of sight. That fighter immediately makes a Shoot action, even if they have already activated this round, targeting an eligible fighter from their own gang, chosen by this fighter's controlling player.

Manifesting/Disrupting/Maintain Control/Concentrate — generic Wyrd action rules are in the Quick Reference sheet.

Weapon Traits On This Gang's Cards

Additional Attacks (X) — Can make X additional attacks in combat. Only during model's activation, and can't be used if the weapon is designated Primary or Secondary.

Ammo (X) — After using the weapon, roll an extra D6. If under (X), you are Out of Ammo. (If you also roll Out of Ammo on Rapid Fire dice, gun jams and can't be used again.)

Assault — After the bearer performs a Dash action, they may perform a Shoot action with this weapon as a Free action. (Granted to this gang's non-Heavy ranged weapons by the Hip-Shooting skill.)

Backstab — +1 S if target is engaged with more than 1 model.

Blast (3″) — Everyone under the template, even partially, is hit. If misses, roll D6″ and scatter dice for direction; if "hit" and 1 are rolled, explodes on firer! Can only target fighters, not empty space.

Breaching (X or higher) — X or higher wound roll = no armour save.

Concussive (X or higher) — X or higher wound roll = target -1 Initiative until end of next activation.

Heavy — Ranged weapon can only be fired with a braced shot. (Melee Heavy weapon is Primary and stops you using a Secondary.)

Knockback (X) — If hit roll is X or higher, move target 1″ away from attacker (away from centre if blast).

Light — One attack can be made with this weapon in close combat as either primary or secondary weapon. If also template: 1 automatic hit.

Limited — If Out of Ammo, can't reload.

Melee — Used for attacks when engaged.

Parry — If used as Primary or Secondary in close combat, +1 Sv (doesn't stack).

Rapid Fire (X) — You MAY roll up to X firepower dice when you shoot (risking going out of ammo for more hits). If you hit, resolve hits = number of bullet-hole symbols; rolling the ammo symbol = out of ammo after resolving hits; more than 1 ammo symbol (or ammo symbol + failed Ammo(X) roll) = gun jams, can't be used.

Rending (X or higher) — X or higher wound roll: +1 AP.

Shred (X or higher) — X or higher wound roll: +1 Lethality.

Toxin (X or higher) — X or higher to wound, don't need to compare Str and Tgh. Vehicles wounded only on a natural 6.

Skill Glossary — Skills On This Gang's Cards

BRAWN

Unstoppable
Make a Willpower check before making actions; if passed, recover 1 lost wound.

CUNNING

Infiltrate
Deploy after other models, anywhere not visible to or within 9″ of an enemy or in the enemy deployment zone. If multiple players have this ability, roll-off and the winner goes first.

INHERENT

Inspiring
Can make the Group Activation action as a free action.

SHOOTING

Marksman
+1 to hit for ranged weapons between short and long range (i.e. not at short range).

SHOOTING (CONT.)

Hip-Shooting
All ranged weapons gain the Assault trait (except those with the Heavy trait).

Precision Shot
If a ranged hit roll = 6, no armour save due to hitting a weak spot. (Doesn't work for weapons with Blast or Rapid Fire traits.)

AGILITY

Clamber
Movement not halved when climbing.

SAVANT

Medicate
When Active or Suppressed, can perform the Heal Ally action. Heal Ally (Single): select a friendly fighter within 1″ who isn't Seriously Injured, regain 1 lost wound.

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