



## HAEMOTROPE REACTOR

Roll a D6 each time you make a saving throw of 7+ (such as a roll of 6, plus 1 for being in cover) for a model within 3" of any Haemotrope Reactors in the Shooting phase. On a 1, the model's unit suffers a mortal wound.

## PROMETHIUM PIPES

Promethium pipes use the rules for fuel pipes from the *Warhammer 40,000* rulebook.

## ISOLATION FIELD

Use this Stratagem at the beginning of your opponent's turn. When you do so, spend 1 CP or 3 CP. Until the end of the turn (or until the end of the battle, if you spent 3 CP) enemy units that arrive as reinforcements cannot be set up within 12" of a Haemotope Reactor or Void Shield Generator from the Hive Shield.



# VOID SHIELD GENERATOR

## BUILDING, VEHICLE, VOID SHIELD GENERATOR