

COMBAT

D6	Battle Honour
1	Inexorable: Whenever this operative is fighting or retaliating, enemy operatives cannot be assisted.
2	Bladework: This operative's melee weapons have the Balanced special rule.
3	Dirty Fighter: Whenever this operative is fighting or retaliating, if it is being assisted, add 1 to the ATK of its melee weapons for that sequence.
4	Vicious: Add 1 to the Critical DMG stat of this operative's melee weapons.
5	Duellist: Whenever this operative is fighting or retaliating, if there is only one operative (friendly or enemy) within its control range, you can force your opponent to reroll one of their dice before other rerolls are made.
6	Savage: Whenever this operative is fighting or retaliating, inflict 1 damage on the enemy operative if you retain any critical hits.

STAUNCH

D6	Battle Honour
1	Resilient: Add 2 to this operative's Wounds stat.
2	Shrug Off: Whenever an operative is shooting this operative, at the end of the Roll Attack Dice step, you can change one of your opponent's retained critical successes to a normal success. Note that any rules that require a critical hit to be retain (e.g. Devastating X, Rending) still take effect.
3	Focused: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.
4	Stalwart: You can ignore any changes to this operative's stats as a result of being injured.
5	Invulnerable: Whenever an operative is shooting this operative, treat the Piercing 1 rule as Piercing Crits 1.
6	Indomitable: Whenever an attack die inflicts critical damage of 3 or more on this operative, subtract 1 from that inflicted damage.

MARKSMAN

D6	Battle Honour
1	Gun Ace: While this operative performs a Shoot action, its ranged weapons have the Balanced special rule.
2	Crack Shot: Whenever this operative is shooting, inflict 1 damage on the target if you retain any critical hits.
3	Calculated: Whenever this operative is shooting, if it is not the active operative, its ranged weapons have the Lethal 5+ special rule.
4	Careful Aim: Whenever this operative is shooting, heavy terrain within 2" of the target is not obscuring (instead of within 1").
5	Sharpshooter: Whenever this operative is shooting during an activation in which it hasn't performed the Charge , Fall Back , or Reposition action, its ranged weapons have the Severe special rule.
6	Death From Above: Whenever this operative is shooting an enemy more than 2" lower than it, its ranged weapons have the Saturate special rule.

SCOUT

D6	Battle Honour
1	Runner: During an activation in which this operative does not perform a Shoot or Fight action, it can perform one Dash action for free.
2	Swift: Ignore the first 2" of one climb during each of this operative's activations.
3	Covert: Whenever an operative is shooting this operative, ignore the Saturate special rule.
4	Picket: During the Set Up Operatives step of each game, this operative can be set up wholly within 3" of your drop zone (instead of wholly within your drop zone).
5	Evasive: Whenever an operative is shooting this operative, if it has a Conceal order, you can retain one die as a normal success without rolling it. This is cumulative with cover saves.
6	Incursor: This operative can perform the Charge action while within control range of enemy operatives, and can leave enemy operative's control ranges while charging (but must still end the action within control range of an enemy operative).

FAITHFUL

D6	Battle Honour
1	<p>Devout: During the first Turning Point, this operative can perform the Pray for Guidance action.</p> <div style="background-color: #f47b20; color: white; padding: 5px; display: flex; justify-content: space-between;"> Pray for Guidance 1AP </div> <ul style="list-style-type: none"> ● You gain 1CP. ● No more than one operative in your kill team can perform this action during each battle.
2	<p>Pious: Each time you use the Command Reroll firefight ploy, if this is the specified friendly operative, roll a D6; on a 5+, it costs OCP.</p>
3	<p>Righteous Purpose: Once per action, whenever an attack die would inflict critical DMG on this operative, you can choose for it to inflict normal DMG instead.</p>
4	<p>Glare of Condemnation: Whenever an operative within 3" of any operatives with this ability performs a PSYCHIC ACTION, 1 additional APL must be spent to do so. If this causes that operative to be unable to complete that action, the action is not taken and the APL spent is refunded.</p>
5	<p>Determined: Each time this operative is activated, if it is within control range of a mission marker, add 1 to its APL until the end of its activation.</p>
6	<p>Quick of Thought and Action: In the Ready Operatives step of each Turning Point after the first, you can perform a Dash action using this operative.</p>

AUGMENTED

D6	Battle Honour
1	<p>Fixated: The first time this operative is fighting, retaliating, or shooting during each battle, its weapons have the Severe special rule.</p>
2	<p>Faith in the Machine: You can ignore any changes to this operative's APL stat, and the effects of the Shock special rule.</p>
3	<p>Blessed Components: Once per turning point, you can ignore 1 damage inflicted on this operative if that damage is not from an attack die.</p>
4	<p>Enhanced Bionics: Once per action, whenever an attack dice would inflict damage of 4 or more on this operative, subtract 1 from the inflicted damage.</p>
5	<p>Consecrated Cybernetics: Whenever you activate this operative, select one of its stats (or one of its weapons stats). Until the end of that activation, you can ignore any modifiers to that stat.</p>
6	<p>Autonomic Cortex: Once per battle, you can use the command reroll firefight ploy for OCP if this is the specified friendly operative.</p>

DECORATED

D6	Battle Honour
1	Bodyguard: While this operative is within 4" of a friendly Leader or Acolyte operative, its weapons have the Accurate 1 special rule.
2	Close-Quarters Composure: Whenever this operative is shooting a target within 6", its weapons have the Saturate special rule.
3	Commendation: While this operative performs a Shoot action, its ranged weapons have the Balanced special rule.
4	Discretionary: Once per battle, you can use the command reroll firefight ploy for OCP if this is the specified friendly operative.
5	Veteran of the Frontier: Whenever an operative within 6" is shooting this operative, if this operative is also more than 3" from other friendly operatives, you can change one of your retained normal saves to a critical save.
6	Well Prepared: At the start of the first turning point, select one item of equipment from your faction's equipment list (<i>acolyte only: select from the universal equipment list</i>). It cannot be equipment that is set up in the killzone (e.g. light barricades, ladders), and it cannot be an item of equipment you have already selected for this battle. Only friendly operatives with this battle honour (including battle honours of the same name from other specialisms) can use the benefits granted by that item of equipment (e.g. if you select explosive grenades, only operatives with Well Prepared can use those grenades when shooting).

COMBAT ARTIST

D6	Battle Honour
1	Blade Dancer: This operative's melee weapons have the Balanced special rule.
2	Gun Singer: While this operative performs a Shoot action, its ranged weapons have the Balanced special rule.
3	Fate's Whisper: Once per battle, when an operative is shooting this operative, you can retain one of your defence dice as a critical success without rolling it.
4	Feather's Glide: Add 1" to this operative's MOVE stat while it performs a Reposition action.
5	Supreme Grace: Ignore the first 2" of one climb during each of this operative's activations.
6	Superlative Technique: While this operative is retaliating, its melee weapons have the Severe special rule.

STRICT

D6	Battle Honour
1	Obstinate: Whenever an operative is shooting this operative, successful defence dice results of 5+ are critical successes.
2	Precinct Champion: Improve the HIT stat of this operative's melee weapons by 1 (to a maximum of 3+). Weapons that already have a HIT stat of 3+ instead gain the Balanced special rule.
3	Rigid Determination: You can ignore any changes to this operative's stats as a result of being injured.
4	No Lenience: Whenever this operative is shooting a target that is not in Cover, its weapons have the Punishing special rule.
5	Judicious Efficiency: This operative's melee weapons have the Punishing special rule.
6	Well Prepared: At the start of the first turning point, select one item of equipment from your faction's equipment list (<i>acolyte only: select from the universal equipment list</i>). It cannot be equipment that is set up in the killzone (e.g. light barricades, ladders), and it cannot be an item of equipment you have already selected for this battle. Only friendly operatives with this battle honour (including battle honours of the same name from other specialisms) can use the benefits granted by that item of equipment (e.g. if you select explosive grenades, only operatives with Well Prepared can use those grenades when shooting).

SHIP CREW

D6	Battle Honour
1	Gutsy: Whenever this operative is shooting, fighting, or retaliating against an operative within 3", its weapons have the Punishing special rule.
2	Assured: Whenever an operative is shooting this operative, if this operative is within control range of a mission marker, you can retain one defence die as a normal save without rolling it. This is cumulative with cover saves.
3	Deckhand: This operative does not need to spend 1" of movement when moving through Accessible terrain.
4	Bruiser: Whenever this operative is fighting, its melee weapons have the Brutal special rule.
5	Scraper: Improve the HIT stat of this operative's melee weapons by 1 (to a maximum of 3+). Weapons that already have a HIT stat of 3+ instead gain the Balanced special rule.
6	Gallant: Whenever this operative is fighting, shooting, or retaliating, if it is within 6" of your opponent's drop zone or killzone edge, its weapons have the Balanced special rule.

HUNTER

D6	Battle Honour
1	Weapon Specialist: Select one of this operative's weapons (if the weapon has multiple profiles, all are affected). Improve the HIT stat of that weapon by 1, to a maximum of 3+. If it already has a HIT stat of 3+, it instead gains the Balanced special rule.
2	Proficient: Select one battle honour from the COMBAT, STAUNCH, MARKSMAN, or SCOUT specialisms for this operative to gain.
3	Inspector: Whenever this operative is shooting, enemy operatives within 3" are not in cover (instead of within 2").
4	Firm Resolve: You can ignore any changes to this operative's APL stat, and the effects of the Shock special rule.
5	Ruthless Persecutor: Whenever this operative is shooting a target that is not in Cover, its weapons have the Severe special rule.
6	Highly Capable: Once per battle, you can use the command reroll firefight ploy for OCP if this is the specified friendly operative.

VETERAN

D6	Battle Honour
1	War-Hardened: Whenever this operative is shooting, if it has already incapacitated an enemy operative during the battle, its weapons have the Severe special rule.
2	Vengeful: Whenever this operative is wounded, its weapons have the Accurate 1 special rule.
3	Resolute: Whenever an operative is shooting this operative, if it is within control range of a mission marker, you can reroll one of your defence dice.
4	Kill Shot: Select one of this operative's ranged weapons (if it has multiple profiles, select one of those profiles). Add 1 to its critical DMG stat.
5	Sharp Instincts: Whenever this operative is shooting, enemy operatives within 3" are not in cover (instead of within 2").
6	Well Prepared: At the start of the first turning point, select one item of equipment from your faction's equipment list (<i>acolyte only: select from the universal equipment list</i>). It cannot be equipment that is set up in the killzone (e.g. light barricades, ladders), and it cannot be an item of equipment you have already selected for this battle. Only friendly operatives with this battle honour (including battle honours of the same name from other specialisms) can use the benefits granted by that item of equipment (e.g. if you select explosive grenades, only operatives with Well Prepared can use those grenades when shooting).

GRIT

D6	Battle Honour
1	Capable Under Fire: Whenever this operative is in cover and has a Conceal order, it cannot be selected as a valid target as a result of Vantage terrain.
2	Brash: While this operative shoots, fights, or retaliates, if it is the first operative on your team to do so during this turning point, its weapons have the Balanced special rule.
3	Siege Specialist: Select one of this operative's ranged weapons (if it has multiple profiles, select one of those profiles). That weapon gains the Saturate special rule.
4	Grit and Determination: When you are gathering defence dice for this operative, if it is within control range of a mission marker, you can choose to roll one additional defence die. If you do, results of 3 or less cannot be retained as successful saves.
5	Decorated Veteran: Select one of this operative's ranged weapons (if it has multiple profiles, select one of those profiles). Improve its HIT stat by 1, to a maximum of 3+. If it already has a HIT stat of 3+, it gains the Balanced special rule instead.
6	Final Litany: When this operative is incapacitated, before it is removed from the killzone, if it is not within control range of enemy operatives, it can immediately perform one free action. Unless otherwise specified, it would be injured for this action.

STALKER

D6	Battle Honour
1	Inescapable: Whenever this operative is shooting, enemy operatives within 3" are not in cover (instead of within 2").
2	Pain Artist: If this operative incapacitates an enemy operative within its control range, it regains 2 lost wounds.
3	Shadow Hunter: Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.
4	Spire Scaler: Ignore the first 2" of one climb during each of this operative's activations.
5	Conniving: This operative can perform the Fall Back action for 1 less AP.
6	Patient: Whenever this operative is fighting or shooting against an expended operative, its weapons have the Punishing special rule.

CHAMPION

D6	Battle Honour
1	Marksman's Honour: Select one of this operative's ranged weapons (if it has multiple profiles, select one of those profiles). Improve its HIT stat by 1, to a maximum of 3+. If it already has a HIT stat of 3+, it gains the Balanced special rule instead.
2	Bladesman's Honour: Select one of this operative's ranged weapons (if it has multiple profiles, select one of those profiles). Improve its HIT stat by 1, to a maximum of 3+. If it already has a HIT stat of 3+, it gains the Balanced special rule instead.
3	Exemplar: Whenever this operative incapacitates an enemy operative, select one friendly operative Visible to and within 6" of this operative; until the end of the Turning Point, that operative's weapons have the Accurate 1 special rule.
4	Spiritual Resolve: Whenever you activate this operative, select one of its stats (or one of its weapons stats). Until the end of that activation, you can ignore any modifiers to that stat.
5	Specialised: Select one battle honour from the COMBAT, STAUNCH, MARKSMAN, or SCOUT specialisms for this operative to gain.
6	Well Prepared: At the start of the first turning point, select one item of equipment from your faction's equipment list (<i>acolyte only: select from the universal equipment list</i>). It cannot be equipment that is set up in the killzone (e.g. light barricades, ladders), and it cannot be an item of equipment you have already selected for this battle. Only friendly operatives with this battle honour (including battle honours of the same name from other specialisms) can use the benefits granted by that item of equipment (e.g. if you select explosive grenades, only operatives with Well Prepared can use those grenades when shooting).

GUERRILLA

D6	Battle Honour
1	Ghost: This operative cannot be selected as the target of a shooting attack during its activation, unless it has spent all of its APL for that activation.
2	Assassin: This operative can perform the Charge action while it has a Conceal order.
3	Mobile: This operative can perform the Fall Back action for 1 less AP.
4	Raider: This operative can perform the Charge action while within control range of enemy operatives, and can leave enemy operative's control ranges while charging (but must still end the action within control range of an enemy operative).
5	Ambush: Whenever this operative is shooting or fighting during its activation, if its order was changed to Engage at the start of that activation, its weapons have the Punishing special rule.
6	Dynamic: You can ignore any penalties to this operative's MOVE and APL stats during its activation.

ASSAULT

D6	Battle Honour
1	Distinguished: Once per battle, you can use the command reroll firefight ploy for OCP if this is the specified friendly operative.
2	Expedient: Add 1" to this operative's MOVE stat while it is performing the Charge action.
3	Well-versed: For the purpose of SUPPORT abilities of friendly operatives that affect this operative, Visibility is not required.
4	Assassin: This operative can perform the Charge action while it has a Conceal order.
5	Mobile: This operative can perform the Fall Back action for 1 less AP.
6	Raider: This operative can perform the Charge action while within control range of enemy operatives, and can leave enemy operative's control ranges while charging (but must still end the action within control range of an enemy operative).

MUTANT

D6	Battle Honour
1	Resilience: Whenever an attack die inflicts critical damage of 3 or more on this operative, subtract 1 from that inflicted damage.
2	Obstinate Gifts: You can ignore any penalties to this operative's MOVE and APL stats during its activation.
3	Talon: This operative's melee weapons have the Rending special rule.
4	Shrouded: You can reroll defence dice results of 1 for this operative.
5	Repulsive: Each time an enemy operative is activated within 3" of this operative, reduce its MOVE stat by 2" (this is not cumulative with being injured) for that activation.
6	Freakish Eyes: While this operative is shooting an enemy operative within 6", its weapons have the Saturate special rule.

APOSTLE

D6	Battle Honour
1	Favoured: Once per battle, you can use the command reroll firefight ploy for OCP if this is the specified friendly operative.
2	Blessed: Improve this operative's SAVE stat by 1 (to a maximum of 2+).
3	Devastating Assault: This operative's melee weapons have the Brutal special rule.
4	Empowered: Once per action, whenever an attack die would inflict critical DMG on this operative, you can choose for it to inflict normal DMG instead.
5	Fuelled By Hate: While this operative is injured, add 1 to its APL stat.
6	Vengeance Incarnate: Select one of this operative's weapons (if it has multiple profiles, select one of those profiles). Improve its HIT stat by 1, to a maximum of 3+. If it already has a HIT stat of 3+, it gains the Balanced special rule instead.

TERROR

D6	Battle Honour
1	Master of Stealth: Whenever this operative is in cover and has a Conceal order, it cannot be selected as a valid target as a result of Vantage terrain.
2	Assassin: This operative can perform the Charge action while it has a Conceal order.
3	Raider: This operative can perform the Charge action while within control range of enemy operatives, and can leave enemy operative's control ranges while charging (but must still end the action within control range of an enemy operative).
4	At One With Darkness: Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.
5	Vicious Murderer: Whenever this operative is fighting or retaliating, if it is being assisted or the enemy operative is expended, its weapons have the Lethal 5+ special rule. If a weapon already has the Lethal X+ special rule, it instead gains the Rending special rule.
6	Malicious: When this operative is incapacitated by an operative in its control range, that enemy operative suffers D3 damage.

DETERMINED

D6	Battle Honour
1	Ardent on the Trigger: Whenever this operative is shooting an enemy operative within 6" of it, its weapons have the Balanced special rule.
2	Motivation for Violence: Add 1" to this operative's MOVE stat while it is performing the Charge action.
3	Bitter Resolve: Whenever an operative is shooting this operative, if this operative is wounded, you can reroll one of your defence dice.
4	Marauder: Once per battle, this operative can perform a mission or Pick up Marker action for 1 less AP.
5	Zealous: When this operative is incapacitated, before it is removed from the killzone, if it is not within control range of enemy operatives, it can immediately perform one free action. Unless otherwise specified, it would be injured for this action.
6	Audacious: Whenever this operative is fighting, shooting, or retaliating, if it is within 6" of your opponent's drop zone or killzone edge, its weapons have the Punishing special rule.

DEVOTEE

D6	Battle Honour
1	Raider: This operative can perform the Charge action while within control range of enemy operatives, and can leave enemy operative's control ranges while charging (but must still end the action within control range of an enemy operative).
2	Stalwart: You can ignore any changes to this operative's stats as a result of being injured.
3	Thirst for Slaughter: Whenever this operative is fighting during its activation, if it has performed a Charge action during that activation, improve the HIT stat of its melee weapons by 1, to a maximum of 3+. If it already has a HIT stat of 3+, it gains the Balanced special rule instead.
4	Communion: For the purpose of SUPPORT abilities of friendly operatives that affect this operative, Visibility is not required.
5	Cleansing Pain: At the end of each action in which this operative lost any wounds but was not incapacitated, it can regain 1 lost wound.
6	Blessed: Improve this operative's SAVE stat by 1 (to a maximum of 2+).

FEROCITY

D6	Battle Honour
1	Wild: While this operative is wounded, its weapons have the Balanced special rule.
2	Savage Fortitude: Once per action, whenever an attack dice would inflict damage of 4 or more on this operative, subtract 1 from the inflicted damage.
3	Fervent: You can ignore any penalties to this operative's MOVE and APL stats during its activation.
4	Primal: Whenever an attack die inflicts critical damage of 3 or more on this operative, subtract 1 from that inflicted damage.
5	Ruthless: Whenever this operative is fighting, for each hit roll of 1 that the defender discards, it suffers 1 damage.
6	Sustained by Conflict: Whenever an operative within 6" is shooting this operative, you can reroll one of your defence dice.

DILETTANTE

D6	Battle Honour
1	Warded: The first time an attack die inflicts damage on this operative during the battle in the Resolve Attack Dice step, you can halve that inflicted damage (rounding up).
2	Unwavering: Whenever an operative is shooting this operative, treat the Piercing 1 rule as Piercing Crits 1.
3	Unfazed: You can ignore any changes to this operative's APL stat, and the effects of the Shock special rule.
4	Seeker: Ignore the first 2" of one climb during each of this operative's activations.
5	Object of Interest: Once per battle, this operative can perform a mission or Pick up Marker action for 1 less AP.
6	Knowledge of the Enemy: This operative's ranged weapons have the Rending special rule.

RESEARCHER

D6	Battle Honour
1	Object of Interest: Once per battle, this operative can perform a mission or Pick up Marker action for 1 less AP.
2	Studious: Whenever this operative is shooting, enemy operatives within 3" are not in cover (instead of within 2").
3	Controlling: Add 3" to the distance requirements of this operative's SUPPORT rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). This is not cumulative with the benefit of the Comms Device universal equipment.
4	Specialist Ammunition: Select one of this operative's weapons (if it has multiple profiles, select one of those profiles). That weapon gains the Rending special rule.
5	Unsanctioned Modification: Select one of this operative's ranged weapons (if it has multiple profiles, select one of those profiles). Add 1 to its critical DMG stat.
6	Well Prepared: At the start of the first turning point, select one item of equipment from your faction's equipment list (<i>acolyte only: select from the universal equipment list</i>). It cannot be equipment that is set up in the killzone (e.g. light barricades, ladders), and it cannot be an item of equipment you have already selected for this battle. Only friendly operatives with this battle honour (including battle honours of the same name from other specialisms) can use the benefits granted by that item of equipment (e.g. if you select explosive grenades, only operatives with Well Prepared can use those grenades when shooting).

RAIDER

D6	Battle Honour
1	Self-Made Luck: Once per action, whenever an attack die would inflict critical DMG on this operative, you can choose for it to inflict normal DMG instead.
2	Pirate: Once per battle, this operative can perform a mission or Pick up Marker action for 1 less AP.
3	Swift Hunter: Add 1" to this operative's MOVE stat while it is performing the Charge action.
4	Master of Concealment: Whenever this operative is in cover and has a Conceal order, it cannot be selected as a valid target as a result of Vantage terrain.
5	Expert Marksman: Whenever this operative is shooting, inflict 1 damage on the target if you retain any critical hits.
6	Cut-Throat: Whenever this operative fights in combat, if this operative is being assisted or the defender is expended, this operative's weapons have the Rending special rule.

SWASHBUCKLER

D6	Battle Honour
1	Whimsical: This operative can perform the Fall Back action for 1 less AP.
2	Well-Trained: Once per battle, you can use the command reroll firefight ploy for OCP if this is the specified friendly operative.
3	Martial Artistry: Each time this operative fights or retaliates, at the start of the Resolve Attack Dice step, if you have retained more successful hits than your opponent, you can change one of your retained normal successes to a critical success.
4	Dazzling: If this operative fights during its activation, its ranged weapons have the Balanced special rule until the end of that activation. If this operative shoots during its activation, its melee weapons have the Balanced special rule until the end of that activation.
5	Virtuoso: Once per battle, this operative can perform two Shoot or Fight actions during its activation, as long as all targets for those actions are within 3" of it.
6	Gloryseeker: Once per battle, while this operative shoots, fights, or retaliates, if it is the first operative on your team to do so during this turning point, its weapons have the Lethal 5+ special rule.

INFILTRATION

D6	Battle Honour
1	Clandestine: Whenever this operative is in cover and has a Conceal order, it cannot be selected as a valid target as a result of Vantage terrain.
2	Infiltrator: During the Set Up Operatives step of each game, this operative can be set up wholly within 3" of your drop zone (instead of wholly within your drop zone).
3	Insurrectionist: Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.
4	Assailant: Whenever this operative is fighting or retaliating, if it is being assisted or the enemy operative is expended, its weapons have the Lethal 5+ special rule. If a weapon already has the Lethal X+ special rule, it instead gains the Rending special rule.
5	Ambush: Whenever this operative is shooting or fighting during its activation, if its order was changed to Engage at the start of that activation, its weapons have the Punishing special rule.
6	Scurry: While this operative has a Conceal order, add 1" to its MOVE stat.

SABOTEUR

D6	Battle Honour
1	Clandestine: Whenever this operative is in cover and has a Conceal order, it cannot be selected as a valid target as a result of Vantage terrain.
2	Elusive: This operative can perform the Fall Back action for 1 less AP.
3	Mercurial: Whenever an operative more than 6" from this operative is shooting this operative, you can reroll one of your defence dice.
4	Prowler: Being within an enemy operative's control range does not prevent this operative from performing mission actions and Pick up Marker actions.
5	Siege Specialist: Select one of this operative's ranged weapons (if it has multiple profiles, select one of those profiles). That weapon gains the Saturate special rule.
6	Scurry: While this operative has a Conceal order, add 1" to its MOVE stat.

SURVIVOR

D6	Battle Honour
1	Savage: Add 1 to the ATK stat of this operative's melee weapons (to a maximum of 4).
2	Eye on the Mark: While this operative is shooting during its activation, if it has not yet performed an action in which it moves, its ranged weapons have the Saturate special rule. Note that it is not prevented from performing those actions after shooting.
3	Trapper: This operative can perform the Charge action while it has a Conceal order.
4	Wiry: Whenever this operative performs an action in which it moves, it can move through enemy operatives and within control range of them (but it must finish the action following all its requirements).
5	Leathery Physiology: Whenever an attack die inflicts critical damage of 3 or more on this operative, subtract 1 from that inflicted damage.
6	Clandestine: Whenever this operative is in cover and has a Conceal order, it cannot be selected as a valid target as a result of Vantage terrain.

TOUGH

D6	Battle Honour
1	Rugged Survivalist: Each time this operative is activated, it regains 1 lost wound.
2	Stubborn: You can ignore any changes to this operative's APL stat, and the effects of the Shock special rule.
3	Begrudging: While this operative is wounded, its weapons have the Severe special rule.
4	Inveterate Toughness: Each time an attack die would inflict damage of 5 or more on this operative, reduce that damage to 4.
5	Dredger: Whenever this operative is shooting a target within 6", its weapons have the Saturate special rule.
6	Honoured: While this operative is shooting, fighting, or retaliating against an operative that has inflicted damage on it with an attack die during the battle, its weapons have the Punishing special rule.

WARRIOR

D6	Battle Honour
1	Anything For Victory: When this operative is incapacitated, before it is removed from the killzone, if it is not within control range of enemy operatives, it can immediately perform one free action. Unless otherwise specified, it would be injured for this action.
2	Reliable Support: While a friendly operative within 3" of this operative is retaliating or fighting, if there is no enemy operative within this operative's control range, this operative can assist that friendly operative.
3	Cunning Hunter: Whenever this operative is shooting during an activation in which it hasn't performed the Charge , Fall Back , or Reposition action, its ranged weapons have the Severe special rule.
4	Merciless Hunter: Whenever this operative is shooting an enemy within 6" of it, its ranged weapons have the Accurate 1 special rule.
5	Martial Philosopher: Once per battle, this operative can perform a mission or Pick up Marker action for 1 less AP.
6	Capable Under Fire: Whenever this operative is in cover and has a Conceal order, it cannot be selected as a valid target as a result of Vantage terrain.

FRONTLINER

D6	Battle Honour
1	Tough: You can reroll defence dice results of 1 for this operative.
2	Stubborn: You can ignore any changes to this operative's APL stat, and the effects of the Shock special rule.
3	Patient: Whenever this operative is fighting or shooting against an expended operative, its weapons have the Punishing special rule.
4	Aggressive Surveyor: During the Set Up Operatives step of each game, this operative can be set up wholly within 3" of your drop zone (instead of wholly within your drop zone).
5	Resourceful: Each time this operative is activated, if it is within control range of a mission marker, add 1 to its APL until the end of its activation.
6	Unfazed: You can ignore any changes to this operative's APL stat, and the effects of the Shock special rule.

AGGRESSOR

D6	Battle Honour
1	Skinner: While this operative is fighting, its melee weapons have the Severe special rule.
2	Irritable: While this operative is wounded, add 1 to the normal DMG stat of its melee weapons.
3	Destructive: While this operative is fighting during its activation, if it has performed a Charge action during that activation, its melee weapons have the Ceaseless special rule.
4	Protected: Whenever an operative is shooting this operative, if you can retain any cover saves, you can retain one additional cover save, or you can retain one cover save as a critical success instead. This isn't cumulative with improved cover saves from Vantage terrain.
5	Ambush: Whenever this operative is shooting or fighting during its activation, if its order was changed to Engage at the start of that activation, its weapons have the Punishing special rule.
6	Well Prepared: At the start of the first turning point, select one item of equipment from your faction's equipment list (<i>acolyte only: select from the universal equipment list</i>). It cannot be equipment that is set up in the killzone (e.g. light barricades, ladders), and it cannot be an item of equipment you have already selected for this battle. Only friendly operatives with this battle honour (including battle honours of the same name from other specialisms) can use the benefits granted by that item of equipment (e.g. if you select explosive grenades, only operatives with Well Prepared can use those grenades when shooting).