

BAUHAUS

GENERAL SPECIAL RULES

DOUBTLESS PRECISION: Bauhaus Models never fumble on a roll of a 'natural 20', but a 'natural 20' is still always considered a failure.

COMBAT DOCTRINES: Depending on type of Warlord (Close Combat, Ranged or Tech), each Troop, Support and Light Vehicle Squad can be given up to two Combat Doctrines for the points indicated in the description. Every Model from the Squad must buy the Doctrine. Combat Doctrines are a distinct group of Special Skills

CLOSE COMBAT WARLORD

ANY BAUHAUS TROOP, SUPPORT OR LIGHT VEHICLE SQUAD IN AN ARMY LED BY A WARLORD (CLOSE COMBAT) MAY TAKE UP TO TWO OF THE FOLLOWING COMBAT DOCTRINES. ALL MODELS IN THE SQUAD MUST TAKE THE SAME COMBAT DOCTRINES. NO COMBAT DOCTRINES CAN BE TAKEN MORE THAN ONCE PER MODEL.

IRON WILL: A Squad with 'Iron Will' gains Passive: 'Fearless'. The 'Iron Will' Doctrine can be taken for 5 points per Model.

SCHELL! SCHELL! SCHELL!: A Squad with the Passive Doctrine: 'Schnell! Schnell! Schnell!' has a +1 Modifier to Movement Value. The 'Schnell! Schnell! Schnell!' Doctrine can be taken for 5 points per Model.

SMOKE FLARE: A Squad Commander may be given the Active Doctrine: 'Smoke Flare' for 15 points. Once per Game the Squad Commander may spend 1 Action Point and 'Turn to Burn' 1 Resource Card to use the Smoke Flare. Place a Smoke Flare 30mm token anywhere within 3" of the Squad Commander's base. Every Model within 3" of the Smoke Flare cannot be targeted by Ranged Attacks or Engage Actions (unless the shooter has a Special Skill enabling it to ignore effects or Modifiers to LOS). Models within 3" of the Smoke Flare cannot target any Models with a Ranged Attack or Engage Action. The Smoke Flare dissipates at the end of the Game Turn. This Doctrine can be used by the Acting Squad Commander if the Squad Commander is removed from the Game before the Smoke Flare is used.

THE MOMENT HAS COME!: For 15 points a Squad can be given the 'The Moment has Come' Passive Doctrine. If the controlling player 'Turns to Burn' 1 Resource Card the Squad gains an additional +2 Movement Modifier to their 'Engage Action' until the end of the Game Turn.

ADVANCED HAND TO HAND COMBAT TRAINING: For 4 points per Model, a Squad can be given the 'Advanced Hand to Hand Combat Training' Active Doctrine. 'Turn to Burn' 1 Resource Card, the Squad gain a +1 Modifier to RoA.

LONG BAYONETS: For 1 point per Model, a Squad can be equipped with the Passive Doctrine: 'Long Bayonets'. The Squad gains an additional +1 Modifier to its Engage Bonus.

FLANK DEPLOYMENT: A maximum of 1 Squad in the army can be given the 'Flank Deployment' Passive Doctrine for 7 points per Model. The Squad with the 'Flank Deployment' Doctrine can be deployed using the Rapid Deployment Rules, but ignores the effect of a roll of a natural 20 (Fumble) and use their full LD for the Deployment roll. If a Squad already has the 'Rapid Deployment' Special Skill they can be given the 'Flank Deployment' Passive Doctrine for 4 points per Model.

RANGED WARLORD

ANY BAUHAUS TROOP, SUPPORT OR LIGHT VEHICLE SQUAD IN AN ARMY LED BY A WARLORD (RANGED) MAY TAKE UP TO TWO OF THE FOLLOWING RANGED DOCTRINES. ALL MODELS IN THE SQUAD MUST TAKE THE SAME RANGED DOCTRINES. NO RANGED DOCTRINES CAN BE TAKEN MORE THAN ONCE PER MODEL.

SCOUT TRAINING: For 3 points per Model, a Squad can be given the 'Scout Training' Passive Doctrine. Models with Scout Training have the 'Crackshot' Special Skill.

SPECIAL WEAPONS TRAINING: For 10 points a Squad can be given the 'Special Weapons Training' Passive Doctrine. Squads with 'Special Weapons Training' can reroll failed 'Get the Gun' rolls.

STEADY AIM: For 15 points a Squad can be given the 'Steady Aim' Active Doctrine. Once per Game 'Turn to Burn' 2 Resource Cards. Every Model in the Squad with the 'Steady Aim' Doctrine gains a +6 Modifier to R of their Ranged Weapons.

MOTION BEACON: For 3 points per Model, a Squad can be equipped with the Active Doctrine: Motion Beacon. At the beginning of the Squad Activation 'Turn to Burn' 1 Resource Card. The Squad ignores all negative LOS and Range Modifiers in play (but still needs LOS).

EXTENDED CLIPS: Only one Squad per Army may take the 'Extended Clips' Passive Doctrine for 4 points per Model. The Squad can use the 'Suppression Fire' Squad Special Action.

TARGETING FLARE: For 12 points a Squad gains the Passive Doctrine: 'Targeting Flares'. Squads with Targeting Flares may reroll any failed RS test for Blast Type Weapons.

TECH WARLORD

ANY BAUHAUS TROOP, SUPPORT OR LIGHT VEHICLE SQUAD IN AN ARMY LED BY A WARLORD (TECH) MAY TAKE UP TO TWO OF THE FOLLOWING TECH DOCTRINES. ALL MODELS IN THE SQUAD MUST TAKE THE SAME TECH DOCTRINES. NO TECH DOCTRINES CAN BE TAKEN MORE THAN ONCE PER MODEL.

BLITZKRIEG: For 10 points per Model, a Squad of Light Vehicles can be given the Active Doctrine 'Blitzkrieg'. 'Turn to Burn 1' Resource Card. The Light Vehicles with 'Blitzkrieg' receives an addition Modifier of +2 to Movement Value.

AUTO REPAIR PROTOCOL: For 15 points, a Squad of Light Vehicles can be given the Passive Doctrine 'Auto Repair Protocol'. Once per Activation a Light Vehicle with 'Auto Repair Protocol' may attempt to reinstate a previously lost SP. On a D20 roll of 1-3 a SP (owning player's choice) is reinstated.

REINFORCED ARMOUR PLATES: For 25 points per Model, a Squad of Light Vehicles can be given the Passive Doctrine 'Reinforced Armour Plates'. All hit locations gain +1 Modifier to AV.

REACTIVE ARMOUR PLATES: For 45 points per Model, a Squad of Light Vehicles can be given the Passive Doctrine 'Reactive Armour Plates'. Failed AV tests against weapons with an AVV value of 1-3 can be rerolled.

REINFORCED REAR PLATING: For 20 points per Model, a Squad of Light Vehicles can be given the Passive Doctrine 'Reinforced Rear Plating'. Light Vehicles with Reinforced Rear Plating have the AV value on the Rear Facing upgraded to the Front Facing AV value.

FIELD MEDIC TRAINING: For 15 points, a Squad Commander can be given 'Field Medic Training'. A Squad Commander with 'Field Medic Training' has the 'Medic (2)' Special Skill.

SANDBAG EQUIPMENT: For 20 points, a Squad can be equipped with 'Sandbag Equipment'. Each Game Turn a Squad may use the 'Sandbag Equipment' Active Doctrine if the entire Squad spend 1 Action Point per Model (following the rules of Squad Special Actions) and 'Turn to Burn' 1 Resource Card. Place three 30mm 'Sandbag' tokens (in a straight line and in B2B contact with each other) up to 3" away from the Squad Commander (or Acting Squad commander). The Sandbag tokens count as 0.5" high Heavy Terrain and Heavy Cover with AV18 and SP 1. Sandbag tokens stay in play until their SP is reduced to 0.

ANGELIKA DRACHEN

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	17	15	10	8	15	18	3	15(12)	170

TYPE: Warlord (Close Combat), Medium Base (40mm). Unique

EQUIPMENT: Enhanced MP-25 'Equaliser' Handgun, Harstein & Becker Industries Neurolash, Bauforce Superior Light Armour.

ARMOUR: Bauforce Superior Light Armour: (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

ENHANCED MP-25 'EQUALISER' HANDGUN

R	ST	RoF	AVV	TYPE
12	13	1	0	Piercing (P)

Passive: Unforgiving Ammunition: Models that receive Wound Effects from the 'Enhanced MP-25 'Equaliser' Handgun' have their 'Armour Value' reduced by half and any successful Impenetrable Armour tests must be re-rolled.

Passive: Head-Shot: If a Ranged Skill Test with the 'Enhanced MP-25 'Equaliser' Handgun' results in a roll of a natural 1, the attack gains Critical Force (2).

SPECIAL SKILLS: **Dissention, Execution (Warlord), Fearless, Fear (2), Contempt (All), Brutal, Ferocity, Sister Templar of House Valmonte**

Passive: Sister Templar of House Valmonte: One Squad of Juggernauts may be taken as 'Troops' Type.*

**Designer Note: Any Type of Squad, if "taken as Troops", replace its current Squad Type with "Troops", thus, the Squad Commander generates 1 Resource Card as normal.*

CLOSE COMBAT WEAPONS:

HARSTEIN & BECKER INDUSTRIES NEUROLASH

R	ST	RoR	AVV	TYPE
2	+2	3	4	Plasma

Passive: Entangled: Enemy Models which start their Activation within the CCWR of Angelika Drachen must pass a WP test, if the test is unsuccessful then the enemy Model's CC Skill is reduced by half until the end of its next Activation. Entangled does not affect Squads with the 'Fearless' Special Skill.

Active: Neurolash Re-Energiser: Once per Activation 'Turn to Burn' 1 Resource Card to Re-Energise the Neurolash. The Neurolash creates neurolink with a target Model (friendly or foe) within Angelika's CCWR. Place a Neurolash token next to the target Model. For each Neurolash token in play the Neurolash receives a +2 Modifier to St (to a maximum of St 20). The 'Neurolash Re-Energiser' Special Skill may target a different Model in subsequent Game Turns. Maximum of 4 tokens can be allocated per Target Model, for each token allocated to the Target Model they receive a -2 Modifier to St (to a minimum of St 1). Neurolash tokens stay with the Target Model until the Model is removed from the Game or if the Target Model ends its Activation outside Angelika's CCWR.

Active: Neurolash Energy Expulsion: 'Turn to Burn' 1 Resource Card. Angelika Drachen can release an electrical bolt from her Neurolash. When this happens, the Neurolash attacks count as 'Neurolash Energy Expulsion'. This attack is considered a Shooting Action.

NEUROLASH ENERGY EXPULSION

R	ST	RoF	AVV	TYPE
FT	14	1	5	Blast (F)

Active: House Valmonte Distortion Device: 'Turn to Burn' 3 Resource Cards. Place a 30mm token (counts as 1" high and Light Cover) anywhere on the battlefield within Angelika's LOS. The token has an AV 15 and 1 SP and is hit automatically in CC. Any Model within 3" of the token cannot make a Ranged Attack. Only one 'House Valmonte Distortion Device' token may be in play during the Game, but if it is destroyed, Angelika can place another one. The token stays in play until its SP is reduced to 0 or owning Player decides to remove it during any Control Phase.

MAX STEINER

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	16	16	10	9	16	17	3	16(12)	200

TYPE: Warlord (Ranged), Medium Base (40mm). Unique

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	15	15	10	8	16	17	3	15(11)	175

TYPE: Lord, Medium Base (40mm). Unique

EQUIPMENT: Bauforce HMG 1000 'Deathlockdrum', Duelling Sabre, Superior Quality Guardsman Mk.III Armour.

ARMOUR: Superior Quality Guardsman Mk.III Armour. (No negative Weapon Type Modifiers taken).

RANGED WEAPON:

BAUFORCE HMG 1000 'DEATHLOCKDRUM'

R	ST	RoF	AVV	TYPE
24	15	4	2	Piercing (A)

CLOSE COMBAT WEAPON:

DUELLING SABRE

R	ST	RoR	AVV	TYPE
1	+1	2	0	Piercing

Active: Man Stopper: The Bauhaus Special Forces are entitled to all kinds of experimental equipment and in the case of Max Steiner, he has been gifted with Man Stopper Shells. 'Turn to Burn' 1 Resource Card. The Strength of the Bauforce HMG 1000 'Deathlockdrum' used by Max Steiner receives a +2 'Modifier to St' and +1 to AVV.

Passive: Blessed Ammunition: The Deathlockdrum has been designed to take out the monstrous creatures of Dark Legion. Dark Legion Models cannot take 'Heal' rolls against Wound Effects inflicted with the Bauforce HMG 1000 'Deathlockdrum'.

SPECIAL SKILLS: Infiltrate, Camouflage (2), Ranger, Doomtrooper, Fearless, Sabotage, Major of the 2nd Venusian Rangers

Passive: Sabotage: Max Steiner and his 2nd Venusian Rangers, 'The Schättenfänger', are masters of subterfuge. Once both forces have deployed, an army opposing Max Steiner must reveal its Corporate Agenda Target.

Passive: Major of the 2nd Venusian Rangers: If Max Steiner is included in a Bauhaus army, the Player may take one Squad of Venusian Rangers as 'Troops' Type. If Max is the Warlord two Squads of Venusian Rangers can be taken as 'Troops' Type*.

*Designer's Note: Any type of Squad, if "taken as Troops", replace its current Squad Type with "Troops", thus, the Squad Commander generates 1 Resource Card as normal.



VALERIE DUVAL

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	18	12	11	10	16	17	3	15(10)	210

TYPE: Warlord (Psychic – Counts as Close Combat for Doctrines), Medium Base (40mm) Unique

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	17	12	10	10	16	17	3	14(10)	190

TYPE: Lord, Medium Base (40mm). Unique

EQUIPMENT: Silenced P60 'Punisher' Handgun, EN-13 Nightsticks, Blessed Dying Stars Armour, Tear-Gas Grenades.

ARMOUR: Blessed Dying Stars Armour: (No negative Weapon Type Modifiers taken).

RANGED WEAPONS:

SILENCED P60 "PUNISHER" HANDGUN

R	ST	RoF	AVV	TYPE
18	11	2	0	Piercing (P)

Passive: Silenced Elimination: Any successful Armour test made against Wound Effects caused by the Silenced P60 'Punisher' Handgun on the Target's Rear Facing must be rerolled.

TEAR-GAS GRENADES

R	ST	RoF	AVV	TYPE
St / SE	–	1	–	Blast (G)

Passive: Tear Gas: Place a 'Tear-Gas' token next to each model touched by the Tear-Gas Grenade Template. All Models with a Tear-Gas token receive an additional Modifier to RS of -4. Affect of 'Tear-Gas' Tokens are not cumulative.

CLOSE COMBAT WEAPONS:

EN-13 NIGHTSTICKS

R	ST	RoA	AVV	TYPE
1.5	+3	1*	1	Plasma

Passive: Assassinate: When attacking in a target Model's Rear Facing, Valerie Duval gains +3 St.

Passive: Cardinal's Blood: Due to their connections with the Brotherhood, the Close Combat Weapons of the Etoiles Mortants have been blessed in the holy blood of Cardinal Durand. 'Heal' rolls cannot be made against Wound Effects caused by Valerie Duval.

Passive: Continuous attack: For each successful CC test with her EN-13 Nightsticks, Valerie's RoA is increased by 1. Each subsequent CC Test gains an additional -1 Modifier to CC over the last.

Passive: Weapons of Finesse: The RoA of the EN-13 Nightsticks cannot be increased by any means except Continuous Attack.

SPECIAL SKILLS: Fearless, Contempt (Dark Legion), Camouflage (2), Infiltrate, Doomtrooper, Hurricane of Destruction, Major of the 7th Etoiles Mortant, Refractive Mirage, Distraction, Cleansing Flame of the 7th

Passive: Major of the 7th Etoiles Mortant: A Bauhaus army including Valerie Duval may have two Squads of Etoiles Mortant upgraded to the '7th Etoiles Mortant' for free. 7th Etoiles Mortant Squads receive an additional +1 Modifier to CC and have the 'Infiltrate' Special Skill.

Passive: Hurricane of Destruction: Valerie Duval has a 360 degree LOS if Engaged and can choose to attack Models in her Front and Rear Facing.

Active: Distraction: Turn to Burn 2 Resource Cards. One Model in range of Valerie Duval cannot use any Active Skills until the end of the Game Turn. The 'Distraction' Psychic Debuff does not cost any Action Points to complete.

Active: Refractive Mirage: Turn to Burn 1 Resource Card and spend 1 Action Point. Target Squad becomes near impossible to visually define. Models attempting to make a Shooting Attack at a Squad with 'Refractive Mirage' receive an additional -5 Modifier to RS.

REFRACTIVE MIRAGE

R	ST	RoF	AVV	TYPE
18	–	1	–	Psychic (B)

Active: Cleansing Flame of the 7th: Turn to Burn 1 Resource Card and use 1 Action Point for Valerie to use the 'Cleansing Flame of the 7th' Psychic Shooting Attack.

DISTRACTION

R	ST	RoF	AVV	TYPE
1.5	–	1	–	Psychic (D)

CLEANSING FLAME OF THE 7TH

R	ST	RoF	AVV	TYPE
FT	14	1	7	Psychic (S)

HUSSARS

STATISTICS

M	CC	AS	ST	CON	WP	LD	W	R	PTS
5	12	13	8	8	13	15	1	12	80

TYPE: Troops, Small Bases (30mm).

SQUAD COMPOSITION: 1 Hussar Squad Commander and 4 Hussars.

SQUAD SIZE: 5-12 Hussars.

ARMOUR: Hussar Mk.IV Armour: (-2 Blast).

SQUAD UPGRADES:

The Squad may be increased by up to 7 Hussar Models at 16 Points per Model. The whole Squad may be equipped with Anti-Infantry Grenades for 3 Points per Model. 1 in 5 Models in the Squad may replace its AG-17 'Panzerknacker' Assault Rifle with an ARG-17 Rocket Launcher for 20 Points or a MG-40 Light Machine Gun for 12 Points

EQUIPMENT: AG-17 Panzerknacker Assault Rifle, GW-170 UBGL, Combat Knife, Mk.IV Hussar Armour.

RANGED WEAPONS:

AG-17 'PANZERKNACKER' ASSAULT RIFLE

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: GW-170 UBGL: 'Turn to Burn' 1 Resource Card per Hussar. The resourced Hussars can fire their GW-170 UBGL instead of their AG-17 'Panzerknacker' Assault Rifle.

ARG-17 ROCKET LAUNCHER (ANTI-TANK)

R	ST	RoF	AVV	TYPE
24	16	1	7	Piercing (S)

Passive: Crack ammo: Critical Damage (2)

Passive: Slow to Reload: ARG-17 RoF cannot be increased by any means.

GW-170 UBGL

R	ST	RoF	AVV	TYPE
12/SE	11	1	1	Blast (G)

Passive: Incoming: Any Squad that receives a Wound Effect from the GW-170 UBGL must immediately take a Pinning Test.

CLOSE COMBAT WEAPON:

COMBAT KNIFE

R	ST	RoF	AVV	TYPE
B2B	+1	1	0	Piercing

MG-40 LIGHT MACHINE GUN

R	ST	RoF	AVV	TYPE
18	14	2	0	Piercing (S)

Passive: Combined Fire: If a Squad contains two MG-40 Light Machine Guns they can complete a 'Suppression Fire' Special Action. Both Models equipped with a MG-40 LMG must participate in the 'Suppression Fire' Special Action.

SPECIAL SKILLS: **The Military Backbone of Bauhaus, Trained Efficiency**

Passive: The Military Backbone of Bauhaus: Bauhaus Hussars may always reroll failed LD tests.

Passive: Trained Efficiency: The Squad successfully completes a 'Get that Gun' attempt on a D20 roll of 1-15.

ETOILES MORTANT

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	16	12	9	8	15	16	1	12	85

TYPE: Troop, Small Bases (30mm).

SQUAD COMPOSITION: 1 Etoiles Mortant Squad

Commander and 4 Etoiles Mortant.

SQUAD SIZE: 5-12 Etoiles Mortant.

ARMOUR: Dying Stars Armour: (-2 Blast)

SQUAD UPGRADES: The Squad may be increased by up to 7 Models at 15 Points per Model
1 in 5 Models in the Squad can replace its P60 'Punisher' handgun with a Gehenna Puker for 10 Points.

The whole Squad may be equipped with Fire Grenades for 4 points per Model.

The whole Squad may be equipped with Anti-Tank Grenades for 4 points per Model.

EQUIPMENT: P60 Punisher Handgun, Punisher Short Sword, Dying Stars Armour.

RANGED WEAPONS:

P60 'PUNISHER' HANDGUN

R	ST	RoF	AVV	TYPE
18	11	1	0	Piercing (P)

Passive: Headshot: If a Ranged Skill Test with the 'Enhanced P-60 'Punisher' Handgun' results in a roll of a natural 1, the attack gains Critical Force (2).

PUNISHER SHORT SWORD

R	ST	RoA	AVV	TYPE
B2B	+2	2	0	Piercing

Passive: Parry: Models with a Punisher Short Sword gain Impenetrable Armour (10) against Close Combat Attacks.

Passive: Cardinal's Blood: Due to their connections with the Brotherhood, the Close Combat Weapons of the Etoiles Mortants have been Blessed. Heal rolls cannot be made against Wound Effect caused by Etoiles Mortants.

Active: Blessed by the Brotherhood: 'Turn to Burn' 1 Resource Card to increase one Model's Punisher Short Sword RoA Value by +2.

GEHENNA PUKER

R	ST	RoF	AVV	TYPE
FT	14	2	1	Plasma (F)

SPECIAL SKILLS: Fearless, Camouflage (1), Con-tempt (Dark Legion), They came from Nowhere!, Strike into the Heart of Darkness

Passive: They came from Nowhere! Etoiles Mortant can deploy using 'Rapid Deployment'. If they do so they use their unmodified LD and ignore the effect of rolling a natural 20 (Fumble).

Active: Strike into the Heart of Darkness: 'Turn to Burn' 1 Resource Card. The Squad gains 'Predator Senses' Special Skill.

VENUSIAN RANGERS

STATISTICS

M	CC	AS	ST	CON	WP	LD	W	R	PTS
5	13	15	10	8	14	16	1	13	100

TYPE: Support, Small Bases (30mm).

SQUAD COMPOSITION: 1 Venusian Ranger Squad

Commander and 4 Venusian Rangers.

SQUAD SIZE: 5-10 Venusian Rangers.

ARMOUR: Guardsman Mk.III Armour: (-1 Blast)

SQUAD UPGRADES: The Squad may be increased by up to 5 Venusian Ranger Models at 20 Points per Model. 2 in 5 Models may replace their Assault Rifle with an ARG-17 Rocket Launcher for 20 Points.

The Squad Commander can gain the 'Medic (2)' Special Skill for 15 Points

The entire Squad may be upgraded with Camouflage Cloaks for 3 Points per Model. This gives them the 'Stalk' Generic Special Skill.

EQUIPMENT: AG-17 'Panzerknacker' Assault Rifle, GW-170 UBGL, Ranger Knife, Guardsman Mk.III Armour.

RANGED WEAPONS:

AG-17 'PANZERKNACKER' ASSAULT RIFLE

R	ST	RoF	AVV	TYPE
24	12	1	0	Piercing (A)

Active: Deathbolt ammunition: The Bauhaus Special Forces are entitled to all kinds of experimental equipment and in the case of the Venusian Rangers, they have been gifted with Deathbolt ammunition. 'Turn to Burn' 1 Resource Card. All of the AG-17 'Panzerknacker' Assault Rifles in a Squad of Venusian Rangers receives a +1 Modifier to St.

Active: GW-170 UBGL: 'Turn to Burn' 1 Resource Card. The Model can fire their GW-170 UBGL instead of their AG-17 'Panzerknacker' Assault Rifle.

RANGED WEAPONS:

ARG-17 ROCKET LAUNCHER (ANTI-TANK)

R	ST	RoF	AVV	TYPE
24	16	1	7	Piercing (S)

Passive: Crack ammo: Critical Damage (2).

Passive: Slow to Reload: ARG-17 RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

GW-170 UBGL

R	ST	RoF	AVV	TYPE
12/SE	11	1	1	Blast (G)

Passive: Incoming: Any Squad that receives a Wound Effect from the GW-170 UBGL must immediately take a Pinning Test.

SPECIAL SKILLS: Infiltrate, Camouflage (2), Ranger, Expert Marksmanship, Booby-Traps

Passive: Booby-Traps: Venusian Rangers are equipped with 'Booby-Traps'. After deployment, but before Infiltrating Squads are deployed, place a 30mm token anywhere on the battlefield, (a minimum of 12" away from any of the opponent's Models) for each Venusian Ranger Squad in your Offensive Organisation Chart. Any enemy Model moving within 5" of the token must roll a D20 at the end of their Movement Action. On a roll of 14-20 they take a St 15 Piercing Autohit. Models with an AV are unaffected. If during the Game any Template weapon (Flamer, Shotgun, SE/LE) touches a 'Booby-Trap' token then remove the token from the Game immediately. If a Model with AV moves through any 'Booby-Trap' token remove the token immediately.

RANGER KNIFE

R	ST	RoF	AVV	TYPE
B2B	+2	2	0	Piercing

Designer Note: Booby Traps cannot be targeted. Models with Grenades can throw them on the point on battlefield where the token is placed in order to destroy the 'Booby-Traps'.

Active: Expert Marksmanship: 'Turn to Burn' 1 Resource Card. Up to 5 Venusian Rangers in a Squad gain the 'Crack-shot' Special Skill. 'Turn to Burn' 2 Resource Cards, The entire Squad gains the 'Crackshot' Special Skill.

ARMoured HUSSARS JUGGERNAUT

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
4	14	12	10	8	13	15	2	16(10)	225

TYPE: Support, Medium Bases (40mm).

SQUAD COMPOSITION: 1 Armoured Hussars

Squad Commander and 2 Armoured Hussars.

SQUAD SIZE: 3-6 Armoured Hussars.

RANGED WEAPONS:

MG-70 HMG

R	ST	RoF	AVV	TYPE
24	14	4	1	Piercing (A)

HYDRAULIC POWERED FIST

R	ST	RoA	AVV	TYPE
B2B	+4	2	3	Plasma

JS66 HEAVY FLAMETHROWER

R	ST	RoF	AVV	TYPE
FT	13	2	1	Blast (F)

SPECIAL SKILLS: **Heal (S), Bulldozer, Motion Detectors, Weapons Overcharge, Defensive Mode**

Passive: Bulldozer: Juggernauts can punch their way through walls (even bunkers). Juggernauts may Engage through walls as long as there is space on other side of the wall to place the Juggernaut. Any Structure or Wall punched through in this way automatically lose a SP. Juggernauts count Ruin Structures and Intact Structures as Light Terrain for Movement.

Passive: Motion Detectors: Juggernauts do not need LOS to make an Engage Action.

SQUAD UPGRADES: The Squad may be increased by up to 3 Armoured Hussars Models at 75 Points per Model.

EQUIPMENT: MG-70 HMG, JS66 Heavy Flamethrower, Hydraulic Powered Fist, XO-102 'Steelstrider' Armour.

ARMOUR: XO-102 'Steelstrider' Armour: (Plasma -2).

CLOSE COMBAT WEAPON:

Active: Squash: 'Turn to Burn' 1 Resource Card. An Armoured Hussars may perform the 'Squash' Special Close Combat Action, as if it is mounted on a Large base.

Active: Weapons Overcharge: Before making a Ranged Attack Action, 'Turn to Burn' 1 Resource Card to fire all of a Model's Ranged Weapons. This counts as 1 Shooting Action. Roll a D20 before firing the weapons, if the result is a natural '20', the Model takes a Wound Effect with no Armour or Heal rolls allowed including Impenetrable Armour. 'Turn to Burn' 3 Resource Cards to do the same for the entire Squad.

Active: Defensive Mode: At the beginning of the Squad Activation, 'Turn to Burn' 1 Resource Card to put the Squad into 'Defensive Mode'. Juggernauts in Defensive Mode have an Armour Value of 20 (14). RoF and RoA are reduced to 0 and cannot be increased by any means.

VULKAN BATTLESUIT

					1-10	11-14	15-18	19-20								
M	CC	RS	WP	LD	SP HULL / AV		PRIMARY WEAPONS SYSTEM / AV		SP LEGS / AV		SP ENGINES / AV		AV FRONT	AV BACK	AP	PTS
5	15	13	12	16	4	14	3	13	4	13	3	13	0	-4	3	115
					If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/4. Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

TYPE: Light Vehicle (Light Walker), Large Base (50mm)

SQUAD COMPOSITION: 1 Vulkan Battlesuit Squad Commander.

SQUAD SIZE: 1-3 Vulkan Battlesuits.

SQUAD UPGRADES: The Squad may be increased by up to 2 Vulkan Battlesuits for 115 Points per Model. A Vulkan Battlesuit may swap its MG-70 HMG and JS66 'Prometheus Variant' Heavy Flamethrower for a pair of Hydraulic Powered Fists for 0 pts. Each Vulkan with Hydraulic Powered Fists have a total of 4 AP.

EQUIPMENT: MG-80 HMG, JS66 'Prometheus Variant' Heavy Flamethrower, Stomp, Strang Industries Vulkan Armour.

ARMOUR: Strang Industries Vulkan Armour
(No negative Weapon Type Modifiers taken)

MAIN WEAPON:

MG-80 HMG

R	ST	RoF	AVV	TYPE
24	14	4	1	Blast (A)

Passive: Full-Metal Jacket Ammunition: Before firing its MG-80 HMG, the player may choose to fire 'Full-Metal Jacket' ammunition.

MG-80 HMG - 'FULL-METAL JACKET' AMMUNITION

R	ST	RoF	AVV	TYPE
24	14	2	4	Piercing (A)

SECONDARY WEAPON:

JS66 'PROMETHEUS VARIANT' HEAVY FLAMETHROWER

R	ST	RoF	AVV	TYPE
FT	14	2	1	Blast (F)

SPECIAL SKILLS: Life Support Systems, Bulky

Passive: Life Support Systems: For each Structure Point taken roll a D20. On a roll of 1-5 the Structure Point is restored.

CLOSE COMBAT WEAPONS:

STOMP

R	ST	RoA	AVV	TYPE
B2B	14	1	2	Piercing

Passive: Stomp: Vulkans cannot target Flyers, Jetbikes or Hoverers with 'Stomp'. Models on Small or Medium Bases which receive a Wound Effect from 'Stomp' Attack must additionally take a 'Con' test with a -3 Modifier. If the test is failed the Model receives a 'Stun Effect'.

HYDRAULIC POWERED FISTS

R	ST	RoA	AVV	TYPE
2	16	3	10	Plasma

Passive: Structurally Destructive: Critical Damage (2).

Passive: Main and Secondary Weapons: The Hydraulic Powered Fists are the Vulkan Battlesuit's Main and Secondary Weapons. If the Main Weapons are destroyed due to sufficient Damage to the 'Primary Weapons System', the Vulkan Battlesuit receives a -2 Modifier to their RoA until the end of the Game.

Active: Pressurised Punch: 'Turn to Burn' 1 Resource Card. Close Combat Attacks gain 'Critical Force (2)'.

VORREITER

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP RIDER / AV		SP WEAPON CONTROLS / AV		SP DRIVING SYSTEMS / AV		SP ENGINES / AV		AV FRONT	AV BACK	AP	PTS
7	14	12	12	16	3	12	3	12	3	11	2	12	0	0	4	170
					If SP=0 or less, the Vehicle counts as Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/5. Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

TYPE: Light Vehicle (Bike), Large Base (50mm base).

SQUAD COMPOSITION: 1 Vorreiter Squad Commander and 1 Vorreiter.

SQUAD SIZE: 2-6 Vorreiters.

MAIN WEAPON:

TWIN-MOUNTED MG-40 LMG

R	ST	RoF	AVV	TYPE
28	14	4	2	Piercing (A)

SPECIAL SKILLS: **Earth-Grinding Assault**, **Dirt Cloud**, **Skilled Drivers**, **Pedal to the Metal**, **Turbo Charge**.

Passive: Earth-Grinding Assault: Vorreiters ignore negative Modifiers for moving through Light Terrain.

Passive: Dirt Cloud: Any Model trying to shoot at or through a Vorreiter receive an additional -3 Modifier to their RS.

Passive: Skilled Drivers: Vorreiters do not have the 'Bulky' Special Rule.

Active: Pedal to the Metal: Before making any Movement Action, 'Turn to Burn' 1 Resource Card in order to increase a single Vorreiter's Movement Value by +4. 'Turn to Burn' 2

SQUAD UPGRADES: The Squad may be increased by up to 4 Vorreiters for 85 Points per Model.

EQUIPMENT: Twin-Mounted MG-40 LMG, Duelling Sabre, Vorreiter Hull.

ARMOUR: Vorreiter Hull (No negative Weapon Type Modifiers taken)

SECONDARY WEAPON:

DUELLING SABRE

R	ST	RoF	AVV	TYPE
B2B	10	2	0	Piercing

Resource Cards to increase the entire Squad's Movement Value by +4. Roll a D20 before moving each Model, if the result is a '20', the Model suffers 1SP damage to its engines with no AV test allowed and the engines count as 'Stalled' (Movement Value reduced to 0 with no Modifiers allowed) and all the Models remaining Action Points are lost.

Active: Turbo Charge: 'Turn to Burn' 1 Resource Card for each Vorreiter that will complete a 'Turbo Charge'. The re-sourced Vorreiters can complete a 'Engage' Action at St 15.

STATISTICS

HUSSAR CREWMEN

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	12	12	8	8	13	15	1	12	-

ARTILLERY HORPS

HEAVY GUN		1-10		11-14		15-18		19-20					
M		SP HULL / AV		SP PRIMARY WEAPONS / AV		SP WHEELS / AV		SP AMMO STORE / AV		AV FRONT	AV BACK	AP	PTS
4		3	16	3	17	4	12	3	18	0	-4	0	85
		If SP=0 or less, the gun is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the gun is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle cannot move or pivot. For each Structure Point lost, the Gun's M Value receives an additional -1 Modifier, to a minimum of 0.		If SP=0 or less, the gun explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/2. Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15. Any Model in B2B takes a S18 Piercing Autohit.					

TYPE: Support, Artillery and Infantry (30mm Bases)

SQUAD COMPOSITION: 1 Heavy Gun and 1 Hussar Squad Commander and 2 Hussar Crewmen.

SQUAD SIZE: 1-3 Heavy Guns and 3-12 Hussar Crew

EQUIPMENT: HUSSAR CREWMEN: MP-105 Handgun, Combat Knives, Hussar Mk. IV Armour

ARMOUR: CREW: Hussar Mk. IV Armour: (-2 Blast)

ARMOUR: HEAVY GUN: Metal Framework: (No negative Weapon Type modifiers taken)

RANGE WEAPON: HUSSARS:

MP-105 HANDGUN

R	ST	RoF	AVV	TYPE
12	11	1	0	Piercing (P)

EQUIPMENT: HEAVY GUN: Each Heavy Gun MUST be upgraded with one of the following options:
RK-36 HELLFIRE MULTI-LAUNCH ROCKET SYSTEM (MLRS) FOR 0 POINTS.

RK-36 HELLFIRE MLRS

R	ST	RoF	AVV	TYPE
24/SE	12	4	0	Blast (G)

Active: Chemical Bombardment: 'Turn to Burn' 1 Resource Card. RK-36 Hellfire MLRS can be loaded with 'Chemical Bombardment Shells'. Models under the SE template must pass a Con Test with a -2 Modifier or take one Wound Effect. No Armour or 'Heal' rolls can be made against 'Chemical Bombardment' Wound Effects. Vehicles under the SE Template lose 1 SP on a roll of 1-10. Roll a D20 to determine Location. MKVII Feldblitzer Howitzerkanone for 10 Points.

CHEMICAL BOMBARDMENT SHELLS

R	ST	RoF	AVV	TYPE
28/SE	—	1	—	Plasma (G)

SPECIAL SKILLS: **Move or Fire, Fire the Heavy Gun, Get behind the Gun.**

Passive: Move or Fire: This Squad cannot make any kind of Movement Action in the same Game Turn as a Shooting Attack. To move the Gun, 2 Hussar Crewmen in B2B contact with the Heavy Gun must complete a 'Move the Gun' Squad Special Action which costs 2 Action Points for each Hussar Crewman. The Gun and crew move the Movement Value of the Gun.

Passive: Fire the Heavy Gun: To fire a Heavy Gun, at least 2 Hussar Crewmen (1 counts as the Gunner and the other the loader) must be in B2B contact with it. To fire a Heavy Gun, the 2 Hussar Crewman in B2B contact with

SQUAD UPGRADES: The squad may be increased by up to 2 Heavy Gun Teams consisting of 1 Heavy Gun and 3 Hussar Crewmen for 85 Points. Each Team can be upgraded as normal for the cost stated.

An additional 1 Hussar crewman per Heavy Gun Team can be added to the Squad for 10 Points.

Up to 1 Hussar crewman per Heavy Gun Team can be upgraded to a 'Master Gunner' for 5 Points'. The Master Gunner is a 'Hussar Crewman' which has a +2 Modifier to RS when firing a Heavy Gun.

CLOSE COMBAT WEAPON: HUSSARS:

COMBAT KNIFE

R	ST	RoF	AVV	TYPE
B2B	+0	1	0	Piercing

MKVII FELDBLITZER HOWITZERKANONE FOR 10 POINTS.

MKVII FELDBLITZER HOWITZERKANONE

R	ST	RoF	AVV	TYPE
36/LE	12	1	3	Blast (G)

Passive: Heavy Gun Support: In the Bauhaus Heavy Artillery Korps' Activation phase, any friendly Hussar, Juggernaut or Vorreiter Squad Commander can request 'Heavy Gun Support' from the MKVII Feldblitzer Howitzerkanone. The Squad Commander calling for 'Heavy Gun Support' must have LOS to the Target. The Bauhaus MKVII Feldblitzer Howitzerkanone or its crew does not need LOS to complete a 'Heavy Gun Support' Special Shooting Action. When using the 'Heavy Gun Support' Special Action the LE template always scatters D20/4".
403-8 125MM FELDKANONE FOR 0 POINTS.

403-8 125MM FELDKANONE

R	ST	RoF	AVV	TYPE
30	15	3	4	Piercing (H)

it must both spend 2 Action Points to make a 'Fire the Heavy Gun' Squad Special Action using the highest RS value. Measure Ranges from the base of the Heavy Gun. The RoF of all Heavy Gun versions cannot be increased by any means.

Passive: Get behind the Gun: Hussar Crewmen in B2B contact with a Heavy Gun count as having the 'Stalk' Special Skill. For the purposes of claiming Cover, the Heavy Gun counts as Heavy Terrain.

GBT-49 GRIZZLY TANK

					1-10	11-14	15-18	19-20								
M	CC	RS	WP	LD	SP HULL /AV		SP TURRET /AV		SP TRACHS /AV		SP CORE /AV		AV FRONT	AV BACK	AP	PTS
4	—	12	—	—	7	19	5	18	5	17	5	16	0	-4	3	400
					If SP=0 or less, the Vehicle is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the Vehicle may no longer use its Main Weapon.		If SP=0 or less, the Vehicle cannot move or pivot.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a range of D20/2". Each Model within this range takes a S15 Piercing Autohit on a roll of 1-15.					

TYPE: Heavy Vehicle (Tracked Vehicle), No Base.

SQUAD COMPOSITION: 1 GBT-49 Grizzly Battle-tank.

SQUAD SIZE: 1 GBT-49 Grizzly Battletank.

MAIN WEAPONS:

230MM MORTAR –TURRET WEAPON

R	ST	RoF	AVV	TYPE
30/LB	17	1	2	Blast (G)

Passive: Slow Loading: The RoF of the '230mm Mortar – Turret Weapon' cannot be increased by any means.

Passive: Front Facing: The Turret Guns can only fire in the Front-Facing

Active: Tank Killer: 'Turn to Burn' 2 Resource Cards to use '180mm 'Tank Killer' Anti-Tank Turret Gun' instead of the '230mm Mortar – Turret Gun'.

180MM 'TANK KILLER' ANTI-TANK TURRET GUN

R	ST	RoF	AVV	TYPE
24	18	1	10	Piercing (H)

Passive: Tank Killer: Critical Damage (3).

EQUIPMENT: 230mm Mortar – Turret Weapon, Bergstahl Stonecleaver LMGs, Mini-Turret Mounted 45mm Cannons, Heavily Armoured Hull.

ARMOUR: Heavily Armoured Hull: (No negative Weapon Type Modifiers taken)

SECONDARY WEAPONS:

BERGSTAHL STONECLEAVER LMGs*

R	ST	RoF	AVV	TYPE
18	13	3	1	Piercing (A)

Passive: LMG Guns: For each Hull SP lost on the GBT-49 Grizzly Battletank due to Ranged Attack, roll a D20. On a 16-20 the 'Bergstahl Stonecleaver LMG' facing the shooter is also hit. Roll a D20 on a 1-10 the damage to the gun is superficial, the gun cannot be fired this Game Turn but is repaired for subsequent Game Turns. On a roll of 11-20 the gun is destroyed. If the nearest facing 'Bergstahl Stonecleaver LMG' is already destroyed, or the Tank is hit in the Rear Facing, ignore this rule.

MINI-TURRET MOUNTED 45MM CANNON*

R	ST	RoF	AVV	TYPE
12/SE	14	2	1	Blast (G)

Passive: Rear Facing: The two Mini-Turret Mounted 45mm Cannons can only fire in the Rear-Facing

* Each LMG has a RoF 3. Three in Total, Right and Left Mounted.

Each Mini-Turret Mounted 45mm Cannon has a RoF2. Two in total, both Rear Mounted.