

CAPITOL GENERAL SPECIAL RULES

STATISTICS

M50 FRAGMENTATION GRENADE LAUNCHER

R	ST	ROF	AVV	TYPE
20/SE	12	1	0	Blast (G)

Active: **M50 Fragmentation Grenade Launcher:** Any Model with a M50 Assault Rifle can use its Grenade Launcher. 'Turn to Burn' 1 Resource Card per Model.

Passive: **Slow to Reload:** This weapon's RoF

cannot be increased by any means.

TACTICAL TRAINING ADVANTAGES: The Armed Forces of Capitol is as massive as it is diverse; when it goes to war, it does so with a sense of purpose. Every Capitolian soldier knows what skillset sets him or her apart from their peers. To represent this in Warzone Resurrection, every Capitol army must be upgraded with one of the following 'Tactical Training Advantages'. The 'Tactical Training Advantages' upgrades available to a Capitol army are dependent on the type of Warlord (Tech, Close Combat or Ranged) and must be added to the Warlord's Points cost. 'Tactical Training Advantages' remain in play until the end of the Game, (even if the Warlord is killed). The Warlord and Lords are not affected by 'Tactical Training Advantages' unless otherwise specified.

Designer Note: 'Taken as'— Some Tactical Training Advantages or Hero Special Skills allow a Player to take 'Support' or 'Light Vehicle' Type Squads as a 'Troops' Type. If this occurs the Squad's Type is changed to Type: 'Troops'. As such Squads containing a Squad Commander will generate a Resource Card and gain all benefits of being a "Troop" Type Squad. Remember though, a Bike is still a Bike and a Walker still a Walker.

CLOSE COMBAT WARLORD

- 2nd "Martian Quarterbacks" Assault Battalion:** All Friendly Capitol 'Troop' Type Squads gain a +2 modifier to CC and a +2" Modifier to their 'Engage' Action. All Friendly Capitol 'Support' Type Squads receive a +1 Modifier to their RoA. Cost 30 Points.
- 23rd "Desert Wildcats" Assault Battalion:** All Friendly Capitol 'Troop' Type Squads gain a +2 modifier to St and the 'Pathfinder' Special Skill. All Friendly Capitol 'Support' Type Squads gain Impenetrable Armour (9) against Close Combat attacks. Cost 30 Points.
- 10th "Venusian Bucktails" Assault Battalion:** All Friendly Capitol 'Troop', 'Support', 'Warlord' and 'Lord' Type Squads may reroll any unsuccessful Pinning or Break Tests. Cost 50 Points.
- 9th "The Rocketeers" Assault Battalion:** All Friendly Capitol Squads (including the Warlord and Lords) with the 'Rapid Deployment' Special Skill roll against their unmodified LD and ignore the effect of rolling a 20 during Rapid Deployment. Cost 25 Points.
- 303rd "The Screaming Eagles" Assault Battalion:** — All Friendly Capitol 'Troop', 'Support', 'Warlord' and 'Lord' Type Squads gain the 'Rapid Deployment' Special Skill. Cost 40 Points.
- 5th "Darkhawks" Assault Battalion:** All Friendly Capitol 'Troop', 'Support', 'Warlord' and 'Lord' Type Squads gain Contempt (All). Cost 35 Points.
- 7th "Phantom Brigade" Spec Ops Battalion:** Enemy Models targeting any friendly Capitol 'Troop' or 'Support' Type Squads receive an additional -1 Modifier to RS. Cost 25 Points.
- 13th "The Lucky 13th" Spec Ops Battalion:** Each Friendly Capitol 'Troop' Type Squad Commander can call in a 'Smoke Screen' Airstrike. Only one 'Smoke Screen' can be dropped per Game Turn, regardless of the number of Squad Commanders in play. This action costs 1 Action Point and is regarded as a Shooting Action. The RS of every Model on the battlefield is reduced by half. The 'Smoke Screen' can be ignored by any Model if they 'Turn to Burn' 1 Resource Card. Cost 25 Points.
- 11th "Avenging Angels" Assault Battalion:** Martian Banshees are 'Troops' Type instead of 'Support' Type. Cost 25 Points.
- 76th "Crazy Horses" Aerial Support Battalion:** In this Battalion one 'Support' slot can be taken by a squad of Purple Sharks. The Squad Type stays as 'Light Vehicle' Type. Cost 10 Points.

TECH WARLORD

1. **2nd "The Tough Hombres" Combat Engineer Battalion:** All Friendly Capitol 'Troop' and 'Support' Squads gain Heal (2) which cannot be increased by any means. Cost 45 Points.
2. **5th "Boost Junkies" Combat Engineer Battalion:** All Friendly Capitol 'Troop' and 'Support' Squads can activate a 'Boost Jab' at the beginning of their Squad Activation for no cost. All Models in the Squad gain a +2 Modifier to their RoA and a +1 Modifier to their RoF until the end of the Game Turn. Each Model takes a St8 Piercing Autohit at the end of their Activation. Cost 20 Points.
3. **1st "The Old Reliables" Supply Battalion:** All Friendly Capitol 'Troop' Squad Commanders generate 2 Resource Cards instead of 1. Cost 25 Points.
4. **31st "Ironsiders" Light Armoured Recon Battalion:** Replace one 'Support' Slot on the Offensive Organisation Chart with an additional 'Light Vehicle / Monster' Slot. Cost 0 Points.
5. **11th "Grease Monkeys" Combat Engineer Battalion:** All Friendly Capitol 'Troop' and 'Support' Squad Commanders become 'Fixers'. Nominate one vehicle within 3" of the Squad Commander. For 2 Action Points roll a D20, on a result of 1-10 the vehicle regains its last lost SP. Cost 15 Points.
6. **6th "Diggers" Combat Engineer Battalion:** All Friendly Capitol 'Troop' and 'Support' Squads gain the 'Dug in' Squad Special Action. This Action costs 1 Action Point for each Model in the Squad and must be issued at the beginning of the Squad Activation. Each Model in the Squad counts as 'Dug in' and is treated as if it is in Heavy Cover for Shooting purposes only. The Squad stays 'Dug in' until any Model from the Squad initiates Movement, Run or Engage Action.
7. **69th "Miners" Combat Engineer Battalion:** One 30mm Minefield Token may be placed before the Game starts, but after Deployment, for each friendly 'Troop' Squad in the Game. The 'Minefield' token cannot be placed within 6" of any enemy Squad.
Any Model that moves or start its Activation within 4" of the 'Minefield' token must immediately roll a D20. On the roll of 11-20, the Model takes a St 15 AVV4 Blast Autohit. The 'Minefield' token can only be destroyed by reducing its SP to zero. The 'Minefield' token is AV16, SP2 and hit automatically in CC. Models with the 'Target Identifier' Special Skill ignore Minefield Tokens. Cost 30 Points.
8. **66th "Hell-Riders" Aerial Support Battalion:** Purple Sharks can be taken as 'Troop' or 'Support' instead of 'Light Vehicles / Monsters'. Cost 30 Points.
9. **44th "Wild Dogs" Airborne Cavalry Battalion:** Airborne Cavalry can be taken as 'Troop', 'Support' or 'Light Vehicle / Monster'. Airborne Cavalry using "Rapid Deployment" roll against unmodified LD and ignore the effect of rolling a 20 during Rapid Deployment, Warlord and Lords are also affected by this upgrade. If the Army is led by Henry Thomas all Squads arriving via Rapid Deployment can reroll their deployment LD roll. Cost 35 Points.
10. **102nd "Redheads" Armoured Division:** All Vehicles gains an additional +1 Modifier to AV on the Front Facing. Cost 25 Points.

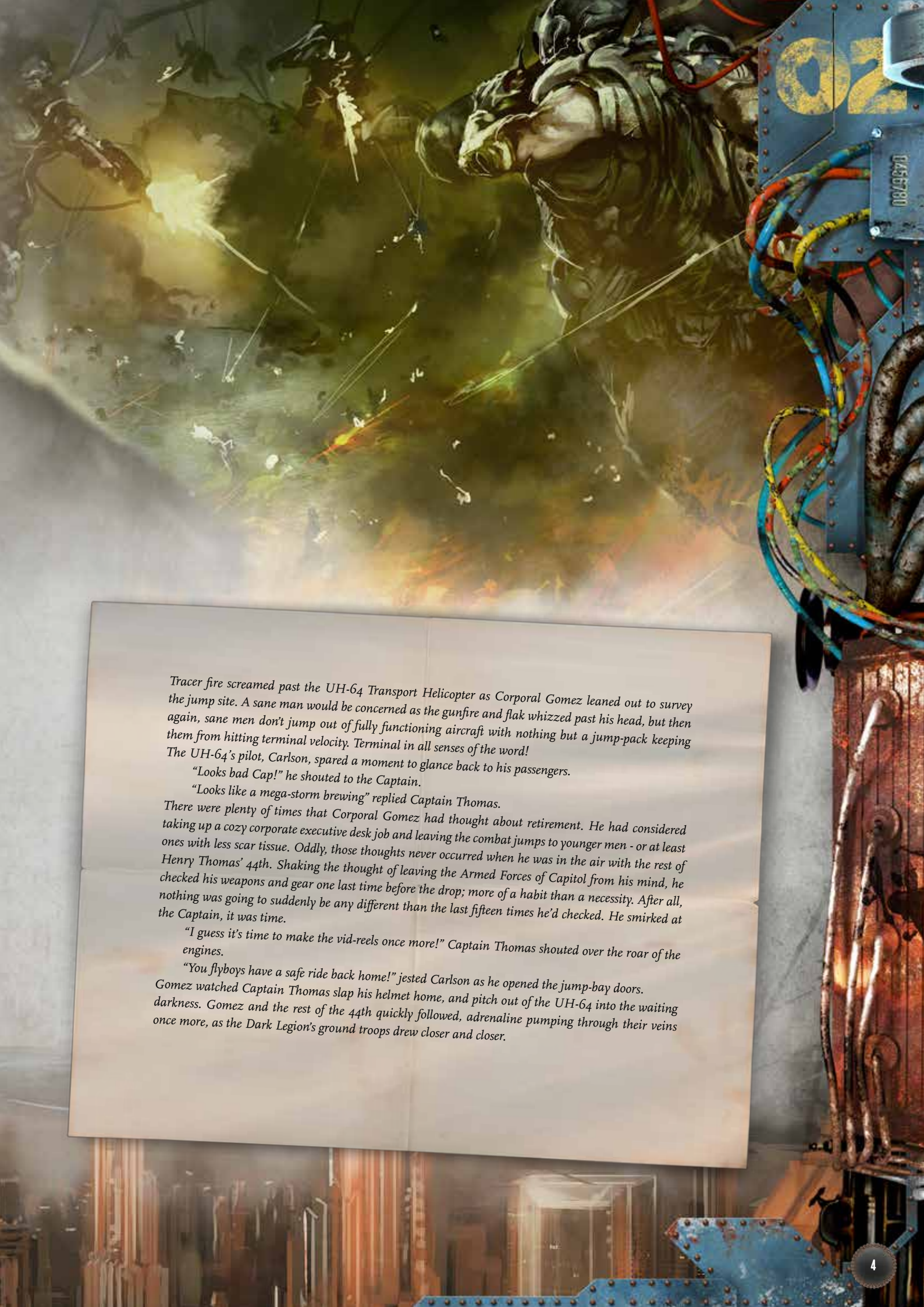
RANGED WARLORD

1. **1st "Bulls eyes" Marine Battalion:** All Friendly Capitol 'Troop' and 'Support' Type Squads receive a +1 Modifier to RS. Cost 20 Points.
2. **99th "The Striking 99th" Marine Battalion:** All Friendly Capitol 'Troop' and 'Support' Type Squads gain a +2" Modifier to Range for their 'Piercing' Weapons. If during the game, the Weapon Type is changed from Piercing the bonus is lost. If the Weapon Type is changed to Piercing the Modifier can be applied. Cost 35 Points.
3. **134th "The Tank Busters" Marine Battalion:** All Friendly Capitol 'Troop' and 'Support' Type Squads gain a +2 Modifier to AVV for their 'Special' Weapons. Cost 35 Points.
4. **21st "Desert Foxes" Recon Battalion:** All Friendly Capitol 'Troop' and 'Support' Type Squads gain the 'Camouflage (2)' Special Skill. Cost 25 Points.
5. **2nd "Night Eagle" Recon Battalion:** All Friendly Capitol 'Troop' and 'Support' Type Squads ignore any negative modifiers to LoS and RoF in play and gain the 'Stay Frosty' Special Skill. Cost 40 Points.
6. **9th "Venusian Thunder" Artillery Battalion:** Once per Game Turn, a 'Troop' Type Squad Commander can call in an 'Artillery Bombardment'. This Action costs 1 Action Point and is a Shooting Action. Any Vehicle touched by the LE Template is hit on the Rear Facing. The 'Artillery Bombardment' always scatters D20/2". The RoF of this attack cannot be increased. Cost 25 Points.
7. **5th "The Firestarters" Spec ops Battalion:** Once per Game, each 'Troop' Type Squad Commander can call in a "Napalm Wall". Only one "Napalm Wall" can be placed per Game Turn, regardless of the number of Squad Commanders in play. This is a Shooting Action. Place a single 30mm Napalm Token within 30" of Squad Commander and scatter it D20/2" (minimise the scatter if the token lands on any Model or in impassable terrain). Then place a second 'Napalm Token within 8" of the initial token and scatter it D20/2". Draw an imaginary straight line between the two tokens. This is the Napalm Wall. Any Model touched by the 30mm wide line at any point in the Game Turn receives a St16, AVV1, Autohit immediately. The 'Napalm Wall' dissipates at the end of the Game Turn. Costs 25 Points.

STATISTICS				
ARTILLERY BOMBARDMENT				
R	ST	ROF	AVV	TYPE
32/LE	12	1	4	Blast (6)



8. **11th "Avenging Angels" Assault Battalion:** Martian Banshees can be taken as 'Troops' Type. Cost 25 Points.
9. **3rd "The Battle-Dweebs" Combat Engineer Battalion:** All Friendly Capitol 'Troop' and 'Support' Type Squads can load their weapons with 'Experimental Ammunition'. At the beginning of the Activation for each Squad that will be using 'Experimental Ammunition' this Game Turn, 'Turn to Burn' 1 Resource Card. Each Squad using 'Experimental Ammunition' receives a -3 Modifier to RS, a +3 Modifier to St and a +1 Modifier AVV. Cost 25 Points.
10. **76th "Crazy Horses" Aerial Support Battalion:** In this Battalion one 'Support' slot can be taken by a squad of Purple Sharks. Cost 10 Points.



Tracer fire screamed past the UH-64 Transport Helicopter as Corporal Gomez leaned out to survey the jump site. A sane man would be concerned as the gunfire and flak whizzed past his head, but then again, sane men don't jump out of fully functioning aircraft with nothing but a jump-pack keeping them from hitting terminal velocity. Terminal in all senses of the word!

The UH-64's pilot, Carlson, spared a moment to glance back to his passengers.

"Looks bad Cap!" he shouted to the Captain.

"Looks like a mega-storm brewing" replied Captain Thomas.

There were plenty of times that Corporal Gomez had thought about retirement. He had considered taking up a cozy corporate executive desk job and leaving the combat jumps to younger men - or at least ones with less scar tissue. Oddly, those thoughts never occurred when he was in the air with the rest of Henry Thomas' 44th. Shaking the thought of leaving the Armed Forces of Capitol from his mind, he checked his weapons and gear one last time before the drop; more of a habit than a necessity. After all, nothing was going to suddenly be any different than the last fifteen times he'd checked. He smirked at the Captain, it was time.

"I guess it's time to make the vid-reels once more!" Captain Thomas shouted over the roar of the engines.

"You flyboys have a safe ride back home!" jested Carlson as he opened the jump-bay doors.

Gomez watched Captain Thomas slap his helmet home, and pitch out of the UH-64 into the waiting darkness. Gomez and the rest of the 44th quickly followed, adrenaline pumping through their veins once more, as the Dark Legion's ground troops drew closer and closer.

MITCH HUNTER

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	15	11	10	15	18	3	15(11)	220

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

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	15	10	10	15	15	3	14(10)	185

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

EQUIPMENT: M14 'Bolter' Handgun, Capitol Sword of Honour, AJHMPS-12 Panther Jungle Armour Mk.2

RANGED WEAPON:

STATISTICS

M14 'BOLTER' HANDGUN

R	ST	ROF	AVV	TYPE
14	10	2	0	Piercing (P)

Passive: Brace of Pistols: Mitch can reroll any unsuccessful Ranged Skill tests with his M14 'Bolter' Handgun.

Passive: High-Velocity Shells: 'Turn to Burn' 1 Resource Card. Mitch Hunter ignores any negative LoS or Range modifiers until the end of the Game Turn when using his M14 'Bolter' Handgun.

Active: Stunwave Ammunition: 'Turn to Burn' 1 Resource Card. Mitch Hunter loads his M14 'Bolter' Handgun with Stunwave Ammo. Any Models on a Small Base within the template range suffer a 'Stun Effect' instead of a 'Wound Effect'.

STATISTICS

STUNWAVE AMMUNITION

R	ST	ROF	AVV	TYPE
ST	—	1	0	Blast (S)

SQUAD UPGRADES: Mitch Hunter may be joined by his dog, Pride, for 25 Points. They count as a 2 Model Squad. If Mitch is joined by Pride, he loses the Doom-trooper special skill and cannot join other Squads.

ARMOUR: AJHMPS-12 Panther Jungle Armour Mk.2: (No negative Weapon Type modifiers).

CLOSE COMBAT WEAPON:

STATISTICS

CAPITOL SWORD OF HONOUR

R	ST	ROA	AVV	TYPE
1.5	+2	3	4	Piercing

Passive: Parry: Models with a Capitol Sword of Honour gain Impenetrable Armour (12) against Close Combat attacks.

Active: Whirlwind: 'Turn to Burn' 2 Resource Cards. Mitch Hunter uses his sword to 'Whirlwind' attack, allowing him to attack foes within his CCWR in both his Front and Rear facing. Nominate the direction of attack and roll a D20:

- 1-5 Mitch spins 6" in the direction selected and every Model in his path and within his CCWR takes one St13 AVV1 Piercing Autohit,
- 6-10 Mitch spins 5" in the direction selected and every Model in his path and within his CCWR takes one St12 AVV1 Piercing Autohit,
- 11-17 Mitch spins 4" in the direction selected and every Model in his path and within his CCWR takes one St11 AVV1 Piercing Autohit,
- 18-20 something goes wrong and Mitch is automatically deactivated.

During the Whirlwind attack, Mitch cannot move through impassable terrain, although he can move through other Models. If Mitch would end his Movement on an enemy Model's base reduce Movement to avoid this occurring. At the end of a Whirlwind attack, place a 'Whirlwind Token' next to Mitch Hunter or his Stat Card. The distance travelled during a 'Whirlwind' Action does not count towards the maximum Movement allowance.

SPECIAL SKILLS: **Fearless, Pathfinder, Doom-trooper, Colonel of the 9th Sea Lions, Stalk, Guerrilla Tactics, Fortune Favours the Brave, Megacorporate Champion, Smog Bomb**

Passive: Colonel of the 9th Sea Lions: An army which contains Mitch Hunter may include up to two Squads of Sea Lions as Troop choices. Each 'Troop' Squad of Sea Lions gives the Controlling Player 1 Resource Card as normal. Any other Squads of Sea Lions in an army containing Mitch Hunter must be taken as 'Support' Squads as normal.

Passive: Guerrilla Tactics: Enemy Models can never 'Free Slash' against Mitch Hunter if he leaves Engagement.

Passive: Fortune Favours the Brave: When fighting an enemy in Close Combat that causes 'Fear (X)', Mitch Hunter may once per Game Turn either re-roll one of his own CC test, or force his opponent to re-roll a successful Armour test. The player controlling Mitch Hunter may make this decision after the D20 have been rolled.

Active: Megacorporate Champion: Mitch Hunter may remove up to two Whirlwind tokens from the game per turn to add either +2 St per token or add +1 to Impenetrable Armour per token. The effects of removing a Whirlwind token last for one Game Turn. Mitch may also use 2 Whirlwind Tokens to regain a Wound lost earlier in the Game.

Active: Smog Bomb: 'Turn to Burn' 3 Resource Cards during Mitch Hunter's activation phase and place a 30mm token onto the battlefield within 18" of Mitch Hunter. Every Model within 4" of the token receives an additional RS modifier of -3. Models which finish their activation within the area of Smog Bomb (4") take St8 Piercing Autohit. The Smog Bomb dissipates at the end of Game Turn.

STATISTICS

				PRIDE					
M	CC	RS	ST	CCN	WP	LD	W	A	
6	14	—	8	8	15	15	2	13(10)	

TYPE: Special, Small Base (30mm), Unique

EQUIPMENT: Canine Teeth, Dodge.

CLOSE COMBAT WEAPON:

STATISTICS

CANINE TEETH

R	ST	ROA	AVV	TYPE
B2B	+0	2	0	Piercing

Active: Canine Grip: 'Turn to Burn' 1 Resource Card. Pride can make a 'Hold Him' Special Action against Models on Small and Medium bases regardless of the enemy Model facing

PRIDE'S SPECIAL SKILLS: **Fearless, Camouflage (1), Ranger, Target Sense, Stalk, Investigation, Loyal unto Death, Clever Dog!**

Passive: Investigation: Whilst Pride is in play, Mitch Hunter and Pride have the Predator Senses special skill and Mitch has the 'Target Identifier' Special Skill and his 'Pathfinder' Skill is upgraded to the 'Ranger' Skill.

Passive: Loyal unto Death: If Mitch Hunter is removed from play, Pride can be activated as normal, but gains a +2 Modifier to RoA, CC and St.

Passive: Clever Dog!: Mitch and Pride ignore 'Unit Coherency' rules. Pride cannot interact with Objective Markers. If within 12" of Pride, Mitch may reroll any Con Tests.

ARMOUR: Sub-Dermal Titanium Armour and Dodge: (No negative Weapon type Modifiers).



STATISTICS

BIG BOB WATTS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	17	12	12	15	18	4	16(11)	230

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

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	16	12	10	15	17	3	15(10)	210

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

EQUIPMENT: ATLAS Megacannon, Combat Knife, Enhanced HFMP5-93 Tortoise Mk.1 Armour.

RANGED WEAPONS:

STATISTICS

ATLAS MEGACANNON

R	ST	ROF	AVV	TYPE
28	15	4	2	Piercing (A)

Passive: Untold Devastation: When Big Bob Watts makes a Ranged Attack, he ignores Light Cover modifiers.

Passive: Headshot: When Big Bob Watts makes a Ranged Attack and rolls a natural 1 or 2, the Range Attack gains 'Critical Force (2)'.

Active: The Chopper: Big Bob Watts is capable of massive feats of destruction, the whirling barrels of his Atlas Megacannon ripping all that lay before him to shreds. 'Turn to Burn' 1 Resource Card and make a Shooting Action. Place a 30mm token within 2" of the Primary Target. The cover Modifier for Light or Heavy Terrain within 3" of the Token is reduced by -2, (i.e. Light Terrain becomes +0, Heavy Terrain -2). The Atlas Megacannon RoF is still 4 and can be modified as normal.

Active: Tank-Eater Rounds: 'Turn to Burn' 3 Resource Cards. The ATLAS Megacannon has the following stat-line:

STATISTICS

TANK-EATER ROUNDS

R	ST	ROF	AVV	TYPE
28	14	2	3	Rail (A)

Active: Hail of Lead: 'Turn to Burn' 3 Resource Cards. As a Shooting Action Big Bob Watts can spread his fire onto an entire enemy Squad. Nominate a target Squad; as long as all of the Squad's Models are within 18" of Big Bob Watts and in LoS, the whole Squad is automatically Pinned. The 'Hail of Lead' Special Skill cannot be used against targets with the 'Fearless' Special Skill.

ARMOUR: Enhanced HFMP5-93 Tortoise Mk.1
Armour: (No negative Weapon type Modifiers).

CLOSE COMBAT WEAPONS:

STATISTICS

COMBAT KNIVES

R	ST	ROA	AVV	TYPE
B2B	+0	2	0	Piercing

SPECIAL SKILLS: **Doomtrooper, Fearless, Target Sense, Sergeant of the Free Marines,**

Passive: Sergeant of the Free Marines: A Capitol army which contains Big Bob Watts may include up to two Squads of Free Marines as Troop Type choices.



HENRY THOMAS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	10	10	14	18	3	16(11)	225

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

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	15	10	9	14	17	3	15(10)	195

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

EQUIPMENT: M50 Assault Rifle, M14 'Bolter' Handgun x2, HU-E 'Lance' Missile Launcher, Combat Knife, HFMP5-93.2 'Cobra' Pattern Experimental Mk1. Tortoise Armour.

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE

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

Active: Grenade Launcher: 'Turn to Burn' 1 Resource Card. Thomas uses his M50 Anti Vehicle Grenade Launcher instead of M50 Assault Rifle this Game Turn.

STATISTICS

M50 ANTI VEHICLE GRENADE LAUNCHER

R	ST	ROF	AVV	TYPE
18	16	1	4	Piercing (A)

STATISTICS

M14 'BOLTER' HANDGUN X2

R	ST	ROF	AVV	TYPE
14	10	4	0	Piercing (P)

Passive: Brace of Pistols: Henry Thomas can reroll any unsuccessful Ranged Skill tests with these weapons.

Active: High-Velocity Shells: 'Turn to Burn' 1 Resource Card. Henry Thomas ignores negative LOS or Range Modifiers when using this weapon.

STATISTICS

HU-E 'LANCE' MISSILE LAUNCHER

R	ST	ROF	AVV	TYPE
24/SE	12	1	0	Blast (G)

Passive: Hail Mary: As the Airborne Cavalry Para-drop onto the battlefield, they fire a salvo of Missiles into the ranks of their enemies. When Henry Thomas arrives via Rapid Deployment, the range of his HU-E 'Lance' Missile Launcher is 36" from the point he is deployed. If the player decides not to use 'Hail Mary' the weapon counts as fired, but Thomas does not use an Action Point.

Passive: One-Shot: Once this weapon has been fired, it cannot be fired again, RoF of this Weapon cannot be increased by any means.

ARMOUR: HFMP5-93.2 'Cobra' Pattern Experimental Mk1. Tortoise Armour: (No negative Weapon Type Modifiers).

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

SPECIAL SKILLS: **Fearless, Rapid Deployment, Target Sense, The HT, You want to live forever, Dogs?, I love the smell of Butan-4-ol in the morning!**

Passive: 'The HT': Any Squad in a Battalion led by Captain Hendry Thomas arriving through Rapid Deployment rolls using unmodified LD and ignores the effect of rolling 20.

Passive: 'You want to live forever, Dogs?' Any friendly Squad with at least 1 Model within Thomas' LD range gains Fearless Special Skill.

Active: I love the smell of Butan-4-ol in the morning!: Once per Game Captain Henry Thomas can call on a "Napalm Wall" as described in the 5th "The Firestarters" Spec ops Battalion Tactical Training Advantage.

LT. COL. MIKE SANDERSTHE BLUE SHARK

STATISTICS

					1-10	11-14	15-18	19-20									
M	CC	RS	WP	LD	SP RIDER / RV		SP WEAPON CONTROLS / RV		SP FLIGHT SYSTEMS / RV		SP ENGINES / RV			RV FRONT	RV BACK	AP	PTS
8	16	16	15	18	4	15	3	12	4	12	3	12		+2	-2	4	290
					If SP=0 or less, the Vehicle (and Sanders) 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 weapons.		If SP=0 or less, the Blue Shark's M is reduced to 3 and cannot be increased by any means.		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 (including the Dismounted Sanders) within this range takes a S14 Piercing Autohit on a roll of 1-15.						

TYPE: Warlord (Ranged), Large Base (50mm). Unique

EQUIPMENT: Experimental Quad-Mounted LMG, Combat Knife, Upg. Chobham Industries Reconnaissance Vehicle Armour.

ARMOUR: Upgraded Chobham Industries Reconnaissance Vehicle Armour: No Negative Weapon type Modifiers taken.

STATISTICS

SANDERS THE BANSHEE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	11	13	14	17	3	14(10)	170

TYPE: Lord, Medium Base (40mm). Unique (The Blue Shark and Sanders the Banshee cannot both be played in an army)

EQUIPMENT: M50 Assault Rifle, Combat Knife, Enhanced BRMPS-14 Predator Armour.

ARMOUR: Enhanced BRMPS-14 Predator Armour: No Negative Weapon type Modifiers taken.

RANGED WEAPONS (BLUE SHARK):

STATISTICS

EXPERIMENTAL QUAD-MOUNTED M606 LMG

R	ST	ROF	AVV	TYPE
20/SE	12	4	0	Blast (G)

Passive: Experimental: The template always scatters D20/4

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

Active: Anti-Vehicle Ammo: Turn to Burn 2 Resource Cards. The Experimental Quad-Mounted M606 LMG is loaded with AVV ammo.

STATISTICS

EXPERIMENTAL QUAD-MOUNTED M606 LMG - AVV AMMO.

R	ST	ROF	AVV	TYPE
20	16	4	3	Piercing (A)

RANGED WEAPON (SANDERS THE BANSHEE):

STATISTICS

M50 ASSAULT RIFLE

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

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
1.5	+1	3	2	Piercing

Passive: Power of the Arm: Sanders the Banshee has Critical Force (2) when using his Combat Knife.

SPECIAL SKILLS: Doomtrooper, Sanders of the Martian Banshees, Shark Division, Contempt (Dark Legion/Mishima), Jump Pack, Fearless.

Passive: Shark Division: An army led by the Blue Shark gains one additional Light Vehicle slot, which must be taken by a Purple Sharks Squad.

Passive: Sanders of the Martian Banshees: A Capitol army which contains the Blue Shark or Sanders the Banshee may include up to one Squad of Martian Banshees as a Troop choice.

Passive: Dismounted: If the SP value of the Blue Shark's Weapon Controls, Flight Systems or Engines is reduced to 0 or below Sanders can dismount from the Blue Shark. If this occurs he uses the Sanders the Banshee Staline and Equipment except he is still a Warlord and his Wound (W) Value is equal his remaining Rider SP value when he dismounts. Place the 'on foot' version in B2B contact with the Blue Shark then complete the appropriate effects on the Blue Shark for losing its SPs.

Passive: Jump Pack: Sanders the Banshee gains a +3 Modifier to 'Movement Value' if he starts his Movement Action in Open Terrain. If he starts his Activation in Light or Heavy Terrain he may not use the 'Jump Pack' Special Skill. He ignores all modifiers for Light and Heavy Terrain when using his Jump Pack (Impassable Terrain is still impassable). If Sanders the Banshee ends his Jump Pack Movement in Light Terrain or Heavy Terrain, a 'Con' Test must be taken. If failed, he immediately suffers a St12, Piercing Autohit.

Active: Napalm Drop: 'Turn to Burn' 3 Resource Cards. Every Model over which the Blue Shark travels receives a St12 Blast AVV 0 Autohit. Use the Blue Shark's 40mm Round Base as Template to determine which Models are hit.

LIGHT INFANTRY

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	8	8	13	15	1	12	55

TYPE: Troops, Small Bases (30mm)

SQUAD COMPOSITION: 1 Light Infantry Squad Commander, 4 Light Infantry.

SQUAD SIZE: 5-12 Light Infantry.

EQUIPMENT: M50 Assault Rifle, Combat Knife, HFMP-93 Tortoise Armour Mk.1

ARMOUR: HFMP-93 Tortoise Armour Mk.1: (Blast -2).

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE - STANDARD AMMO

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

Passive: Fit to Purpose: Before the Game starts each Light Trooper Squad can exchange their M50 Assault Rifle Standard Ammo for one listed below depending on the Warlord Type. Every Squad member must use the same Ammo.

Close Combat Warlord:

STATISTICS

M50 ASSAULT RIFLE - FRAGMENTATION AMMO

R	ST	ROF	AVV	TYPE
ST	13	1	0	Blast (A)

Ranged Warlord:

STATISTICS

M50 ASSAULT RIFLE- LIGHT CORE AMMO

R	ST	ROF	AVV	TYPE
28	10	1	0	Piercing (A)

Tech Warlord:

STATISTICS

M50 ASSAULT RIFLE- ARMOUR PIERCING AMMO

R	ST	ROF	AVV	TYPE
24	11	1	1	Piercing (A)

Passive: Perfectly Designed: The AVV of the 'M50 Assault Rifle: Armour Piercing Ammo cannot be increased by any means.

SPECIAL SKILLS (LIGHT INFANTRY): Target Sense

SPECIAL SKILLS (AIRBORNE CAVALRY): Rapid Deployment, Target Sense, Stay Frosty

SQUAD UPGRADES: The Squad Commander may be upgraded to a Medic for 20 Points. He carries the normal Squad Equipment and gains the 'Medic (2)' Special Skill. Up to 7 Light Infantry can be added to the Squad for 11 Points per Model.

The whole Squad may be upgraded to Airborne Cavalry for 7 Points per Model. Airborne Cavalry may take all of the same upgrades as the Light Infantry, but also receive the 'Rapid Deployment' Special Rule and 'HU-E 'Lance' Missile Launchers are added to their Equipment.

RANGED WEAPONS - AIRBORNE CAVALRY:

STATISTICS

HU-E 'LANCE' MISSILE LAUNCHER

R	ST	ROF	AVV	TYPE
24/SE	12	1	0	Blast (G)

Passive: Anti-Vehicle Missile: The HU-E 'Lance' Missile Launcher can be loaded with an Anti-Vehicle Missile until the end of the Game Turn.

STATISTICS

HU-E 'LANCE' MISSILE LAUNCHER - ANTI-VEHICLE MISSILE

R	ST	ROF	AVV	TYPE
24	15	1	6	Piercing (A)

Passive: Hail Mary: As the Airborne Cavalry Para-drop onto the battlefield, they fire a salvo of Missiles into the ranks of their enemies. To represent this, the turn that the Airborne Cavalry arrive via Rapid Deployment, the range of the HU-E 'Lance' Missile Launcher is 30" from the point that the Model is deployed. This Shooting Action costs 1 Action Point and must be completed by all Models after the Squad has deployed by Rapid Deployment but before any Model is Activated. The shot does not need LoS but always scatters (D20/2"). Anti vehicle Missiles cannot be used in a 'Hail Mary' Action. If the player decides not to use 'Hail Mary' the weapons count as fired, but the Models have not used an Action Point.

Passive: Need more ammo: Each Model must 'Turn to Burn' 2 Resource Cards in order to make a Shooting Action using the Missile Launcher after it has been initially fired.

Passive: Slow to Reload: This weapon RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

STATISTICS

HEAVY INFANTRY

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	13	9	8	13	16	1	15(10)	125

TYPE: Troops, Small Bases (30mm)

SQUAD COMPOSITION: 1 Heavy Infantry Squad Commander, 4 Heavy Infantry.

SQUAD SIZE: 5-10 Heavy Infantry.

EQUIPMENT: M66 Autocannon, Powered Gauntlet, HFMP5-94 Tortoise Armour Mk.2.

ARMOUR: HFMP5-94 Tortoise Armour Mk.2: (Plasma -2).

RANGED WEAPONS:

STATISTICS

M66 AUTOCANNON

R	ST	ROF	AVV	TYPE
28	15	2	2	Plasma (A)

STATISTICS

IN-14 LIGHT FLAMETHROWER

R	ST	ROF	AVV	TYPE
FT	14	2	0	Blast (F)

SQUAD UPGRADES: Up to 5 extra Heavy Infantry Models may be added to the Squad for 25 Points each. The Squad Commander can exchange his M66 Auto-cannon for an IN-14 Light Flamethrower and Chainripper Sword for 15 Points.

All Models in the Squad may upgrade their 'M66 Autocannon' with a 'Chainripper Bayonet' for 5 Points per Model. If this Upgrade is taken all Models in the Squad equipped with the M66 must also be equipped with the Chainripper Bayonet.

CLOSE COMBAT WEAPONS:

STATISTICS

POWERED GAUNTLET

R	ST	ROA	AVV	TYPE
B2B	+3	1	0	Piercing

STATISTICS

CHAINRIPPER SWORD

R	ST	ROA	AVV	TYPE
1	+4	2	2	Piercing

STATISTICS

CHAINRIPPER BAYONET

R	ST	ROA	AVV	TYPE
1	+4	2	2	Piercing

SPECIAL SKILLS: **Fallaway Power Slam, Impervium 2 Armour, Stimulant Pack.**

Passive: Impervium 2 Armour: Heavy Troopers have the 'Heal (4)' Special Skill, which cannot be increased by any means. Models Engaging Heavy infantry cannot claim an Engage Bonus.

Active: Stimulant Pack: Once per Game, at the beginning of the Squad Activation 'Turn to Burn' 2 Resource Cards. The Squad's RoF and RoA receive an additional +1 Modifier until the end of the Game Turn. At the end of each Heavy Infantry Model's Activation they receive a St10 Piercing Autohit against which Heal rolls cannot be made.

Active: Fallaway Power Slam: At the beginning of the Squad Activation, 'Turn to Burn' 1 Resource per Heavy Infantry Model which will complete a 'Fallaway Power Slam' Special Action. All Models on a Small Base within 2" of a Heavy Infantry Model completing a 'Fallaway Power Slam' must pass a Con Test. If the test is failed, the Model receives a Stun Effect. This action can be completed Heavy Infantry even if Engaged. Heavy Infantry Models ignore the effects of the 'Fallaway Power Slam'.



FREE MARINES

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	15	9	13	13	17	1	13	90

TYPE: Support, Small Bases (30mm)

SQUAD COMPOSITION: 1 Free Marines Squad Commander and 4 Free Marines

SQUAD SIZE: 5-10 Free Marines

EQUIPMENT: M50 Assault Rifle, Punisher Short Sword, HFMP-93 Tortoise Armour Mk.1.

ARMOUR: HFMP-93 Tortoise Armour Mk.1: (Blast -2)

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE

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

STATISTICS

M606 LMG

R	ST	ROF	AVV	TYPE
24	13	3	1	Piercing (S)

STATISTICS

DPAT-9 'DEUCE' ROCKET LAUNCHER (ANTI-TANK)

R	ST	ROF	AVV	TYPE
24	16	1	6	Piercing (S)

Passive: Slow to Reload: This weapon's RoF cannot be increased by any means.

STATISTICS

C4

R	ST	ROF	AVV	TYPE
St/LB	17	1	5	Piercing (G)

Passive: Timed C4: The Squad Commander may attach a 'Timed C4' to a Vehicle (friendly or foe) or Intact Structure if he is within 2" of the Target. Place a 30mm Token in Base (or Footprint) Contact with the Target. The Token counts as attached to the target so stays in contact with the Target even if the Target moves. During any of the Squad Commander's subsequent Activation Phases the Timed C4 can be triggered at the cost of 0 Action Points, as long as the Squad Commander is still within 12" of the token. When triggered, the Target Intact Structure automatically loses 2 SP. When triggered, the Target Vehicle automatically loses 2 SP from its Engine Position (the D20 19-20 Position). Centre a LE Template on the Token. Any additional Models touched by the LE Template receive a C4 Autohit. The Token is AV:12 SP:1 and is Triggered if it is destroyed or if the target is removed from play.

SQUAD UPGRADES: Up to 5 extra Free Marines Models may be added to the Squad for 18 Points each. 1 in 5 Models may replace its M50 Assault Rifle with one of the following:

-M606 LMG for 15 Points.

-DPAT-9 Rocket Launcher for 15 Points.

The Squad may be upgraded with Anti-Infantry Grenades for 2 points per Model.

The Squad may be upgraded with Anti-Tank Grenades for 2 points per Model.

CLOSE COMBAT WEAPON:

STATISTICS

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.

SPECIAL SKILLS: *Infiltrate, Fearless, Ferocity, Frenzy, Stay Frosty, Ranger, Cooperation, Med-Training, C4, Freedom Forever!*

Passive: Cooperation: Free Marines can reroll 'Hold' and 'Swarm' Special Attack rolls.

Passive: Med-Training: Free Marines have the 'Heal (5)' Special Skill, which cannot be increased by any means.

Passive: Frenzy: On the turn that a Free Marine successfully completes an Engage Action it receives a +1 Modifier to RoA.

Active: Freedom Forever! Once per Game 'Turn to Burn' 2 Resource Cards. The Squad Commander places the Free Marines Banner, inducing a furore in all Free Marines around it. Place a 30mm Token within 2" of the Squad Commander, every Engaged Free Marine within 4" receive a +3 Modifier to Armour value and CC and +1 Modifier to RoA. The Token is AV: 13 SP:1 Light Terrain with a Height of 2".

Active: C4 : Up to 2 Free Marines per Game Turn per Squad may 'Turn to Burn' 1 Resource Card to throw a C4.

SEA LIONS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	14	8	9	13	17	1	13	85

TYPE: Support, Small Bases (30mm)

SQUAD COMPOSITION: 1 Sea Lions Squad Commander, 4 Sea Lions

SQUAD SIZE: 5-10 Sea Lions

SQUAD UPGRADES: Up to 5 extra Sea Lion Models may be added to the Squad for 17 Points each.

EQUIPMENT: M50 Assault Rifle, Machete, AJHMPS-12 Panther Armour Mk.1.

ARMOUR: AJHMPS-12 Panther Armour Mk.1: (Blast -1).

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE - SPEC OPS AMMO

R	ST	ROF	AVV	TYPE
26	13	1	1	Blast (A)

CLOSE COMBAT WEAPONS:

STATISTICS

MACHETE

R	ST	ROA	AVV	TYPE
B2B	+3	2	0	Piercing

SPECIAL SKILLS: **Pathfinder, Camouflage (2), Infiltrate, Stalk, Battle Hardened, Surgical Strike, Guerrilla Tactics, Slippery, Blend In**

Passive: Surgical Strike: The Capitol Sea Lions always deploy last when using the 'infiltrate' rule, regardless of whether the Controlling Player won the Initiative Roll. If there are multiple Squads with this Special Skill, they deploy in initiative order.

Passive: Guerrilla Tactics: When a Sea Lion leaves combat, the Engaged enemy Model(s) cannot 'Free Slash' the Sea Lion.

Active: Blend In: At the beginning of the Squad's Activation 'Turn to Burn' 2 Resource Cards and Use 1 Action Point for all Models in the Squad to use the 'Blend in' Special Skill. The Squad becomes 'invisible' to the enemy. 'Invisible' Sea Lions can only be targeted by enemy Range Attacks if they are within 12" of the enemy targeting them. The Squad loses the 'Blend In' Special Skill instantly when a Model from the Squad initiates any Action (excluding the Basic Shooting Action).

Active: Battle-Hardened: 'Turn to Burn' 1 Resource Card at the beginning of the Squad's Activation. The Squad gains the 'Fearless' Special Skill until the end of the Game Turn.

Lt. Connor and his Sea Lions had been dispatched on an intelligence gathering mission. The mission brief had stated that the observation should take no more than ten days. The Capitol Special Forces, drawing from previous experiences in the field, had rations for fourteen days, just in case. It was now day twenty three. The problem was that Connor wasn't sure exactly 'what' they were seeing. It wasn't uncommon for the Mishima Corporation to set up research stations in seemingly random positions within the jungle, the canopy of which is too thick for satellite observation. What was uncommon however, was for research stations to be so heavily guarded; six Ebon Guard patrolled this one at all times. There had been no truck convoys in over three weeks. Connor wondered how the research teams were sustained, as his empty stomach growled at him. Even by being frugal in their servings, The Sea Lions had run out of rations two days ago. Something needed to happen. Connor was going to take the walrus by the tusks.

At 0400 Graveton Archipelago time, Lt. Connor and Sgt. Daniels commando crawled their way across the Venusian jungle floor, like the native nullpedial beasts around them. After three weeks of watching, you got to know someone's routines pretty well. The guard rotation wasn't perfect, and one of the Mishiman sentinels, who took part in the Third shift, was always slow on his rounds at this time of night. It might only be a window of a few seconds, but Connor and his Sergeant would make it enough. Holding their breath, the two men waited as the slow moving guard passed, then darted to their entry point. Inside the compound, Connor and Daniels worked their way to the lab building. Two silenced pistol rounds and a picked lock later, they were inside. Connor got to work setting charges whilst Daniels quickly scanned the notes, blueprints and plans. Daniels could read Mishiman perfectly; that was why Connor had handpicked him for the mission. He also had a score of PhDs; why the man was in the Sea Lions and not heading a research team was a mystery, but Connor was thankful for it. 'Neural Toxins' Daniels whispered as he flicked through a well-bound note book. 'Weaponised, paralyze one man with a dart, a squad with a grenade, or a platoon with a bomb. Instantaneous, makes Mustard Gas look like temple incense'. Connor nodded his understanding as he finished up with the thermite charges. 'Bring the research,' he commanded 'It's time to blow this joint.' No response. 'Daniels?'. Then Connor heard a thud and looked up; Daniels was down, crumpled on the floor with his eyes wide in surprise. Connor looked towards the doorway, thumbing the detonator as a Mishiman scientist pressed a blowpipe to his lips.

MARTIAN BANSHEES

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	15	10	13	13	15	1	14	110

TYPE: Support, Small Bases (30mm)

SQUAD COMPOSITION: 1 Martian Banshees Squad Commander, 4 Martian Banshees

SQUAD SIZE: 5-10 Martian Banshees.

ARMOUR: -BRMPS-14 Predator Armour Mk1: (Blast -1, Piercing -1).

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE

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

SPECIAL SKILLS: **Contempt:** (Dark Legion/Mishima), **Rapid Deployment**, **Jump Packs**, **Pure Hatred**, **Death Shriek**, **Death from Above**, **Jet Boots**.

Passive: Jump Packs: Martian Banshees gain a +3 Modifier to 'Movement Value' when it begins its activation in Open Terrain. When a Model uses a Jump Pack to move it is flying, so ignores all modifiers for Light and Heavy Terrain. Impassable Terrain is still Impassable.

If a Model that is using a Jump Pack ends its movement in Light Terrain or Heavy Terrain, a 'Con' Test must be taken. If failed, the Model immediately suffers a St10, Piercing Autohit. Models with Jump Packs starting their activation in Light or Heavy Terrain, may not use 'Jump Packs' Special Skill.

If Jump Pack is used to leave Close Combat, the Banshee cannot be targeted by 'Free Slash'.

Passive: Death From Above: When an Engage Action is made using the 'Jump Pack' Special Skill all Enemy Models on Small Bases within 1" of the Engaging Martian Banshee must take a Con Test. If the test is failed the Model is 'Stunned'. The Martian Banshee also receives an additional +1 Modifier to RoA and +2 Modifier to the Engage bonus until the end of the Game Turn.

SQUAD UPGRADES: Up to 5 extra Martian Banshee Models may be added to the Squad for 22 Points each. The Squad Commander may be upgraded to a Medic for 15 Points. He carries the normal Squad Equipment and gains the 'Medic (3)' special skill.

EQUIPMENT: M50 Assault Rifle, Combat Knife, Anti-Vehicle Grenades, BRMPS-14 Predator Armour Mk1.

CLOSE COMBAT WEAPONS:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

Passive: Jet Boots: Martian Banshees follow the rules for 'Jumping Across Gaps' and 'Free Jump' as if they are on Large Bases. Martian Banshees receive an additional -6 Modifier to Strength of the 'Falling from height' Autohit.

Passive: Pure Hatred: The Martian Banshees hate Mishima and Dark Legion and would happily lay down their lives to wipe them out. When fighting against a force which contains any Models from the 'Mishima' or 'Dark Legion' Factions, the Martian Banshees gain the 'Fearless' Special rule.

Active: Death Shriek: 'Turn to Burn' 1 Resource Card, the chosen Squad of Martian Banshees gain 'Fear (5)' until the end of the Game Turn. This skill may be activated in the same way as Tactical Cards.



Field notes of Herbert Burkhard Marbach, Officer of the Bauhausian Hussars:
The jetpacks worn by the Martian Banshees resonate with inhuman shriek, a sound that gives these particular Capitolians their infamous name: The Martian Banshees. The Death Shriek is used to strike fear into the hearts of their victims. I postulate a simple training to explain the nature of this hideous sound before Martian deployment would increase Hussar survival rates by over 9.5%.

STATISTICS

K-9 TEAM

K-9 HANDLER

M	CC	RS	ST	CON	WP	LD	W	A	PYS
5	13	12	8	8	13	15	1	12(12)	39

STATISTICS

K-9 GUARD DOGS

M	CC	RS	ST	CON	WP	LD	W	A	PYS
8	16	—	10	8	13	10	1	10	—

STATISTICS

K-9 INVESTIGATION DOG

M	CC	RS	ST	CON	WP	LD	W	A	PYS
7	12	—	8	9	15	10	1	10	—

TYPE: Support, Small Bases (30mm)

SQUAD COMPOSITION: 1 K-9 Handler Squad Commander, 2 K-9 Guard Dogs (included in the Points cost for the Handler).

SQUAD SIZE: 1 K-9 Handler, 2-5 K-9 Guard Dogs.

EQUIPMENT (K-9 HANDLER): M50 Assault Rifle, Combat Knife, HFMP5-93 Tortoise Armour Mk.1, Riot-Shield, Supersonic Whistle.

RANGED WEAPON (K-9 HANDLER):

STATISTICS

M50 ASSAULT RIFLE

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

SPECIAL SKILLS: **Ranger, Supersonic Whistle, Handler, Investigation Dog, Muscle Contracting Drugs Dogs Only: Leap (3)**

Passive: Supersonic Whistle: Use the full LD value of the K-9 Handler for Squad Coherency. All dogs in the Squad may be placed on Sentry for 1 Action Point.

Passive: Handler: If the K-9 handler is removed from play instantly remove the Investigation Dog. After the K-9 Handler has been removed each Guard Dog must take a LD test at the beginning of each of their subsequent Activation. If the test is failed, the dogs gain the 'Berserk' Special Skill for the rest of the Game. Dogs cannot hold Table Zones or interact with Objectives.

Passive: Investigation Dog: Investigation dogs have been bred for their noses, with a keen sense of smell. While alive, the Investigation Dogs grants the K-9 Squad the 'Predatory Senses' Special Skill and the K-9 Handler the 'Target Identifier' Special Skill.

Active: Muscle Contracting Drugs: At the beginning of a Guard Dog Activation, 'Turn to Burn' 1 Resource Card to use the 'Muscle Contracting Drugs'. The Guard Dog's Close Combat Weapon is changed to 'Drugged Dog Bite'. Drugged Dogs take a St15 Piercing Autohit at the end of their Activation with no Heal rolls allowed.

EQUIPMENT (DOGS): Surgically Enhanced Teeth, Sub-Dermal Ceramic Armour.

SQUAD UPGRADES: Up to three additional K-9 Guard Dogs may be added to the Squad for 10 Points each. One K-9 Guard Dog in the Squad may be upgraded to an 'Investigation Dog' for free. The Investigation Dog has the following Statline.

ARMOUR (K-9 HANDLER): HFMP5-93 Tortoise Armour Mk.1 with Riot-Shield (No Negative Weapon type Modifiers taken)

ARMOUR (DOGS): Sub-Dermal Ceramic Armour (Blast -2)

CLOSE COMBAT WEAPON (K-9 HANDLER):

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+2	1	0	Piercing

CLOSE COMBAT WEAPONS (DOG):

STATISTICS

SURGICALLY ENHANCED TEETH

R	ST	ROA	AVV	TYPE
B2B	+4	3	0	Piercing

Passive: "Take him": Dogs can make a 'Hold Him' Special Action in the Enemy Model's Front Facing.

STATISTICS

DRUGGED DOG BITE

R	ST	ROA	AVV	TYPE
B2B	+6	1	4	Piercing

Report of Commendation:

Location: Venus Jungle Sector Alpha1.10

Handler: Private Julius Wood

Sniffer Dog: Bl105-CV31 'Bonnie Lass' (1st Class)

Guard Dog: Em31-BN21 (KIA)

Target: Identified & Destroyed

Collateral: 0

Kill Tally: 15

PURPLE SHARK

STATISTICS

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP RIDER / RV		SP WEAPON CONTROLS / RV		SP DRIVING SYSTEMS / RV		SP ENGINES / RV		RV FRONT	RV BACK	AP	PTS
7	14	12	12	16	2	12	2	12	3	11	2	12	0	-4	3	100
					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 weapons.		If SP=0 or less, the Purple Shark's M is reduced to 3 and cannot be increased by any means.		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 S10 Piercing Autohit on a roll of 1-15.					

TYPE: Light Vehicle, Jet Bikes, Large Bases (50mm).

SQUAD COMPOSITION: 1 Purple Shark Squad Commander and 1 Purple Shark

SQUAD SIZE: 2-4 Purple Sharks.

SQUAD UPGRADES: May add up to two extra Purple Sharks to the Squad for 50 Points each.

EQUIPMENT: Quad-Mounted LMG, Automated Grenadier Unit., Combat Knife, Chobham Industries Reconnaissance Vehicle Armour

ARMOUR: Chobham Industries Reconnaissance Vehicle Armour: (No negative Weapon Type Modifiers).

RANGED WEAPONS:

STATISTICS

QUAD-MOUNTED M606 LMG

R	ST	ROF	AVV	TYPE
18	14	6	2	Piercing (A)

STATISTICS

FRAGMENTATION GRENADES (AUTOMATED GRENADE UNIT)

R	ST	ROF	AVV	TYPE
Spec./SE	12	1	0	Blast (G)

STATISTICS

ANTI-TANK GRENADES (AUTOMATED GRENADE UNIT)

R	ST	ROF	AVV	TYPE
Special	12	1	4	Piercing (A)

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	10	1	0	Piercing

SPECIAL SKILLS: **Turbo Jet, Automated Bombardment**

Passive: Turbo Jet: Models making a Shooting Action at Purple Sharks receive an additional -4 Modifier to RS.

Active: Automated Bombardment: During a Fast Move Action the Purple Shark can utilise the Automated Grenadier Unit. The Purple Shark may fire up to three grenades of any type from its Automated Grenadier Unit in a single Activation. Turn to Burn the number of Resource Cards equal to the number of Grenades to be fired after the first (the first Grenade is free). The Purple Shark should be moved so that it is within 2" of its first target. The Purple shark then moves to its next target(s) as appropriate. Any remaining Movement can be used as normal after the last grenade is launched. The Purple Shark cannot be damaged by the Small Explosion caused by its own Fragmentation Grenades and is immune to Free Slash.

ORCA BATTLESUIT MK IV

STATISTICS

					1-10		11-14		15-18		19-20						
M	CC	RS	WP	LD	SP BODY / RV		SP WEAPON CONTROLS / RV		SP DRIVING SYSTEMS / RV		SP ENGINES / RV		RV FRONT	RV BACK	AP	PTS	
4	15	15	12	16	5	14	3	14	3	13	4	14	0	-4	3	165	
					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 weapons.		If SP=0 or less, the vehicle cannot move or pivot. It also cannot use its Secondary Weapons or Stomp.		If SP=0 or less, the vehicle 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.						

TYPE: Light Walker, Large Base (80mm).

SQUAD COMPOSITION: 1 Orca Battlesuit MKVI

SQUAD SIZE: 1 Orca Battlesuit

MAIN WEAPONS:

STATISTICS

M89 HMG (DORSAL-MOUNTED)

R	ST	ROF	AVV	TYPE
30	16	2	2	Piercing (H)

STATISTICS

M-100A1 MOUNTED AUTOCANNON (ARM MOUNTED)

R	ST	ROF	AVV	TYPE
18	18	1	5	Piercing (H)

STATISTICS

DPAY-11 MULTI-ROCKET LAUNCHER (ARM MOUNTED)

R	ST	ROF	AVV	TYPE
24/SE	12	3	0	Blast (G)

SECONDARY WEAPON:

STATISTICS

M516 SHOTGUN (UNDERBELLY MOUNTED)

R	ST	ROF	AVV	TYPE
ST	11	1	0	Blast (H)

SPECIAL SKILLS: **Lumbering Advance, Extreme Conditions Demand Extreme Responses**

Passive: Lumbering Advance: Due to the lumbering gait of this Walker, it has the 'Pathfinder' Special Skill.

Active: Extreme Conditions Demand Extreme Responses: 'Turn to Burn' 1 Resource Card. If the Orca's Weapon Controls Position is reduced to 0 SP points the player can choose to move the remaining Driver SP Points to the Weapon Controls Position, reducing the Driver SP to 0. As such the Orca cannot fire its Secondary Weapon, Move, pivot or use 'Stomp', but can fire its Main Weapons with a -2 Modifier to RS. 'Extreme Conditions Demand Extreme Responses' cannot be reversed. The Weapon Controls SP value can be reduced as normal after 'Extreme conditions demand extreme responses' has been utilised.

EQUIPMENT: AFMPS-17 Orca Battlesuit Armour.

ARMOUR: AFMPS-17 Orca Battlesuit Armour: (No Negative Weapon type Modifiers taken)

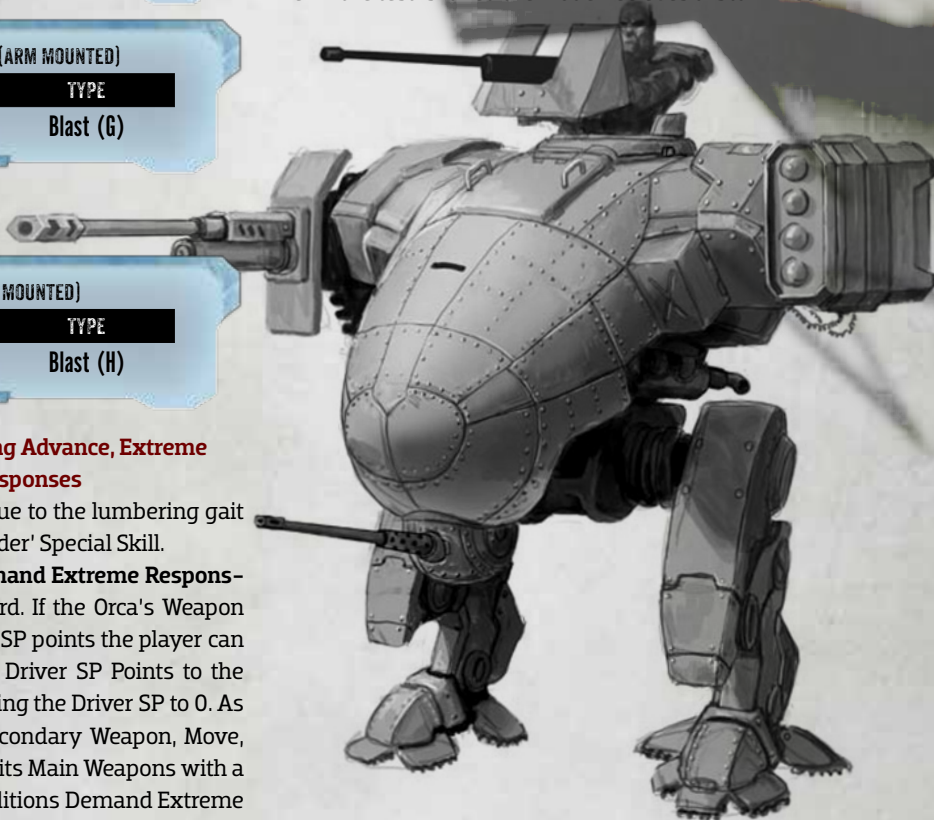
CLOSE COMBAT WEAPON:

STATISTICS

STOMP

R	ST	ROA	AVV	TYPE
B2B	14	2	2	Piercing

Passive: Stomp: Capitol Orcas cannot target Flyers, Jet-bikes or Hoverers with 'Stomp'. Models on Small/Medium bases receiving a Wound Effect from Stomp Close Combat Attack must additionally take a Con Test with a -3 Modifier. If the test is failed the Model receives a 'Stun Effect'.



AFT-20 LEVIATHAN

STATISTICS

					1-10	11-14	15-18	19-20			AV FRONT	AV BACK	AP	PTS
M	CC	RS	WP	LD	SP HULL / RV	SP TURRET / RV	SP TRACHS / RV	SP ENGINES / RV						
5	—	13	—	—	6 18	6 18	6 17	5 17			0	-4	3	350
					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 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 D20/2. Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.						

TYPE: Heavy Vehicle (Tracked vehicle, No Base)

SQUAD COMPOSITION: 1 AFT-20 Leviathan

SQUAD SIZE: 1 AFT-20 Leviathan

PRIMARY WEAPON:

STATISTICS

TWIN-MOUNTED MK. XLVIII 'GENERAL' PATTERN ULTRACANNON

R	ST	ROF	AVV	TYPE
26	18	2	8	Special*

***Passive: Adaptable Shells:** Before making a Range Attack with the 'Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon', the Controlling Player must choose which 'weapon type' they would like to fire with. This can be Piercing (H), Blast (H) or Plasma (H).

Passive: Slow Loading: The RoF of the 'Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon' cannot be increased by any means.

Active: Executioner Ammunition: Instead of firing two heavy shells, the Leviathan's weapon can be adapted to kill massed ranks of infantry. 'Turn to Burn' 2 Resource Cards, the 'Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon' gains the following statline until the end of the Game Turn (Note: This Special Rule cannot be used with the 'Passive: Adaptable Shells' Special Rule).

STATISTICS

EXECUTIONER AMMUNITION

R	ST	ROF	AVV	TYPE
24	14	8	1	Piercing (H)

Active: Assassin Ammunition: 'Turn to Burn' 1 Resource Card. The Executioner Ammunitions gains Critical Damage (3).

EQUIPMENT: Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon, Hull-Mounted M606 LMG, Turret Mounted M606 LMG, HAFMPS-19 Mk2. Fessilite Alloy Plating.

ARMOUR: HAFMPS-19Mk2. Fessilite Alloy Plating: (No Weapon Type Modifiers taken).

SECONDARY WEAPON:

STATISTICS

TURRET AND HULL MOUNTED M606 LMG*

R	ST	ROF	AVV	TYPE
24	13	2	1	Piercing (A)

* 1 Turret Mounted and 2 Hull Mounted LMGs. Each has RoF 2.

The battle prowess of the Leviathan became apparent on its maiden mission. The brusque Major David White was on patrol in his new charge, 'Sweet Hannah' in the Martian deserts. He was south of the Kirkwood Mountains when he was ambushed by a pair of Grizzlies. His left track was blasted, immobilising the Leviathan during the opening salvos from Bauhausians. White kept his cool, waiting for the inevitable lull as the Grizzlies reloaded. As the organised Bauhaus crewmen scrambled to reload, he fired the twins at the nearest Grizzly. Its fuel tanks exploded in a raging inferno, incinerating the crew instantly. The commander of the second Grizzly ordered an immediate retreat, but he was too late. The turret of the Leviathan turned towards the retreating tank with a slow clunking inevitability. It stopped for a millisecond, before the twins spoke again; their word was the last sound the Bauhausian crew ever heard.