

CYBERTRONIC GENERAL RULES

Every Cybertronic Squad has the following Special Skill:

Passive: Resistant to Dark Symmetry: All Cybertronic Models receive a +4 Modifier to WP if targeted by any Psychic Power from the Dark Legion Symmetry Books (Algeroth, Ilian, Demnagonis, Muawijhe and Semai).

CYBERTRONIC ENHANCEMENTS:

Any Cybertronic Troop or Support Type Squad (unless otherwise stated) may take up to two of the following Cybernetic Enhancements. All Models in the Squad must take the same Enhancements. No Enhancement can be taken more than once per Squad.

Annihilator Micro-Device: The 'Annihilator Micro-Device' is inserted directly into 'The Core' or heart which triggers an explosion when the organ's pulse ceases. When a Model with the 'Annihilator Micro-Device' is reduced to 0 or less Wounds centre the SE Template on the Model. All Models within the Template (friend or foe) receive a St12 Blast AVVO Autohit. 'Annihilator Micro-Device' can be taken by a Lord or Squad Commander for 20 points.

Cell Neogenesis Acceleration (CNA): Various growth hormones are micro-injected into the cells. Any 'Heal' attempt made by the Model with 'CNA' receives a +1 Modifier. A 'CNA' Cybertronic Enhancement can be taken for 5 points per Model.

Compubrain: A cerebral enhancement reverse engineered by and from the Immortal. LD is Modified by +1. A 'Compubrain' Cybertronic Enhancement can be taken for 1 point per Model.

Dermal Mirror Shards: Shards of Reflectech Plating are implanted in the skin via micro-surgical techniques. The Squad have the 'Camouflage (1)' Special Skill that cannot be improved by any means. 'Dermal Mirror Shards' can be taken for 3 points per Model on a Small Base and 5 Points per Model on a Medium or a Large Base.

Femoral Enhancement: By reinforcing the muscles and bone of the thighs with micro-carbon fibre, higher musculature yields can be achieved. Add a +1" Modifier to all Movement Actions made by the Model with 'Femoral Enhancement'. A 'Femoral Enhancement' can be taken for 1 point per Model on a Small Base and 3 Points per Model on a Medium or a Large Base.

Mitochondrial Infusion: Using a similar process to 'CNA', a 'Mitochondrial Infusion' is directed to the muscles of the arms and shoulders. St in CC is Modified by +1. A 'Mitochondrial Infusion' Cybertronic Enhancement can be taken for 2 points per Model on a Small Base and 3 Points per Model on a Medium or a Large Base.

Myelin Ironisation: The neurons are sheathed in an iron alloy. WP is Modified by +1. A 'Myelin Ironisation' Cybertronic Enhancement can be taken for 1 point per Model.

Optical Enhancement: The ocular systems are overhauled using a mixture of micro-surgical methods and optical arrays. RS is Modified by +1. An 'Optical Enhancement' can be taken for 3 points per Model on a Small Base and 6 Points per Model on a Medium or a Large Base.

Quadriplegic Retro-Enhancement: The spinal column is severed and cybernetically reattached reducing pain feedback significantly. 'Free Jump' is Modified by +1". A 'Quadriplegic Retro-Enhancement' can be taken for 1 point per Model.

Sonicator Receptor System: A tiny array is surgically inserted on the inside of the cranium between the frontal lobes. The array uses the skull to amplify sonic-waves which rebound off the mid-range environment, allowing the owner to build up a sonic picture of the mid-vista with the array receptors. RS is Modified by +2 for 6 points per Model on a Small Base.

Steel Skin: A complex process whereby the dermal cell walls are strengthened and programmed to react to pressure. The 'Steel Skin' Enhancement is not true plating, instead an evolution and enhancement in cellular activity. Armour Value is Modified by +1. A 'Steel Skin' Cybertronic Enhancement can be taken for 2 points per Model on a Small Base and 3 Points per Model on a Medium or a Large Base.

STINGER-SYSTEM IMPLANT				
R	ST	RoF	AVV	TYPE
6	13	1	0	Plasma (P)

Stinger-System Implant: A small short range gun is built into the arm. The weapon can be fired or used in CC once per Game for 0 Action Points. 'Stinger-System Implant' can be taken by a Lord or Squad Commander for 3 points. If used in CC a Model receives an additional RoA (St13 Plasma AVV0).

Synth-Blood Transfusion: A nutritious and drugged synthetic blood transfusion is made. Con is Modified by +1. A 'Synth-Blood Transfusion' Cybertronic Enhancement can be taken for 1 point per Model on a Small Base and 2 Points per Model on a Medium or a Large Base.

Weapon Cyber-link: By coordinating the implantation of an optical upgrade and a micro-dendril link from cerebellum and trigger finger a precise control of the weapon can be achieved. Add an additional +1 RS Modifier to Aim Actions made by Models with 'Weapon Cyber-link'. A 'Weapon Cyber-link' Cybertronic Enhancement can be taken for 1 point per Model.

Weapons Overhaul: The weapons have been fine-tuned and completely reconditioned. The St of Ranged and Close Combat Weapons is Modified by +1. A 'Weapon Enhancement' can be taken for 3 points per Model on a Small Base and 5 Points per Model on a Medium or a Large Base.

XLR8 Meningeal Aspiration: XLR8 is a mind altering drug that is ubiquitously administered to the soldiers and low-level employees of Cybertronic. 'Brain Grease', as it is commonly known, is applied routinely directly to the meginges via titanium tipped micro-needles, effectively dampening emotions and killing creativity. The subject becomes incredibly efficient at mindless tasks and utterly unshakable in its service. Prior to combat an overdose is given to personnel likely to see the greatest action. Models with the 'XLR8 Meningeal Aspiration' Enhancement receive the 'Fearless' Special Skill for 3 points per Model on a Small Base and 5 Points per Cybertronic Model on a Medium or a Large Base.



THE IMMORTAL

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	17	12	15	18	19	5	17(12)	285

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

EQUIPMENT: RB12-19a, Servomotor Fist, Guardian Crafted Armour

ARMOUR: Guardian Crafted Armour: (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

RB12-19a				
R	ST	RoF	AVV	TYPE
20	14	1	3	Plasma

Passive: Transference: The RB12-19a shot transmits quickly through nearby organics and inorganics alike. If the Primary Target receives a Wound Effect, the plasma progresses to the nearest Model (friendly or foe) within 3". On a D20 roll of 1-17 the nearest Model within 3" receives a St14 Plasma AVV 3 Autohit. Continue this for up to 3 more Targets (5 in total) Modifying the St and AVV of the Attack by -1 (to a minimum of AVV 1) from the previous hit. If there are no previously unaffected Models within 3" of the Model most recently hit, the Plasma can transfer back to the nearest previously affected Model within 3". If there are no viable targets within 3" of the last affected Model the shot dissipates to the ground with no further effect.

Passive: Power Drain Recharge: RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

SERVOMOTOR FIST				
R	ST	RoA	AVV	TYPE
1.5	+2	3	2	Piercing

SPECIAL SKILLS: **Camouflage (2), Fearless, Immortal Repair Protocol, Enhanced Unblinking Eye, Electric Feedback Generator, Mirage Generator MK0, The Blink**

Passive: Immortal Repair Protocol: The Immortal has the 'Heal (2)' Special Skill. 'Turn to Burn' 1 Resource Card to increase to 'Heal (5)'.

Passive: Enhanced Unblinking Eye: The Immortal can reroll unsuccessful Ranged Skill Tests with the RB12-19a (except for Fumble rolls).

Passive: Electric Feedback Generator: Each enemy Model that successfully causes a Wound Effect against the Immortal in a Close Combat Action receives a St13 Piercing AVV 1 Autohit at the end of their Activation.

Active: Mirage Generator MK0: 'Turn to Burn' 1 Resource Card. The Immortal may deploy the 'Mirage Generator MK0'. Place a 30mm token in Open Terrain within 2" of the Immortal. The token is classified as Light Terrain and has a height of 1" with AV 16 SP 2. Every Models within 3" of the token gains a +3 Modifier to Armour Value against Ranged Attacks. Only one 'Mirage Generator MK0' can be deployed per Game. Remove the token once its SP is reduced to 0. The token stays in the Game until it is destroyed. The 'Mirage Generator MK0' cannot be re-deployed once destroyed.

Each additional 'Mirage Generator' in range of a Model, adds an additional +1 Modifier to its Armour Value against Ranged Attacks.

Designer Notes: If a Model is affected by more than two 'Mirage Generators' with different Modifiers, firstly use the highest Modifier Value and then add a +1 Modifier for any other 'Mirage Generators' within Range.

Active: The Blink: At the beginning of the Immortal's Activation 'Turn to Burn' 1 Resource Card. The Immortal can be placed without any negative Movement Modifiers within 12". This counts as a Run Action. 'The Blink' allows movement through Impassable Terrain, but the Immortal cannot finish 'The Blink' move within Impassable Terrain
Designer Notes: Any action which is "counts as X Action" follows the same rules as the 'X' Action described in the Rulebook, thus, "counts as a Shooting Action" costs a Model one Action Point, needs LOS and can be completed only in the Model's Front Facing.



EVERASSUR

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	13	16	11	11	14	17	4	16(12)	210

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

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	12	14	10	10	13	16	3	16(11)	180

TYPE: Lord, Medium Base (40mm)

EQUIPMENT: RB12-19, Servomotor Fist, J4R-3C Armour.

ARMOUR: J4R-3C Armour: (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

RB12-19					TYPE
R	ST	RoF	AVV		
18	14	1	3		Plasma

Passive: Transference: The RB12-19a shot transmits quickly through nearby organics and inorganics alike. If the Primary Target receives a Wound Effect, the plasma progresses to the nearest Model (friendly or foe) within 3". On a D20 roll of 1-17 the nearest Model within 3" receives a St14 Plasma AVV 3 Autohit. Continue this for up to 3 more Targets (5 in total) Modifying the St and AVV of the Attack by -1 (to a minimum of AVV 1) from the previous Autohit. If there are no previously unaffected Models within 3" of the Model most recently hit, the Plasma can transfer back to the nearest previously affected Model within 3". If there are no viable targets within 3" of the last affected Model the shot dissipates to the ground with no further effect.

Passive: Power Drain Recharge: RoF cannot be increased by any means.

Active: Ground-Tremor Sphere: 'Turn to Burn' 2 Resource Cards, the Everassur's RB12-19 can launch a large sphere of plasma energy which causes a mini-earthquake. Place a 30mm token within 18" and LOS of the Everassur, this is the epicentre of mini-earthquake. All Light Terrain within 3" of the token counts as Heavy Terrain for Movement. Models on Small Bases cannot issue an Engage Action or any Special Close Combat Actions if in this zone. All Models in the zone suffer a -2 Modifier to RS. Models on Small Bases finishing their Activation in the zone take a St8 Blast AVV 1 Autohit at the end of their Activation. This action counts as a 'Shooting' Action.

Active: Plasma Flame: 'Turn to Burn' 1 Resource Card, the Everassur's RB12-19 can fire two blasts of superheated plasma flame.

RB12-19 - PLASMA FLAME MODE.					TYPE
R	ST	RoF	AVV		
FT	16	2	1		Blast (F)

Passive: Power Drain Recharge: RoF cannot be increased by any means.

CLOSE COMBAT WEAPON:

SERVOMOTOR FIST					TYPE
R	ST	RoF	AVV		
1.5	+2	3	2		Piercing

SPECIAL SKILLS: **Fearless, Everassur Repair Protocol, Enhanced Unblinking Eye, Electric Feedback Generator.**

Passive: Everassur Repair Protocol: The Everassur has the 'Heal (1)' Special Skill. 'Turn to Burn' 1 Resource Card to increase to 'Heal (5)'.

Passive: Enhanced Unblinking Eye: The Everassur can reroll unsuccessful Ranged Skill Tests with the RB12-19 (except for Fumble rolls).

Passive: Electric Feedback Generator: Each enemy Model that successfully causes a Wound Effect against the Everassur in a Close Combat Action receives a St12 Piercing AVV 1 Autohit at the end of their Activation.

DR DIANA

COMMANDER DR DIANA

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	14	10	10	16	18	3	14(10)	175

TYPE: Warlord (Tech) (40mm)

EQUIPMENT: P1000e Handgun, Enhanced Auto-Injector, Subdermal Enhanced Titanium Implants.

ARMOUR: Subdermal Enhanced Titanium Implants (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

P1000e HANDGUN				
R	ST	RoF	AVV	TYPE
18	13	1	0	Piercing (P)

CLOSE COMBAT WEAPON:

ENHANCED AUTO-INJECTOR				
R	ST	RoA	AVV	TYPE
1.5	+2	4	0	Plasma

Active: Nanobots: 'Turn to Burn' 1 Resource Card. The 'Enhanced Auto-Injector' receives a +2 Modifier to AVV.

Active: Ticker Overdose: 'Turn to Burn' 2 Resource Cards. The opponent may not make any Armour or 'Heal' rolls against this Attack. Instead they must pass a Con Test for each Wound Effect that they receive from the 'Enhanced Auto-Injector'. For each failed Con Test the target Model loses a Wound.

SPECIAL SKILLS: **Heal (8), Fearless, Light Armour, Healing Nanobots, Tactician, Oh she's lovely!, Maybe not.**

Passive: Light Armour: Commander Dr Diana ignores negative Movement Modifiers for moving through Light and Heavy Terrain.

Passive: Healing Nanobots: Every Cybertronic Model (friendly or foe) within 12" of Commander Dr Diana gains the 'Heal (2)' Special Skill.

Passive: Tactician: Every friendly Model within 12" of Commander Dr Diana receives a +1 Modifier to Armour Value.

Passive: Oh she's lovely!: Models wishing to target a Commander Dr Diana Model with a Ranged Attack must, first pass a Target Priority Test.

Passive: Maybe not: Commander Dr Diana is now a little past her best, ravaged by time and War. If the Shooting Model is within 12" of Commander Dr Diana ignore 'Oh she's lovely!'.

DR. DIANA CLONE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	9	8	15	16	2	14(10)	110

TYPE: Lord (40mm)

EQUIPMENT: P1000e Handgun, Auto-Injector, Subdermal Enhanced Titanium Implants.

ARMOUR: Subdermal Enhanced Titanium Implants (No negative Weapon Type Modifiers taken).

RANGED WEAPON:

P1000E HANDGUN				
R	ST	RoF	AVV	TYPE
18	13	1	0	Piercing (P)

SPECIAL SKILLS: Heal (6), Medic (4), Fearless, Light Armour, Oh she's lovely!

Passive: Light Armour: Dr Diana Clone ignores negative Movement Modifiers for moving through Light and Heavy Terrain.

Passive: Oh she's lovely!: Models wishing to target a Dr Diana Clone Model with a Ranged Attack must, regardless of Range, first pass a 'Target Priority' Test.

CLOSE COMBAT WEAPON:

AUTO-INJECTOR				
R	ST	RoR	AVV	TYPE
	+2	2	0	Plasma

Active: Nanobots: 'Turn to Burn' 1 Resource Card. The 'Auto-Injector' receives a +2 Modifier to AVV.

Active: 'Ticker' Overdose: 'Turn to Burn' 1 Resource Card. The opponent may not make any Armour or 'Heal' rolls against this Attack. Instead they must pass a Con Test for each Wound Effect that they receive from the 'Auto-Injector'. For each failed Con Test the target Model loses a Wound.

DR DIANA NEOCLONE (SQUAD COMMANDER UPGRADE)

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	11	12	8	8	14	17	1	11	—

TYPE: Squad Upgrade (30mm)

EQUIPMENT: P1000 Handgun, Auto-injector, Subdermal Implants.

ARMOUR: Subdermal Implants (Blast -2).

RANGED WEAPON:

P1000 HANDGUN				
R	ST	RoF	AVV	TYPE
18	12	1	0	Piercing (A)

SPECIAL SKILLS: Heal (4), Light Armour, Oh she's lovely!, Advanced Medical Protocol.

Passive: Light Armour: Dr Diana Neoclone ignores negative Movement Modifiers for moving through Light and Heavy Terrain.

Passive: Oh she's lovely!: Models wishing to target a Dr Diana Neoclone Model with a Ranged Attack must, regardless of Range, first pass a 'Target Priority' Test.

Passive: Advanced Medical Protocol: Any Squad led by Dr Diana Neoclone gains the 'Heal (3)' Special Skill.

CLOSE COMBAT WEAPON:

AUTO-INJECTOR				
R	ST	RoR	AVV	TYPE
B2B	+2	2	0	Plasma

Active: Nanobots: 'Turn to Burn' 1 Resource Card. The 'Auto-Injector' receives a +2 Modifier to AVV.

Active: 'Ticker' Overdose: 'Turn to Burn' 1 Resource Card. The opponent may not make any Armour or 'Heal' rolls against this Attack. Instead they must pass a Con Test for each Wound Effect that they receive from the 'Auto-Injector'. For each failed Con Test the target Model loses a Wound.

CHASSEUR

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	13	12	8	8	14	17	1	11	75

TYPE: Troops, Small bases (30mm)

SQUAD COMPOSITION: 1 Chasseur Squad Commander, 4 Chasseurs

SQUAD SIZE: 5-12 Chasseurs.

ARMOUR: Titanium Plates: (Blast -3)

SQUAD OPTIONS: The Squad may be increased by up to 7 Models at 15 Points per Model.

2 in 5 Models in the Squad may exchange their AR3501 'Chain Carbine' for a PR4000 'Blaster' for 8 Points.

Up to one Model per Squad may exchange its AR3501 'Chain Carbine' for a SSW5500 Rocket Launcher for 20 Points.

The Squad Commander may be upgraded to a 'Dr Diana Neoclone' for 30 Points.

EQUIPMENT: AR3501 'Chain Carbine', Electric Fists, Titanium Plates

RANGED WEAPONS:

AR3501 'CHAIN CARBINE'

R	ST	RoF	AVV	TYPE
24	12	2	1	Piercing (A)

PR4000 'BLASTER'

R	ST	RoF	AVV	TYPE
18	14	2	1	Plasma (S)

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

Active: Rail: 'Turn to Burn' 1 Resource Card. Weapon Type becomes Rail (S).

SSW5500 ROCKET LAUNCHER

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

Passive: Crack Ammo: Attacks made with this Weapon have Critical Damage (2).

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

CLOSE COMBAT WEAPON:

ELECTRIC FIST

R	ST	RoF	AVV	TYPE
B2B	+1	1	0	Piercing

SPECIAL SKILLS: **Light Armour, Mirage Generator MK1.**

Passive: Light Armour: Chasseurs ignore negative Movement Modifiers for moving through Light and Heavy Terrain.

Active: Mirage Generator MK1: 'Turn to Burn' 1 Resource Card. A Chasseur Squad Commander (but not an Acting Squad Commander) may deploy the 'Mirage Generator MK1'. Place a 30mm token in Open Terrain within 2" of the Chasseur Squad Commander. The token is classified as Light Terrain and has a height of 1" with AV 14 SP 2. Every Model within 3" of the token gains a +2 Modifier to Armour Value against Ranged Attacks. Only one 'Mirage Generator MK1' can be deployed per Chasseur Squad Commander per Game. Remove the token once its SP is reduced to 0. The token stays in the Game until it is destroyed. Each additional 'Mirage Generator' in range of a Model, adds an additional +1 Modifier to its Armour Value against Ranged Attacks.



ARMoured CHASSEUR

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	13	14	8	8	14	17	1	14(10)	125

TYPE: Troops, Small bases (30mm)

SQUAD COMPOSITION: 1 Armoured Chasseur Squad Commander, 4 Armoured Chasseurs

SQUAD SIZE: 5-10 Armoured Chasseurs.

ARMOUR: Armoured Chasseur Armour (Plasma -2)

SQUAD OPTIONS: The Squad may be increased by up to 7 Models at 25 Points per Model

2 in 5 Models in the Squad may exchange their CAW2000 'Nailgun' SMG for a TSW4000 'Rapid Blaster' LMG for 20 Points.

Up to one Model per Squad may exchange their CAW2000 'Nailgun' SMG for SSW5500 Rocket Launcher for 20 Points.

EQUIPMENT: CAW2000 'Nailgun' SMG, Under Barrel Shotgun, Electric Fists, Armoured Chasseur Armour, Sonic Grenades.

RANGED WEAPONS:

CAW2000 'NAILGUN' SMG

R	ST	RoF	AVV	TYPE
18	13	2	1	Piercing (A)

UNDER BARREL SHOTGUN.

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

Passive: Binary Weapon: Only the CAW2000 'Nailgun' SMG or Under Barrel Shotgun can be fired once per Action Point. The Model may spend 2 'Action Points' to fire both barrels in any order in one Game Turn. If both barrels are fired, they can be fired at the same or different targets.

TSW4000 'RAPID BLASTER' LMG

R	ST	RoF	AVV	TYPE
18	14	3	1	Plasma (S)

Active: Rail: 'Turn to Burn' 1 Resource Card. Weapon Type becomes Rail (S).

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

CLOSE COMBAT WEAPON:

ELECTRIC FIST

R	ST	RoA	AVV	TYPE
B2B	+1	1	0	Piercing

SPECIAL SKILLS: **Blink, Power Blink, Sonic Grenade.**

Passive: Blink: Armoured Chasseurs have a mini teleportation device built into their armoured suits. Any Armoured Chasseur Model can be placed without any Movement Modifiers within 6" of its current position. This counts as a Movement Action. 'Blink' allows movement through Impassable Terrain, but no Model can complete its 'Blink' Action within Impassable Terrain.

Passive: Power Blink: Any Armoured Chasseur Model can be placed without any Movement Modifiers within 12" of its current position. This counts as a Run Action. The 'Power Blink' allows movement through Impassable Terrain, but no Model can complete its 'Power Blink' Special Action within Impassable Terrain. The 'Power Blink' is a dangerous tactic, as there is a risk that the Armour Battery packs may overcharge. At the end of the Model's Activation, the Controlling Player must roll a D20. On a result of 17-20 the Model receives a S10 Piercing Autohit.

Active: Sonic Grenade: 'Turn to Burn' 1 Resource Card. Up to 2 Models can use Sonic Grenades. This counts as a Shooting Action.

SONIC GRENADE

R	ST	RoF	AVV	TYPE
St/SE	-	1	0	Blast (G)

Passive: Stunned: Every Model on a Small Base within the Small Explosion Template automatically receives a 'Stun Effect'.

MIRRORMEN

M	CC	RS	ST	CON	WP	LD	W	R	PTS
5	14	13	9	8	14	17	1	15(11)	110

TYPE: Support, Small Base (30mm)

SQUAD COMPOSITION: 1 Mirrormen Squad Commander, 4 Mirrormen

SQUAD SIZE: 5-10 Mirrormen

ARMOUR: Mirrormen Armour (Blast-1)

RANGED WEAPON:

P1000 HANDGUN				
R	ST	RoF	AVV	TYPE
18	12	1	0	Piercing (P)

CSA400 SWORD				
R	ST	RoA	AVV	TYPE
1	+2	2	1	Piercing

CSA404 HEAT SWORD				
R	ST	RoA	AVV	TYPE
1	+3	2	5	Plasma

SPECIAL SKILLS: Stay Frosty, Cell Link, Camouflaged Suit, Chrome-Mirrored Suit, Unblinking Eye.

Passive: Cell Link: This Squad has a +3 Modifier to LD for Squad Coherency.

Passive: Camouflaged Suit: All Ranged Attacks targeting a Mirrormen suffer an additional -2 Modifier to RS. 'Turn to Burn' 1 Resource Card at the beginning of a Model's Activation to increase this Modifier to -4.

SQUAD OPTIONS: The Squad may be increased by up to 5 Models at 22 Points per Model.

Any Mirrormen may exchange its CSA400 Sword with a CSA404 Heat Sword for 5 Points.

EQUIPMENT: P1000 Handgun, CSA400 Sword, Mirrormen Armour

CLOSE COMBAT WEAPONS:

Active: Chrome-Mirrored Suit: Select 1 Mirrormen and 'Turn to Burn' 2 Resource Cards in-between any Model's Activation (friendly or foe). All enemy Models Activated within 18" of the Selected Mirrormen must pass a LD test with a -3 Modifier immediately. If the test is failed, they must spend their first Action Point making a Basic Shooting Action at the selected Mirrormen with a -4 Modifier to RS. Models with the 'Fearless' Special Skill are also affected by the 'Chrome-Mirrored Suit'.

Active: Unblinking Eye: 'Turn to Burn' 1 Resource Card. The Squad can ignore any Strategy Cards, Tactical Cards, Passive and Active Skills that reduce their Ranged Weapons Range.

CUIRASSIER 'ATTILA'

M	CC	RS	ST	CON	WP	LD	W	R	PTS
6	15	14	11	10	14	20	3	16(11)	99

TYPE: Support, Medium Base (40mm)

SQUAD COMPOSITION: 1 Cuirassier 'Attila' Mk. III
Squad Commander

SQUAD SIZE: 1-3 Cuirassier 'Attila' Mk. III

ARMOUR: Titanium Exoskeleton (Plasma -2).

RANGED WEAPONS:

CAW2500 ENHANCED SMG

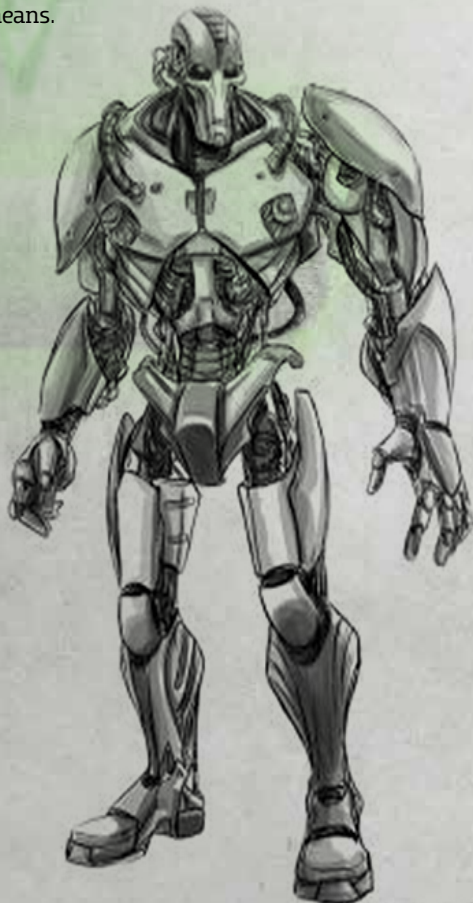
R	ST	RoF	AVV	TYPE
24	14	3	1	Piercing (A)

TSW4000 'ENHANCED RAPID BLASTER' LMG

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

Active: Rail: Turn to Burn'1 Resource Card'. TSW4000 'Enhanced Rapid Blaster' LMG Weapon Type becomes Rail (S).

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



SQUAD OPTIONS: The Squad may be increased by up to 2 Models at 99 Points per Model.

Any Cuirassier 'Attila' MK.III may exchange its 'CAW2500 Enhanced SMG' with a TSW4000 'Enhanced Rapid Blaster' LMG for 15 Points.

EQUIPMENT: CAW2500 Enhanced SMG, Cybernetic Fists and Titanium Exoskeleton.

CLOSE COMBAT WEAPON:

CYBERNETIC FISTS

R	ST	RoF	AVV	TYPE
1.5	+2	2	3	Piercing (A)

SPECIAL SKILLS: **Fearless, Stay Frosty, Ultrasonic Resonance, Unblinking Eye.**

Passive: Ultrasonic Resonance: Cuirassiers generate an ultrasonic resonance which degrades enemy armour. The Armour of every enemy Model with Armour Value 14 or higher within 8" of a Cuirassier receives a -2 Modifier to their Armour Value. For each additional 'Ultrasonic Resonance' above the first affecting an enemy Model adds an additional -1 Modifier to Armour Value.

For example, A Razide is within the 'Ultrasonic Resonance' Range of 3 Cuirassiers and so has a -4 Modifier to his Armour Value (-2, -1, -1), if a fourth Cuirassier comes in range it becomes a -5 Modifier (-2, -1, -1, -1).

Active: Unblinking Eye: 'Turn to Burn'1 Resource Card. The Squad can ignore any Strategy Cards, Tactical Cards, Passive and Active Skills that reduce their Ranged Weapons Range.

ENHANCED MACHINATOR

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	12	12	14	14	16	12	2	17	50

TYPE: Support, Medium Base (40mm)

SQUAD COMPOSITION: 1 Enhanced Machinator Squad Commander

SQUAD SIZE: 1-4 Enhanced Machinators

ARMOUR: Titanium Exoskeleton (Plasma -3)

RANGED WEAPONS:

AR3501e 'STRIKER' ASSAULT RIFLE

R	ST	RoF	AVV	TYPE
24	12	2	1	Piercing (A)

SSW4200P 'SUPPRESSOR' HMG

R	ST	RoF	AVV	TYPE
24	14	3	2	Piercing (S)

Active: Suppressor: At the beginning of the Squad's Activation, 'Turn to Burn' 2 Resource Cards. A Model equipped with a 'SSW4200P 'Suppressor' HMG' can make a 'Suppression Fire' Squad Special Action alone (i.e. it does not need the normal minimum of three Models). This action counts as a Shooting Action.



SQUAD OPTIONS: The Squad may be increased by up to 3 Models at 50 Points per Model.

One Enhanced Machinator may exchange its 'AR3501 Enhanced 'Striker' Assault Rifle' with a 'SSW4200P 'Suppressor' HMG' for 25 Points.

EQUIPMENT: AR3501e 'Striker' Assault Rifle, Electroshock Fists, Titanium Exoskeleton

CLOSE COMBAT WEAPON:

ELECTROSHOCK FISTS

R	ST	RoF	AVV	TYPE
1.5	+2	2	3	Piercing (A)

Passive: Electroshock: Models which receive a Wound Effect from an 'Enhanced Machinator' in CC automatically receive a 'Stun Effect'.

Active: Short Circuit: At the beginning of Squad Activation 'Turn to Burn' 1 Resource Card. The 'Electroshock Fists' of one Enhanced Machinator in the Squad becomes AVV 5.

SPECIAL SKILLS: **Camouflage (2), Infiltrate, Ranger, Unblinking Eye, Agility, Predatory Leap, Pure Machine, Thick Armour.**

Passive: Agility: When 'Engaging from Height', 'Jumping from Height' and 'Jumping Across Gaps' Enhanced Machinators have double the normal allowance before a Con Test is needed (i.e. 4").

Passive: Pure Machine: Enhanced Machinators can never use 'Heal'.

Passive: Thick Armour: Enhanced Machinators ignore the 'Critical Force (X)' Special Skill on received Wound Effects.

Active: Predatory Leap: At the beginning of Squad Activation 'Turn to Burn' 1 Resource Card.

All Enhanced Machinators in the Squad are able to leap over any terrain equal to or less than 4" high (including Impassable) when it Moves, Runs or Engages (Enhanced Machinators still need LOS to Engage)

Active: Unblinking Eye: 'Turn to Burn' 1 Resource Card. The Squad can ignore any Strategy Cards, Tactical Cards, Passive and Active Skills that reduce their Ranged Weapons Range.

SCORPION

M	CC	RS	ST	CON	WP	LD	W	R	PTS
7	13	14	10	11	14	17	2	14(11)	95

TYPE: Support, Large Base (80mm).

SQUAD COMPOSITION: 1 Scorpion Squad Commander

SQUAD SIZE: 1-3 Scorpions

ARMOUR: Titanium Exoskeleton and Anti-Ballistic Force Shield (Plasma -2)

RANGED WEAPONS:

CAW2000 'NAILGUN' SMG

R	ST	RoF	AVV	TYPE
18	13	2	1	Piercing (A)

UNDER BARREL SHOTGUN

R	ST	RoF	AVV	TYPE
ST	14	1	0	Blast (A)

Passive: Binary Weapon: Only the CAW2000 'Nailgun' SMG or Under Barrel Shotgun can be fired once per Action Point. The Model may spend 2 'Action Points' to fire both barrels in any order in one Game Turn. If both barrels are fired, they can be targeted at the same or different targets.

RB12-19v 'VENOM' DART CANNON

R	ST	RoF	AVV	TYPE
12	13	6	1	Plasma (A)

Passive: Power Drain Recharge: RoF cannot be increased by any means.

SQUAD OPTIONS: The Squad may be increased by up to 2 Models for 95 Points per Model.

EQUIPMENT: CAW2000 'Nailgun' SMG, Under Barrel Shotgun, RB12-19v 'Venom' Dart Cannon, Pneumatic Claws, Titanium Exoskeleton and Anti-Ballistic Force Shield.

CLOSE COMBAT WEAPON:

PNEUMATIC CLAWS

R	ST	RoR	AVV	TYPE
2	+4	3	5	Piercing

SPECIAL SKILLS: **Fear (1), Stay Frosty, Avalanche, Un-burrow, Unblinking Eye, Underground Attack, Burrow, Auto-Repair, Active Shield Plates.**

Passive: Avalanche: 'Turn to Burn' 2 Resource Cards. A Scorpion may fire both of its Ranged Weapons in a single Activation (it may not fire the same weapon twice, and must fire the CAW2000 'Nailgun' SMG first). 'Avalanche' can be combined with CAW2000 'Nailgun' SMG's 'Binary Weapon' Special Skill.

Passive: Un-burrow: Scorpion Squads may deploy using the 'Rapid Deployment' rules. The Player may reroll any Fumble roll (roll of a natural 20) for Rapid Deployment of the Scorpions. The Scorpions can be 'Rapid Deployed' on top of enemy Models without any penalties. Do not roll on the 'Rapid Deployment Table', instead reduce the distance in order to place a Scorpion Model within its CCWR with as many enemy Models as possible. If for some reason there is no space to place the Scorpion it is removed from play as a casualty and counts towards Body Count.

Passive: Underground Attack: Any enemy Model within the CCWR of a Scorpion arriving via 'Rapid Deployment' receives a St15 Blast AVV0 Autohit.

Passive: Auto-Repair: Every time a Scorpion makes a 'Burrow' Action it regains 1 Wound lost earlier in the Game.

Passive: Active Shield Plates: Scorpions ignore the "Critical Force (X)" Special Skill on received Wound Effects.

Active: Unblinking Eye: 'Turn to Burn' 1 Resource Card. The Squad can ignore any Strategy Cards, Tactical Cards, Passive and Active Skills that reduce their Ranged Weapons Range.

Active: Burrow: If none of the Squad are Engaged and at the beginning of the Squad Activation, for 1 Action Point per Model, the entire Squad can use the 'Burrow' Special Skill. Replace each 'Burrowed' Model with a 30mm token. Any enemy Model finishing its Activation within 3" of the token takes a St14 AVV5 Plasma Autohit. The Squad must 'Un-burrow' if there is an enemy Model within 5" of any burrowed Scorpion at the beginning of the Scorpion Squad Activation. Treat the token as the nominated point for 'Rapid Deployment'.



ERADICATOR DEATHDROID

					1-10	11-14	15-18	19-20								
M	CC	RS	WP	LD	SP BODY / AV		SP WEAPON CONTROLS / AV		SP DRIVING SYSTEMS / AV		SP CORE / AV		AV FRONT	AV BACK	AP	PTS
6	13	14	—	19	4	15	4	15	4	14	4	16	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.		If SP=0 or less, the Vehicle explodes! Measuring from the hull of the Vehicle with a Range D20/2". Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

TYPE: Heavy Walker.

SQUAD COMPOSITION: 1 Eradicator DeathDroid Squad Commander

SQUAD SIZE: 1-3 Eradicator DeathDroids

EQUIPMENT: Magmascorcher, SSW6000 Rocket Launcher, Gigadeath Chainripper, Tempered Alloy Plating

ARMOUR: Tempered Titanium Alloy Plating (No negative Weapon Type Modifiers taken)

MAIN WEAPONS:

MAGMASCORCHER (ERUPTION ATTACK)

R	ST	RoF	AVV	TYPE
24/LE	15	1	5	Blast (G)

Passive: Magmascorcher: When making a Shooting Action the 'Magmascorcher (Eruption Attack)' can be used as a 'Magmascorcher (Flamethrower Attack)' instead.

Passive: Slow Loading: RoF cannot be increased by any means.

MAGMASCORCHER (FLAMETHROWER ATTACK)

R	ST	RoF	AVV	TYPE
FT	15	3	5	Blast (A)

Passive: Slow Loading: RoF cannot be increased by any means.

SPECIAL SKILLS: Dispersible, Stay Frosty.

SQUAD UPGRADES: The Squad may be increased by up to 2 Eradicator DeathDroids at 165 Points per Eradicator DeathDroid.

The Eradicator DeathDroid Squad Commander may take a Force-Field Generator for 50 Points which increases its SP Engine Value to 5. All Models within 5" of the 'Eradicator DeathDroid Squad Commander' with a 'Force-Field Generator' receive a +1 Modifier to Armour Value and to AV against all Ranged Attacks.

SECONDARY WEAPONS:

SSW6000 ROCKET LAUNCHER

R	ST	RoF	AVV	TYPE
24	13	8	1	Piercing (A)

GIGADEATH CHAINRIPPER

R	ST	RoF	AVV	TYPE
4	14	2	6	Piercing

VOLTIGEUR

VOLTIGEUR

					1-10	11-14	15-18	19-20								
M	CC	RS	WP	LD	SP BODY / AV		SP WEAPON CONTROLS / AV		SP LEGS / AV		SP ENGINES / AV		AV FRONT	AV BACK	AP	PTS
6	10	12	14	18	5	14	2	13	4	13	3	14	0	-2	3	105
					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 D20/4". Each Model within this range takes a S14 Piercing Autohit on a roll of 1-15.					

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

SQUAD COMPOSITION: 1 Voltigeur Squad Commander

SQUAD SIZE: 1 Voltigeur

EQUIPMENT: LVSW 1200 'Volt-Beamer', Vehicle Repair Tools, Tempered Titanium Alloy Exoskeleton

ARMOUR: Tempered Titanium Alloy Exoskeleton (No negative Weapon Type Modifiers taken)

RANGED WEAPON:

LVSW 1200 'VOLT-BEAMER'				
R	ST	RoF	AVV	TYPE
32	15	1	5	Rail

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

SPECIAL SKILLS: **Ranger, Repurposed Alloys, Unblinking Eye, Drone Manufacture, Release the Drones, Fearless.**

Active: Repurposed Alloys: At the beginning of the Voltigeur Activation it may attempt to repair a Vehicle (including itself) within 6". On a D20 Roll of 1-8, the chosen Vehicle regains 1 SP (Controlling Player's choice of location).

CLOSE COMBAT WEAPON:

VEHICLE REPAIR TOOLS				
R	ST	RoA	AVV	TYPE
1.5	+6	3	4	Piercing

Active: Unblinking Eye: 'Turn to Burn' 1 Resource Card. The Squad can ignore any Strategy Cards, Tactical Cards, Passive and Active Skills that reduce their Ranged Weapons Range.

Active: Release the Drones: For 1 Action Point the Voltigeur may release up to 4 Drones from its being. Place the Drones in Base Contact with the Voltigeur. The Voltigeur's Hull SP is reduced by 1 when it completes a 'Release the Drones' Special Action. The Voltigeur may not instigate a 'Release the Drones' Special Action if it has 2 or less Hull SPs. When the Drones have been released, use the following statline for each 'Drone'.

DRONES

M	CC	AS	ST	CON	WP	LD	W	R	PTS
8	—	12	8	10	14	18	1	10	—

TYPE: Small Bases (30mm)

EQUIPMENT: Tazerator, Alloy Plates.

RANGED WEAPON:

TAZERATOR				
R	ST	RoF	AVV	TYPE
6	10	1	0	Rail

Passive: Tazerator: This weapon does not cause Wound Effects against its targets. If the target Model is on a Small Base and fails its Armour Test it receives a 'Stun Effect'. The Voltigeur can complete the 'Resource Gathering' Special Action if it hits a Vehicle. All other Models that fail their Armour Test receive a -3 Modifier to Con until the end of the Game Turn.

SPECIAL SKILLS: **Disposable, Dispersible, Ranger, Voltigeur Squad, Resource Gathering, Proximity Mine Deployment.**

Passive: Voltigeur Squad: The Voltigeur and its Drones count as a Squad, with the Voltigeur as the Squad Commander. No more than 4 drones per Voltigeur can be in play at any one time. Drones have 0 Body Count Value. If the Voltigeur is removed from play, so are its Drones. They deactivate and rupture to avoid capture.

Passive: Resource Gathering: As part of its Engage Action a Drone may make use of its 'Resource Gathering' Special Skill. Vehicles can only be targeted by 'Resource Gathering' if they have been hit by the Tazerator. The target Engaged Model must successfully pass a Con Test. Models under 'Stun Effect' and Vehicles automatically fail this test. If the Con Test is passed the Drone is destroyed. If the Con Test is failed the Drone will latch onto its target. Roll a D20 and consult the following chart.

ARMOUR: Alloy Plates: (Piercing -3)

D20 ROLL	TARGET MODEL SUFFERS:
1	2 Wound Effects (or 2 SP on the Hull (1-10 position)) with no Armour Tests allowed
2-12	1 Wound Effect (or 1 SP on the Hull (1-10 position)) with a -4 Modifier to Armour or -2 to AV
13-19	1 Wound Effect, (or 1 SP on the Hull (1-10 position))

If the target Model survives the Drone's Activation, the Drone counts as 'latched on'. In the target's subsequent Activation it is no longer under 'Stun Effect' and must use 1 Action Point to attempt to remove the drone from its being. A Vehicle automatically removes a latched on Drone from play by 'Turning to Burn' 1 Resource Card. A non-vehicle Model must successfully pass a Con Test with a -3 Modifier. If the Con test is passed the Drone counts as destroyed. Drones can be Engaged or hit in Close Combat by other Models whilst they are 'latched on'. If this occurs the Drone is automatically removed from play. If a Drone is 'latched on' at the beginning of its Activation Phase it uses the 'Resource Gathering' Special Skill as its Close Combat Action. The Target automatically counts as failing its Con Test. If a Drone successfully destroys its target, it must return to its Squad Commander. The Drone is removed from play once it is in B2B contact with the Voltigeur and the Voltigeur regains its last lost SP.

Active: Proximity Mine Deployment: Once per Game as part of a Move or Run Action, 'Turn to Burn' 1 Resource Card. The Drone may deploy a Proximity Mine. Place a 30mm 'Mine Token' in B2B contact with the Drone before the Drone has moved. The mine counts as activated at the end of the Squad Activation. When any Model (friendly or foe, excluding Drones) passes within 4" of the mine, it explodes causing a St12 AVVO Blast Autohit to any Model within 6". Remove the mine token from play once it has exploded.