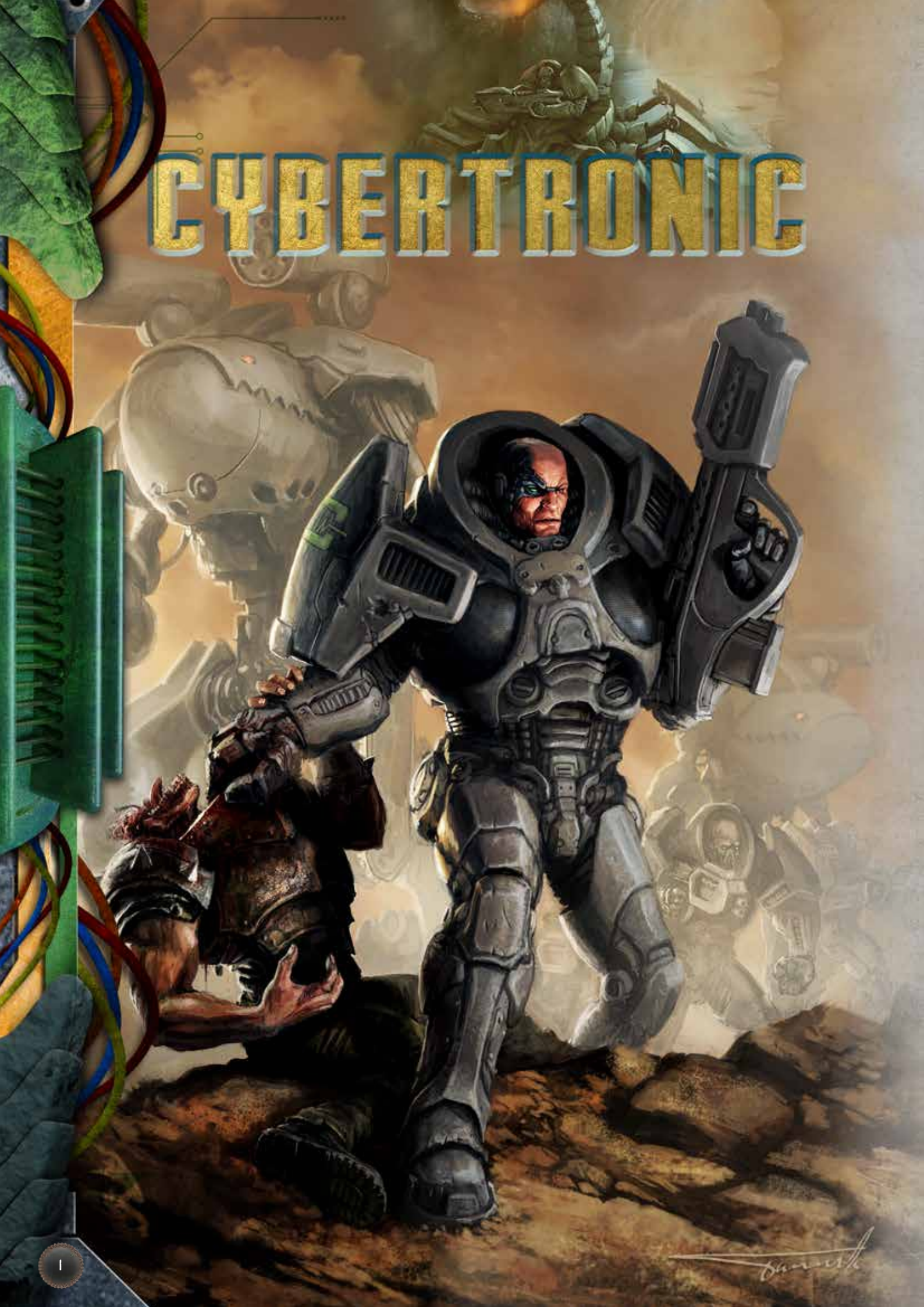
CYBERTRONIC



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CYBERTRONIC GENERAL RULES

Cybertronic Special Skills:

Corporate Agents (see Imperial Corporation book) can be taken in Cybertronic Armies as Support Choices. 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, Demnogonis, Muawijhe and Semai).

The following Special Skills occur frequently amongst Cybertronic Squads, the Squad's Special Skills are listed in the Squad's entry.
Active: Partner: The Model may spend one Action Point, Turn to Burn (X) Resource Cards, where (X) is the current Turn number, and take a Ld test to nominate one, not previously activated in this turn, friendly Squad with the Partner (Passive) skill within 12". If the test is successful, the nominated Squad must be activated immediately after the current Squad (before the opponent's activation). If the Ld test is failed, the nominated Squad can be activated normally later. If the Ld test results in a Fumble, both the Model attempting the test and all models in the nominated Squad receive a Stun effect.
Passive: Partner: If all Models in the Squad have this Special Skill, then the Squad can be the target of the Partner (Active) Special Skill.
Passive: The Core: The Squad has the Fearless and Stay Frosty Special Skills and cannot use Heal. Additionally, the Model receives a Stun effect when a natural 20 is rolled for a Con, WP, or Ld test.
Passive: Preemptive Strike: After all Squads (including infiltration) are deployed, any Models in the Squad may be redeployed within 6" of their original position (this can take them outside of their Deployment Zone). If both armies contain Squads with this skill, the Player who has won the Initial Initiative can choose to move all their eligible Squads first or last. This Skill cannot be used by Squads with any Models deployed outside of their own Deployment Zone.
Passive: Unblinking Eye: The Squad may ignore any effects that reduce their Ranged Weapons' Range
Passive: Enhanced Unblinking Eye: The Model may ignore any effects that reduce its Ranged Weapons' Range. Additionally, the Model can reroll one unsuccessful RS test per turn, except if a natural 20 is rolled.
Active: Blink: The Model can be placed without any Movement modifiers within 6" of its current position. This counts as a Move Action. "Blink" allows movement through Impassable Terrain, but no Model can complete its "Blink" Action within Impassable Terrain.
Active: Power Blink: The Model can be placed without any Movement modifiers within 12" of its current position. This counts as a Run Action. "Power Blink" allows movement through Impassable Terrain, but no Model can complete its "Power Blink" Action within Impassable Terrain. At the end of the Model's activation, roll a D20. On a roll of 17-20, the Model receives a ST10 Piercing Autohit.

Cybertronic Enhancements:

Any Cybertronic non-vehicle 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. A Lord or Advisor attached to a Squad can take different Enhancements than the Squad. In case of Enhancements available to and taken by a Squad Commander only, each such an Enhancement reduces the number of Enhancements which the rest of the Squad can take by one.
Warlords created using the "Heroes of the Solar System" rules who purchased the "Enhancement" equipment can use all the Enhancements listed below, ignoring the stated squad type limitations.

Hardware Upgrades

Any non-vehicle Troop, Support, or Advisor Type Squad may take up to two Hardware upgrades for the cost per model stated in the table below. The same Upgrade cannot be taken twice. Each Hardware Upgrade counts as an Enhancement choice.

Hardware Upgrade Effect	Cost Per Model (Small Base)	Cost Per Model (Medium Base)	Cost Per Model (Large Base)
MV +1	2	4	6
CC +2	2	5	8
RS +2	2	5	8
ST +2	2	4	6
CON +2	1	2	3
WP +2	1	2	3
LD +2	1	2	3
A +1	2	4	6

Annihilator Micro-Device
'Annihilator Micro-Device' can be taken by a Warlord, a Lord, or an Advisor for 10 points. When a Model with the 'Annihilator Micro-Device' is reduced to 0 or less Wounds, place a SE Template centred on the Model. All Models within the Template receive a St14 AVV0 Blast Autohit.

Stinger-System Implant

R	ST	RoF	AVV	TYPE
6	13	1	0	Plasma (P)

Stinger-System Implant
'Stinger System Implant' can be taken by a Lord, an Advisor, or a Troop or Support Squad Commander for 3 points. The Model receives an additional Ranged Weapon with the below profile. The weapon can be used once per game for 0 Action Points, and its use does not count as a Close Combat or Shooting action. If used in Close Combat, the target receives an additional ST13 AVV0 Plasma Autohit.

EMP Overload Device
The EMP Overload Device can be taken by a Warlord, a Lord, an Advisor, or a Troop or Support Squad Commander for 15 points. Turn to Burn 2 Resource Cards during the Model's activation. All Vehicles within 12" of the Model begin their next activation with 2AP less than normal, to a minimum of 1. Additionally, any tokens within within 12" lose 1SP or are removed if they do not have SP.

Early Warning System
The Early Warning System can be taken by a Lord, Troop or Support Squad Commander for 10 points. Once per turn, the Model may immediately use an Action Point as if it was on Sentry (even if the model has been activated earlier in the turn) for free immediately after any enemy Model is deployed within 12" of this Model's base. This cannot be used if the Model has a Stun effect, or is Pinned or Broken.

Weapons Overhaul
The Weapons Overhaul Enhancement can be taken by Troop or Support Squads for 3 points per Model by Models on Small Bases, and for 5 points per Model by Models on Medium Bases. All of the Model's Close Combat and Ranged Weapons receive a (+1) modifier to the weapon's ST.

Enhanced Sensor Array
The Enhanced Sensor Array can be taken by a Lord, Troop or Support Squad Commander for 5 points. The Model can make a Target Identify roll on each Mission Objective Marker within 6" of its base, exactly as though it were in base contact. The Model still needs to be in Base contact with the marker to interact with it in any other way.

Dermal Mirror Shards
The Dermal Mirror Shards can be taken for 2 points per model by models on Small Bases, and for 4 points per model by models on Medium or Large Bases. The Model receives the Camouflage (2) Special Skill.

Cell Neogenesis Acceleration
The Cell Neogenesis Acceleration Enhancement can be taken for 2 points per Model by Models on Small Bases, and for 5 points per Model by Models on Medium or Large Bases. The Model receives the Heal (2) Special Skill.

Filter Systems
The Filter Systems Enhancement can be taken for 1 point per Model by Models on Small Bases, and for 3 points per Model by Models on Medium or Large Bases. The Model gains the Gas Mask Special Skill.

THE IMMORTAL

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	17	12	15	18	19	5	17(12)	235

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
26	15	3	3	Plasma (S)

Passive: Transference: For each Primary and Secondary Target of a shooting action made with RB12-19 who receives at least one Wound Effect, choose one Model within 5" of the Model who received the Wound Effect. Each chosen Model receives a St12 AVV 2 Plasma Autohit on a d20 roll of 1-15. The originally targeted Models can receive further Wound Effects due to this skill.

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

Active: Plasma Flame: Turn to Burn 1 Resource Card. The RB12-19 - Plasma Flame Mode can be used.

RB12-19 - Plasma Flame Mode.

R	ST	RoF	AVV	TYPE
FT	16	2	1	Blast (S)

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, Gas Mask, Heal (4), Enhanced Unblinking Eye, Electric Feedback Generator, Mirage Generator MK0, The Blink, The HQ

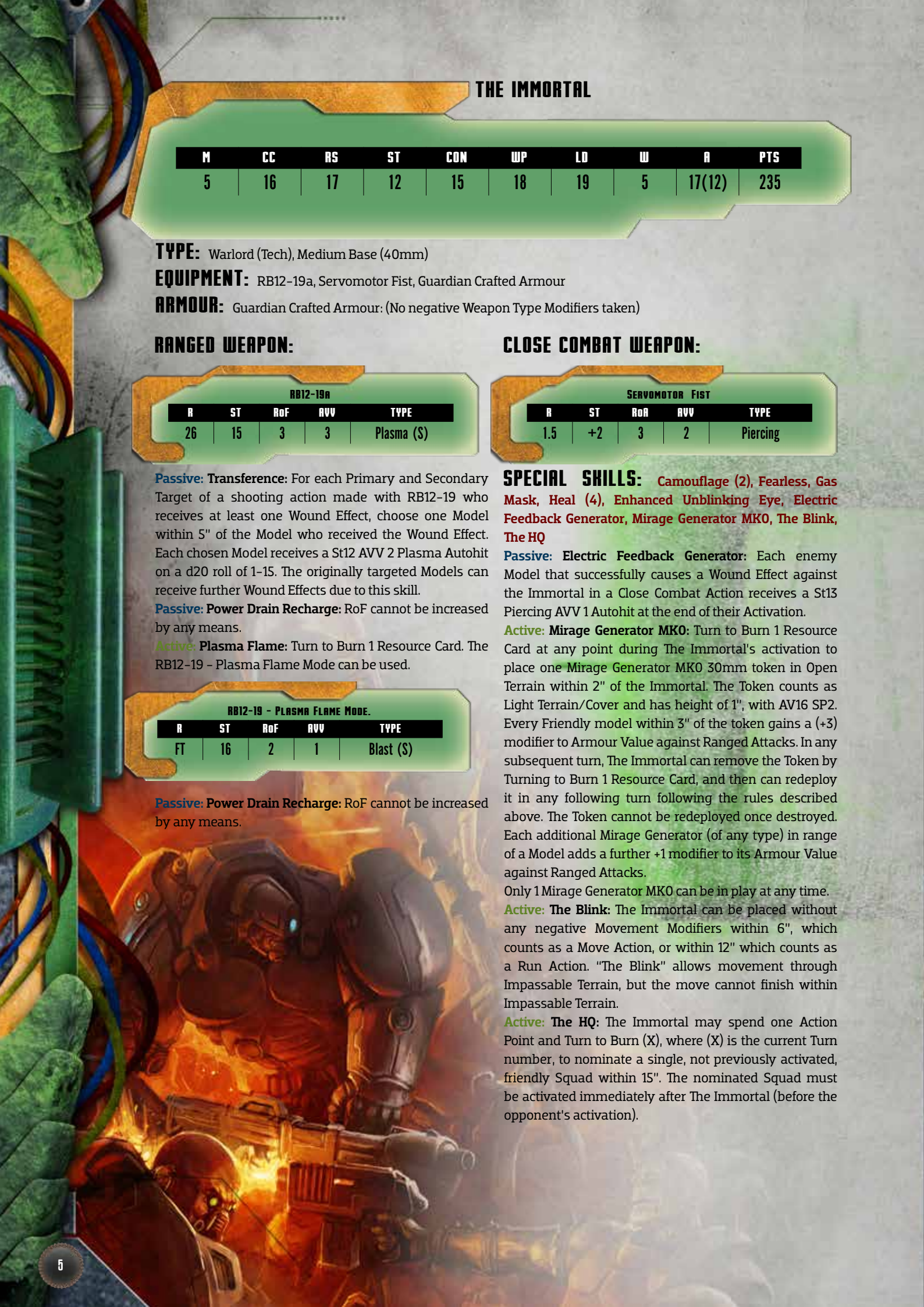
Passive: Electric Feedback Generator: Each enemy Model that successfully causes a Wound Effect against the Immortal in a Close Combat Action receives a St13 Piercing AVV 1 Autohit at the end of their Activation.

Active: Mirage Generator MK0: Turn to Burn 1 Resource Card at any point during The Immortal's activation to place one Mirage Generator MK0 30mm token in Open Terrain within 2" of the Immortal. The Token counts as Light Terrain/Cover and has height of 1", with AV16 SP2. Every Friendly model within 3" of the token gains a (+3) modifier to Armour Value against Ranged Attacks. In any subsequent turn, The Immortal can remove the Token by Turning to Burn 1 Resource Card, and then can redeploy it in any following turn following the rules described above. The Token cannot be redeployed once destroyed. Each additional Mirage Generator (of any type) in range of a Model adds a further +1 modifier to its Armour Value against Ranged Attacks.

Only 1 Mirage Generator MK0 can be in play at any time.

Active: The Blink: The Immortal can be placed without any negative Movement Modifiers within 6", which counts as a Move Action, or within 12" which counts as a Run Action. "The Blink" allows movement through Impassable Terrain, but the move cannot finish within Impassable Terrain.

Active: The HQ: The Immortal may spend one Action Point and Turn to Burn (X), where (X) is the current Turn number, to nominate a single, not previously activated, friendly Squad within 15". The nominated Squad must be activated immediately after The Immortal (before the opponent's activation).



VINCE DIAMOND

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	14	13	13	13	18	4	16(12)	185

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	13	12	12	13	18	3	14(12)	115

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

EQUIPMENT: SSW4200P 'Suppressor HMG', Cybernetic Arm, Subdermal Enhanced Titanium Implants

ARMOUR: Subdermal Enhanced Titanium Implants: (No Negative Modifiers Taken).

RANGED WEAPON:

SSW4200P 'Suppressor' HMG

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

Passive: Suppressor: A Squad that loses any model due to the SSW4200P is under the effect of 'Suppression Fire': if a model under this effect travels more than 2" in this Game Turn, they must take a Con test. If failed, they receive an Autohit with St14.

CLOSE COMBAT WEAPON:

CYBERNETIC ARM

R	ST	RoA	AVV	TYPE
1	+4	2	1	Piercing

Passive: 'Oh, was that your head?': CC Rolls of 1-4 gain Critical Force (+1)

Active: 'Knock Knock': 'Turn to Burn' 2 Resource Cards. AVV for the Cybernetic Arm is modified by (+4)

SPECIAL SKILLS: Fearless, Crackshot, Doomtrooper, Cartel Agent (Lord Type Only), Ranger, Heal(4), Improved Resistance, Icon of Advertisement, Enhanced, About Those test results...

Passive: Improved Resistance: When Vince Diamond would be affected by any Psychic Power, roll a D20. On a roll of 1-10, he is not affected.

Passive: Icon of Advertisement: Each time Vince Diamond removes any enemy model from the game, place a Propaganda Token next to him. The player may remove any number of Propaganda Tokens from any friendly squad before the Initiative Roll to add the number of removed tokens to that roll.

Passive: Enhanced: In Armies containing Vince Diamond as the Warlord, one Squad of Chasseurs can be upgraded to Enhanced Chasseurs for 3 points per Model. Enhanced Chasseurs have their RS,CC and A values modified by (+2), but cannot purchase any Cybertronic Upgrades.

Passive: About Those test results... : Vince Diamond can be upgraded with 3 Cybertronic Hardware upgrades for free. Vince may also take up to 2 more Cybertronic Enhancements (not Hardware Upgrades) for the points listed.

EVERASSUR

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	16	11	13	14	17	4	16(12)	190

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

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	14	10	12	13	16	3	16(11)	135

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

R	ST	RoF	AVV	TYPE
24	14	3	3	Plasma (S)

Passive: Transference: For each Primary and Secondary Target of a shooting action made with RB12-19 who receives at least one Wound Effect, choose one Model within 5" of the Model who received the Wound Effect. Each chosen Model receives a St12 AVV 2 Plasma Autohit on a d20 roll of 1-15. The originally targeted Models can receive further Wound Effects due to this skill.

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

Active: Ground-Tremor Sphere: Turn to Burn 2 Resource Cards. This counts as a Shooting Action. Place a 30 mm token within 18" and LOS of the Everassur. All Light Terrain within 3" of the token counts as Heavy Terrain for Movement. Models on Small Bases starting their activation within 3" of the token receive (-3) modifier to MV, CC and RS. Additionally, all Models suffer St8 AVV1 Blast Autohit if they finish their activation within this zone.

Active: Plasma Flame: Turn to Burn 1 Resource Card. The RB12-19 - Plasma Flame Mode can be used.

RB12-19 - Plasma Flame Mode.

R	ST	RoF	AVV	TYPE
FT	16	2	1	Blast (S)

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: **Fearless, Heal (3), Gas Mask, Enhanced Unblinking Eye, Electric Feedback Generator, Blink, Power Blink, Partner (Active)**

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)	165

TYPE: Warlord (Tech), Medium Base (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 1 Resource Card. Instead of an Armour test, the target must take a Con test for each Wound Effect caused by the Enhanced Auto-Injector. If the test is failed, the model loses a Wound. Heal Rolls may not be taken for Wounds caused this way.

SPECIAL SKILLS:

Heal (8), Healing Nanobots, Tactician, Fearless, Ranger, Oh She's Lovely, Maybe not, Partner (Active), Stimulants, Constant Improvements

Passive: **Healing Nanobots:** All friendly models within 12" of Commander Dr. Diana gain the Heal (+2) Special Skill and a (+1) Modifier to Armour Value.

Passive: **Tactician:** Turn to Burn up to 4 Resource Cards during Dr. Diana's activation to add +2 to the next initiative roll for each Resource Card used.

Passive: **Oh she's lovely!:** Models wishing to target Commander Dr. Diana with a Ranged attack must, regardless of Range, first pass a Target Priority test. Cybertronic Models and Models with the "Necrotechnology" Special Skill are not affected.

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!'.

Active: **Stimulants:** Spend 1 Action Point and select a Friendly non-Vehicle Squad within 8". All Models without 'The Core' Special Skill in the Squad receive one of the following effects until the end of the turn: MV(+2), CC(+2), RS(+2), ST(+2), CON(+3) or WP(+3). All affected Models must test against their unmodified CON at the end of their activation. If failed, the Model receives a Stun effect. If this skill is used to boost a Model's Stat that is already improved by an Enhancement, then the Model additionally receives a ST10 Piercing Autohit at the end of their activation. Models can be affected by this Skill only once per turn.

Passive: **Constant Improvements:** In an army led by Dr Diana, 1 Chasseurs Squad can take one Enhancement for free. The Squad can still purchase a second Enhancement for the normal cost.

DR. DIANA CLONE

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	9	10	15	16	2	14(10)	75

TYPE: Lord, Medium Base (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)

CLOSE COMBAT WEAPON:

Auto-Injector

R	ST	RoA	AVV	TYPE
1.5	+2	2	0	Plasma

SPECIAL SKILLS: **Heal (6), Medic (4), Fearless, Ranger, Oh she's lovely, Partner (Active), Stimulants**

Passive: Oh she's lovely!: Models wishing to target Dr. Diana Clone with a Ranged attack must, regardless of Range, first pass a Target Priority test. Cybertronic Models and Models with the "Necrotechnology" Special Skill are not affected.

Active: Stimulants: Spend 1 Action Point and select a Friendly non-Vehicle Squad within 8". All Models without 'The Core' Special Skill in the Squad receive one of the following effects until the end of the turn: MV(+2), CC(+2), RS(+2), ST(+2), CON(+3) or WP(+3). All affected Models must test against their unmodified CON at the end of their activation. If failed, the Model receives a Stun effect. If this skill is used to boost a Model's Stat that is already improved by an Enhancement, then the Model additionally receives a ST10 Piercing Autohit at the end of their activation. Models can be affected by this Skill only once per turn.

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. Instead of an Armour test, the target must take a Con test for each Wound Effect caused by the Auto-Injector. If the test is failed, the model loses a Wound. Heal Rolls may not be taken for Wounds caused this way.

DR. CYNTHIA DIANA

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	14	9	10	15	16	2	14(10)	80

TYPE: Lord, Medium Base (40mm), Unique, Dr. Cynthia Diana is a Dr. Diana Clone

EQUIPMENT: P1000E Handgun, Auto-Injector

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:

Auto-Injector

R	ST	RoA	AVV	TYPE
1.5	+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. Instead of an Armour test, the target must take a Con test for each Wound Effect caused by the Auto-Injector. If the test is failed, the model loses a Wound. Heal Rolls may not be taken for Wounds caused this way.

SPECIAL SKILLS:

Fearless, Heal (6), Ranger, Neoclone Commander, Oh She´s Lovely, Field Improvements, Master Mechanic, Partner (Active)

Passive: **Neoclone Commander:** Dr. Cynthia Diana may be joined by up to 4 Dr. Diana Neoclones for 15 points per Model. For each Neoclone in Dr. Cynthia Diana´s squad, all Models in the Squad gain a (+1) modifier to Heal, to a maximum of Heal(8). The Squad does not take up an additional slot on the OOC, but counts as Support Type for the purposes of Enhancements, Cards, and all other in game effects. When part of this Squad, Dr. Cynthia Diana and the rest of the Squad must take the same Enhancements.

Passive: **Oh She's Lovely:** Models wishing to target Commander Dr. Diana with a Ranged attack must, regardless of Range, first pass a Target Priority test. Cybertronic Models and Models with the "Necrotechnology" Special Skill are not affected.

Active: **Field Improvements:** Turn to Burn 1 Resource Card and use 1 Action Point when Dr. Cynthia Diana is in Base or Footprint contact with a friendly vehicle. On a D20 Roll of 1-5 the vehicle gains a SP (above starting value) in a random location. Add a (-1) modifier to the D20 roll for each friendly Dr. Diana Clone or Neoclone within 8" of Dr. Cynthia Diana to a maximum modifier of (-10). Each vehicle may only gain 1SP in this way per game. If the SP gained this way is subsequently lost, it can be regained only via Dr. Cynthia Diana´s Master Mechanic Special Skill.

Active: **Master Mechanic:** Use 1 Action Point when Dr. Cynthia Diana is in Base or Footprint contact with a friendly vehicle. On a D20 roll of 1-14, the vehicle regains its last lost SP. Add a (-1) modifier to the D20 roll for each friendly Dr. Diana Clone or Neoclone within 8" of Dr. Cynthia Diana, to a maximum of (-5). If the D20 roll is a 1, the vehicle regains 2 lost SPs.

CUIRASSIER 'ATTILA' MK.III '732-R4-NCE'

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	16	14	12	13	14	20	3	16(13)	105

TYPE: Lord, Medium Base (40mm), Unique, 732-R4-NCE counts as a Cuirassier 'Attila' MK III

EQUIPMENT: SSW3200P 'Mega-Blaster HMG', Cybernetic Fists, Head Butt

ARMOUR: Titanium Exoskeleton (no negative weapon type modifiers taken)

RANGED WEAPON:

SSW3200P 'Mega-Blaster HMG'

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

CLOSE COMBAT WEAPON:

Cybernetic Fists

R	ST	RoA	AVV	TYPE
1.5	+2	2	3	Piercing

Head Butt

R	ST	RoA	AVV	TYPE
1	+3	1	6	Blast

Passive: Mono-Butt: RoA cannot be increased by any means.

Active: Mega-Butt: Turn to Burn 1 Resource Card. The Head Butt has Critical Damage (3). 732-R4-NCE receives a St10 Piercing Autohit with Critical Force (2) at the end of its activation.

SPECIAL SKILLS: As Cuirassier Attila MKIII (minus Partner (passive)), Target Sense, The Maker, Theory of Soul, Use Your Head

Passive: The Maker: 732-R4-NCE's Action Points can be allocated to any friendly Exterminateur 'Atilla' within 8" that has not yet been activated this turn. Place a "The Maker" marker on the target Exterminateur for each Action Point re-allocated this way. No Exterminateur may receive more than 1 The Maker token per turn. Remove The Maker marker when the re-allocated AP is used or at the end of the turn.

Passive: Theory of Soul: For each Objective 732-R4-NCE holds or completes (including holding a Table zone on his own), the controlling player gains an additional Victory Point.

Active: Use Your Head: Turn to Burn 1 Resource Card. 732-R4-NCE can use both its Close Combat weapons in one Close Combat action.

DICK HOWKINS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	13	10	10	14	17	2	12(12)	80

TYPE: Lord, Medium Base (40mm), Unique, Dick Howkins is a Chasseur
EQUIPMENT: AR3501ST 'Chain Carbine', Titanium-Plated Electric Fists
ARMOUR: Titanium Subdermal Enhanced Implants and Armour Plates (no negative weapon type modifiers taken)

RANGED WEAPON:

AR3501ST 'Chain Carbine'

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

Active: **Seek and Destroy Program:** Once per game when Howkins declares an Aim action, Turn to Burn 1 Resource Card. If a successful RS is made for the Aimed shot, it automatically counts as a Power Shot.
Active: **Turn it up to 11:** Turn to Burn 2 Resource Cards. The AR3501ST "Chain Carbine" receives a +6 modifier to St and AVV. The weapon also gains Critical Damage (2). At the end of the Shooting action, Howkins receives a Wound Effect with no Armour or Impenetrable Armour test allowed. If Howkins is reduced to 0 or less Wounds by this Wound Effect, place a LE template centered on Howkins. All Models within the template receive a St13 AVV1 Blast Autohit.

CLOSE COMBAT WEAPON:

Titanium-Plated Electric Fists

R	ST	RoA	AVV	TYPE
1.5	+2	2	0	Plasma

SPECIAL SKILLS:

Fearless, Heal (3), Ranger, Accelerated Asset, Subreal Resource Download, Mirage Generator MK1

Passive: **Accelerated Asset:** Howkins may take up to 3 (total) Cybertronic Enhancements or Warlord Equipment Choices (he is considered Ranged Type Warlord for Equipment selection) at the point cost listed
Passive: **Subreal Resource Download:** Howkins provides one additional Resource Card to the army. If Howkins is removed from the game, the player must choose and discard a Resource Card.
Active: **Mirage Generator MK1:** Turn to Burn 1 Resource Card at any point during Dick Howkins' activation to place one Mirage Generator MK1 30mm token in Open Terrain within 2" of his base. The token counts as Light Terrain/ Cover and has height of 1" with AV14 SP2. Every Friendly model within 3" of the token gains a (+2) modifier to Armour Value against Ranged Attacks. During Dick Howkins' activation in any subsequent turn, the Token can be removed from the table by Turning To Burn 1 Resource Card. In any turn after the turn when the Token was removed, it may be re-deployed in the normal manner. The Token cannot be redeployed once destroyed. Each additional Mirage Generator MK1 in range of a Model adds a further +1 modifier to its Armour Value against Ranged Attacks.

CHASSEURS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	9	10	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 -2)

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

One Dr Diana Neoclone may be added to the Squad as Advisor, at the cost listed in Dr Diana Neoclone's entry. One Cuirassier 'Attila' may be added to the Squad as Advisor, at the cost listed in Cuirassier's entry

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
24	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: Anti-Tank Ammo: Critical Damage (2)

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: Ranger, Mirage Generator MK1.

Active: Mirage Generator MK1: Turn to Burn 1 Resource Card at any point during the Squad Commander's (or Acting Squad Commander's) activation to place one Mirage Generator MK1 30mm token in Open Terrain within 2" of their base. The token counts as Light Terrain/ Cover and has height of 1" with AV14 SP2. Every Friendly model within 3" of the token gains a (+2) modifier to Armour Value against Ranged Attacks. During the Squad's activation in any subsequent turn, the Token can be removed from the table by Turning To Burn 1 Resource Card. In any turn after the turn when the Token was removed, it may be re-deployed in the normal manner. The Token cannot be redeployed once destroyed.

Each additional Mirage Generator MK1 in range of a Model adds a further +1 modifier to its Armour Value against Ranged Attacks.

DR DIANA NEOCLONE

M	CC	RS	ST	CON	WP	LD	W	A
5	11	12	8	8	14	17	1	11

TYPE: Advisor, Small Base (30mm), Dr Diana Neoclone may be added to eligible Squads for 25 points

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 (P)

CLOSE COMBAT WEAPON:

Auto-Injector

R	ST	RoA	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. Instead of an Armour test, the target must take a Con test for each Wound Effect caused by the Auto-Injector. If the test is failed, the model receives a Wound. Heal Rolls may not be taken for Wounds caused this way.

SPECIAL SKILLS: Shielded, Ranger, Heal (4), Oh She's Lovely, Advanced Medical Protocol

Passive: Oh she's lovely!: Models wishing to target Dr. Diana Neoclone with a Ranged attack must, regardless of Range, first pass a Target Priority test. Cybertronic Models and Models with the "Necrotechnology" Special Skill are not affected.

Passive: Advanced Medical Protocol: Any Squad to which Dr Diana Neoclone is added as Advisor gains the Heal (+3) Special Skill

ARMOURED CHASSEURS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	14	10	10	14	17	1	15(11)	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 15 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
24	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.

SSW5500 ROCKET LAUNCHER

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

Passive: Anti-Tank Ammo: Critical Damage (2)

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

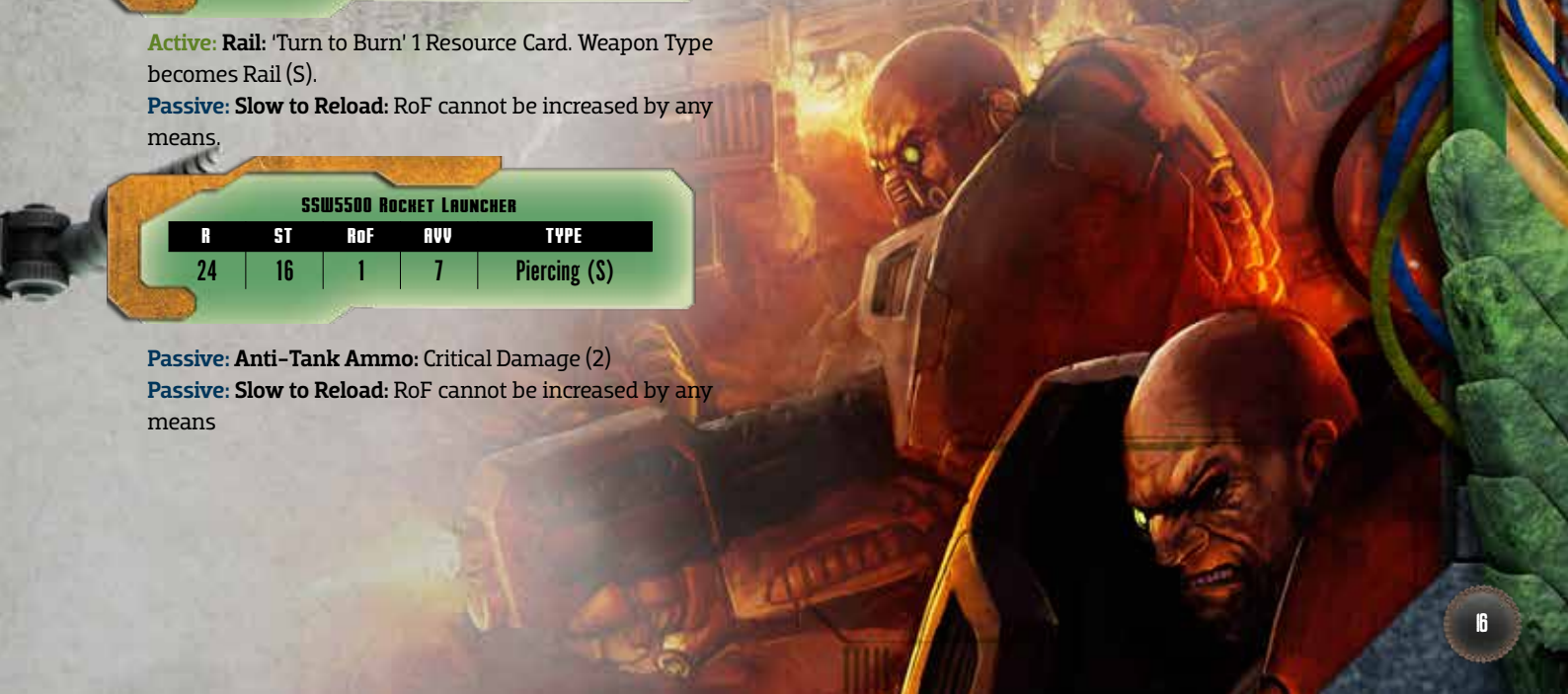
SPECIAL SKILLS: Blink, Power Blink, Sonic Grenade, Preemptive Strike.

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'.



MACHINATORS MK IX

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	11	11	12	12	11	1	13	55

TYPE: Troops, Small Bases (30mm)

SQUAD COMPOSITION: 1 Machinator Squad Commander, 4 Machinators

SQUAD SIZE: 5-10 Machinators.

ARMOUR: Alloy Plating and Riot Shield (Plasma -2)

SQUAD UPGRADES: The Squad can be increased by up to 5 Machinators for 11 points per Model.
Any models in the Squad can replace their Arm-mounted P1000 with a CAW1800 SMG for 3 points per Model.
The Squad can be increased by 1 Oppresseur MK I for 40 points.

EQUIPMENT: Electric Stun Baton, Arm-mounted P1000, Alloy Plating

RANGED WEAPON:

ARM-MOUNTED P1000

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

CAW1800 SMG

R	ST	RoF	AVV	TYPE
18	12	2	0	Piercing (A)

CLOSE COMBAT WEAPON:

ELECTRIC STUN BATON

R	ST	RoA	AVV	TYPE
1	+1	2	0	Piercing

Passive: Electro Shock: Models on Small or Medium Bases that receive a Wound Effect must pass a Con test or receive a Stun Effect.

SPECIAL SKILLS: **Pathfinder, The Core, Simple AI, Partner (Passive), Core-powered Weapons, Mass Produced**

Passive: Simple AI: Squads of Machinators cannot be joined by any other Models except Oppresseur MK I.

Passive: Mass Produced: Machinators cannot take any Cybertronic Enhancements.

Passive: Riot Shield: Against attacks from its front facing, The Machinator gains Armour Value (15) and Impenetrable Armour (12).

Active: Core-Powered Weapons: Declare that a Machinator is using this skill before rolling for any close combat attacks. The Model's close combat weapons gain additional St (+2) and AVV (+1) modifiers until the end of the Model's activation, but the Model takes a St14 Piercing Autohit (on its rear arc) at the end of its activation.

MIRRORMEN

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	13	10	9	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)

SQUAD OPTIONS: The Squad may be increased by up to 5 Models at 22 Points per Model.
Any Mirrorman may exchange its CSA400 Sword with a CSA404 Heat Sword for 5 Points.

EQUIPMENT: P1000 Handgun, CSA400 Sword, Mirrorman Armour

RANGED WEAPON:

P1000 Handgun

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

CLOSE COMBAT WEAPONS:

CSA400 Sword

R	ST	RoA	AVV	TYPE
1	+3	2	1	Piercing

CSA404 Heat Sword

R	ST	RoA	AVV	TYPE
1	+4	2	5	Plasma

SPECIAL SKILLS: **Stay Frosty, Cell Link, Camouflaged Suit, Chrome-Mirrored Suit, Slippery, Preemptive Strike, Disorientating Reflection, Camouflage (2), Inspiring Presence, Poster Boys, Unblinking Eye**

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

Passive: Camouflaged Suit: All Ranged Attacks targeting a Mirrorman 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.

Passive: Disorientating Reflection: Any enemy Model deploying or redeploying within 8" from a Mirrorman must take a Ld test at Ld/2. If failed, the Model immediately receives a Stun effect.

Passive: Poster Boys: Each time the Mirrormen Squad removes from the game the last Model from an enemy Squad, place a Propaganda Token next the Squad Commander. The player may remove any number of tokens from any number of Mirrormen Squad Commanders before the Initiative Roll to either add three times the number of removed tokens to the Initiative Roll or add a number of Resource Cards to their pool equal to the number of removed tokens. Both effects last for one turn only.

Active: Chrome-Mirrored Suit: Select 1 Mirrorman and Turn to Burn 2 Resource Cards between the actions of any Model (friendly or foe). Until the end of the turn, all enemy Models making any shooting action within 18" of and with LOS to the selected Mirrorman must first pass a Ld test at Ld/2. If the test is failed, and the selected Mirrorman is within the Range of any of the affected Model's Ranged Weapons, the Model receives a (-4) modifier to RS and must make that shooting action against that Mirrorman, allocating all their weapon's RoF to the selected Mirrorman.
Any number of Mirrormen in a Squad can be selected to use this skill, by Turning to Burn 2 Resource Cards per Mirrorman, but enemy Models can be affected only once per turn. If more than one Mirrorman is within range, the affected Model's owner can choose the Mirrorman Model to target.

PIETER 'THE SHIELD' DIAMOND-THE MIRRORMAN

M	CC	RS	ST	CON	WP	LD	W	A
5	15	10	10	9	14	17	2	15 (11)

TYPE: Mirrorman Squad Commander Upgrade (30mm Base), Unique
The Mirrorman Squad Commander may be upgraded to Pieter Diamond for 30 points.

ARMOUR: Mirrorman Armour and Mirrorshard Shield (Piercing +2, Blast -1)

CLOSE COMBAT WEAPON:

CSA 404 Sword

R	ST	RoA	AVV	TYPE
1	+3	2	5	Plasma

MIRRORSHARD SHIELD SPECIAL RULE: Pieter Diamond has Impenetrable Armour (14) against Ranged and Close Combat attacks made in his front facing.

EQUIPMENT: CSA404 Sword, Mirrorshard Shield

SPECIAL SKILLS: **As Mirrormen Squad, Mirrorshard-Infused Shield, Master of the Mirrors**

Passive: Mirrorshard-Infused Shield: Whenever Pieter Diamond successfully passes an Armour test against a non template Ranged attack of Piercing, Plasma or Blast type he may reflect it back at the Model that completed the Attack. The reflected Ranged Attack from Pieter Diamond occurs instantly on completion of his successful Armour test for 0 Action Points using Pieter Diamond's RS with a -2 Modifier to St. He may use this ability as many times as he is targeted.

Passive: Master of the Mirrors: Pieter Diamond's Squad has the Infiltrate special skill, and receives an additional -1 modifier to RS for their Camouflaged Suit special skill.

CUIRASSIER 'ATTILA'

M	CC	RS	ST	CON	WP	LD	W	A	PTS
6	15	14	11	13	14	20	3	16(11)	85

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).

SQUAD OPTIONS: The Squad may be increased by up to 2 Models at 85 Points per Model.

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

One Cuirassier 'Attila' per Squad can be taken in eligible Squads as Advisor, for 85 points.

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

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	Plasma (S)

Passive: Rail Gun: The Weapon Type is additionally Rail

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

CLOSE COMBAT WEAPON:

Cybernetic Fists

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

SPECIAL SKILLS: The Core, Ultrasonic Resonation, Unblinking Eye, Partner (Passive), Self-repair, Gas Mask

Passive: Ultrasonic Resonation: Every enemy Model within 8" of a Cuirassier receives a (-2) Modifier to their Armour Value. For each additional 'Ultrasonic Resonation' above the first affecting an enemy Model add an additional (-1) Modifier to their Armour Value. The affected Model's Armour Value cannot be reduced to less than 10.

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: Self-Repair: At the start of Attila's activation, Turn to Burn 1 Resource Card and roll 1D20. On a roll of 1-10, the Model regains one wound previously lost in the game (up to the model's starting W value).

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)

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 20 Points.

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

RANGED WEAPONS:

AR3501E 'STRIKER' ASSAULT RIFLE

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

SSW4200P 'SUPPRESSOR' HMG

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

Active: **Suppressor:** A Model equipped with a SSW4200P 'Suppressor' HMG can perform a 'Suppression Fire' Squad Special Action alone (i.e. it does not need the normal minimum of three participating Models).

CLOSE COMBAT WEAPON:

ELECTROSHOCK FISTS

R	ST	RoA	AVV	TYPE
1.5	+1	2	3	Piercing (A)

Passive: **Electroshock:** All Models which receive a Wound Effect from this weapon also receive a Stun effect.
Active: **Short Circuit:** Turn to Burn 1 Resource Card. The Model's Electroshock Fists become AVV 5.

SPECIAL SKILLS: **Camouflage (2), Infiltrate, Ranger, Unblinking Eye, Agility, Predatory Leap, The Core, Thick Armour, Partner (Passive), Gas Mask**

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

Active: **Predatory Leap:** At the beginning of the 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 performing Move, Run or Engage actions (Enhanced Machinators still need LOS to their target to perform the Engage Action).

SCORPION

M	CC	RS	ST	CON	WP	LD	W	A	PTS
7	13	14	10	12	14	17	3	16(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)

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.

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.

CLOSE COMBAT WEAPON:

Pneumatic Claws

R	ST	RoA	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, Predator Senses.**

Passive: Avalanche: Turn to Burn 2 Resource Cards. A Scorpion may fire both of its Ranged Weapons in a single Shooting Action, for 1 Action Point (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, although a natural 20 does not result in the Model(s) being removed as casualties. The deployment point may be placed within Open, Light or Heavy terrain. If the Scorpion(s) scatter onto Impassable Terrain or on top of other Models, move the Scorpion(s) the shortest distance possible to place them legally. If the Model cannot be legally placed within 6" of the scatter location, the Model is removed as a casualty.

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: Burrow: If no Models in the Squad are Engaged, and at the beginning of the Squad's Activation, the entire Squad can use the 'Burrow' Special Skill. Replace each Model with with a 30mm 'Burrow' Token; the entire Squad becomes Deactivated. Any enemy Model finishing its Activation within 3" of the Token receives a St14 AVV5 Plasma Autohit. The Squad must 'Un-burrow' if there is an enemy Model within 5" of any 'Burrow' Token at the beginning of the Burrowed Squad's activation. Treat the Squad Commander's 'Burrow' Token as the nominated point for Rapid Deployment.

OPPRESSEUR MK I

					1-10		11-14		15-18		19-20				
M	CC	RS	WP	LD	SP Hull / AV		SP Weapons / AV		SP Driving System / AV		SP Engine / AV		AV Front	AV Back	AP
5	9	14	14	17	2	14	2	13	3	12	2	15	0	-2	2
					If SP=0, The vehicle counts as Destroyed, but remains on play as a piece of Heavy Terrain		If SP=0 or less, the Vehicle may no longer use its Main Weapons..		If SP=0, The vehicle cannot move or pivot.		If SP=0, the vehicle explodes! Measuring D20/4" from the base, all models will take a St12 AVV2 Blast Autohit. The model is removed from the game.				

TYPE: Advisor, Light Walker, Large Base (50mm), In a Cybertronic Army, the Oppresseur MK I may be added to any Cybertronic Support Squad for 50 points

EQUIPMENT: Riot-Control Device, Tazerator

ARMOUR: Reinforced Alloy Plating (No negative weapon type modifiers taken)

RANGED WEAPONS:

Riot Control Device

R	ST	RoF	AVV	TYPE
12/SE	11	2	0	Gas (G)

Passive: **Thick Gas:** Place a 30mm token as near as possible to the point where the Grenade hits. Any model that ends its activation within 3" of the token receives a St10 Gas Autohit. Remove the token at the end of the turn.
Active: **Order 67:** Turn to Burn 1 Resource Card. The Riot Control Device can be loaded with Anti-Personnel Grenades

Riot Control Device – Anti Personnel Grenades

R	ST	RoF	AVV	TYPE
12/LE	13	1	0	Blast (G)

CLOSE COMBAT WEAPON:

Tazerator

R	ST	RoA	AVV	TYPE
1	(-)	1	0	Blast (S)

Passive: **Tazerator:** This weapon does not cause Wound Effects on non-vehicle targets. Instead, the target receives a Stun effect.

SPECIAL SKILLS: The Core, Proximity Alarm, Partner (passive), Evasive Maneuver Protocol

Passive: **Proximity Alarm:** Any enemy Model deploying or redeploying within 8" from an Oppresseur MK I must take a Con test. If failed, the Model immediately receives a Stun effect.

Passive: **Evasive Maneuver Protocol:** The Oppresseur MK I does not have the Bulky special skill

EXTERMINATEUR 'ATTILA' MK.I

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Body / AV		SP Weapon / AV		SP Drive / AV		SP Core / AV		AV Front	AV Back	AP	PTS
5	13	14	-	20	3	14	3	14	3	14	3	15	0	-5	3	135
					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 may not move or pivot		If SP=0 or less, the Vehicle explodes! Measure from the base of the Vehicle with a range of D20/2". Each model within this range takes a S15 Piercing AVV5 autohit on a roll of 1-15.					

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

SQUAD COMPOSITION: 1 Exterminateur 'Attila' MK.I Squad Commander

SQUAD SIZE: 1-2 Exterminateur 'Attila' MK.I

MAIN WEAPON:

SSW4200P 'Master Blaster' HMG

R	ST	RoF	AVV	TYPE
28	14	3	3	Blast (A)

Passive: Overcharge: The RoF of the SSW4200P 'Master Blaster' HMG may be increased up to 6. For each RoF value increase caused by the Overcharge special skill the Exterminateur 'Attila' MK.I receives an AVV 5 Autohit on its Core location at the end of its activation.

Passive: Rail Gun: Weapon Type is additionally Rail.

CLOSE COMBAT WEAPON:

Head Butt

R	ST	RoF	AVV	TYPE
1	14	2	2	Piercing

EQUIPMENT: SSW4200P 'Master-Blaster' HMG

ARMOUR: Intelligent Alloy Plating (no negative weapon type modifiers taken)

SQUAD UPGRADES: May add one Exterminateur 'Attila' MK.I for 135 points each.

SPECIAL SKILLS: **Fear (2), Ultrasonic Resonation Device, Intelligent Alloy, Power Cell Discharge**

Passive: Ultrasonic Resonation Device: Any successful Ranged Attack, using the Aim Special Action against an Exterminateur 'Attila' MK.I must still randomise the Hit Location. Additionally, the range of the Ultrasonic Resonation special skill for all friendly Cuirassier 'Attila' MK.III on the battlefield is increased from 8" to 18".

Passive: Intelligent Alloy: When a SP is lost by an Exterminateur 'Attila' MK.I roll a D20. On the roll of 1-10 the Structure Point is restored.

Active: Power Cell Discharge: At the beginning of the squad activation nominate an Exterminateur 'Attila' MK.I to conduct a Power Cell Discharge. Each model within 6" of the Exterminateur 'Attila' MK.I receives a St10 Blast AVV1 autohit. At the end of the Exterminateur 'Attila' MK.I activation roll a D20. On a roll of 1-10 the Exterminateur 'Attila' MK.I loses 2 SP from its Core Location. SP lost due to a Power Cell Discharge cannot be restored by any means (even repaired).

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	12	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 AVV2 Piercing Autohit on a roll of 1-15					

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

SQUAD COMPOSITION: 1 Voltigeur Squad Commander

SQUAD SIZE: 1 Voltigeur

SQUAD OPTIONS: One Voltigeur per army can be taken as a Support Choice, however, it still counts as a Light Vehicle type for the purposes of Enhancements, Cards and all in game effects.

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

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

MAIN WEAPON:

LVSW 1200 'Volt-Beamer'

R	ST	RoF	AVV	TYPE
32	15	2	5	Plasma (A)

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

Passive: Rail Gun: Weapon Type is additionally Rail.

CLOSE COMBAT WEAPON:

Vehicle Repair Tools

R	ST	RoA	AVV	TYPE
1.5	14	3	4	Piercing

Passive: Vice: Models on Small and Medium Bases receiving a Wound Effect from the Vehicle Repair Tools also receive a Stun Effect.

SPECIAL SKILLS: Ranger, Repurposed Alloys, Unblinking Eye, Release the Drones.

Active: Repurposed Alloys: At the beginning of the Volitgeur 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).

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. On the turn they are released, the Drones must be activated immediately after the Voltigeur, and begin their activation with 1 Action Point.

DRONES

M	CC	RS	ST	CON	WP	LD	W	A	PTS
8	12	12	8	10	14	18	1	10	–

TYPE: Small Bases (30mm)

EQUIPMENT: Tazerator, Alloy Plates.

ARMOUR: Alloy Plates: (Piercing -3)

RANGED WEAPON:

Tazerator

R	ST	RoF	AVV	TYPE
6	(-)	1	0	Blast (P)

Passive: Tazerator: This weapon does not cause Wound Effects on non-vehicle targets. Instead, take a Con test (Models on Large bases receive a +3 modifier to Con). If failed, the Model receives a Stun effect.

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

Passive: Voltigeur Squad: The Voltigeur and its Drones count 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: Spend 1 Action Point when in Base to Base contact with a 'stunned' Model or a Vehicle hit with a Tazerator earlier this turn. This counts as a Close Combat Action. The Drone latches onto the Model, inflicting a St10 AVV2 Piercing Autohit.

If the Model survives, it must, in each of their subsequent activations, spend its first available Action Point to attempt to remove one latched Drone by testing against its CC value with a (-6) modifier.

If the test is successful, the Drone is removed from the game. Non-Vehicle Models, except Models on large bases, cannot perform any other actions while any Drones remain latched onto them. If at least 1 Drone remains latched onto the Model at the end of its activation, it receives a Stun effect (Vehicles count as hit by the Tazerator).

Latched Drones are moved with their target Model, and remain in Base to Base contact all the time. Latched Drones can be attacked normally.

Drones cannot interact with Objectives.

In their following activations, the Drone must perform the Resource Gathering action again.

If a Drone removes a Model from the game using the Resource Gathering Special skill, it must spend all its available Action Points to return to its Squad Commander. It is removed from the game once in Base to Base contact with the Voltigeur and the Voltigeur regains its last lost SP.

Active: Proximity Mine Deployment: Turn to Burn 1 Resource Card before a Drone's Move or Run action. Place a 30mm Proximity Mine Token on any point along the path of the Drone's movement. The Token is AV12 SP2. When any Model (friendly or foe), except any Drone moves or is deployed within 4" of the Token, the Mine explodes causing a ST12 AVV1 Blast Autohit to all Models within 6" of the Token. Remove the Token once the mine has exploded. Each Drone can deploy only 1 Mine per game, and newly created Drones are treated as new models.

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	15	15	16	19	4	15	4	15	4	15	4	16	0	-2	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 AVV3 Piercing Autohit on a roll of 1-15					

TYPE: Heavy Vehicle (Heavy Walker), Large base (80mm)

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	Plasma (G)

Passive: Melting Point: Critical Damage (2)

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	Plasma (S)

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

SPECIAL SKILLS: Dispersible, Stay Frosty, Fear(2), Don't Make It Angry, Just an Irritation

Passive: Don't Make It Angry: Any model without Target Sense that attempts to make a ranged attack against an Eradicator must pass a Fear(2) test, or else lose the action point

Passive: Just an Irritation: If an Eradicator begins its activation Engaged with Models on Small Bases only, it receives the full number of Action Points.

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 35 points, which increases its SP Engine Value to 5. All Models within 8" of the Model with Force Field Generator, including the Model itself, 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)

Passive: Blast Mode: The SSW6000 can be fired using the profile below.

SSW6000 Blast Mode

R	ST	RoF	AVV	TYPE
6-24/SE	12	4	0	Blast (A)

Gigadeath Chainripper

R	ST	RoA	AVV	TYPE
3	14	2	6	Piercing

Passive: Symphony of Destruction: Critical Force (+2), Critical Damage (2)