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CAPITOL

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CAPITOL GENERAL SPECIAL RULES

Brotherhood Troopers and Valkyries, Corporate Agents and Wolfbane Commandos (see Imperial Corporation book) can be taken in Capitol Armies as Support Choices, following the limitations stated in their descriptions.

STATISTICS

M50 FRAGMENTATION GRENADE LAUNCHER

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

Active: M50 Fragmentation Grenade Launcher: Any Model with a M50 Assault Rifle can use its Grenade Launcher. 'Turn to Burn' 1 Resource Card per Model.
Passive: Slow to Reload: This weapon's RoF cannot be increased by any means.

Capitol forces are organised into Battalions. Each Warlord Type (Close Combat, Ranged, or Tech) can lead certain Battalion types, as listed below. Select one Battalion type when composing the army list.
The Battalion type modifies, in some instances, the allocation of some types of Squads to Troop, Support, or Light Vehicle slots on the OOC. It also determines additional free upgrades and equipment given to all Light Infantry Squads in the Army, and what Enhanced Tactics can be purchased.
Enhanced Tactics can be purchased by Troop or Support type Squads unless noted otherwise.If an Enhanced Tactic lists a price per model, it must be purchased for all Models in the Squad.
Lord and Advisor Type Models attached to a Squad do not benefit from the Enhanced Tactic purchased by the Squad.
Acting Squad Commanders can use the Enhanced Tactic purchased for the Squad should the Squad Commander be removed from the game.

LINE BATTALION - RANGED OR TECH WARLORD

Light Infantry receive (+1) modifiers to CC and RS, and have HEDP Grenades in addition to the standard weapons (see Light Infantry Squad page).

Enhanced tactics:

- **Dig in:** Models on small bases only. The Squad can be deployed in Foxholes. Models using the Infiltrate special skill cannot use this Enhanced Tactic. Place a Foxhole token next to every Model in the Squad immediately after the Models are deployed. The Models count as being in Heavy Cover and receive a (+2) modifier to A against ranged attacks. If the Model moves for any reason, the Foxhole token remains where the Model was, and the Model loses the bonuses listed here. Any Model on a small base (including enemy Models) and in BTB contact with the token may climb into a vacant foxhole for 2" of movement to gain the above bonuses.
- Cost: 2 points per Model.
- **Combat Drugs:** A Squad with this upgrade gains the Combat Drugs Active Special Skill. During a Model's activation, Turn to Burn 1 Resource Card. The Model gains Heal(3) and either ROA (+2) or ROF (+1), but takes a St10 Piercing Autohit at the end of its activation with no Heal rolls allowed.
- Cost: 2 points per Model.

- **Rifle Drill:** Models on small bases only. When performing a Rapid Fire action, all failed RS tests may be rerolled. Additionally, if an Aim action was performed, the aimed shot may be re-rolled if it is a miss. These benefits only apply to Piercing type weapons.
- Cost: 1point per Model.

- **Psy-Ops:** Squad gains the Contempt (all) Special Skill.
- Cost: 1 point per Model for Troop type Squads, 2 points per Model for Support type Squads.

- **Artillery Support:** Once per game, the Squad Commander can spend 1 Action Point to call in an artillery barrage. This counts as a Shooting action, with the following profile:

STATISTICS

R	ST	ROF	AVV	TYPE
32/LE	12	1	4	Blast (G)

- LoS is needed to the target point as normal. The Artillery Support always scatters D20/2, so there is no RS test involved. The RoF cannot be increased by any means. Any Vehicle within the template counts as hit on its Rear Facing.
  Cost: 15 points (cost is added to the cost of the Squad Commander).

- **Forward supplies:** The Squad Commander adds an additional Resource Card to the pool. This card is lost if the Squad Commander is removed fro the game.
  Cost: 25 points (cost is added to the cost of the Squad Commander).

ASSAULT BATTALION - RANGED OR CLOSE COMBAT WARLORD

Light Infantry gain the Camouflage(2) Special Skill and have Flechette Grenades in addition to the standard weapons (see Light Infantry Squad page).

One Squad of Air Cavalry can be taken as Troop Type.

Enhanced tactics:

- **Rapid Advance:** All Models in the Squad can make a Basic Move action after infiltrators are deployed but before the first activation. This does not affect the number of Action Points or types of Actions available in the Squad's activation. This extra Move does not count towards the maximum movement limit per turn. Models using the Infiltrate special skill cannot use this Enhanced Tactic.
  Cost: 2 points per Model.

- **Go for Broke:** All Models in the Squad receive a (+1) modifier to MV when making an Engage action and get a (+1) modifier to ROA on the turn they perform the Engage Action.
  Cost: 2 points per Model.

- **Grenadiers:** All Models in the Squad are equipped with either Anti-infantry, Antitank or Stun/Flashbang grenades in addition to their standard weapons. Chose one type before the game starts.
  Cost: 3 points per Model.

- **Hard Training:** All Models in the Squad receive a (+2) modifier to St and CON.
  Cost: 2 points per Model.

- **True Believers:** The Squad may reroll failed Pinning or Break tests, and gains the Relentless Special Skill.
  Cost: 2 points per model.

- **Tank Hunters:** The Aim action provides an additional (+2) modifier to AVV of the ranged attack with the aim bonus.
  Cost: 2 points per Model.

AIRMOBILE BATTALION: TECH OR CLOSE COMBAT WARLORD

Light Infantry have the Dispersible Special Skill, a (+1) modifier to CON, and have Airburst Grenades in addition to the standard weapons (see Light Infantry Squad page).

Air Cavalry Squads become Troop type, but Heavy Infantry can be taken as Support type only.

Enhanced tactics:

- **On-target Drop:** The Squad gains the Rapid Deployment Special Skill and can reroll a failed Rapid Deployment roll (but not a natural 20). Additionally, the Squad ignores the results of rolling a natural 20 for the Rapid Deployment roll.
  Cost: 7 points per Model, or 2 points if the Model already has the Rapid Deployment Special Skill.

- **CAS:** Helicopter Missile Strike. Once per game, during the Squad Commander's activation, Turn to Burn 2 Resource Cards and spend 1 Action Point, to select a point within 18" of the Squad Commander. Place a LE template on this point and scatter D20/4. Each Model within the template receives a St14 AVV2 Blast autohit on a roll of 1-10.
  Cost: 15 points (the cost is added to the cost of the Squad Commander)

- **Evac Chopper:** If no Models in the Squad are Engaged at the beginning of the Squad's activation and no Model in the Squad is carrying an Objective token, the Squad can be removed from the table at the start of its activation. It must be then redeployed next turn in the player's deployment zone using the Rapid Deployment rules. In Missions using the Escalation rules, the Squad must be redeployed within 6" of the controlling player's table edge.
  Cost: 15 points (the cost is added to the cost of the Squad Commander)

- **Eyes in the Sky:** All Models in the Squad gain the Predatory Senses Special Skill and do not need LOS for firing template and (G) type weapons, but receive an additional (-4) modifier to RS when firing without LOS.
  Cost: 2 points per non-vehicle Model, or 15 points per vehicle Model.

- **Air Cavalry Support:** Can be taken by one Squad of Purple Sharks only. The Squad can use a support slot for OOC purposes only. It remains a Light Vehicle type for purposes of all in-game effects.
  Cost: 5 points per model.

- **Dropped supplies:** When the Squad is deployed using the Rapid Deployment rules, scatter either an Ammo Dump token or a Med Kit token (as chosen by the owning player) D20/2" from the Squad Commander. This token counts as 1" high Heavy Terrain, and has AV12 SP2.
Ammo Dump: Any friendly non-vehicle Model within 3" of the token can make two Basic Shooting actions in one turn, but RoF of all their ranged weapons cannot be increased by any means. Med kit: treat the token as having the Medic(5) Special Skill, which benefits friendly Models only.
Cost: 15 points (the cost is added to the cost of the Squad Commander)

ENGINEER BATTALION: TECH OR CLOSE COMBAT WARLORD

Light Infantry have the Pathfinder Special Skill, gain a(+1) modifier to A when claiming cover and have Seismic Grenades in addition to the standard weapons (see Light Infantry Squad page)

One K9 Squad can be taken as Troop type.

Enhanced Tactics:

- **Controlled demolition:** Nominate one piece of terrain on the board, with a footprint no larger than 6"x6" after choosing sides but before deploying any troops. Remove that piece of terrain. This Enhanced Tactic may only be taken once per army.
Cost: 15 points (the cost is added to the cost of the Squad Commander)

- **Sweepers:** Any token within 6" of any Model in the Squad may be ignored by the Squad (none of the token's effects apply to the Squad). A Model in BtB with a token which has a SP value may spend 2 AP and be deactivated to remove that token.
Cost: 2 points per model.

Obstacles: After terrain and sides are picked, but before any Squads are deployed at the start of the game, the player may place up to two sections of either barbed wire, sandbags or tank traps (controlling player's choice, can be mixed) per Squad with this Enhanced Tactic. These additional terrain pieces can be placed anywhere on the table, but outside the opponent's deployment zone. All these features are 1" wide x6" long and 1.5" tall. Barbed wire is AV12, SP2, counts as heavy terrain for movement but open terrain for shooting/ LOS, and Models on small bases attempting to cross it need to pass a CON test – if failed, the Model is immediately deactivated and placed on top of the wire. Sandbags are AV14 SP2, count as light terrain for movement and provide heavy cover. Tank Traps are AV18 and SP6, heavy cover, open terrain for infantry but impassable to tanks and heavy terrain for all other vehicle types.
Cost: 15 points (the cost is added to the cost of the Squad Commander)

- **Minefield:** After deployment, but before any Squads are activated, up to one 30 mm minefield token per Squad with this Enhanced Tactic can be placed anywhere on the board, except the opponent's deployment zone and not within 6" of any enemy Models. Any Model that moves or starts its activation within 4" of the token receives a St15 AVV4 Blast Autohit on a roll of 1-10. The Minefield token is AV14 SP4. Models with the Target Identifier Special Skill are immune to the effects of the Minefield token. A maximum of 3 Minefields can be purchased in one army.
Cost: 20 points (the cost is added to the cost of the Squad Commander)

- **Medical:** The Squad Commander gains the Medic(+2) Special Skill.
Cost: 10 points (the cost is added to the cost of the Squad Commander)

Breacher: Up to one Model per turn may spend 2 Action Points and pass a St test with a (+5) modifier to St, to remove 1 SP from any piece of terrain that is less than 4"x1" in size, less than 3" tall and in BtB contact with the Model.
Cost: 2 points per model

SPEC OPS BATTALION: RANGED OR CLOSE COMBAT WARLORD

Light Infantry gain the Fearless Special Skill, a (+2) modifier to LD and have Napalm Grenades in addition to the standard weapons (see Light Infantry Squad page)

Up to two Squads of either Free Marines, Sea Lions, or Martian Banshees (one unit type only) may be taken as Troop choices, for 2 points per Model.

Enhanced Tactics:

- **Smoke Bombardment:** Once per game, during the Squad Commander's activation, the squad can call in a smoke screen. Place a token within LOS of the Squad Commander, every model within 3" of the token suffers an additional (-4) modifier to RS when performing any Shooting actions, and any Models targeting Models within 3" of the token suffer a (-4) modifier to RS.
Cost: 10 points (the cost is added to the cost of the Squad Commander)

- **Stealth:** All Models in the Squad gain the Camouflage(+2) Special Skill. This Enhanced Tactic can only be taken by non-vehicle Models.
  Cost: 2 points per model

- **Dead-eyes:** All Models in the Squad gain a (+1) modifier to RS and the Gunslinger Special Skill. This EnhancedTactic can only be taken my non-vehicle models.
  Cost: 2 points per model

- **Sniper:** All Models in the Squad gain the Sniper and Crackshot Special Skills. This Enhanced Tactic can only be taken my non-vehicle models.
  Cost: 3 points per model

- **Scouts:** All Models in the Squad gain the Ranger Special Skill. This Enhanced Tactic can only be taken my nonvehicle models.
  Cost: 2 points per model

- **Napalm Strike:** Once per game, the Squad Commander can spend Action Point to call a Napalm Strike; this counts as a Shooting Action. Only one Napalm Wall can be called per game turn per army. Place a 30mm token within 30" of the Squad Commander, and scatter it D20/5" (if this results in the token being placed on top of a Model or impassable terrain, minimise the scatter to place it legally). Then, place a second 30 mm token within 8" from the first one and scatter it D20/5 as above. Draw an imaginary straight line between the two tokens. The line is 30 mm wide and counts as the Napalm Wall template. Any model within the template receives a St16 AVV1 Plasma autohit immediately. The Napalm Wall remains in play and blocks LOS and is considered impassable terrain, until the end of the turn.
  Cost: 20 points (the cost is added to the cost of the Squad Commander)

ARMORED BATTALION: TECH OR RANGED WARLORD

Light Infantry have Armour 13(10) in their front facing and have HEAT Grenades in addition to the standard weapons (see Light Infantry Squad page)

One Squad of Light Vehicles can use a support slot for OOC purposes only. It remains a Light Vehicle type for purposes of all in-game effects.

Enhanced Tactics:

- **Field Repairs:** The Squad Commander can attempt to repair a SP on a vehicle they are in Base to Base contact with by spending 1 Action Point. On a roll of 1-10 the Vehicle regains 1 SP lost earlier in the game (controlling player's choice) Every other Squad member activated before the Squad Commander, who also spends 1 Action Point on the 'Field Repairs' Special Action and ends their activation in Base to Base contact with the Vehicle adds a cumulative (-2) modifier to the roll.
  Cost: 15 points (the cost is added to the cost of the Squad Commander)

- **Call the Shot:** The Squad Commander can spend 1 Action Point and pass an RS test to nominate a target enemy Model in their LOS (this counts as a Shooting action). Until the end of the turn, any friendly Vehicle that performs a Shooting action at this target receives a (+2) modifier to RS. This bonus is lost if the Squad Commander is removed from play, moves for any reason, or is Engaged before the Vehicle's Shooting action takes place.
  Cost: 10 points (the cost is added to the cost of the Squad Commander)

  Up Close and Personal: The Squad is equipped with Anti-Vehicle Grenades in addition to their standard weapons. If a Model is Engaged with a Vehicle, it may attempt to plant a grenade on the vehicle's back. Take a Con test, if passed, the attack is resolved against the Vehicle's rear facing. The attack counts as a Close Combat Action, uses the Anti-Vehicle Grenade profile, and has RoA1, which cannot be increased by any means.
  Cost: 4 points per model

- **Overcharge:** Vehicles only. Can be taken by Light Vehicle Squads. Once per game, the vehicle gains (+1) AP and (+2) modifier to MV. At the end of its activation, it suffers an AVV2 hit to its 19-20 location.
  Cost: 10 points per model

- **Spall Lining:** Vehicles only. Can be taken by Light Vehicle Squads. The vehicle can re-roll AV tests against AVV1 hits.
  Cost: 25 points per model

- **Steel Shields:** If there is any vehicle (friendly or not) within 5" of any Model from this Squad, every Shooting action targeted at any Model in the Squad is instead resolved against the nearest vehicle on a roll of 1-10. Roll for every point of the RoF separately.
  Cost: 2 points per model

MITCH HUNTER

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	11	12	15	18	3	15(11)	185

TYPE: Warlord (Close Combat), Medium Base (40mm). Unique. Mitch Hunter is a Sea Lion.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	15	10	12	15	15	3	14(10)	140

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

Mitch Hunter is a Sea Lion.

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

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

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

RANGED WEAPON:

STATISTICS

M14 'BOLTER' HANDGUN

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

Passive: Instinctive Shot: Mitch can reroll any unsuccessful Ranged Skill tests with his M14 'Bolter' Handgun.

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

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

STATISTICS

STUNWAVE AMMUNITION

R	ST	ROF	AVV	TYPE
ST	–	1	0	Blast (S)

CLOSE COMBAT WEAPON:

STATISTICS

CAPITOL SWORD OF HONOUR

R	ST	ROA	AVV	TYPE
1.5	+3	3	4	Piercing

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

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

1-5 Mitch spins 6" in the direction selected and every Model in his path and within his CCWR takes one St13 AVV1 Piercing Autohit,

6-10 Mitch spins 5" in the direction selected and every Model in his path and within his CCWR takes one St12 AVV1 Piercing Autohit,

11-17 Mitch spins 4" in the direction selected and every Model in his path and within his CCWR takes one St11 AVV1 Piercing Autohit,

18-20 something goes wrong and Mitch is automatically deactivated.

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

SPECIAL SKILLS: **As Sea Lions, Fearless, Doomtrooper, Cartel Agent (Lord Type only), Colonel of the 9th Sea Lions, Fortune Favours the Brave, Megacorporate Champion, Smog Bomb**

Passive: Colonel of the 9th Sea Lions: A Capitol army which contains Mitch Hunter may include up to two Squads of Sea Lions as Troop choices. Any other Squads of Sea Lions in an army containing Mitch Hunter must be taken as 'Support' Squads as normal.

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

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

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

STATISTICS

PRIDE

M	CC	RS	ST	CON	WP	LD	W	A
6	14	–	8	8	15	15	2	13(10)

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

EQUIPMENT: Canine Teeth

CLOSE COMBAT WEAPON:

STATISTICS

CANINE TEETH

R	ST	ROA	AVV	TYPE
B2B	+0	2	0	Piercing

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

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

PRIDE'S SPECIAL SKILLS: **Fearless, Camouflage (2), Ranger, Target Sense, Stalk, Investigation, Loyal unto Death, Clever Dog!, Leap (3)**

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

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

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

BIG BOB WATTS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	17	12	12	15	18	4	16(11)	205

TYPE: Warlord (Ranged), Medium Base (40mm). Unique. Big Bob Watts is a Free Marine.

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	16	12	10	15	17	3	15(10)	160

TYPE: Lord, Medium Base (40mm). Unique
Big Bob Watts is a Free Marine

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

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

RANGED WEAPONS:

STATISTICS

ATLAS MEGACANNON

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

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

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

Active: The Chopper: 'Turn to Burn' 1 Resource Card and make a Shooting Action. Place a 30mm token within 2" of the Primary Target. The cover Modifier for Light or Heavy Terrain within 3" of the Token is reduced by -2, (i.e. Light Terrain becomes +0, Heavy Terrain -2). The Atlas Megacannon RoF is still 4 and can be modified as normal.

Active: Tank-Eater Rounds: 'Turn to Burn' 2 Resource Cards. The ATLAS Megacannon has the following statline:

STATISTICS

TANK-EATER ROUNDS

R	ST	ROF	AVV	TYPE
28	14	2	4	Rail (A)

Active: Hail of Lead: Turn to Burn 2 Resource Cards before making a ranged attack. As long as all of the targets of a ranged attack from the Atlas Megacannon are from the same Squad and are within 18" of the firing model and in LoS, the whole Squad is automatically Pinned. The 'Hail of Lead' Special Skill cannot be used against targets with the 'Fearless' Special Skill.

CLOSE COMBAT WEAPONS:

STATISTICS

COMBAT KNIVES

R	ST	ROA	AVV	TYPE
B2B	+0	2	0	Piercing

SPECIAL SKILLS: **As Free Marines (minus C4), Doomtrooper, Cartel Agent (Lord Type only), Target Sense, Sergeant of the Free Marines**

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

HENRY THOMAS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	10	10	14	18	3	16(11)	180

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

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	15	10	9	14	17	3	15(10)	130

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

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

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

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE

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

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

STATISTICS

M50 ANTI VEHICLE GRENADE LAUNCHER

R	ST	ROF	AVV	TYPE
15	16	1	4	Piercing (A)

STATISTICS

M14 'BOLTER' HANDGUN X2

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

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

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

STATISTICS

HU-E 'LANCE' MISSILE LAUNCHER

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

Active: **Hail Mary:** In the turn when the Henry Thomas is being deployed using Rapid Deployment, the range of the HU-E 'Lance' Missile Launcher is 36" from the point where the Model is deployed. Immediately after being deployed, and before performing any other Actions or using any Active Skills, Henry Thomas can perform a Shooting action using the HU-E 'Lance'. The shot does not need LoS but always scatters D20/2". If a natural 20 is rolled for the RS test, the shot is centred on the shooting Model in addition to the normal effects. After the Hail Mary shot is resolved, activate the Model as normal. If the player decides not to use the Hail Mary Special Skill during Rapid Deployment, the Missile Launcher cannot be used this turn, but do not count as fired and can be used normally in the following turns. Anti-Vehicle Missiles cannot be used with the Hail Mary Special Skill.

Active: **Need More Ammo:** A Model must Turn to Burn 2 Resource Cards in order to make any Shooting Action using the HU-E 'Lance' Missile Launcher after it has been initially fired.

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

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

STATISTICS

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

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

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

SPECIAL SKILLS:

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

Passive: **'The HT':** In an army in which Captain Henry Thomas is a Warlord, any Squad arriving using the Rapid Deployment Skill receives a (+4) modifier to LD when taking the Rapid Deployment Test, to a maximum of 20.

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

Active: **I love the smell of Butan-4-ol in the morning!:** Once per Game, Henry Thomas can call on a Napalm Strike as described in the Napalm Strike Enhanced Tactic. This Special Skill does not count as an Enhanced Tactic.

LT. COL. MIKE SANDERS THE BLUE SHARK

STATISTICS

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Rider / AV		SP Weapon Controls / AV		SP Flight Systems / AV		Sp Engines / AV		AV Front	AV Back	AP	PTS
8	16	16	15	18	4	16	3	13	4	14	3	14	0	-2	4	240
					If SP=0 or less, the Vehicle (and Sanders) is Destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the Blue Shark's M is reduced to 3 and cannot be increased by any means.		If SP=0 or less , the Vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/4. Each Model (including the Dismounted Sanders) within this range takes a S14 AVV1 Piercing Autohit on a roll of 1-15					

TYPE: Warlord (Ranged), Large Base (50mm). Unique. Jetbike. Lt. Col. Mike Sanders 'The Blue Shark' is a Purple Shark

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

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

SANDERS THE BANSHEE

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	16	16	11	13	14	17	3	14(10)	120

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

EQUIPMENT: M50 Assault Rifle, Sanders' Blade, Enhanced BRMPS-14 Predator Armour.

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

RANGED WEAPONS (BLUE SHARK):

STATISTICS

EXPERIMENTAL QUAD-MOUNTED M606 LMG

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

Passive: **Experimental:** If the result of the RS test is 18-20, it counts as a fumble with a grenade and the template is centred on The Blue Shark.

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

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

STATISTICS

EXPERIMENTAL QUAD-MOUNTED M606 LMG – AV AMMO.

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

RANGED WEAPON (SANDERS THE BANSHEE):

STATISTICS

M50 ASSAULT RIFLE

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

CLOSE COMBAT WEAPON:

STATISTICS

SANDERS' BLADE

R	ST	ROA	AVV	TYPE
1.5	+2	3	2	Piercing

Passive: **Power of the Arm:** Sanders the Banshee has Critical Force (2) when using the Sanders' Blade.

SPECIAL SKILLS: BLUE SHARK: As Purple Sharks (minus Automated Bombardment and Blaze of Glory), Sanders of the Martian Banshees, Shark Division, Contempt (Dark Legion/Mishima), Fearless, Napalm Drop

SPECIAL SKILLS: SANDERS THE BANSHEE: As Martian Banshees, Fearless, Doomtrooper, Sanders of the Martian Banshees, The Right Tool for the Job

Passive: Shark Division: An army in which The Blue Shark is the Warlord receives one additional Light Vehicle slot. This slot can only be used by a Purple Sharks Squad.

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

Passive: Dismounted: If the SP value of the Blue Shark's Weapon Controls, Flight Systems or Engines is reduced to 0 or less, Sanders can dismount from the Blue Shark. From this point onwards, Sanders uses the Sanders the Banshee statline, equipment and Special Skills, but he remains the Warlord and his Wound (W) value is equal to the Rider SP value remaining at the moment when he dismounts. Place the Sanders the Banshee Model in Base to Base contact with the Blue Shark then complete the appropriate effects on the Blue Shark for losing its SP. The Blue Shark Model cannot be activated any more and, unless it exploded, remains in the game as Heavy Terrain.

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

Active: The Right Tool for the Job: Sanders the Banshee may fire any of the grenade types listed in the Light Infantry section instead of the standard M50 grenade. Choose the type before firing.

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SERGEANT VINCENT HARLAND

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	15	11	13	13	17	3	14(12)	90

TYPE: Lord, Medium Base (40mm). Unique. Harland is a Free Marine.
EQUIPMENT: M 50 Assault Rifle with Spec Ops Ammo, Punisher Short Swords, Anti-infantry Grenades
ARMOUR: Modified HFMPS-93 Tortoise Armor Mk.1 (no negative weapon type modifiers taken)

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE – SPEC OPS AMMO

R	ST	ROF	AVV	TYPE
28	13	1	1	Blast (A)

Passive: Between the Eyes: RS test rolls resulting in a natural 1 or 2 count as Power Shots.

CLOSE COMBAT WEAPON:

STATISTICS

HARLAND'S PUNISHER SWORDS

R	ST	ROA	AVV	TYPE
1	+3	4	0	Piercing

SPECIAL SKILLS: As Free Marines, Contempt (Mishima), Doomtrooper, Master of Blades

Active: Master of Blades: When Harland initiates an Engage action, Turn to Burn 2 Resource Cards. Harland may reroll all failed Close Combat attacks and gains Critical Force (2).

LIEUTENANT CHUCK ROBBINS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	14	9	10	13	16	3	13(11)	95

TYPE: Lord, Medium Base (40mm). Unique. Robbins is Airborne Cavalry.
EQUIPMENT: M50 Assault Rifle 'The Mule', Combat Knife
ARMOUR: Modified HFMPS-93 Tortoise Armour Mk.1 (no negative weapon type modifiers taken)

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE 'THE MULE'

R	ST	ROF	AVV	TYPE
24	14	2	1	Piercing (A)

STATISTICS

HU-E 'LANCE' MISSILE LAUNCHER

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

Active: **Hail Mary:** In the turn when Lieutenant Chuck Robbins is being deployed using Rapid Deployment, the range of the HU-E 'Lance' Missile Launcher is 30" from the point where the Model is deployed. Immediately after being deployed, and before performing any other Actions or using any Active Skills, the Model can perform a Shooting action using the HU-E 'Lance' Missile Launcher. The shot does not need LoS but always scatters D20/2". If a natural 20 is rolled for the RS test, the shot is centred on the shooting Model in addition to the normal effects. After the Hail Mary shot is resolved, activate the Model as normal. If the player decides not to use the Hail Mary Special Skill during Rapid Deployment, the Missile Launcher cannot be used this turn, but does not count as fired and can be used normally in the following turns. Anti-Vehicle Missiles cannot be used with the Hail Mary Special Skill.

Active: **Need More Ammo:** A Model must Turn to Burn 2 Resource Cards in order to make any Shooting Action using the HU-E 'Lance' Missile Launcher after it has been initially fired.

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

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

STATISTICS

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

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

CLOSE COMBAT WEAPONS:

STATISTICS

CHUCK'S KNIFE

R	ST	ROA	AVV	TYPE
1	+2	2	1	Piercing

STATISTICS

KICK OF THE MULE

R	ST	ROA	AVV	TYPE
B2B	-	1	1	Blast

Active: **Kick of the Mule:** Turn to Burn 1 Resource Card. Instead of using his Combat Knife in Close Combat, Robbins may use the muzzle of his M50 Assault Rifle "The Mule". Armour tests cannot be taken against Wound Effects caused by the Kick of the Mule and successful Impenetrable Armour tests must be rerolled.

SPECIAL SKILLS: As Airborne Cavalry, Fearless, Right on Time

Passive: **Right on Time:** Robbins and any squad of Airborne Cavalry he is attached to do not roll to delay when using the Rapid Deployment special skill. They always arrive on the turn of the owning players' choice.

DETECTIVE VANCE RYDER (LUNA POLICE DEPT)

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	8	10	13	15	2	12(10)	70

TYPE: Lord, Medium Base (40mm). Unique.
EQUIPMENT: CA-101 Piranha Handgun, Flash-bang Grenades, Stun Baton
ARMOUR: Reinforced Ballistic Police Armour Mk.2 (no negative weapon type modifiers taken)
SQUAD UPGRADES: Ryder can be increased to 3 Wounds for 20 points.

RANGED WEAPONS:

STATISTICS

CA-101 PIRANHA HANDGUN

R	ST	ROF	AVV	TYPE
18	13	2	1	Piercing (P)

Active: Heretic Stopper Ammo: Turn to Burn 2 Resource Cards. Ryder loads the Piranha handgun with Heretic Stopper Ammo:

STATISTICS

HERETIC STOPPER AMMO

R	ST	ROF	AVV	TYPE
12	16	1	1	Blast (P)

Passive: Hits like a Freight Train: Heretic Stopper Ammo has Critical Force (2)
Passive: Slow to Reload: The RoF of Heretic Stopper Ammo may not be increased by any means.

STATISTICS

FLASH-BANG GRENADES

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

Passive: Stun: Every Model on a small base within the Template automatically receives a Stun Effect.

CLOSE COMBAT WEAPONS:

STATISTICS

STUN BATON

R	ST	ROA	AVV	TYPE
1	+2	2	0	Blast

Passive: Electro-Magnetic Shock: Models on small bases who receive a Wound Effect from this weapon must pass a Con test or also receive a Stun effect.

SPECIAL SKILLS: Cartel Agent, Espionage, Fearless, Target Identifier, Target Sense, Apprehended, Master Detective, Defend the Law

Passive: Apprehended: If Ryder causes a Wound Effect in Close Combat against a model with exactly 2 Wounds at the start of the Close Combat action, the Wound Effect has Critical Force (2).
Passive: Master Detective: All opposing players must reveal their Corporate Agenda and/or Hidden Agenda at the beginning of Turn 1.
Passive: Defend the Law: Each time Ryder loses a wound in Close Combat place a Defend the Law token on all friendly models within 4". In Close Combat each Defend the Law token may be removed to give the model with the token a +1 modifier to RoA. Remove any Defend the Law tokens from play at the end of the game turn.

LIGHT INFANTRY

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	12	12	8	8	13	15	1	12	60

TYPE: Troops, Small Bases (30mm)
SQUAD COMPOSITION: 1 Light Infantry Squad Commander, 4 Light Infantry.
SQUAD SIZE: 5-12 Light Infantry.
EQUIPMENT: M50 Assault Rifle, Combat Knife, HFMPS-93 Tortoise Armor Mk.1

ARMOUR: HFMPS-93 Tortoise Armor Mk.1: (Blast -2).
SQUAD UPGRADES: The Squad Commander can gain the Medic (3) Special skill for 10 points. Up to 7 Light Infantry can be added to the Squad for 12 points per Model.

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE

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

ADDITIONAL WEAPONS:

Line Infantry Battalion:
The M50 Grenade Launcher can use HEDP grenades:

STATISTICS

HEDP GRENADES

R	ST	ROF	AVV	TYPE
15/SE	10	1	2	Blast (G)

Assault Battalion:
The M50 Grenade Launcher can use Flechette grenades:

STATISTICS

FLECHETTE GRENADES

R	ST	ROF	AVV	TYPE
ST	14	3	0	Blast (S)

Airmobile Battalion:
The M50 Grenade Launcher can use Airburst grenades.

STATISTICS

AIRBURST GRENADES

R	ST	ROF	AVV	TYPE
15/LE	8	1	0	Blast (G)

Engineer Battalion:
The M50 Grenade Launcher can use Seismic grenades.

STATISTICS

SEISMIC GRENADES

R	ST	ROF	AVV	TYPE
15/SE	-	1	0	Blast (G)

Passive: Seismic Blast: Any building or structure within the template loses 1SP on a roll of 1-10. Any model within the template must pass a CON test or receive a Stun effect.

Spec Ops Battalion:
The M50 Grenade Launcher can use Napalm Grenades.

STATISTICS

NAPALM GRENADES

R	ST	ROF	AVV	TYPE
15/SFT	12	1	1	Plasma (G)

Place the narrow tip of the template at the nominated target point, and rotate the template at any orientation, so that the tip of the wider end is further away form the shooting Model than the narrow end.

Armored Battalion:
The M50 Grenade Launcher can use HEAT grenades.

STATISTICS

HEAT GRENADE

R	ST	ROF	AVV	TYPE
15	14	1	5	Plasma (G)

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+0	1	0	Piercing

SPECIAL SKILLS: Guide Them In

Active: Guide Them In: Turn to Burn 1 Resource Card during the Squad's activation to place a Guide Token within 8" of any Model in the Squad. Any friendly Squad attempting to Rapid Deploy within 3" of the Token may re-roll the Rapid Deployment Test and ignores the effects of rolling a natural 20.

HEAVY INFANTRY

STATISTICS

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

TYPE: Troop or Support, Small Bases (30mm)

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

SQUAD SIZE: 5-10 Heavy Infantry.

EQUIPMENT: M66 Autocannon, Heavy Gauntlet, HFMPS-94 Tortoise Armor Mk.2.

ARMOUR: HFMPS-94 Tortoise Armor Mk.2: (Plasma -2).

SQUAD UPGRADES: Up to 5 extra Heavy Infantry Models may be added to the Squad for 25 Points each. The Squad Commander can exchange his M66 Autocannon for an IN-14 Light Flamethrower and Chainripper Sword for 10 points.

All Models in the Squad may upgrade their M66 Autocannon with a Chainripper Bayonet for 3 points per Model. If this upgrade is taken, all Models in the Squad equipped with the M66 must also be equipped with the Chainripper Bayonet.

SQUAD SPECIAL RULE: The Heavies: Heavy Infantry Squads can be taken as either Troop or Support choices, subject to the limitations stated in the Battalion rules. However, all Heavy Infantry Squads in the army must be taken as the same Type (all Troop or all Support). If taken as the Troop Type, the cost of all Heavy Infantry Models is increased by 2 points per Model.

RANGED WEAPONS:

STATISTICS

M66 AUTOCANNON

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

STATISTICS

IN-14 LIGHT FLAMETHROWER

R	ST	ROF	AVV	TYPE
FT	14	2	0	Plasma (A)

CLOSE COMBAT WEAPONS:

STATISTICS

HEAVY GAUNTLET

R	ST	ROA	AVV	TYPE
B2B	+2	1	0	Piercing

STATISTICS

CHAINRIPPER SWORD

R	ST	ROA	AVV	TYPE
1	+3	3	2	Piercing

Passive: Parry and Bite: Models armed with the Chainripper Sword have Impenetrable Armour (12) against Close Combat attacks.

STATISTICS

CHAINRIPPER BAYONET

R	ST	ROA	AVV	TYPE
1	+3	2	2	Piercing

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

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

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

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

IRON LADY

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A
5	15	11	9	10	16	17	2	16 (11)

TYPE: Capitol Heavy Infantry Squad Advisor (30mm base), Unique.
Iron Lady may be added to the Heavy Infantry Squad as an advisor for 60 points.

EQUIPMENT: IN-14 Light Flamethrower, Powered Gauntlet, Medical Tools and Medic Banner

RANGED WEAPONS:

STATISTICS

IN-14 FLAMETHROWER

R	ST	ROF	AVV	TYPE
FT	14	2	0	Plasma (A)

SPECIAL SKILLS: **Advisor, As Heavy Infantry, Contempt (Imperial), Iron Will, The Lady Protects, Medic Banner**

Passive: **Iron Will:** All friendly squads with at least 1 model within 6 inches of The Iron Lady have the Fearless special skill. The Iron Will special skill only affects squads on 30mm bases.

Passive: **The Lady Protects:** Models within 9" of the Iron Lady can re-roll unsuccessful Heal rolls.

Passive: **Medic Banner:** Any model targeting the Iron Lady with a Ranged or CC attack must first pass a LD test with a -5 modifier. If the test is failed the model loses the Action Point and cannot complete another attack of the same type this game turn. Models with the Target Identifier and/or Brutal special skill ignore the Medic Banner special skill.

ARMOUR: MFMPS-94 Tortoise Armour MK 2.3 and Blast Shield (no weapon type modifiers taken). The Iron Lady has Impenetrable Armour (14) against Ranged and Close Combat attacks originating in her front facing.

CLOSE COMBAT WEAPON:

STATISTICS

POWERED GAUNTLET

R	ST	ROA	AVV	TYPE
B2B	+3	1	0	Piercing

STATISTICS

MEDICAL TOOLS

R	ST	ROA	AVV	TYPE
B2B	-	2	0	Plasma

Passive: **Medical Tools:** The Iron Lady uses her Medical Tools to neutralise the enemy threat. For every successful Close Combat attack with the Medical Tools the enemy model must complete a Con test. If the test is failed the target model loses a Wound. No Armour tests or Heal rolls are allowed against Medical Tool wound effects.

right place, right time, right stuff

AIRBORNE CAVALRY

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	13	9	9	13	15	1	12	90

TYPE: Support, Small Bases (30mm)
SQUAD COMPOSITION: 1 Airborne Cavalry Squad Commander, 4 Airborne Cavalry
SQUAD SIZE: 5-12 Airborne Cavalry
EQUIPMENT: M50 Assault Rifle, Cavalry Knife, HU-E 'Lance' Missile Launcher, HFMPS-93 Tortoise Armor Mk.1

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE – STANDARD AMMO

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

STATISTICS

HU-E 'LANCE' MISSILE LAUNCHER

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

Active: **Hail Mary:** In the turn when the Airborne Cavalry are being deployed using Rapid Deployment, the range of the HU-E 'Lance' Missile Launcher is 30" from the point where the Model is deployed. Immediately after being deployed, and before performing any other Actions or using any Active Skills, all models in the Squad can perform a Shooting action using the HU-E 'Lance' Missile Launcher. The shots do not need LoS but always scatter D20/2". If a natural 20 is rolled for the RS test, the shot is centred on the shooting Model in addition to the normal effects. After all Hail Mary shots are resolved, activate the models as normal. If the player decides not to use the Hail Mary Special Skill during Rapid Deployment, the Missile Launchers cannot be used this turn, but do not count as fired and can be used normally in the following turns. Anti-Vehicle Missiles cannot be used with the Hail Mary Special Skill.

ARMOUR: HFMPS-93 Tortoise Armor Mk.1 (Blast -2)
SQUAD UPGRADES: The Squad Commander can gain the Medic (3) Special skill for 10 points. Up to 7 Airborne Cavalry can be added to the Squad for 18 points per Model.

Active: **Need More Ammo:** A Model must Turn to Burn 2 Resource Cards in order to make any Shooting Action using the HU-E 'Lance' Missile Launcher after it has been initially fired.
Passive: **Slow to Reload:** This weapon's RoF cannot be increased by any means.
Active: **Anti-Vehicle Missile:** The HU-E 'Lance' Missile Launcher can be loaded with an Anti-Vehicle Missile until the end of the Game Turn.

STATISTICS

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

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

CLOSE COMBAT WEAPON:

STATISTICS

AIR CAVALRY KNIFE

R	ST	ROA	AVV	TYPE
B2B	+1	1	0	Piercing

SPECIAL SKILLS: Rapid Deployment, Target Sense, Stay Frosty, Dispersible, Gas Mask

FREE MARINES

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	14	9	11	13	17	1	13	90

TYPE: Support, Small Bases (30mm)

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

SQUAD SIZE: 5-10 Free Marines

EQUIPMENT: M50 Assault Rifle, Punisher Short Sword, HFMPS-93 Tortoise Armor Mk.1, C4 Explosives.

ARMOUR: HFMPS-93 Tortoise Armor Mk.1: (Blast -2)

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE

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

STATISTICS

M606 LMG

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

STATISTICS

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

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

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

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

STATISTICS

C4 EXPLOSIVES

R	ST	ROF	AVV	TYPE
LB	17	1	5	Blast

Active: **C4:** Up to two Free Marines per Squad per turn may spend 1 Action Point per Model to place a 30mm C4 Token within 2" of their base. This counts as a Shooting Action. The Token can be placed in any type of terrain, or attached to a Vehicle or Structure by placing it in Base (or Footprint) contact with the Vehicle or Structure. If attached to a Vehicle, the Token moves with the Vehicle. During any of the subsequent turns, if the Squad Commander or Acting Squad Commander is within 18" of the token, Turn to Burn 1 Resource Card per Token to trigger the C4. If any Friendly models are within 3" from the Token, 3 Resource cards must be Turned to Burn to trigger the C4. Centre the LB Template on the Token. In addition to the normal hit, any Structure or Vehicle which the C4 is attached to lose 1 additional SP (randomise the location in case of Vehicles). Tokens attached to Vehicles remain in play until they are triggered or until the Vehicle Explodes, at which point they are automatically triggered. Tokens attached to Vehicles cannot be destroyed by any other means. Other C4 Tokens are AV12 SP1 and are automatically triggered if destroyed.

SQUAD UPGRADES: Up to 5 extra Free Marines Models may be added to the Squad for 18 Points each.
1 in 5 Models may replace its M50 Assault Rifle with one of the following:
-M606 LMG for 15 Points.
-DPAT-9 Rocket Launcher for 20 Points.
The Squad may be upgraded with Anti-Infantry Grenades for 2 points per Model.
The Squad may be upgraded with Anti-Tank Grenades for 2 points per Model.

CLOSE COMBAT WEAPON:

STATISTICS

PUNISHER SHORT SWORD

R	ST	ROA	AVV	TYPE
B2B	+2	2	0	Piercing

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

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

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

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

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

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

SEA LIONS

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	14	15	8	10	14	17	1	13	90

TYPE: Support, Small Bases (30mm)

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

SQUAD SIZE: 5-10 Sea Lions

SQUAD UPGRADES: Up to 5 extra Sea Lion Models may be added to the Squad for 18 Points each.

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

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

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE -SPEC OPS AMMO

R	ST	ROF	AVV	TYPE
28	13	1	1	Blast (A)

Passive: Between the Eyes: RS test rolls resulting in a natural 1 or 2 count as Power Shots

CLOSE COMBAT WEAPONS:

STATISTICS

MACHETE

R	ST	ROA	AVV	TYPE
B2B	+3	2	0	Piercing

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

Passive: Surgical Strike: The Sea Lions can always deploy first when using the 'Infiltrate' Special Skill, regardless of which side won the Initiative Roll. The Controlling Player may choose to deploy in the normal order instead. If there are multiple Squads with this Special Skill, they can all be deployed before the remainder of Infiltrating Squads, and if both armies contain Sea Lions Squads, they are deployed in an Initiative order.

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

Active: Prepared Grounds: Once per game, Turn to Burn 2 Resource Cards during the Squad's Activation. Nominate one piece of Light or Heavy Terrain with at least one Model from the Squad within it. Until the end of the turn, all enemy Models beginning or finishing a Move, Run or Engage Action within this Terrain receive a ST10 AVV0 Piercing Autohit at the end of the Action which triggered this effect.

Active: Blend In: If there are no enemy Models within 6" of any Model in the Squad, Turn to Burn 1 Resource Card at the start of the Squad's activation. Each model in the Squad uses one Action Point. Sea Lions Models in the Squad can only be targeted by Ranged attacks if they are within 12" from the Model targeting them. The Squad loses the 'Blend In' Special Skill instantly when a Model from the Squad initiates any Action (excluding the Basic Shooting Action and Pass Action). The Blend In Special Skill remains active until the next Activation of Sea Lions Squad.

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

MARTIAN BANSHEES

STATISTICS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	15	14	10	10	13	15	1	14	100

TYPE: Support, Small Bases (30mm)

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

SQUAD SIZE: 5-10 Martian Banshees.

ARMOUR: -BRMPS-14 Predator Armor Mk.1: (Blast -1).

RANGED WEAPONS:

STATISTICS

M50 ASSAULT RIFLE

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

STATISTICS

M14 'BOLTER' HANDGUN

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

STATISTICS

STUN GRENADE

R	ST	ROF	AVV	TYPE
ST/SE	-	1	0	Piercing (G)

Active: Turn to Burn 1 Resource Card. 2 in 5 models in the Squad may use Stun Grenades. This counts as a Shooting Action.

Passive: **Stun:** Models on Small Bases within the Template receive a 'Stun' Effect.

SPECIAL SKILLS: Contempt: (Dark Legion/Mishima), Dissention, Gas Masks, Rapid Deployment, Jet Packs, Pure Hatred, Death Shriek, Death from Above, Jet Boots

Active: **Jet Packs:** Martian Banshees may choose to gain a (+3) modifier to their Movement Value and the Ranger Special Skill when they begin a Move, Run, or Engage Action in Open Terrain. If a Model using the Jet Pack ends its movement in Light or Heavy Terrain, it must take a Con test at the end of its Move, Run or Engage action. If failed, the Model immediately suffers a ST10 Piercing Autohit. If the Model leaves Close Combat using an Action that benefits from the Jet Pack Special Skill, it is immune to Free Slash.

Passive: **Death from Above:** When an Engage Action is made using the Jet Pack Special Skill, the Martian Banshee's Close Combat weapon receives a (+1) modifier to RoA and the Model receives a (+2) modifier to St and AVV of their Engage Bonus. Additionally, all enemy models on Small Bases within 1" of the Engaged Martian Banshee must take a Con test. If failed, the Models receive a Stun effect.

SQUAD UPGRADES: Up to 5 extra Martian Banshee Models may be added to the Squad for 20 Points each. The Squad Commander can gain the Medic (3) Special Skill for 10 points.

The entire squad may become 'Linebreakers' by exchanging their M50 Assault Rifles and Banshee Blades for M14 "Bolter" Handguns, Chainripper Swords, and Stun Grenades for 2 Points per Model.

EQUIPMENT: M50 Assault Rifle, Banshee Blade, Anti-Vehicle Grenades, BRMPS-14 Predator Armour Mk. 1.

CLOSE COMBAT WEAPONS:

STATISTICS

BANSHEE BLADE

R	ST	ROA	AVV	TYPE
BTB	+2	2	0	Piercing

STATISTICS

CHAINRIPPER SWORD

R	ST	ROA	AVV	TYPE
1	+3	3	2	Piercing

Active: **Parry and Bite:** Models armed with the Chainripper Sword have Impenetrable Armour (12) against Close Combat attacks.

Passive: **Jet Boots:** Martian Banshees follow the rules for 'Jumping Across Gaps' and 'Free Jump' as if they are on Large Bases. Martian Banshees receive an additional (-6) Modifier to Strength of the 'Falling from height' Autohit. Martian Banshees may re-roll the CON test when climbing. Martian Banshees that are Rapid Deploying and scatter may move the deployment point up to 3' in any direction after the scatter is resolved.

Passive: **Pure Hatred:** When fighting against a force which contains any Models from the 'Mishima' or 'Dark Legion' Factions, the Martian Banshees gain the 'Fearless' Special rule.

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

K-9 TEAM

STATISTICS

K-9 HANDLER

M	CC	RS	ST	CON	WP	LD	W	A	PTS
5	13	12	8	8	13	15	1	12	45

STATISTICS

K-9 GUARD DOGS

M	CC	RS	ST	CON	WP	LD	W	A	PTS
8	16	–	10	8	13	10	1	10	–

STATISTICS

K-9 INVESTIGATION DOG

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

TYPE: Support, Small Bases (30mm)

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

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

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

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

RANGED WEAPON (K-9 HANDLER):

STATISTICS

M50 ASSAULT RIFLE

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

SPECIAL SKILLS: **Ranger, Supersonic Whistle, Handler, Investigation Dog, Muscle Contracting Drugs**
Dogs Only: Leap (3), Camouflage (2), Dispersible

Passive: **Supersonic Whistle:** All Dogs in the Squad can perform a Sentry action for 1AP. K-9 Squads ignore the normal limits to the number of Models who can perform the Sentry action.

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

Passive: **Investigation Dog:** While alive, the Investigation Dogs grants the K-9 Squad the 'Predatory Senses' Special Skill and the K-9 Handler the 'Target Identifier' Special Skill.

Active: **Muscle Contracting Drugs:** At the beginning of a Guard Dog Activation, the Dog can be given the 'Muscle Contracting Drugs'. The Guard Dog's Close Combat Weapon is changed to 'Drugged Dog Bite'. Drugged Dogs take a St15 Piercing Autohit at the end of their Activation with no Heal rolls allowed.

SQUAD UPGRADES: Up to three additional K-9 Guard Dogs may be added to the Squad for 14 Points each.
One K-9 Guard Dog in the Squad may be upgraded to an 'Investigation Dog' for free.

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

Passive: **Riot Shield:** The Model gains Impenetrable Armour (12) against Close Combat and Ranged attacks in its front facing.

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

CLOSE COMBAT WEAPON (K-9 HANDLER):

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	+2	1	0	Piercing

CLOSE COMBAT WEAPONS (DOG):

STATISTICS

SURGICALLY ENHANCED TEETH

R	ST	ROA	AVV	TYPE
B2B	+4	3	0	Piercing

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

STATISTICS

DRUGGED DOG BITE

R	ST	ROA	AVV	TYPE
B2B	+6	1	4	Piercing

Passive: **Critical Force (2)**

PURPLE SHARK

STATISTICS

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP Rider / AV		SP Weapon Controls / AV		SP Driving Systems / AV		Sp Engines / AV		AV Front	AV Back	AP	PTS
7	14	12	12	16	2	12	2	12	3	11	2	12	0	-4	3	100
					If SP=0 or less, the vehicle is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the Purple Shark's M is reduced to 3 and cannot be increased by any means.		If SP=0 or less, the vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/4. Each Model within this range takes a S10 AV1 Piercing Autohit on a roll of 1-15					

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

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

SQUAD SIZE: 2-4 Purple Sharks.

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

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

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

RANGED WEAPONS:

STATISTICS

QUAD-MOUNTED M606 LMG

R	ST	ROF	AVV	TYPE
18	14	4	2	Piercing (A)

STATISTICS

FRAGMENTATION GRENADES (AUTOMATED GRENADE UNIT)

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

STATISTICS

ANTI-TANK GRENADES (AUTOMATED GRENADE UNIT)

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

CLOSE COMBAT WEAPON:

STATISTICS

COMBAT KNIFE

R	ST	ROA	AVV	TYPE
B2B	10	1	0	Piercing

SPECIAL SKILLS: **Turbo Jet, Automated Bombardment, Blaze of Glory**

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

Active: Automated Bombardment: During a Fast Move Action the Purple Shark can use the Automated Grenadier Unit. This does not cost Action Points and does not count as a Shooting Action. The Purple Shark may fire up to two grenades of any type from its Automated Grenade Unit in a single activation. Turn to Burn a number of Resource Cards equal to the number of Grenades being fired. For each Grenade being fired, nominate a target within 2" of the path of the Purple Shark's movement. Resolve each shot using the normal rules for Grenades at the end of the Purple Shark's Fast Move Action. The Purple Shark cannot be affected by its own Grenades and is immune to Free Slash when using this Special Skill.

Passive: Blaze of Glory: A Purple Shark that is destroyed but does not explode scatters D20/2 before being placed as a piece of Heavy Terrain.

If the Purple Shark encounters any Vehicle, Structure, Impassable Terrain or a Model on a Large Base before it can be moved the rolled distance, it stops immediately. Any Model or Structure that it encounters while moving that distance is treated as though it is Rammed.

ORCA BATTLESUIT MK IV

STATISTICS

					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 Engines / AV		AV Front	AV Back	AP	PTS
4	12	14	12	16	5	14	3	14	3	13	4	14	0	-4	3	165
					If SP=0 or less, the vehicle is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less, the vehicle cannot move or pivot. It also cannot use its Secondary Weapons or Stomp.		If SP=0 or less, the vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/2. Each Model within this range takes a S14 AV2 Piercing Autohit on a roll of 1-15					

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

SQUAD COMPOSITION: 1 Orca Battlesuit MKVI

SQUAD SIZE: 1 Orca Battlesuit

EQUIPMENT: AFMPS-17 Orca Battlesuit Armor.

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

MAIN WEAPONS:

STATISTICS

M89 HMG (DORSAL-MOUNTED)

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

STATISTICS

M-100A1 MOUNTED AUTOCANNON (ARM MOUNTED)

R	ST	ROF	AVV	TYPE
24	18	2	5	Piercing (A)

STATISTICS

DPAT-11 MULTI-ROCKET LAUNCHER (ARM MOUNTED)

R	ST	ROF	AVV	TYPE
6-30/SE	12	3	0	Blast (G)

SECONDARY WEAPON:

STATISTICS

M516 SHOTGUN (UNDERBELLY MOUNTED)

R	ST	ROF	AVV	TYPE
ST	14	2	0	Blast (P)

CLOSE COMBAT WEAPON:

STATISTICS

STOMP

R	ST	ROA	AVV	TYPE
B2B	14	2	2	Piercing

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

SPECIAL SKILLS: Extreme Conditions Demand Extreme Responses

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

AFT-20 LEVIATHAN

STATISTICS

					1-10		11-14		15-18		19-20					
M	CC	RS	WP	LD	SP HULL / AV		SP TURRET / AV		SP TRACKS / AV		SP ENGINES / AV		AV FRONT	AV BACK	AP	PTS
5	–	13	–	–	6	18	6	18	6	17	5	17	0	-4	3	350
					If SP=0 or less, the vehicle is destroyed but remains in play as a piece of Heavy Terrain.		If SP=0 or less, the vehicle may no longer use its main weapons.		If SP=0 or less the vehicle cannot move or pivot.		If SP=0 or less, the vehicle explodes! Measuring from the hull of the vehicle with a range equal in inches to D20/2. Each Model within this range takes a S14 AVV3 Piercing Autohit on a roll of 1-15					

TYPE: Heavy Vehicle (Tank), No Base.
SQUAD COMPOSITION: 1 AFT-20 Leviathan
SQUAD SIZE: 1 AFT-20 Leviathan

EQUIPMENT: Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon, Hull-Mounted M606 LMG, Turret Mounted M606 LMG, HAFMPS-19 Mk2. Fessilite Alloy Plating.
ARMOUR: HAFMPS-19Mk2. Fessilite Alloy Plating: (No Weapon Type Modifiers taken).

PRIMARY WEAPON:

STATISTICS

TWIN-MOUNTED MK. XLVIII 'GENERAL' PATTERN ULTRACANNON

R	ST	ROF	AVV	TYPE
26	18	2	8	Special*

*Passive: **Adaptable Shells:** Before making a Range Attack with the 'Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon', the Controlling Player must choose which 'weapon type' they would like to fire with. This can be Piercing (H), Blast (H) or Plasma (H).
Passive: **Slow Loading:** The RoF of the 'Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon' cannot be increased by any means.
Active: **Tankbuster Ammunition:** Turn to Burn 2 Resource Cards. The Twin-mounted MK. XLVIII 'General' Pattern Ultracannon gains Critical Damage (3).
Active: **Executioner Ammunition:** 'Turn to Burn' 2 Resource Cards, the 'Twin-Mounted Mk. XLVIII 'General' Pattern Ultracannon' gains the following statline until the end of the Game Turn (Note: This Special Rule cannot be used with the 'Passive: Adaptable Shells' Special Rule).

STATISTICS

EXECUTIONER AMMUNITION

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

Active: **Assassin Ammunition:** Turn to Burn 1 Resource Card. The Executioner Ammunition gains Critical Force (3).

SECONDARY WEAPON:

STATISTICS

TURRET AND HULL MOUNTED M606 LMG*

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

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

Note: The turret mounted M606 LMG has 360 degrees Line of Sight, regardless of turret position. The two hull-mounted LMGs are located inside the central bulge in the hull, between the tracks.

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